

THE CHROME BERETS

CYBERPUNK[®]

An Official Campaign Book
By Thomas R. Kane

THE CHROME BEREAVEMENTS

An Official
Cyberpunk 2020®
Campaign Book

by Thomas M. Kane



P.O. BOX 406 • NORTHFIELD, MN 55057 • AMERICA ONLINE: AtlasGames • INTERNET: ATLASGAMES@AOL.COM

CREDITS

Design: Thomas M. Kane

Editing: Zara Lasater

Product Manager: John Nephew

Editorial Assistance: John Nephew, Darin "Woody" Eblom

Editor for R. Talsorian Games: Derek Quintanar

Cover Art: Janet Aulisio

Cover Graphics: Kevin O'Neill

Interior Art: David Brown, Doug Shuler

Cartography: Kevin O'Neill

Layout: John Nephew

Playtesting: Russell Dow, Samuel Floyd, Chris Haynes, Eric Westgate

CHARTING NEW REALMS OF IMAGINATION, the Atlas Games logo, OVER THE EDGE, OTE and Al Amarja are trademarks of John A. Nephew. CYBERPUNK is a registered trademark of R. Talsorian Games, Inc., used under license.

This is a work of fiction. Any resemblance between characters, situations and events herein and actual persons, situations or events, without satiric intent, is strictly coincidental. Copyright ©1992 John A. Nephew. All rights reserved. Reproduction of this work by any means without written permission from the publisher, except small excerpts for the purpose of reviews, is expressly prohibited.

CONTENTS

INTRODUCTION	5	CHAPTER TWO: ORDER	
PLAYERS' INTRODUCTION	5	OF BATTLE	45
Character Roles	5	GOVERNMENT FORCES ...	45
REFEREE'S INTRODUCTION	6	Regimental Artillery	45
Winning and Losing	6	Regimental Reconnaissance	46
Running the War	7	Regimental Engineer Company	46
Language	9	Standard Infantry Company	46
Running the Events	9	Standard Mortar Platoon	46
ARRIVAL IN MALAGAY	10	Standard Motor Pool	46
Standard Notation	10	Standard Infantry Platoon	46
Humint (Human Intelligence) .	10	Platoon Heavy Weapons Detachment	46
Rumors	10	Standard Infantry Squad	47
Sources	11	First Infantry Regiment (Lt. Gen. Henrique Quintano)	47
CHAPTER ONE: PARADISE		Second Infantry Regiment (Lt. General Peter Meme)	49
IN GREEN	12	Mechanized Regiment (Marshal Jule)	52
MALAGASIAN HISTORY ...	12	State Security Force (Marie-Pen Quintano) ...	54
A GUIDE TO PARADISE....	15	Home Self-Defense Militia (Marshal Marante)	55
Calbaros City	15	Air Force (Marshal Jule)	55
Policy Briefing	15	True Order	56
Personal Safety	16	Typical Government NPCs	58
1. Plaza of State	18	GUERRILLA FORCES	59
2. University of Malagay	20	Standard Liberationist Company	59
3. Rowan Parks Hospital	21	Standard Mortar Detachment	59
4. Malagay Airport	23	Standard Liberationist Platoon	59
5. Network Malagay	24	Standard Liberationist Squad	59
6. Hotel Merideth	24	Liberationist Village Militia	59
7. Akagi Industrial Zone	24	Liberationist Militia Squad	59
8. Akagi Corporate Headquarters	26	First Liberationist Battalion (Major Duarte Botula)	59
9. Docks	26	Second Liberationist Battalion "Liberty" (Ramon Ragula)	60
10. Police Stations	26	Third Liberationist Battalion "Volunteer" (Pitor Guttenheim)	60
11. Akagi Provisional Headquarters	26	Fourth Liberationist Battalion "Guevara Lives" (Ferdinand Valquez)	62
12. National Bank	26	Fifth Liberationist Battalion "Buccaneer" (Winston Hamero)	62
13. Ti Muhu District	27	Winston Hamero	62
14. Midnight Palace Casino and Hotel	29	Sixth Liberationist Battalion (Ninoy Corasay) ..	63
15. Omni-Genetics Aqualogy	33	Asian Dawn (Russell Dow)	63
The Countryside	33	Free Calbaros Regiment (Fremont Macalva) ..	64
Policy Briefing	33	Asian Dawn Urban Strike Force (Chin Kung-Wu)	64
Personal Safety	33	Ramon Sagsaysay, Supreme	
1. The Central Plain	36	Guerrilla Leader	66
2. Guerrilla Plantations	36	Typical Guerrilla NPCs	66
3. Manto Plantation	37	ECONOMIC RESOURCES ..	67
4. Government Plantations	37	Plantation Control	68
5. Matilko Electrical Generation Station	38	CHAPTER THREE: OPS	
6. Quintano Family Plantation	38	AND SITS	69
7. Government Armory	39	Repercussions	69
8. Mechanized Forces HQ	39	NPC Operations	70
9. Dumps	39	OPS AND SITS	71
10. Marocain Plantation	41	Assassinations	71
11. Construction Zone	41		
12. Refugee Center	41		
13. Mikano Rehabilitation Facility	41		
14. Aquino National Forest Preserve	41		
15. Lake Bintuabo	44		
16. Cormo Cove	44		
17. Mount Carandito	44		
		Politics, Politics	71
		Government Leaders	71
		Rebel Leaders	72
		Street Protest	73
		Embezzlement	73
		Outlawed!	74
		Media Attention	74
		Destruction of Foreign Property	
		74	
		Civilian Casualties	74
		Deforestation	74
		Aqualogy Terrorism	75
		Artillery Barrages	75
		Raid on Generator	75
		City Raids	76
		Troop Levy	76
		The Arms Market	76
		Guerrilla Cyborgs	77
		Jule's Coup	77
		European Community Confer-	
		ence	78
		APPENDIX: KILL OR BE	
		KILLED	80
		Unit Scale	80
		Unit Statistics	81
		Morale	81
		Sequence of Play	82
		Attacks	82
		Disruption	82
		Terrain	82
		Artillery	83
		Communications and Jamming	85
		Beans and Bullets	85
		Making Men	85
		Trauma Team	86
		Intelligence	87
		FNFF Crossovers	87
		DISTANT THUNDER	87
		SOURCES	88
		TOYS FOR THE BOYS	88
		Infantry Weapons	88
		Electronic Equipment	89
		Artillery Pieces	90
		Artillery Rounds	90
		Artillery Direct Fire	90
		Missile/Bomb Table	91
		Artillery Cover	91
		Blast Area	92
		Missiles and Vehicle Weapons	
		HARM Missiles	92
		Vehicles	92

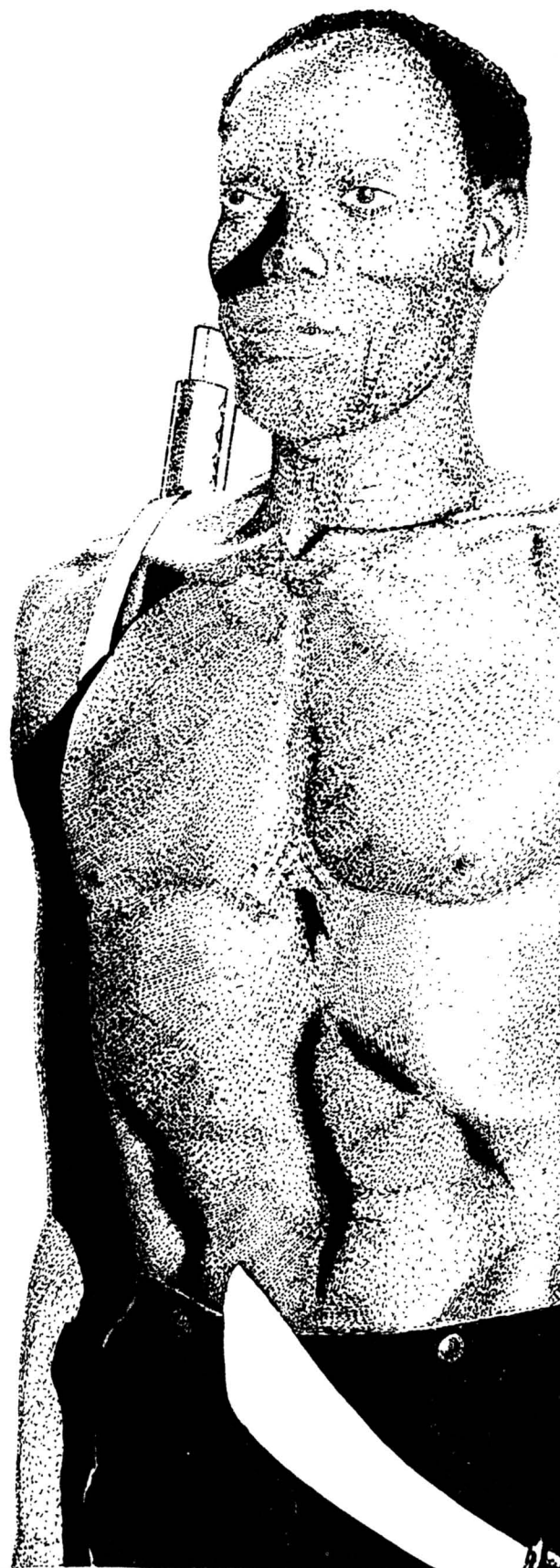
T

hey call it *Low Intensity Conflict*. The classic example was Vietnam. Lead is flying in some exquisite corner of hell, and the Big Suits want to make sure their side comes out on top. However, they certainly aren't going to put the National Image on the line. They aren't going to bring out the Big Bombs. No, they fob the war off on grunts like you, people with the chrome to do the job and the good taste not to technically exist.

Welcome to the Bad War, 2020s style. Today's vacation spot is the lovely Malagay Islands. Malagay's Liberationist Revolutionary Council just launched a bloody drive to topple the ruling National Freedom Party. The body count runs about 3,000, with unlimited upward potential.

Wanna be a hero? It can be arranged.

Brown



INTRODUCTION

PLAYERS' INTRODUCTION

The Malagay Islands offer a fast-growing career field for discreet, capable operatives. This adventure kicks off when the party's favorite fixer slips the Player Characters a tip. Akagi Industrial Incorporated needs the services of combat professionals for an operation in the Malagay Islands.

Assuming the PCs show some interest, the fixer arranges for them to meet a jaundiced gentleman in a gray suit, who speaks in a whispery voice. This man introduces himself as William Quintano, the Minister of Agriculture in the National Republic of the Malagay Islands. He adds that he also holds a position as Vice-President of Malagay Operations in Akagi Industrial Products Incorporated. "It is in my latter capacity that I visit you today. Akagi Industrial Products has a strong corporate and humanitarian interest in preserving the democratically-elected government of my homeland.

"You have heard that the Republic of Malagay is currently in a state of unrest. Rebel factions led by the leftist Ramon Sagsaysay control much of our countryside, and have recently attained footholds within the capital city. It is the belief of Akagi Inc. that the army of Malagay needs the advice of veteran fighters to direct and implement a counter-insurgency campaign. Akagi Inc. proposes hiring you to advise Malagay's army.

"Please understand the responsibility which we offer you. You will find the entire armed forces of Malagay Island more or less at your command. Although you will hold no official rank, your orders will be obeyed. I wish to emphasize that. You are both above and outside the military hierarchy, and even the general officers are prepared to follow your suggestions. The discretionary budget of the Armed Forces shall also be more or less at your disposal.

"In return for these sweeping powers, Akagi expects a swift resolution of the current insurrection. You are to oversee the destruction of the insurgent forces

and an end to the ongoing unrest, with minimum possible damage to Akagi Incorporated's property. Your job is not complete until you have secured stability for the democratically-elected government of Malagay.

"Once you have brought the uprising in Malagay to a satisfactory conclusion, Akagi Incorporated will pay each of you 15,000 Eurodollars."

The Players could raise their characters' fee to as much as 25,000 eb by carefully role-played bargaining.

Akagi Incorporated can provide a chartered flight on Universal World Services to Malagay's National Airport (see page 23). The party may bring any weapons or other equipment it desires on this aircraft. When the PCs arrive in Malagay, proceed to the section entitled, "Arrival In Malagay."

Character Roles

Obviously, *The Chrome Berets* works best for a party which can rely on its personal combat capabilities. Solos and Nomads fit in perfectly. Cops could perform equally well, given a reason to leave their normal jobs. Techie characters can support the Solo's operations, while Corporate characters can manage the political aspects of this war. Medias, of course, find that the revolution offers fascinating news stories; they can also help wage a propaganda war to support the rest of the team. Rockerboys can be the demagogues of this war, inspiring the people and raising morale among the soldiers. Fixers may suffer some handicaps due to the isolation of an island at war, but if they can apply their skills, they can prove invaluable as intelligence officers and arms merchants. Netrunners, however, have few roles in the guerrilla war. The Liberationists do not have many automated security systems for hackers to undermine.

Even a character whose prime skills are de-emphasized can play an important role in *The Chrome Berets*. For most of this adventure, the PCs plot strategy and lead army units in executing their plans. The challenge lies not in having the right game

ability scores, but in having the most lucid plan and the organizational skills to put it into effect. Therefore, gamers need not exclude any character from this adventure.

REFEREE'S INTRODUCTION

The bulk of this adventure features the war. Malagay's ruling elite hires the cyberpunks as mercenary commanders for their armed forces. With Malagay's nominal leaders preoccupied by their plots and luxuries, the PC's can find themselves controlling the war effort almost single-handedly. The mercenaries must plan the strategy, and arrange the special raids which make their tactics work. With their chrome and their expertise, the PCs must serve both as Malagay's strategists and its field commanders.

This is a combat adventure. The typical game session consists of one or more battles. However, *Chrome Berets* consists of military role-playing, not dice-rolling and mindless gunfire. The PCs find themselves responsible for leading several thousand NPC soldiers. Every battle must begin and end in role-playing, as the party chooses troops for an operation and gives them their orders. To win these battles, the PCs must learn to judge their NPC commanders, and to inspire their troops. They must also master the politics of Malagay's army, because the potential for mutiny, treason and *coup d'état* hangs over every operation.

The campaign develops as the PCs become familiar with Malagay, and learn who their friends and enemies are. At first, the mercs may feel content simply to fight a series of battles with whatever enemy happens to appear. However, if they ever want to win the war, they must develop an active strategy of their own. Even if the PCs win every battle, guerrilla forces have a nasty habit of regenerating themselves. Therefore, PCs must turn the little skirmishes which make up every game into a systematic program for destroying the enemy forces.

The Referee controls the timing of guerrilla attacks. Furthermore, each time the guerrillas attack, the Referee must decide how to inform PCs. If the party establishes a network of informants, these contacts usually warn the mercs about impending attacks. The PCs may then decide how to respond. Should

the party neglect intelligence work, the Referee need not inform the PCs of an enemy operation until the attack is well underway. By the time mercenaries notice refugees, power outages or other signs of attack, the guerrillas will be ready for a counterattack. They may have set ambushes, planted mines, wiped out isolated forces, or simply vanished into the countryside, depending on the situation. Referees may use their most vicious strategies on behalf of the guerrillas.

Chapters One and Two provide source material on Malagay Islands. Chapter Three provides situations which can lead to battles. The Referee, of course, should invent new complications to reflect the events of the game. The final portions of this book cover rules for mass combat in *Cyberpunk*®, and for using military weapons in standard Friday Night Firefight battles.

The Referee may decide just how large a role the Malagay Islands play in the campaign. *The Chrome Berets* consists of one long, ready-to-play adventure. You can compress the action of this storyline into one scenario or spread it out into a long campaign. Furthermore, even after the dust settles in Malagay, this product describes people, places and game mechanics that might show up in your campaign again.

Winning and Losing

The most important part of strategy is finding out what you have to do to win. This involves far more than simply battering the guerrilla forces. *The Chrome Berets* does not force gamers into any planned climax. Strategists must shape their own destiny, using the military, political and personal resources at hand. Opportunities exist for the party to fight the rebels in open battle, destroy them through personal commando raids, subvert the rebel movement from within, or even switch loyalties and overthrow the government. The success of these plans depends on the PCs' cunning and the Referee's judgment.

Much of the action in this adventure depends on the friends and enemies PCs acquire. Most of the NPCs could be either hostile or helpful, depending on how the party approaches them and what the 'punks try to do on the Malagay Islands. Therefore, the Referee should carefully go through Chapters One and Two,

taking note of all the power-brokers in these islands. Give the 'punks a chance to deal with them all.

Most of the time, the Referee should have no difficulty deciding whether an NPC likes or dislikes the party. Simple role-playing, and possibly a few Social skills dice rolls, make this clear. One should keep a list of the party's friends and enemies. Each time the PCs encounter a new NPC, the Referee puts him in one column or the other.

The list of friends and enemies should also note which units still have the strength and will to fight. It is usually easy to determine when a faction is suitable for combat. When a military unit disintegrates in combat, or when a leader switches allegiance to the other side, that unit no longer presents a threat, Referees must use their own judgment and role-playing skills to decide when certain enemies surrender.

Whenever the guerrilla factions collapse, the mercenaries can collect their pay. However, victory may unleash a bloody clash between factions. Adventurers may take their money and slip away, but an early escape means that the PCs never collect their full share of the spoils. Cyberpunks should also remember the danger of leaving live rivals behind them. It may take a large number of operations to bring this adventure to a close.

The PCs may find themselves relying on commando strikes. Quite likely, they themselves are the island's best special operatives. Relatively few of Malagay's people have the chrome of the typical 'punk, and in the cutthroat politics of the island, the party cannot trust outside agents even when they are available. However, each PC can do only one thing at a time. PCs must decide where their personal touch can do the most good. Then they must leave the rest to their subordinates and the mass combat system.

Running the War

Most of this adventure is a contest of strategy. The mercenaries must use the resources at hand to defeat the enemy. Meanwhile, the Referee must make this a challenge by playing the opposition effectively. The scenario differs from a simple wargame in that the players portray individual commanders, with fears and ambitions, who must define victory and defeat on their own terms.

The technique of narrating combat is quite simple. As Referee, simply keep track of where guerrilla forces are. Although this book obviously cannot provide tactical maps of the entire island, any imaginative Referee can quickly invent local topographical details. When PCs send troops there, battle ensues. This book tells you where the rival forces are at the moment the PCs arrive. The Referee must decide what they do next.

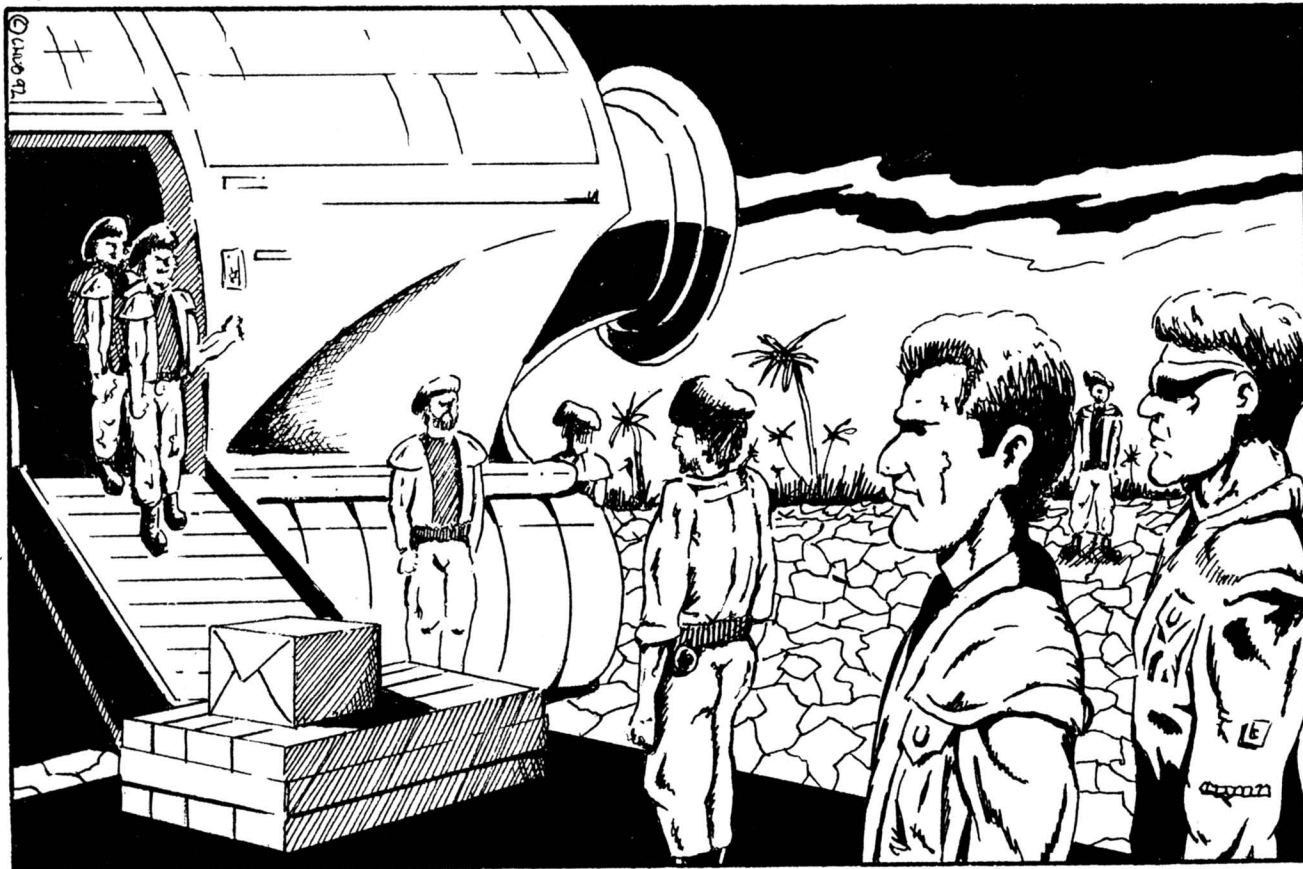
Referees must depend on their own strategic ability to play the party's opposition. Any veteran of *Cyberpunk*® firefights has some experience in how to win a battle. Generals and wargamers have developed a set of Principles of War which sum up the essence of strategic thought. The Principles of War include Economy of Force, Mass and Maneuver, Objective, Control, Intelligence, Surprise and Reserve.

The principle of Economy of Force seems obvious, but combatants in the typical role-playing game brawl often do not get to exercise it. Economy of Force means that one must be as strong as possible at the point of battle. If this means weakening oneself elsewhere, so be it. One must assign the bare minimum of forces to one's secondary objectives, so as to maximize the resources for one's primary objective.

One uses Mass and Maneuver to achieve Economy of Force. Mass and Maneuver simply means that one places one's units in positions where they will be able to join forces at the most effective point. Close-combat forces should be able to come to grips with the enemy. Soldiers with long-range weapons should be able to avoid contact. Different military units should be able to come to each other's aid, allowing one to concentrate an unstoppable force on any battlefield one desires.

The principle of Objective reminds one of the reasons for a battle. Often the clearer the objective, the better the chances for success become. Those who let other concerns cloud their Objective risk fighting a meaningless battle. See *Winning and Losing*, above, for details on the objectives for fighting this conflict.

Control means the ability to carry out a strategy. On the level of strategic planning, it means that maneuvers should always be simple. No unit should have to do more than one thing at a time. Commanders must



remember that combat always takes place in an atmosphere of confusion.

Control also involves leadership. A role-playing scenario simulates this aspect of command far more directly than the typical board wargame. The Appendix contains morale rules for the opposing forces. Furthermore, Referees should use their own judgment to role-play the reactions of soldiers to the PCs' orders. Indecisive or unlucky leaders should quickly lose the confidence of their troops.

The 'punks can assign their units any leaders they want. PCs may wish to command as many units as they can in person. Beyond this, the party must choose NPCs whom it trusts. One must remember that incompetent leaders cause desertions, while overly ambitious commanders may turn upon their masters.

In order to define an Objective, plan Maneuvers or achieve Economy of Force, one must know the enemy's strength and location. One calls this information Intelligence. It is Intelligence which makes all other efforts of strategy possible. Intelli-

gence may become the deciding factor of the war on Malagay Islands.

PCs quickly discover the difficulties of gathering intelligence in a guerrilla war. Although the PCs have wide authority, few of their subordinates are both competent and loyal enough for the crucial task of spying. Wise cyberpunks undertake the most critical scouting missions in person. They know better than anyone the objectives of a reconnaissance mission and their chrome allows them to survive.

Referees must also remember the limited Intelligence of the opposition. Although one should plan the Liberationist raids with as much cunning as possible, one must avoid having them act on information which the party has managed to conceal. When deciding whether or not the Liberationists have information on a certain project, the Referee must rely on common sense. The Appendix provides guidelines on intelligence operations.

One can achieve surprise whenever one has clearer Intelligence than the opposition. If one can keep one's forces undetected, the enemy cannot prepare for their attack. Commanders can also improve their

chances of unbalancing the enemy by positioning troops to attack multiple objectives, so that the foe does not know what to expect.

A Reserve offers commanders the ability to make new plans. If enemies break through one's defenses, one can send the Reserve to stop them. If an attack suddenly becomes more promising than one dared hope, the reserve can exploit the success. Hoary military wisdom calls for keeping one-third of one's forces in reserve, but this ideal calls for more troops than commanders may wish to spare.

The art of employing a reserve lies in making sure that one really gets a chance to use it. Commanders must place the Reserve in a central position, where it can reach any needed spot quickly but the enemy cannot easily reach it and tie it down with an attack. The Reserve should also play an active role in the battle. Troops which remain in reserve forever do no good.

Specific tactics for this adventure resemble those used in guerrilla warfare for centuries. Government and Corporate forces have overwhelming firepower, combined with aerial mobility. The Liberationists rely on concealment and surprise to keep the enemy from bringing these forces to bear. Highly mechanized forces cannot penetrate the jungles and urbanized wastelands where the guerrillas hide. Furthermore, with the assistance of local civilians, guerrillas may disappear at will.

The Government must attempt to pin the guerrillas down and annihilate their forces. Liberationists, however, avoid pitched battles. They attempt to avoid detection, while striking crucial targets around the islands. In this fashion, the guerrillas hope to force the government into spreading troops out into static guard positions, to prevent enemy attacks.

With government forces in static, defensive positions, the guerrillas can do as they wish. They wear down enemy strength by wiping out the dispersed soldiers one group at a time. Meanwhile, the guerrillas must acquire the political influence to raise a real army and defeat the government in open war. According to Maoist theory, the success of the guerrillas should inspire the masses to take up arms for a final drive against the government. In the Malagay Islands, the rebels are more likely to win by pressuring key army commanders into switching sides.

Language

The people of Malagay speak a Filipino dialect unintelligible even to the Tagalog speakers of the Philippines' main island. Those with the appropriate cyberware to use language MRAM, of course, have no difficulty with foreign languages. Others may buy electronic pocket dictionaries for 500 eb that offer a skill of +1 in the language.

Fortunately, most of Malagay's natives speak other languages. People on Malagay Islands have a 30% chance of speaking Japanese, a 20% chance of speaking English and a 10% chance of speaking Spanish. Double these percentages for members of the upper classes. Assume that all major NPCs, such as those listed in Chapter Two, speak English and Japanese.

Running the Events

As Referee, scan through the Ops and Sits section. The events under Ops and Sits can interrupt the adventure at any time. Be sure you know the sort of things which can happen, and the reasons why they would. Then, develop events as they become appropriate. Some special events occur when the party develops a specific requirement. Other Ops and Sits cover political maneuvers or unusual developments which may change the course of the adventure. These take place whenever certain figures consider the circumstances ripe for action. The text provides suggestions on timing, but as the brain behind the NPCs, the Referee must decide exactly what to do and when.

The shifting allegiances and special events of this game should mix smoothly with the fighting. The defection or acquisition of allies leads to dramatic readjustments in combat strength. Events in battles force PCs and NPCs to undertake projects from Ops and Sits.

When a special event begins, the party may not realize what it's getting into. Introduce these episodes gradually, telling the PCs only what their characters would know at the time. For example, if conspirators decide to terminate a key commander, the party's warning depends entirely on its intelligence efforts. PCs who cultivate informers and dig for rumors may get a chance to round up the traitors before the plot

begins. Less cautious 'punks may receive their first warning when they hear the gunfire.

ARRIVAL IN MALAGAY

When the PCs' aircraft arrives in Malagay, the first things they notice are the heat and the smell. A scent of garbage, animals and feces drifts on the sweltering air. This is not another urban techno-wasteland. The Malagay Islands lie in the tropics and the Third World, with neither the air-conditioners, the smog nor the sanitation of the developed nations.

Malagay's armed forces sends a delegation to meet the PCs. This welcoming committee rides in four sleek black Marder Armored Personnel Carriers. Marshal Benjamin Jule heads the group. He greets the arriving mercenaries with a salute and an expression of stern military reserve. He identifies himself tersely. "When you require briefings on your position, I shall provide them." Then Marshal Jule shows the new advisors to their quarters in the Presidential Palace. Consult the map and key to Calbaros City for more details.

The PCs have access to a great deal of information from this campaign book. The history of the revolution, the general geography of the island, and the Order of Battle for friendly forces are all known. However, as Referee, do not simply give the party a long lecture about it all. Let them gather information as they become curious, with Marshal Jule answering their questions in clipped military tones. PCs pay much more attention to information when they have to work for it.

Marshal Jule does not mind advising the new mercenaries at all. He uses the job as an opportunity to mention his opinion about anti-insurgency strategy. "If you wish to kill a serpent, you cut off the head." Jule urges the PCs to withdraw the huge infantry forces now committed to static defense in the capital and use them for a strike against the guerrillas' jungle headquarters. Jule considers this the soundest strategy. Furthermore, by moving units out of the capital, the PCs make it easier for Jule to launch his *coup d'état* later in the game. See Chapter Three, "Ops and Sits," for more on that.

Standard Notation

Whenever the text refers to a military unit by number, it uses the following notation: Regiment/Battalion/Company. For example, the 1-2-2 Company would be the Second Company of the Second Battalion of the First Regiment.

Humint (Human Intelligence)

Smart commanders use every available source of intelligence. This includes finding rumors and informants. If the PCs make an effort to gather information, the Referee should play out their encounters. The following section provides some current rumors concerning the war, and role-playing notes on characters who serve as typical sources of information.

Give out the information in the course of conversations, as responses to questions PCs ask NPCs.

Rumors

Besides these rumors, which are mostly true, all sorts of erroneous information constantly spread through the island. It's up to the Referee to make up most of them. Tailor them to the context — e.g., a jealous merchant might tell the PCs that a competitor is a rebel sympathizer.

▲ Rowan Parks Hospital maintains a policy of strict neutrality in the war, and the strange thing is, both sides respect it. It's in the center of a war zone, but neither guerrillas nor government forces have done anything to damage it. (True.)

▲ The guerrillas receive supply shipments along the coast. Radar shows some kind of bogey aircraft flying cover for the shipments, but nobody knows who owns the planes. (The pilots are actually mercenaries working for the gangster Kingpin Chase. See Ops and Sits for more details.) (True.)

▲ Mount Carandito is a hotbed of guerrilla activity. (True.)

▲ The guerrilla leader called Botula owns some big plantations. He sided with the rebel movement because he and the Quintanos don't get along. (True.)

▲ President Jonas Quintano has a plane waiting 24 hours a day to get him off the island if the war goes badly. (False.)

▲ Cybered Liberationists are already in the field, and more are on the way. (True.)

▲ The President's wife Marie-Pen has her own private hit squad, and she'll ice anyone who crosses her. (True.)

▲ Henrique Quintano, commander of the First Infantry Regiment, is a hopeless drunk and a military incompetent. His brother, Carlos Quintano, is both of those things and an embezzler as well. (True.)

▲ The Quintano family doesn't dare arm the government militia, or Village Home Self-Defense Forces, for fear that the farmers will join the revolt. (Partially true.)

▲ The Midnight Plaza Hotel never gets touched by shellfire. (True.)

▲ There's a woman on this island who calls herself Kingpin Chase. She can get you anything you want. The war doesn't stop her. No guerrilla is going to take a risk on fracking her off. (True.)

▲ One of the Liberationist commanders, a guy called Hamero, has a past in the Mob. Kingpin Chase squeezed him out, which is why he's sweating in the jungle right now. (True.)

Sources

Eric Woljac. Woljac, an Asian correspondent for the Eastern News Net, has a reputation as an old Malagay

hand. He speaks slowly, with a thick Germanic/Polish accent. Woljac actually does know a great deal about Malagasian politics. He has a knack for bringing up completely unexpected topics, and providing information which nobody thought to ask for.

John Corozo. Private, Malagasian Army. This skinny conscript is terrified by the idea of combat. He does not see himself as a coward, because he has no idea why he is fighting. Wild rumors circulate in Corozo's unit, and he has no idea which ones to believe.

Madame Hu. This plump Chinese woman operates a brothel in Calbaros. She has a gap-toothed smile and a grandmother's insight into human nature. Madame Hu is also almost shockingly avaricious. She tries to force money out of everyone, on the slightest pretext.

Sam Binh. This shirtless youth wanders the streets of Calbaros, performing odd jobs and picking garbage. He admits in a husky voice to running occasional errands for the guerrillas in the city.

Captain Paul Saino. Saino keeps his boots shined and his insignia polished. He cannot grow more than a slight mustache, but his heavy build and craggy face prove that he is in his mid-thirties. As a career officer in the army, Saino finds the war a useful opportunity for promotion. Nevertheless, he fears that guerrillas may attack his family.

Combat Scores

To make this adventure easier to use, we have included Combat Scores for each NPC that might engage the PCs in combat. These numbers total bonuses and penalties for the character in normal conditions, so that you need not look up all the information yourself. For instance, each weapon has its vital stats summarized for ease of play (#Shots, rate of fire, damage and reliability), and then the bonus that the character receives when using the weapon is given — taking into account such factors as weapon accuracy, character skill and reflexes, smartgun links and cyberoptics, and penalties for the encumbrance of the armor worn by the character.

For martial arts, a single bonus is given; it does not reflect key attack bonuses (see *Cyberpunk®*, p. 90) for that martial art.

For armor, if no score is given for a body area, assume the SP value protecting the area to be zero.

If unusual conditions prevail, you may wish to revise figures accordingly. Suppose a character unloads her MetalGear — that relieves 2 EV, and in effect raises any scores that are raised on reflex (initiative bonus, weapons bonus) by +2.

A common initiative modifier is Sandevistan Speedware. When activated by subvocalized command, it gives a +3 bonus to initiative on the subsequent five turns. Then it must be activated again, after two turns without the speed. Since this modifier switches on and off through a combat, we have indicated initiative bonus totals with astericks (*) when the +3 Speedware bonus is included. Be sure to subtract 3 from the total when it's an "off" turn — the first turn of combat and between boosted states.

CHAPTER ONE:

PARADISE IN

GREEN

This chapter describes the battlefield. It covers the history and geography of Malagay Islands. Referees may use this as source material and inspiration. This chapter also describes the terrain and society in which the PCs must shape their strategies.

MALAGASIAN HISTORY

In the Old Days, the Malagay Islands were a sort of appendix to the Republic of the Philippines. Then, in the late twentieth century, nationhood got trendy. Ethnic groups from Bosnia to Tajikistan declared themselves sovereign countries. The Marshall Islands became independent. Anthropologists knew that the two or three hundred remaining Malagay aborigines came from different ethnic stock than the Tagalog-speaking Filipinos. Therefore, it was only a matter of time before Malagay demanded its own flag, its own currency, its own army and its own national flowering plant.

The push for Malagay's independence came in 2006. Malagay's separatist movement started with Ramon Sagsaysay, a nineteen-year old island native studying under scholarship in Belgium's Louvain University. Sagsaysay's academic performance ranked as mediocre. However, college gave him the chance to meet political radicals from around the world, and Sagsaysay soon became fascinated with the idea of leading a revolution. Therefore, Sagsaysay published the tract, "Awakening." He identified Malagay as an independent nation, and called for its immediate liberation, by force if necessary.

"Awakening" first appeared in a journal called *International Security*. It attracted minor attention in

the international field, largely because Sagsaysay's ideas threatened to trigger an interesting little war. Among Malagay's impoverished people, "Awakening" went largely unnoticed. However, the island's other radicals and intellectuals embraced the idea of revolution. Sagsaysay, who remained in Belgium, began an active correspondence with potential guerrillas in his home. The student began organizing a liberation movement. He came to see himself as another Lenin or Ho Chi Minh.

Sagsaysay's Malagay Liberationists advertised their movement with "symbolic strikes," such as the bombing of the ferry *Manuel Roxas* and the kidnapping of prominent citizens. The government responded by arresting two kidnapers. However, more vocal Liberationists remained at large, and Sagsaysay continued to write in Belgium. People perceived the government actions as half-hearted and ineffective. Meanwhile, the local landholders organized their own militias for protection. These private armies hunted down suspected Liberationists. They killed suspected collaborators as well, and murdered peasants who, for any reason, had offended the landholders. Few in the outside world distinguished between the activities of the government and the militias. The ongoing strife became an acute embarrassment for the Filipino government.

Meanwhile, a far more genteel faction began pressing for Malagay's independence. At that time, the wealthy Quintano family happened to own over eighty percent of Malagay Island, the main island in the chain. Jonas Quintano, the owner of a large plantation on the north of Malagay, submitted a formal declaration of independence to the Filipino

government. He outlined plans for a democratic government, a stable constitution and "economic development policies" which gave almost unlimited power to international corporations operating in Malagay.

Quintano's proposal brought Malagay global attention at a crucial time. After a recent coup attempt, the Filipino government wanted no more bad publicity. Sagsaysay's impassioned writings had made him popular among the radical intellectuals of the world. More mainstream observers considered Quintano's proposal a reasonable, moderate way to resolve the crisis. The corporations of Akagi Systems and Omni-Genetics pledged to help create growth and development in an independent Malagay. Therefore, the Manila government recognized Malagay's independence.

Sagsaysay hastened back to the Philippines. His supporters hoped to have him welcomed by a cheering mob. However, the weather was poor, and only a few committed partisans appeared to welcome Sagsaysay. Meanwhile, the newly-freed Malagay held elections under the principles established in Quintano's documents. Sagsaysay mounted a belated campaign for the Presidency, but found himself without political organization or support. Members of the Quintano family ended up controlling the Malagay Congress.

Sagsaysay faded out of view. Meanwhile, as an independent country, the Malagay Islands experienced rapid — and literal — growth. Geologists of Akagi Systems Incorporated noted the presence of a vast, underwater plateau surrounding Malagay Island. Akagi systems then offered the Quintano government a proposal. Akagi would finance filling operations which would more than triple the Malagay landmass. In return, the corporation wanted title to the new land it created, and powers of legislation and police over these territories. Under the Economic Development Laws, the Quintano government readily granted Akagi's request.

As promised, Akagi technicians built more land for the Malagays. They raised their artificial islands on a foundation of trash. The corporation contracted to dispose of waste material from cities throughout the Pacific Rim, including Tokyo, Shanghai, San Francisco and Singapore. Akagi fused this matter into a matrix of ferroconcrete and used it as a foundation

for the new land. Only the final ten feet of the new property consisted of pure topsoil. As of 2020, Akagi considers the project sixty-five percent complete. However, the underwater plateau extends for almost ten more miles to the south of the current landmass. Even in 2020, during the civil war, Akagi continues to expand the island.

Another corporation expanded Malagay Island using a different technique. Omni-Genetics Incorporated found itself cut out of the development on the mainland. Furthermore, this firm needed urban amenities which the rural island could not provide. Therefore, Omni-Genetics constructed its Demi-Arcology in the deep waters off Calbaros City. Omni-Genetics's artificial city floats like a steel iceberg upon the waves. Most of the facility, however, is underwater. This Aqualogy offers stylish, ultra-modern facilities for foreign executives and the local elite. Omni-Genetics also included an entire "pod" or district of the city for its own laboratories and production lines, thereby taking advantage of Malagay's lax environmental laws.

Malagay's population expanded far more rapidly than its land. Akagi imported thousands of laborers to work on the Malagay Land Enhancement Program. These unskilled workers came mainly from the streets of Shanghai. And for every worker Akagi Incorporated imported, two or three others arrived without permission. Families and friends of the official workers came to Malagay hoping to find jobs with Akagi. Those who could not get jobs of their own came to live with relatives who could. Malagay had no means to stop this flow of immigrants, and Akagi saw no reason to limit its supply of cheap labor.

Malagay's native population also increased, although not as rapidly as the Chinese. Furthermore, the growth of corporate activity on Malagay forced natives off their farms and into the growing urbanized coast. There, Malagasians found Chinese taking their jobs and occupying the housing. Chinese triads had a hammerlock on small enterprise. Corporate administrators from Akagi controlled all larger forms of industry. Malagay's natives suddenly found themselves unwanted within their own nation.

Needless to say, ethnic friction arose. In 2019, rumors spread of an anonymous patron offering rewards in foreign currency for the heads of Chinese.

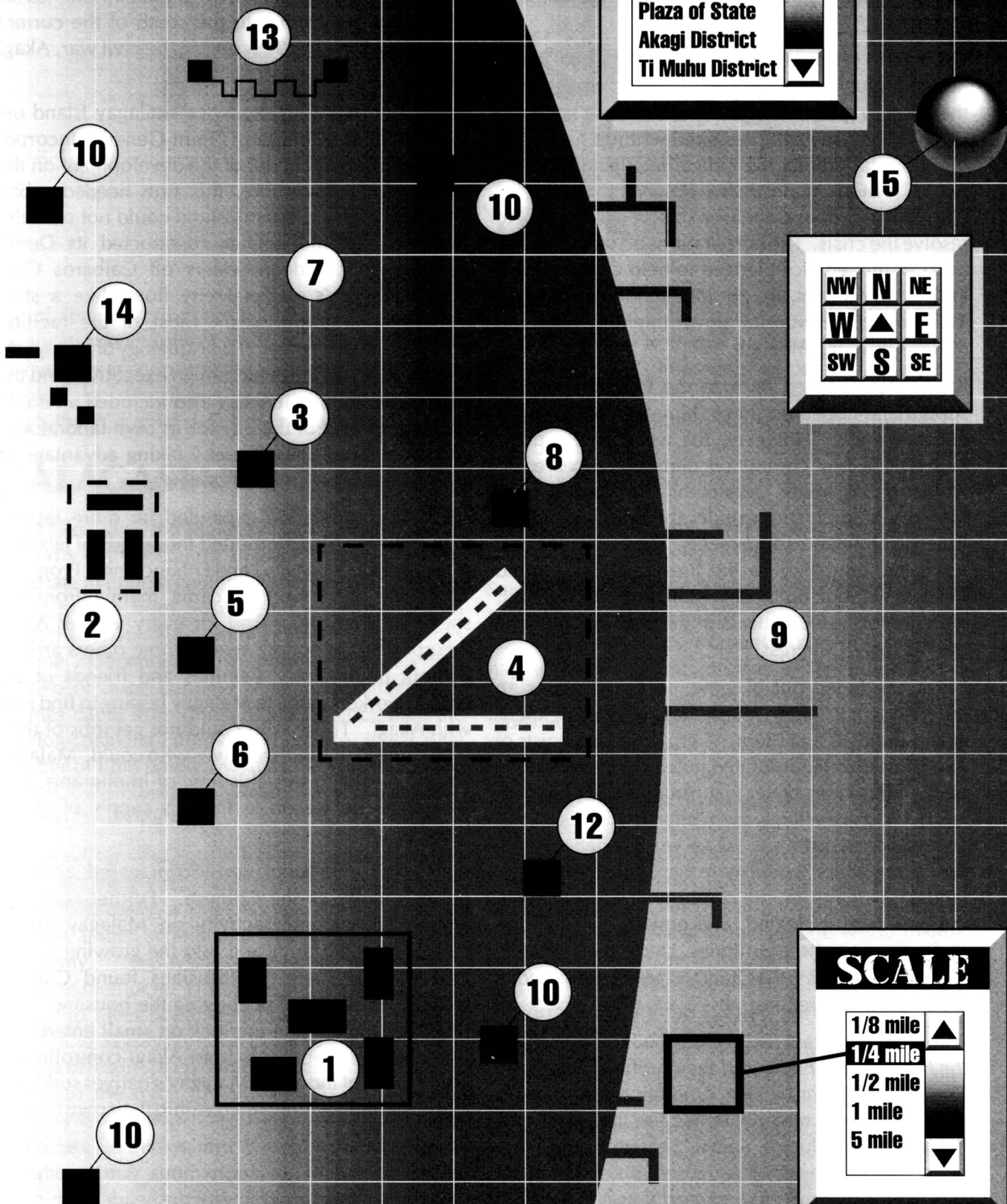
CALBAROS CITY

Ground Level
Sewer
Plaza of State
Akagi District
Ti Muhu District

NW	N	NE
W	▲	E
SW	S	SE

SCALE

1/8 mile
1/4 mile
1/2 mile
1 mile
5 mile



A number of Malagay natives attempted to collect the bounty. The triads took revenge in their traditional ways. However, these sporadic slayings soon became forgotten beneath calls for more organized violence.

As 2019 drew to a close, a bomb destroyed the headquarters of Akagi Systems in Malagay. The next day, in a recorded radio statement, Sagsaysay claimed responsibility. Sagsaysay's old Liberationists suddenly reappeared on the Malagay scene, with more supporters and more advanced equipment than ever before. Sagsaysay condemned Quintano as a betrayer of the revolution and a usurper of power. He called upon the Malagasian natives to rise up, overthrow Quintano, and expel the Chinese outsiders.

Over the following year, guerrilla warfare became prevalent across the island. Other squads used the revolution as an excuse to engage in banditry. Landholders organized their own vigilante squads for "self-defense." The youth of the urban areas made a valiant attempt to imitate the technopunks of the First World. Now, the Quintano elite live within secured zones, dependent upon its corporate backers for survival.

Malagay's most influential military commander, the Marshal Benjamin Jule, grows continually more disgusted with the corruption of the nation and the helplessness of its forces. He now contemplates a *coup d'état* against the Quintano family. The executives of Omni-Genetics incorporated tacitly encourage his ambitions, and funnel a great deal of cash into Jule's operations. Omni-Genetics hopes that Jule can be a more effective leader for the islands, and they also want him loyal to them, instead of to Akagi.

This is the situation, circa 2020. This is where the mercs take command.

A GUIDE TO PARADISE

Calbaros City

The urban sprawl of Calbaros City runs along Malagay's Eastern Seaboard. In some ways, it resembles every other city of the 2020s, with glittering skyscrapers overlooking the surf and shantytowns of squatters clustered along the major highways.

However, the occasional lizard in the streets provides evidence that this is not New York or Chiba. The sporadic whine of mortar shells reminds visitors that despite the ubiquitous violence of 2020, this is truly a city at war.

Liberationist guerrillas operate at the heart of Calbaros City. Rebel troops march openly in two districts: the Chinese neighborhood around Ti Muhu street and the posh Akagi zone. Terror squads circulate through other regions of the city as well. These troops represent both Sagsaysay's Liberationist Party and the guerrilla splinter group Asian Dawn.

Policy Briefing

Malagay's leaders hold sharply different views on the Calbaros situation. The established government, led by Jonas Quintano, considers this a genuine crisis. Rebels openly occupy the capital city! The Quintanos demand that the mercs drive out these invaders at any cost. Marshal Jule, however, notes that only a few hundred enemy soldiers are actually in the city, and considers the invasion a mere public-relations maneuver. He insists that the army should ignore Calbaros, and concentrate on attacking the guerrillas in their home bases. Jule barely keeps this opinion concealed from his Quintano superiors. He argues his opinions forcefully before the PCs.

The guerrillas hope to attract worldwide attention and political prestige by mounting operations within the capital. They do not dare send their main fighting forces this deep into government territory. However, the rebels find that these teams can have all the effects of a larger force.

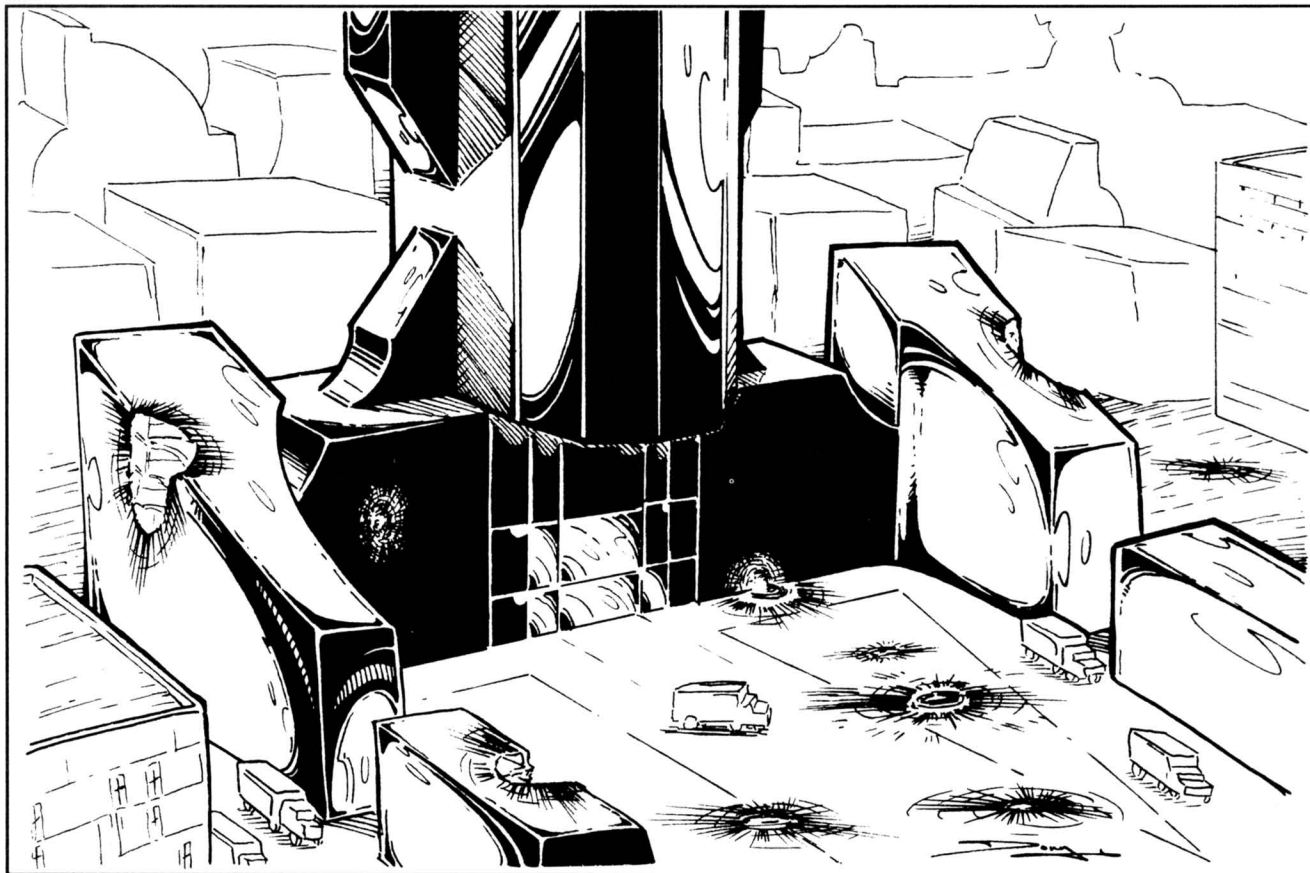
The two guerrilla movements follow different policies in Calbaros. Sagsaysay's troops invaded the poorly-defended Ti Muhu district, where they massacred the unpopular Chinese inhabitants. Asian Dawn, on the other hand, took the risk of attacking a portion of the city controlled by the Akagi Corporation. They now control some of the richest parts of the city. The government forces hesitate to shell the group there. Furthermore, although Asian Dawn, led by Russell Dow, has failed to appeal to native Malagasian racism, Dow may now present himself as a friend to all Malagay's ethnic groups.

Personal Safety

Anyone venturing onto the streets of Calbaros risks encountering terror bombings or random artillery fire. Each time party members journey through the city, the Referee should roll 1D10. On a roll of 1-3, they encounter something from the following table. The Referee should treat these meetings like the random encounters on pages 210-211 of the *Cyberpunk®* rules. The table does not provide extensive details on every NPC. Instead, it offers the Referee guidelines for generating everyday events in Calbaros City. Referees who need statistics on typical guerrillas or other NPCs may consult the next chapter.

Encounters in Calbaros (1D100)

- 1-5 **Security Patrol:** A section of five soldiers from the Second Security Company. These troops move through the streets in a staggered line, with a point man in front to avoid ambush. They enforce the interests of the Quintano family first and Malagay second. If the PCs remain loyal to their original employers, these patrols remain loyal to them, although the guards may present a threat to PCs who disguise themselves as guerrillas.
- The Referee should roll 1D10. On a roll of 1-3, the PCs arrive as this patrol begins dismembering some unfortunate civilian suspected of collaborating with the guerrillas. PCs who intervene too often risk getting a poor reputation with their employers.
- 6-7 **Infantry Patrol:** A squad of 12 soldiers from the Second Infantry Regiment's First Battalion. These scruffy troops ride crowded together in and on a drab gray jeep. They cringe from any danger.
- 8-10 **Akagi Convoy:** A series of 1D6 unmarked panel trucks accompanied by an Infantry Patrol, as described above. The trucks carry products or supplies between Akagi's surviving installations. The Referee may roll 1D10. On a roll of one, the convoy heads into a guerrilla ambush even as the PCs look on. The Referee may position forces and invent details.
- 11-13 **Omni-Genetics Convoy:** Treat this as an Akagi Convoy, except that two Militech Buzz armored cars from the Mechanized Regiment's First Battalion accompany them.
- 14-20 **City Police:** Two patrol officers, from area 10 (see page 26). They can call for three officers as backup.
- 21-30 **Refugees:** A swarm of Chinese refugees from Liberationist territory. They wear an assortment of clothing from corporate suits to stylish jeans to street rags. The Referee should roll 1D10. On a roll of 1-3, the refugees shout pro-government slogans and beg for money as loyal employees of Akagi. On a 4-6, one of them attempts to pick a pocket. His REF is 8 and his skill is +6.
- 31-35 **Beggar:** This skinny, dark-skinned man lies in an alley, holding out a tin cup.
- 36-40 **Sniper:** A team of 1D6 snipers lurk on rooftops nearby. They open fire on any recognizable government or corporate forces. By using multiple snipers on different rooftops, they can catch victims in a deadly crossfire. These snipers make every effort to escape alive, and a network of claymores covers their escape route. The Referee should roll 1D10. On a 1-5, the snipers come from Sagsaysay's Liberationists. On a 6-10, the snipers come from Asian Dawn.
- 41-45 **Gang:** The party meets 3D6 members of Los Technos Muerte, a band of Malagasian technopunk wannabees. These punks cannot get the cyberware of their First World idols. However, they do their best to act the part. They dress in synth-leathers and armor of scrap metal (SP 6). Most have grenades and Kalishnikov A-80 assault rifles left over from the strife surrounding Malagay's independence. On a roll of 1-3, the gang rushes nearby PCs. On a roll of 4-6, they talk tough.
- 46-55 **Artillery Spotter:** A guerrilla in a nearby building calls in an artillery barrage upon the PCs. Referees may choose their favorite heavy artillery from the batteries present in Chinatown and fire 1D6 rounds at the party's position. The first shot automatically lands wild, giving the PCs a chance to dive for cover.
- Guerrilla spotters communicate using the ordinary phone lines. After calling in their coordinates, these forward observers casually depart the scene. However, any Netrunner



ready for a trip into the Calbaros phone system could track down an artillery sniper almost instantaneously. This requires a successful check of Int + System Knowledge with a Difficulty of 25. Success may lead to a chase, as the terrorist attempts to sneak out of the building while the party attempts to cordon it off. Assuming the PCs succeed, they find a member of the Trulos ring from Malagay University (see area 2).

56-65 Bomb: A nearby terrorist bomb goes off. Guerrillas place these bombs in cars, trash cans, sewer vents and heaps of rubbish. The typical bomb contains three ounces of C-6.

66-70 Liberationists: A platoon of twenty troops from the Liberationist "Free Calbaros" forces. They conduct "armed propaganda," by shooting Chinese, destroying government property and "liberating" any available food or valuables. These troops have lookouts on the blocks around their positions. If these spotters see armed strangers approaching, the main body prepares to either set an ambush or scatter into the streets.

71-75 Streetwalker: A young man or woman with sloped eyes and a jaded smile, probably tranquilized by some narcotic cocktail. There is a three in ten chance that the streetwalker is actually a plant, who leads government customers into a Liberationist ambush.

76-85 Urchin: A ragged child with bright almond eyes and plastic crucifix around his or her neck. On a 1-5, the child shouts pro-government slogans. On a 6-10, the child shouts anti-government slogans.

86-90 Troopers: A party of 2D6 Malagasian soldiers on leave. These callow troopers are intoxicated by alcohol, Smash and local hashish. They still carry their weapons. The Referee should roll 1D10. On a roll of 1-2, the troopers attempt to start a fight. On a roll of 3-4, they are walking into a sniper ambush, as described above.

91-93 Media: An intrepid war reporter from Global News Net. He prowls the city looking for footage and interviewing bystanders. If he recognizes the PCs for who they are, he corners them

with questions concerning strategy, guerrilla successes, human-rights abuses etc..

94-00 Chase's Operatives: Three nondescript European cars traveling in a convoy. The passengers dress in casual clothes and carry submachine guns under their jackets. These operatives carry goods between Kingpin Chase's operations. On a 1-3, they are carrying weapons to rebels. On a 4-6 they are carrying chips or cyberware from the airport to Rowan Parks hospital. On a 7-10 they are carrying arms and chips from the dock to Midnight Plaza.

Chase's operatives do not bother PCs unless they are disturbed. However, if anyone tries to stop the cars, their six bodyguards open fire. In addition, anyone who attacks these convoys risks retaliation from Chase's other forces.

Following is a numbered key to the Calbaros City map.

1. Plaza of State

The resplendent State Plaza of Calbaros City contains the National Treasury, the Supreme Court, the Halls of Legislature and the Presidential Palace. For obvious reasons, the Quintano family places great importance upon its defense. Trucks loaded with concrete block the streets. Almost 1,000 infantrymen occupy firing positions which overlook these avenues. Nevertheless, blackened craters score the streets, and all the buildings bear the scars of artillery.

Although the forces in the State Plaza equal an entire Malagasian regiment, they do not fall under any one general's command. The companies around the State Plaza come from an assortment of regiment-level units. President Quintano does not wish to encourage the ambitions of any regimental commander who might think of launching a coup. In practice, this arrangement means that the troops cannot cooperate with one another in times of emergency. Should it ever become necessary for the party to use these troops in a Kill or Be Killed battle, they cannot move any unit without spending a full combat turn sending the order through appropriate channels. The party can obtain faster responses only by personally taking charge of the units.

The forces around the State Plaza include the First Infantry Regiment's First Battalion and the Second Infantry Regiment's First Battalion. The first two Companies of the State Security Forces guard the government buildings.

The Referee may note that no guerrilla combat unit will waste its strength by attacking the Presidential Palace, except as a *coup de grace* to an overwhelming victory. Furthermore, Jule saves his coup attempt for a time when the disposition of forces is more in his favor. For these reasons, the exact dispositions of troops in State Plaza matters only in extraordinary circumstances. Most PCs will want to divert these soldiers to active duty elsewhere.

The State Buildings themselves are masterpieces of 2020 Japanese architecture. Their black walls glisten in the tropical sun. Each main building stands over a cluster of neatly-ordered offices and government complexes, like a parent with its offspring. Neither statues nor greenery interrupt this spare, businesslike scene.

President Jonas Quintano himself dwells in the Presidential Place, surrounded by all the luxuries of the Cyberpunk age. Multicolored video screens flicker everywhere in his chambers, displaying the entertainment of a dozen Asian and European cultures. The President's wife Marie-Pen occupies this building as well. (See the next chapter for statistics on Marie-Pen.) Jonas and his wife have a squad of State Security Force troopers within call at all times. (See the next chapter for their statistics as well.)

The Presidential palaces contain a private clinic equipped with fully modern devices. This facility can perform all normal *Cyberpunk®* medical procedures. However, the clinic does not contain the supplies or space for more than two or three patients. The President reserves this hospital for the use of Quintano family members alone.

As foreign advisors, the PCs receive apartments within the Plaza of State. These chambers seem clean, modern and bland, like rooms in a high-class motel. Each one has an identical blue carpet, identical voice-activated household automation and an identical wall-sized entertainment module. Each apartment has an identical office resplendent with simulated elegance, featuring a dark molded desk of marbled plastic and armchairs of false black leather.

The PCs have a conference room at the center of their complex.

If the PCs search visually for bugs, the Referee may roll dice and inform them that they find nothing. If searchers use electronic bug-sweeping devices, the Referee may attempt a secret roll of Tech + Electronics for the appropriate character. The Difficulty equals 20. On a success, the searcher locates mite-sized microphones embedded in the walls. The Quintano family uses these devices to spy upon its mercenaries. A different and more subtle bugging system also exists. Kingpin Chase, see area 14, has hired technicians to suborn the telephones and voice-activated conveniences of this apartment. Whether turned on or off, these devices serve as bugs for her spies. A conventional search would not pick them out; only someone who knows what he is looking for would have a chance of finding them (Difficulty 30).

President Jonas Quintano

The president of Malagay has started to go bald. A few wrinkles mark his serious face. Jonas Quintano built the Malagasian state for his family's personal profit, and now devotes himself to defending his creation. Jonas achieved his successes in partner-

ship with Akagi Incorporated, and allows that corporation nearly complete control over his nation's economy and local laws.

Jonas Quintano feels weary of the war. He speaks in a tired voice, and occasionally grows stubborn, refusing to release troops or funds to his own commanders. The Malagasian president cares more about preserving his own fortune than defending the state. He already has arrangements for taking refuge in Brazil should the war fail.

Stats

INT 5	REF 5	TECH 5
CL 5	ATT 5	LK 5
MA 5	BODY 4	EMP 5

Skills

Accounting +8, Leadership +7, Persuasion +6, Submachinegun +4

Equipment

H&K MPK-11, Kevlar Vest

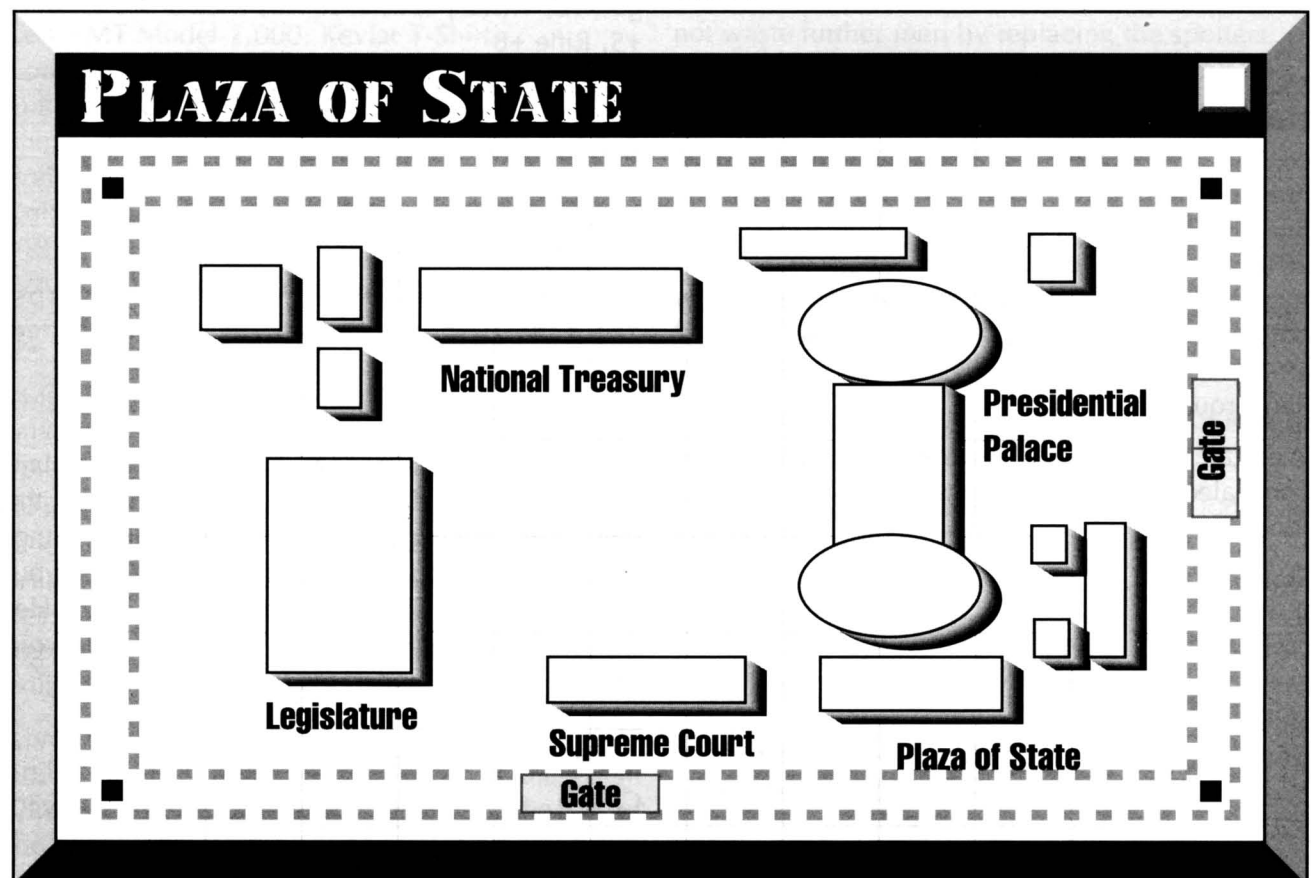
Combat Scores

Initiative: +5

Stun/Death Save: 4

Body Type Modifier: -1

H&K MPK 11 (# Shots 30/ROF 20/DAM 4D6+1/Rel St): +9



Armor: Torso/R.Arm/L.Arm 10

2. University of Malagay

Akagi Systems provided grants allowing the Malagay Islands to build a modern university. A chain-link fence surrounds the campus. White buildings house computer centers and laboratory complexes. The wide campus green offers one of the few open areas in the city, and as a result, the Ministry of Police has several video cameras mounted here.

The University harbors a cell of Liberationist urban guerrillas. If these terrorists judge the time to be ripe, they can inspire demonstrations by passing an Oratory + Charismatic Leadership roll with a Difficulty of 20. See Chapter Three for details on mass protests. Meanwhile, the three most committed students plant bombs and serve as artillery spotters for the Liberationist guerrillas within the city.

The university guerrillas live in an infinitesimal dormitory room illuminated by a single bulb. Unwashed laundry takes the place of furniture. An assault on this place by soldiers or police triggers a Popular Outcry, as described under Ops and Sits. However, perhaps the PCs can arrange for the terrorists to quietly disappear.

Eric Westgate

This tall, dark-haired youth travels the world inciting campus revolution. He refers to himself as the Knight Errant. This radical is an alumnus of the Berkeley Uprising of 2016, the Affaire Sorbonne of 2018 and the two-week occupation of Harvard Business School in early 2020. Westgate has few political principles, but a great deal of personal ambition. His tactical skills make him thoroughly dangerous.

Westgate has two Kalishnikov A-80 assault rifles concealed within rolled posters in Peter Trulos' room.

Stats

INT 8	REF 6	TECH 8
CL 6	ATT 5	LK 3
MA 5	BODY 5	EMP 5

Skills

Combat Senses +6, Demolitions +4, Handgun +6, Hide/Evade +3, History (Socialist) +4, Leadership +2, Melee +5, Persuasion +2, Rifle +4

Equipment

Colt AMT Model 2000, Kevlar T-Shirt

Combat Scores

Initiative: +12

Stun/Death Save: 5

Body Type Modifier: -2

Colt AMT Model (# Shots 8/ROF 1/DAM 4D6+1/Rel VR) +12

Armor: Torso 10

Peter Trulos

This thin, bespectacled radical knew Sagsaysay briefly long ago, as a guerilla during the first drive for independence. Trulos, however, proved less brilliant and more fiery than his revolutionary friend. Peter is a socialist fanatic of the early twentieth-century variety, who believes that the mega-corporations are destroying his island, and must be destroyed so that a workers' utopia may take shape.

Stats

INT 5	REF 8	TECH 6
CL 6	ATT 5	LK 6
MA 5	BODY 5	EMP 5

Skills

Charismatic Leadership +5, Demolitions +4, Handgun +6, History (Socialist) +3, Melee +5, Oratory +5, Rifle +8

Equipment

Colt AMT Model 2000, Kevlar T-Shirt

Combat Scores

Initiative: +8

Stun/Death Save: 5

Body Type Modifier: -2

Colt AMT Model (# Shots 8/ROF 1/DAM 4D6+1/Rel VR): +14

Armor: Torso 10

Corie Chon

Corie Chon has waist-length black hair and a plain face. She cares little for politics, but joined the revolution seeking companionship. Corie cannot keep her attention on revolutionary business, but when given orders, she carries them out. Her mousy, harmless appearance allows her to avoid trouble while on undercover missions.

Stats

INT 5	REF 8	TECH 6
CL 6	ATT 4	LK 6
MA 5	BODY 5	EMP 6

Skills

Combat Senses +5, Demolitions +4, Handgun +6, History (Socialist) +3, Rifle +8, Streetwise +5

Equipment

Colt AMT Model 2000, Kevlar T-Shirt

Combat Scores

Initiative: +13

Stun/Death Save: 5

Body Type Modifier: -2

Colt AMT Model (# Shots 8/ROF 1/DAM 4D6+1/Rel VR) +13

Armor: Torso/R.Arm/L.Arm 10

Followers (4)

These Malagasian students have heard Trulos' speeches about Quintano rule and Akagi plundering. They gladly assist their leader's revolution.

Stats

INT 5 REF 8 TECH 6

CL 6 ATT 5 LK 6

MA 5 BODY 5 EMP 6

Skills

Awareness +4, Combat Senses +3, Demolitions +4, Handgun +5, Hide/Evade +3, History (Socialist) +3, Melee +5, Rifle +4

Equipment

Colt AMT Model 2,000, Kevlar T-Shirt

Combat Scores

Initiative: +11

Stun/Death Save: 5

Body Type Modifier: -2

Colt AMT Model (# Shots 8/ROF 1/DAM 4D6+1/Rel VR) +13

Armor: Torso 10

3. Rowan Parks Hospital

This tower of white and silver rises above the miasma of downtown Calbaros. The Rowan Parks Hospital contains the only modern public medical facilities on Malagay Island. It is also one of the tallest buildings in the city, and makes an excellent artillery observation platform. Rowan Parks currently lies within guerrilla-held territory. However, management proclaims the hospital a neutral zone, willing to treat the wounded of either faction.

Currently, neither side targets Rowan Parks with artillery fire. Therefore, the forces of the Asian Dawn guerrilla movement cluster around the base of the hospital. The entire Urban Strike Force makes its

camp in the area. These troops do not hesitate to fire on government forces seeking access to the hospital, but once inside they are safe.

Rowan Parks began as the hobby of A. Llewellyn, a mysterious Welsh billionaire. The hospital currently acts as an independent corporation, and, because of its monopoly on advanced medical care, its Board of Directors wields enormous influence in the city. Kingpin Chase (see p. 29-33) owns a substantial share of Rowan Parks stock. She takes it upon herself to punish any breaches in Rowan Park's security.

Despite its official neutrality, Rowan Parks makes several concessions to the guerrillas. First of all, it allows two Liberationist artillery spotters to operate on its roof. Although they claim to be patients, their binoculars and cellular telephones indicate their actual activity. Rowan Parks does not allow these spotters to carry firearms, but the Liberationists hand-picked a pair of close-combat experts for the job.

A team of PCs might assassinate the artillery spotters. If the killers avoid creating other disturbances in the hospital, Rowan Parks's security guards make no attempt to avenge the deaths. The Liberationists do not waste further men by replacing the spotters.

Rowan Parks Hospital also performs another service for the guerrillas. It allows them to purchase cybernetic implants. The next chapter describes the rate at which guerrillas can create new cyborgs, under Replacements and Reinforcements. Rowan Hospital keeps these patients in a sealed ward in the hospital basement, with the door labeled, "Cafeteria Supplies." If anyone attempts to attack this ward, the Rowan Parks security guards try to stop them.

The following services are available only at Rowan Parks (or at the Quintanos' private clinic):

▲ Cybernetic procedures with a Surgical Rating of MA or CR.

▲ Revival of a patient at Death Stage 5 or worse.

▲ Speedheal, nanotech or other modern drug therapies.

Artillery Spotters (2)

Stats

INT 5

REF 8

TECH 6

CL 7

ATT 3

LK 6

CALBAROS SEWERS

Ground Level	▲
Sewer	▬
Plaza of State	
Akagi District	
Ti Muhu District	▼

NW	N	NE
W	▲	E
SW	S	SE

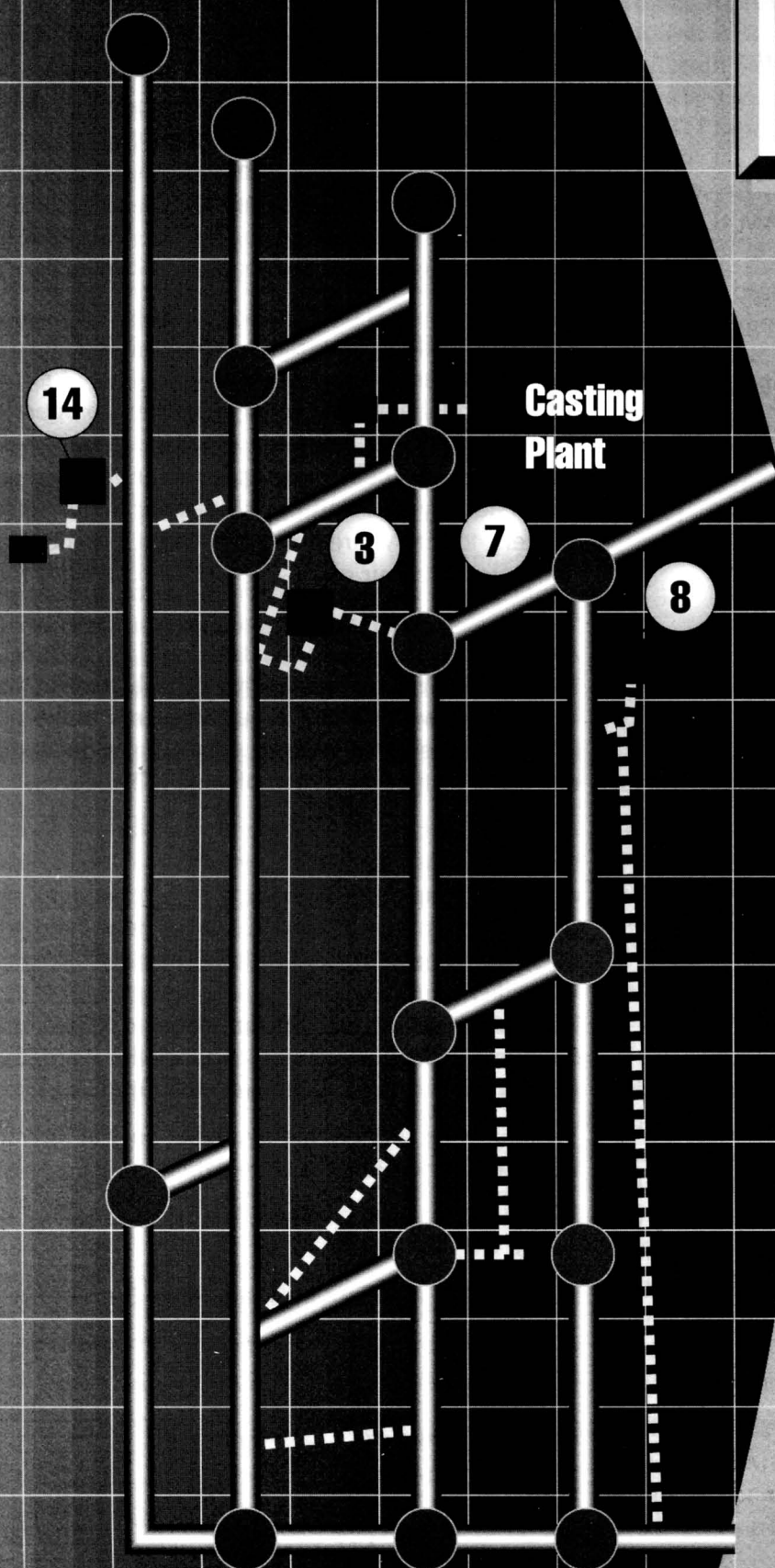
Small Passage

Main Line

Entrance From Street

SCALE

1/8 mile	▲
1/4 mile	
1/2 mile	
1 mile	
5 mile	▼



MA 5 BODY 8 EMP 4

Skills

Awareness/Notice +4, Combat Senses +6, Heavy Weapons +6, Tae Kwon Do +8

Equipment

Kevlar T-Shirt

Combat Scores

Initiative: +14

Stun/Death Save: 6

Body Type Modifier: -2

Tae Kwon Do: +16

Armor: Torso 10

Rowan Parks Security (20)

This trained force includes both Malagasian natives and trained foreigners. Members feel a strong loyalty to the hospital and do everything possible to protect it.

Stats

INT 5 REF 8 TECH 6

CL 6 ATT 5 LK 6

MA 5 BODY 6 EMP 4

Skills

Awareness/Notice +4, Combat Senses +6, Handgun +5, Melee +6, Submachinegun +6

Equipment

H&K MPK-11, Militech Taser, MetalGear

Combat Scores

Initiative: +12

Stun/Death Save: 6

Body Type Modifier: -2

H&K MPK-11 SMG (# Shots 30/ROF 20/DAM 4D6+1/Rel ST) +12

Armor: All 25

4. Malagay Airport

At first glance, one might conclude that the war has ended air travel to Malagay. No aircraft linger on the runways. Sandbags lie in ragged heaps around the hangars, and many aircraft remain in concrete bunkers underground. Troops pace the tarmac. An eerie silence prevails in the National Airport, occasionally broken by the whine of shells. Nevertheless, on rare occasions, a civilian jetliner circles in the sky overhead, and then descends, roaring like a dragon.

The presence of Liberationist artillery in the city gives the Liberationists complete control over activity in the Malagay National Airport. Spotters in the Rowan Parks Hospital (area 3) have a clear view of

the runways. Whenever an aircraft emerges onto the runways, they can call in artillery fire against it. Those which manage to lift off must then brave missile fire from the captured buildings in the Akagi district. Consult the Order of Battle to determine the amount of artillery the guerrillas have within the city.

The Liberationists do not cut off all flights. One airline, Universal World Service, lands without difficulty. This carrier pays a bribe to Kingpin Chase, who, in return, sends money on to the Liberationist guerrillas in order to keep UWS immune. This bribery is, of course, known only to the participants.

The airport bribery, along with smuggling conducted on UWS aircraft, give the Liberationists one of their major sources of currency. This offers the party a surreptitious way to injure the guerrillas. By stopping the UWS flights, the party could halve the guerrillas' access to foreign gear and money. See Replacements and Reinforcements in the next chapter, for more information on that. The Quintano government would forbid any action against UWS, because of its effects upon the Malagasian economy. However, the 'punks may choose not to inform their employer of their activity.

Any spectacular hijacking or act of terrorism would convince UWS to suspend flights to Malagay. Each aircraft has a team of four trained sky marshals on board. These agents carry specially-designed pistols which fire ammunition designed not to penetrate an aircraft's hull.

The entire government Air Force is currently trapped in this airport. Two companies of Air Force troops defend the runways.

UWS Sky Marshals (4)

These airborne policemen dress in ordinary-looking sports shirts and jeans, with no identifying equipment. They space themselves at regular intervals along the length of the aircraft. All carry pistols loaded with soft Airmarshal ammunition. These bullets have no ability to penetrate aircraft bodies. An Airmarshal round does one extra D6 of damage but must halve all effects against armored targets.

Stats

INT 6 REF 8 TECH 6

CL 6 ATT 5 LK 6

MA 6 BODY 6 EMP 4

Cyberware

Kerenzikov Boosterware (2)

Skills

Awareness/Notice +6, Combat Senses +6, Handgun +7, Karate +5

Equipment

Colt AMT Model 2000, Armored T-Shirt

Combat Scores

Initiative: +16

Stun/Death Save: 6

Body Type Modifier: -2

Colt AMT Model (# Shots 8/ROF 1/DAM 5D6+1 [special ammo]/Rel ST) +15

Karate: +13

Armor: Torso 10

5. Network Malagay

This downtown skyscraper adorns its walls with enormous video billboards. Black holes glare among the moving, phosphorescent images, marking the spots where gunfire has destroyed parts of the screen. The Network Malagay Conglomerate controls all civilian broadcasts on Malagay Islands. It has an enormous value as an instrument of propaganda. Currently, the 1-2-1 Infantry Company guards this facility.

6. Hotel Merideth

The Hotel Merideth caters to foreign journalists and travelers. It serves as Malagay's informal embassy for the world. Writers, reporters and video snoops from every imaginable media outlet crowd the lobby of this hotel, preparing their reports. A class of specialized fixers cater to them, ready to sell an evening's pleasure, a phony story or a pass to a security zone, as their clients require.

7. Akagi Industrial Zone

The gray buildings of this district once belonged to Akagi Industries. Street after street of prefabricated warehouses, factories and apartments fill the blue-collar section of the district. Identical Executive Modules with small lawns and artificial grass line the streets of the northern sector. A few civilians go about their business on the streets, and the glittering Dragon Emporium seems to be open. Nevertheless, this zone lies under the control of Dow's guerrilla

organization, Asian Dawn. The entire Urban Strike Force operates here (see the next chapter for details).

The Urban Strike Force defends its neighborhood with snipers. Government forces in this zone must contend with marksmen teams of five guerrillas, which fire from the cover of buildings and then escape, using alleys and tunnels. Often, two or three teams set up a crossfire from different directions. These teams always leave claymore mines to cover their retreat. Barricades force vehicles to a halt, giving guerrillas a chance to use their RPGs to best advantage.

Against a concerted invasion, the guerrillas use yet another tactic. They have this area mined with C-6. Every crossroad contains a three-kilogram charge, ready for detonation beneath an advancing enemy. Note that if this goes off beneath a vehicle, it automatically hits the tracks or rotors. Furthermore, every third building is rigged with a demolition charge. If driven to desperation, the guerrillas can devastate the Akagi neighborhood, causing crushing losses to the Akagi Corporation. Chapter Three has details on how this affects the party's access to funds.

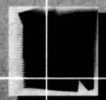
The Strike Force has its C-6 detonators at guerrilla headquarters (area 8). To use these weapons, somebody must make a report to the headquarters, either verbally or by radio. This requires a full combat turn. Remember that when government forces take cover in a building, there is a one in three chance that guerrillas can blow them up inside it. Anyone within a building which blows up suffers 2D6 points damage from the collapse. In addition, each victim must pass a REF roll with a Difficulty of 15 to avoid being trapped beneath the rubble. Anyone not trapped may scramble out in 5D6 combat rounds. One may free a trapped character by passing an STR roll with a Difficulty of 25. Up to three rescuers may combine their Strengths to assist a trapped character.

The Urban Strike Force also has a large number of civilians as "human shields." Upon defeating the Akagi security guards, the guerrillas announced the following policy. Anyone who fled the zone would automatically forfeit all property to the Asian Dawn Liberation movement. The guerrillas pledged not to harm those who remained behind.

Urban Strike Force guerrillas make their headquarters in the sewers beneath the old Casting Plant. If

AKAGI DISTRICT

Ground Level ▲
Sewer ▼
Plaza of State
Akagi District
Ti Muhu District ▼



Casting Plant
Guerilla HQ

C-6

T

T

T

T

T

T

T

T

T

T

T

T

T

8

T

T

3

T

T

T

T

T

NW	N	NE
W	▲	E
SW	S	SE

surprised in their own headquarters, all the guerrillas can fire from the windows. The heavy walls of this structure provide cover on the surface (SP 40). Underground, the guerrillas exploit branches in the tunnels, firing the length of a shaft while taking cover around a convenient tunnel. However, Asian Dawn far prefers to fight its battles elsewhere in the Akagi Zone, with hit-and-run raids which allow its fighters to escape alive.

8. Akagi Corporate Headquarters

This tower of steel and glass was once a symbol of corporate invincibility. Now, two blackened shellholes deface the upper stories. A cloth banner hangs from the roof, reading, "Malagay Arise." Most embarrassingly of all, the Asian Dawn guerrillas use this building as a base for anti-aircraft fire.

Asian Dawn guerrillas gutted the upper floor of this building and blew off the roof. Then, they erected a Connie Surface-To-Air missile launcher on the upper floor. This weapon has sixty reloads stored on the floor below. Four autocannon protect it, one mounted at each corner of the building. Akagi's own fortifications help protect the guerrillas. The walls of this building offer an SP of 40. A team of ten guerrillas operate this equipment. Statistics for these fighters appears in the next chapter.

The Akagi Corporation does not wish to see any further damage done to this building. If the PCs destroy it, they lose access to company funds, as described in the next chapter.

9. Docks

With the National Airport virtually closed, the docks offer Malagay its best link to the outside world. The sweet scent of CHOOH-2 fuel drifts over the Calbaros waterfront. Trash and oil slicks bob on the waves, lapping against ships of every size and description. Filipino trawlers sit at some piers, their sides riveted together from scrap of every variety. Other docks service larger freighters. The enormous, white yacht belonging to the Quintano Family sits at anchor by a special pier, with sandbags around the docks and an armed patrol boat cruising nearby.

The Malagasian Army deploys the Third Battalion of the First Infantry Regiment along the docks. Its

troops patrol by squads along the entire length of the pier.

10. Police Stations

These squat, concrete buildings house the city's police. They look like miniature fortresses, with narrow, steel-shuttered windows. Each station holds 20 police officers. These forces cannot keep order against enemy military forces, but can still help to enforce security.

Police Officer

Malagasian police patrol in teams of four.

Stats

INT 6	REF 8	TECH 6
CL 6	ATT 5	LK 6
MA 6	BODY 6	EMP 5

Skills

Awareness/Notice +4, Authority +5, Handgun +5, Rifle +4

Equipment

Colt AMT Model 2000, Militech Ronin Assault Rifle, Nylon Helmet, Light Armored Jacket

Combat Scores

Initiative: +8

Stun/Death Save: 6

Body Type Modifier: -2

Colt (#Shots 8/ROF 1/DAM 4D6+1/Rel VR) +13

Ronin (# Shots 35/ROF 30/DAM 5D6/Rel VR) +13

Armor: Head 20, Torso/R.Arm/L.Arm 14

11. Akagi Provisional Headquarters

This cluster of tan buildings serves as the new Akagi Corporate Headquarters. Japanese executives now dwell within the basements, beneath a former school. The corporation has its offices next door. These provisional headquarters are Akagi's last enclave in Malagay. Shells fall frequently in this region.

The government's 1-2-2 Infantry Company protects this headquarters.

12. National Bank

This vast, square structure sits near the government offices. Its black windows stare out from sandstone blocks a full ten feet thick. The National Bank is administered jointly by Malagay's government and

the financial institution known as Eurobanque Lorraine. This institution contains the principal cash reserves of Malagay Island.

Eurobanque employs fifteen cybernetically enhanced guards to defend this bank.

By robbing the tellers, holding safes and cash drawers of the National Bank, one could accumulate a full million eb. The bank keeps its real reserves underground, in a cell accessible only by a single armored elevator. Security equipment in this elevator identifies passengers by voice, retinal scan and a ten-digit passcode which must be confirmed by officials at the bank's headquarters in Metz. One must pass a Tech + Electronic Security Systems roll with a Difficulty of 25 to bypass this system. Any failure triggers the shaft security system, described below.

The elevator contains a mesh of hair-thin wires embedded in its wall-boards. If anyone breaches these wires, the shaft security system activates. This device refracts a pattern of ruby laser beams throughout the elevator shaft, the vault and the elevator itself. These rays cause 10D6 damage per round to everyone in the area. All machinery for producing these laser beams, including the generator, is located in the vault itself. A system of mirrors directs the beams to their targets, and it requires 4D6 rounds of work to destroy all of them.

One must pass a roll of Tech + Electronic Security Systems with a Difficulty of 30 to open the vault. Each attempt takes 2D6 rounds of effort. The bank's vaults contain the following amounts of actual currency: \$20,000,000 worth of Malagasian pesos and \$10,000,000 in gold ingots. Hundreds of millions more exist as electronic data in the National Bank's computers. However, to access the electronic cash, one must penetrate not only this bank's computers, but the systems of Eurobanque Lorraine as well.

Needless to say, Malagay's rebels would love to seize the National Bank. Official government forces, however, have no incentives for robbery. Much of this money is already in military accounts, and the Malagasian government has signed treaties insuring the safety of foreign holdings. Therefore, any robbery from this bank depletes the government treasuries.

PCs are free to rob the bank, although if they get caught, Eurobanque Lorraine spares no effort to have them killed. Even if the party escapes the island, it must then find a place to spend the cash. The Malagasian pesos bear serial numbers, allowing investigators to trace them. As for the gold, it comes in 10-pound blocks worth 40,000 eb apiece. Fixers would not pay more than 1/4 the value of this gold, even if they felt confident that nobody would trace the robbery to them. Between the combination of Eurobanque assassins and fixer cuts, the Referee can make bank robbery as unprofitable as desired.

Malagay's army offers another threat to PC bank robbers. Any attack on the bank triggers alarms throughout the Plaza of State. Army units make every attempt to recover stolen cash, in hopes of pilfering some for themselves. PCs may, of course, attempt to bring soldiers into their plot, but they cannot succeed unless they offer a share of the loot. Soldiers do not participate in bank robbery out of simple respect for a commanding officer. Keep in mind that troops also take advantage of any opportunity to keep the stolen loot for themselves. The Referee may decide the reactions of troops in such a way as to make robbing the bank as challenging as possible.

13. Ti Muhu District

Sagsaysay's "Free Calbaros" regiment controls this district of the city. Barricades seal off the outer streets of Ti Muhu. These roadblocks consist of tires and broken concrete, seeded with explosive landmines. Those who tamper with barricades must pass an Alertness + Int roll with a Difficulty of 15 to avoid all the trip wires. One must pass a Tech + Demolitions roll with a Difficulty of 20 to disarm the nearby traps, opening a passage through. Failure detonates the mine.

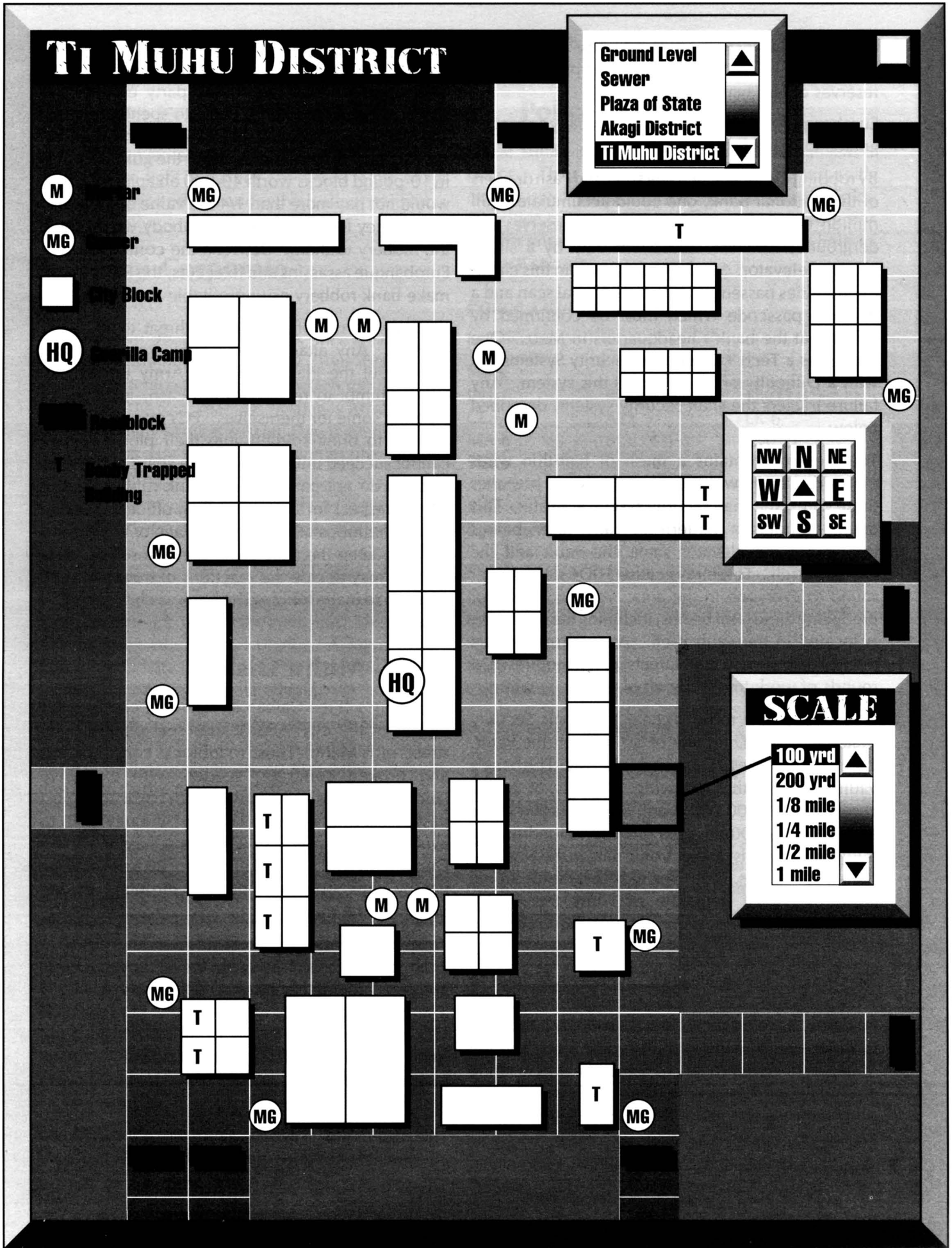
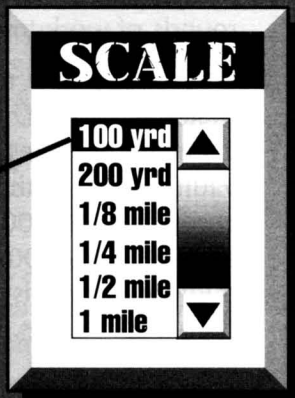
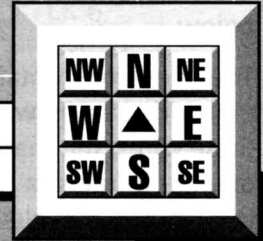
Those who pass the barricade must then cross a killing zone. Sagsaysay's soldiers occupy machine-gun posts around the perimeter of their district. Only a single trooper holds each position, but nevertheless, he has the advantage of an entrenched position, fortified with rubble (cover worth SP 30). Each gunner has one RPG and a heavy machinegun, as described in *Solo Of Fortune*.

These gunners use automatic weapons to keep attackers pinned down on the street. Those who

Ti MUHU DISTRICT

Ground Level
Sewer
Plaza of State
Akagi District
Ti Muhu District

- M** Marker
- MG** Marker
- City Block**
- HQ** Guerrilla Camp
- Reblock**
- T** Deadly Trapped Building



attempt to rush through the killing zone into buildings on the far side discover these refuges booby-trapped with mines. One must pass an Awareness + Int roll with a Difficulty of 15 to avoid triggering one. Those under fire must pass the roll with a Difficulty of 20.

Sagsaysay's strategy calls for soldiers on the periphery to delay any invaders and limit their advance into the district. Furthermore, the gunners have radio signal devices, allowing them to call artillery fire upon their own positions. Whenever a soldier takes a wound, the Referee should make a roll of 1D10 plus the gunner's Cool. On a roll of 10 or higher, the soldier triggers this device. The guerrilla artillery fires 3D6 rounds in a circular pattern around the gunner. In Kill Or Be Killed combat, simply give guerrilla troops the Support advantage of the artillery.

When attackers penetrate the area, the troops inside maneuver to flank and overwhelm them. If the attackers divide their forces, these guerrillas fall upon the most vulnerable unit. Half the guerrillas inside can fight at any given time. The other half require five minutes to prepare. One can consult the map to find the location of artillery pieces. The main body of the guerrillas conceals its camp within a set of warehouses, as indicated on the same map. For details on these soldiers, see the next chapter.

Inside Ti Muhu, one sees the face of war. Chinese corpses lie untended upon the shattered asphalt. Some look bloated, while others lie in fetal positions, their Oriental features contorted in agony. This neighborhood appears to be a poor one, with ramshackled buildings and unpaved alleys of dirt. A laundry line runs between two buildings, with the clothes still on it.

Sagsaysay's National Liberation Front attacked this part of the city for two reasons. First, this poor neighborhood received little protection either from private guards or government troops. Second, Malagay's natives hate the Chinese immigrants who populated Ti Muhu. By slaughtering Chinese, the guerrillas whetted their supporters' appetite for violence.

Surviving Chinese civilians still cower in their basements. They appear emaciated, and their shelters reek of damp, unwashed bodies. However, these people know the area well, and hate the rebel

invaders. PCs who speak Chinese could easily persuade them to point out the location of minefields, artillery pieces and the rebel headquarters.

14. Midnight Plaza Casino and Hotel

This skyscraper gleams obsidian black, with trim of deep violet. No scars of war defile it. Midnight Plaza offers the most exquisite diversions, with two floors of casinos. The sprawl of employee housing behind this hotel offers a smorgasbord of entertainment for less refined tastes, producing an even greater income than the official hotel. Official documents list this hotel as belonging to a Ms. Anastasia Chase.

Anastasia Chase is better known on Malagay's streets as Kingpin Chase, a key figure in international smuggling. Chase controls the black markets of Malagay Island, along with most of its legitimate small businesses. This woman turns even the ongoing unrest to her advantage, using the guerrillas to create zones free from the law. She serves as a broker between guerrillas and corporations, allowing such interests as Universal World Services Airline to work regardless of the war.* Chase can arrange to purchase absolutely anything, and she can deliver messages to anyone in Malagay. Her elite hit men insure her control over matters which concern her.

The party's behavior determines what role Chase plays in the war. Chase currently provides a great deal of help to the rebels. By destroying her operation, the party could deprive the guerrillas of their major source for smuggled weapons. However, Chase has a great deal of influence, and fighting her can be extremely dangerous. Furthermore, if properly approached, Chase could prove to be an ally for the party instead.

To ingratiate themselves with Chase, the PCs must role-play a series of friendly meetings with her and her agents. The PCs should expend at least 5,000 eb in casino gambling and gifts to the Kingpin. Following this introduction, Chase becomes a semi-ally of the party, although she still sells weapons to the rebels. Chase can supply the party with many commodities, including both weapons and information. Consult Chapter Three for details on the

arms deals she can arrange. Her intelligence should give the PCs a +2 bonus on all Reconnaissance rolls. Furthermore, Chase can pass on all the information under Humint (pg. 10) which does not directly pertain to her.

With enough inducement, the party could persuade Chase to withdraw all support from the guerrilla movement. This cannot take place as long as Dow's guerrilla force, Asian Dawn, controls the nearby Akagi District. However, after the party eliminates Asian Dawn, it could attempt to buy Chase's loyalty. This requires both 5,000,000 eb in gifts and a measure of immunity from the law.

If the party decides to fight Kingpin Chase, she may be forewarned. Each time the PCs scheme against Chase, allow her to make a Streetwise + Int roll with a Difficulty of 25. Give her a +1 bonus for every NPC the party confides in. Note that she automatically learns of any plans discussed within the PCs' apartments at the Plaza of State.

Chase has bought influence in Malagay's military and government. If the party orders her legal arrest, allow her to attempt a Streetwise + Int roll with a Difficulty of 15 to avoid trouble. If she succeeds, the courts simply fail to prosecute her. Furthermore, should she identify any PC attacking her property, she may attempt a Law + Int roll with a Difficulty of 20. If she passes this roll, the Quintano courts declare the PCs' activity illegal and order them to pay for all damages, plus 50,000 eb in restitution.

If the party attacks Chase's headquarters, she makes an effort not to be present, or at least to escape alive. Midnight Plaza contains an exit via the sewer system. Meanwhile, her guards set an ambush for the attackers. She also stages assassinations to weaken and intimidate her foes.

Chase has an assortment of forces to use against troublemakers. Kingpin Chase's five elite hit men undertake operations where they consider their special skills vital and the prospects for success reasonable. In less critical or more dangerous situations, Chase employs the assassins described below. These killers attack in groups of five. The Referee should remember that even these goons can exercise clever planning in their assassinations. Sabotage, ambush, booby-traps and poison play a role in all their attacks.

When fighting with a determined opponent, Chase does not insist on a battle to the death. If the party survives an assassination attempt, she may offer to negotiate terms of settlement. Needless to say, Chase conducts the parley through messengers, or on her own ground. Her forces are dangerous enough to make the party consider such offers.

The Midnight Plaza Hotel has an assortment of internal security systems. Each door has an electronic lock, controlled from security headquarters. Anyone attempting to pick the locks must pass a roll of Tech + Electronic Security Systems with a Difficulty of 25. Cameras watch all corridors, hidden behind mirrored ceiling tiles. Each camera also contains a canister of sleep gas, as per the *Cyberpunk®* rules, page 89. If anyone destroys the camera, this gas discharges. Guards may discharge the gas automatically from Security Headquarters. Note that the guards have Independent Airsupply cyberware, enabling them to function in this gas.

Chase is almost always found in the company of her elite bodyguard squad, except when they are conducting operations against her enemies. Furthermore, this group is difficult to trap in Midnight Plaza Hotel. A nearby warehouse offers Chase a refuge in case of attack and a hiding place for smuggled goods. This facility could serve as a bunker. Its concrete walls are a yard thick. The outside entrance is locked, barred and booby-trapped with two claymore mines.

The warehouse contains a furnished apartment, with foam beds and a refrigerator full of real food. Adjoining rooms hold 1,000,000 eb worth of computer chips, cybernetic parts and gemstones, awaiting sale on the black markets of the world.

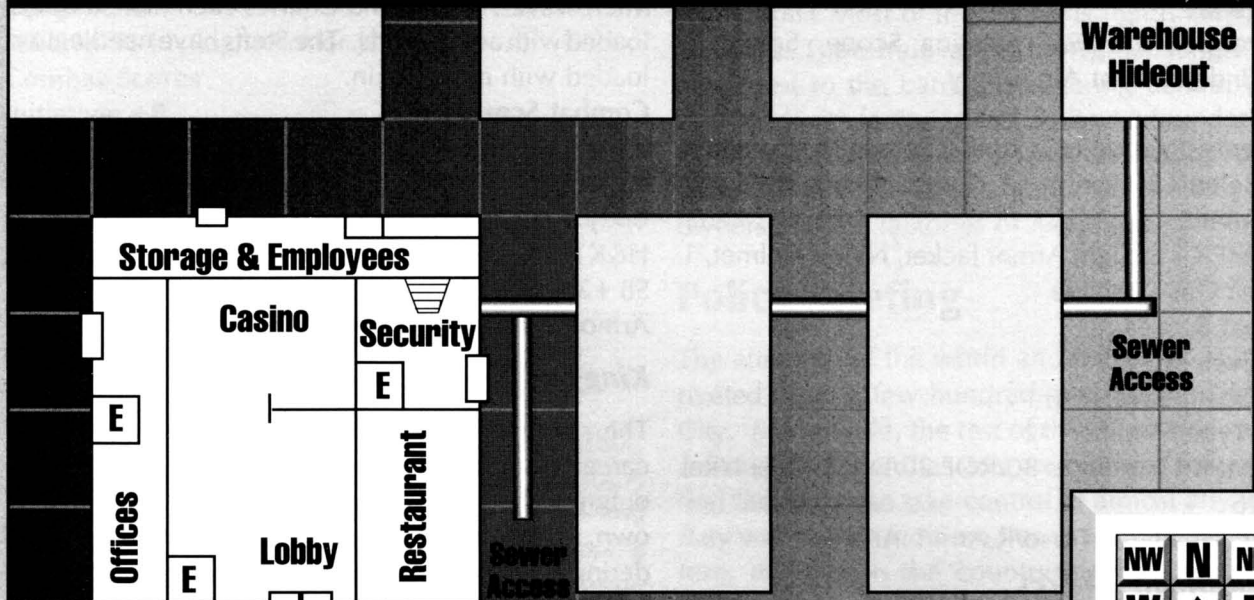
Chase's Soldiers (60)

These muscular natives gladly serve Anastasia Chase in return for pay and cyberware. Kingpin Chase employs these goons in the following roles and numbers. Bouncers (5), Hotel Security Personnel (30), Undercover Security Personnel (5) and Assassins (20).

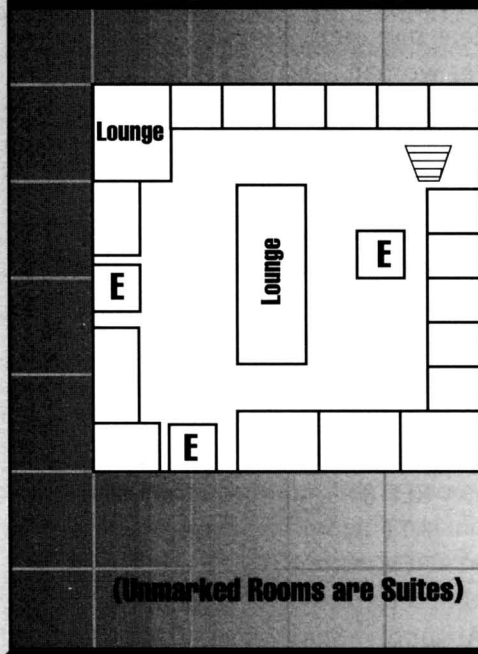
Note that the PCs need not encounter all of Chase's thugs at once. An encounter in the casino bar would involve one or two bouncers, while a "friendly warning" might concern five of the assassins. Only if the PCs launch a full assault on Chase's headquarters do they meet the whole security force.

MIDNIGHT PLAZA HOTEL

STREET LEVEL

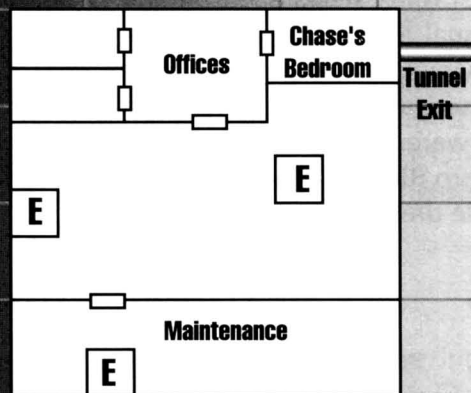


UPPER FLOORS



(Unmarked Rooms are Suites)

BASEMENT



Elevators do not descend to this level without passcode. One must pass a Tech + Electronics Security Systems Check with a difficulty of 20 to override this system

Stats

INT 4	REF 7	TECH 4
CL 6	ATT 5	LK 5
MA 5	BODY 7	EMP 5

Cyberware

Cyberoptic with IR, Targeting Scope, Smartgun Link, Independent Air Supply

Skills

Awareness/Notice +6, Combat Senses +5, Handgun +5, Melee +5, Stealth +3, Submachinegun +6

Equipment

H&K MPK-11, Light Armor Jacket, Nylon Helmet, 1 Nausea Gas Grenade

Combat Scores

Initiative: +12

Stun/Death Save: 7

Body Type Modifier: -2

H&K MPK 11 (# Shots 30/ROF 20/DAM 4D6+1/Rel St) +16

Armor: Head 20, Torso/R.Arm/L.Arm 14

Elite Bodyguards (5)

The five members of this squad — Tangmu, Penny, Charles, Steff Little and Arsenic Steff — serve as Chase's personal protectors. They also act as executioners in missions where their skills are required. However, Chase does not throw their lives away. They use all their skills to extract themselves from losing battles.

Chase's bodyguards usually lurk in and around the room where their mistress happens to be. They lean against walls, desks and available chairs, in a show of casual lethality. Tangmu is an ethnic Chinese, with vicious, slit-like eyes. Penny and Charles are an American-born couple, with pale skin and chrome cyberware. The two Steffs (both female) come from the Euro Bloc's northern tier, and wear their hair in blonde dreadlocks.

Stats

INT 6	REF 9	TECH 4
CL 6	ATT 5	LK 4
MA 5	BODY 8	EMP 5

Cyberware

Sandevistan Speedware, Cyberoptic with IR, Targeting Scope, Smartgun Link, Independent Airsupply, Muscle and Bone Lace, Skinweave

Skills

Awareness/Notice +7, Combat Senses +7, Heavy Weapons +5, Handgun +5, Tae Kwon Do +6, Stealth +8, Submachinegun +8

Equipment

H&K MPK-11, Light Armor Jacket, Nylon Helmet, Radio Communicator, Gas Grenade, Fragmentation Grenade. Tangmu carries a Techtronica 15 Microwaver. Penny and Charles each have airguns loaded with acid rounds. The Steffs have needleguns loaded with nerve toxin.

Combat Scores

Initiative +19*

Stun/Death Save: 8

Body Type Modifier: -3

H&K MPK-11 (# Shots 30/ROF 20/DAM 4D6+1/Rel St) +20

Armor: Head 32, Torso/R.Arm/L.Arm 26

Kingpin Chase

The smuggler known as Kingpin Chase began her career with the New York Mob. She quickly outgrew that racket and developed a gang of her own. Chase oversees smuggling and money-laundering operations for contacts around the globe. She established her base on the Malagay Islands looking for an obscure country in which to launder money and smuggled goods. By cooperating with the revolutionaries, she gains access to a zone where no laws apply at all.

Chase makes decisions swiftly, and does not allow herself to be intimidated. She has a great deal of sense and willpower. Her imposing build and stony face emphasize the strength of her character. At a height of six feet one inch, Kingpin Chase towers over most other women, and can meet even most cybersamurai eye-to-eye. Chase has sandy hair and bright blue eyes, and is older (in her early 40's) than her appearance implies.

Chase has a boundless appetite for wild living. The mirrored ballrooms of Midnight Plaza shake to thunderous parties, which last several days at a time. Chase can drink most rivals under the table. Rumors of her romantic involvements fly, but she does not seem to have any partner at the moment.

Stats

INT 9	REF 8	TECH 5
CL 9	ATT 8	LK 5
MA 5	BODY 8	EMP 7

Cyberware

Independent Airsupply, Skinweave, Toxin Binders

Skills

Accounting +6, Administration +6, Awareness/No-

tice +5, Handgun +5, Intimidate +8, Karate +5, Leadership +7, Melee +3, Law +8, Persuasion and Fast-Talk +6, Streetdeal +10, Streetwise +9, Stealth +5, Submachinegun +8

Equipment

H&K MPK-11, Light Armor Jacket

Combat Scores

Initiative: +8

Stun/Death Save: 4

Body Type Modifier: -1

H&K MPK 11 (# Shots 30/ROF 20/DAM 4D6+1/Rel St) +16

Karate: +13

Armor: Head 12, Torso/R.Arm/L.Arm 26

15. Omni-Genetics Aqualogy

Spheres of colorless plastic bob in Calbaros Harbor. These bubbles house the Omni-Genetics Aqualogy, a corporate enclave with both research centers and production lines. The Aqualogy also offers a shopping mall and a hotel for outside visitors. Deeper inside the complex, one finds sterile white corridors and chrome elevators. Glass panels allow supervisors in the corridor a view of the work areas. Employees live in an underwater wing furnished with potted plants, where a transparent hemispherical lounge 500' wide provides a view of the green waters below.

Fears of terrorism haunt the Aqualogy. As an enclave of foreigners, the Omni-Genetics facility risks the wrath of Sagsaysay's xenophobic guerrillas. A rupture of the Aqualogy "hull" could flood the lower levels, drowning hundreds and destroying the entire multi-million dollar facility. Marshal Jule takes these worries quite seriously, due to his substantial payments from Omni-Genetics. He deploys two companies of Air Force soldiers around the Aqualogy.

Jule argues passionately against any attempt to remove the Airborne Troops. He hints that the Aqualogy contains dangerous biological projects, which must not fall into guerrilla hands. The Aqualogy contains a number of biotech production lines. However, the projects do not include anything radical or excessively dangerous, unless the Referee decides otherwise for purposes of future campaigning.

The Countryside

Barely a mile outside Calbaros, the highway turns into a dirt road, and tropical weeds take over the landscape. Most of this island is lightly populated and wild. The terrain ranges from green jungle in the northwest to the barren, sweltering central plain, sprinkled with factories and built on a foundation of garbage. People live in small villages throughout the island, working in the plantations of wealthy land-owners and the factories of Akagi Inc.

Policy Briefing

The attention of the world and the government are riveted upon a few hundred guerrillas in Calbaros City. Meanwhile, the rest of the island goes almost unnoticed. Guerrillas and government forces alike find that they can take control of almost any terrain they want. The problem lies in keeping it. Therefore, the war in the countryside has become an endless game of musical chairs, in which land may belong to the guerrillas at one moment or the government the next.

Village militias offer the armies a way of holding ground. By arming and indoctrinating local civilians, one can maintain control of an area even after one's combat forces leave. The Liberationists use this technique heavily in villages under their control. Government forces have plans for a similar force, but seldom dare to distribute guns to peasants.

The units on both sides are severely undermanned. Sagsaysay keeps his main forces in the Aquino Forest Preserve, where they are currently immune from attack. The government currently has most of its troops tied down defending positions within the capital. Therefore, squads of even a few fighters can often take over entire townships.

Personal Safety

Each time the party ventures out alone into the countryside, the Referee should roll 1D10. On a roll of 1-3, the PCs have an encounter from the following table. If the party embarks on a prolonged overland expedition, the GM may wish to check for encounters as often as three times per day. As with the Encounters in Calbaros Table (pp. 16-18), this chart provides not completely detailed encounters, but

suggestions which the Referee may develop. The next chapter provides statistics for the guerrilla fighters mentioned.

Note that certain encounter areas also have regular patrols which may appear on appropriate die rolls. These appear in addition to the encounters from this list.

Encounters in Malagay Countryside (1D100)

01-05 Militia Snipers: This encounter consists of 1D6 peasants loyal to Sagsaysay, tied in trees or positioned near a road. They fire at known government forces. These frightened peasants know only that guerrilla units ordered them into sniper duty at gunpoint. They fire at their victims only because they expect no mercy from either side. However, these troops would gladly surrender.

06-10 Bandit Roadblock: Here, two squads of Asian Dawn guerrillas have blocked the road with burning tires and set up an ambush position. They hope to stop and loot Akagi Incorporated convoys. When faced with a dangerous opponent, the bandits attempt to escape alive, although they do not miss an opportunity to harm the enemy.

11-30 Civilians: A group of 1D6 peasants, dressed in torn modern clothing. Some groups may have battered motorcycles. Others herd family pigs and chickens along the roadway. These people find armed men terrifying.

31-35 Informers: These peasants resemble the Civilians mentioned above. However, they serve as spotters for Sagsaysay's guerrillas. Upon seeing government forces, they notify nearby fighters, who spring an ambush. Assume that an entire platoon of guerrillas takes part in the attack. Pick forces from the following chapter.

36-40 Guerrilla Platoon: An entire platoon of Sagsaysay's forces operates here, attempting to ambush government and corporate shipments. This unit has manpower to spare for lookouts, mortar spotters, etc. Its attack incorporates claymores, indirect fire by mortars and, if the Referee wishes, actions by lone armored vehicles.

41-45 Penanggalan Terror Squad: The Penanggalan Squad, as described in the next chapter (p. 67), moves through the area. On a roll of 1-2 on 1D10, the 'punks catch this band in the act of extorting food or conscripts from a farmer's hootch. The Penanggalan group may attempt to destroy weak government forces, but usually it makes a fighting retreat, attempting to save itself from destruction. These terrorists prefer fighting peasants to soldiers.

The Referee should roll 1D10. On a roll of 1-3, the Penanggalan Squad can shout for 2D6 terrified peasant militia-members to provide covering fire while it escapes.

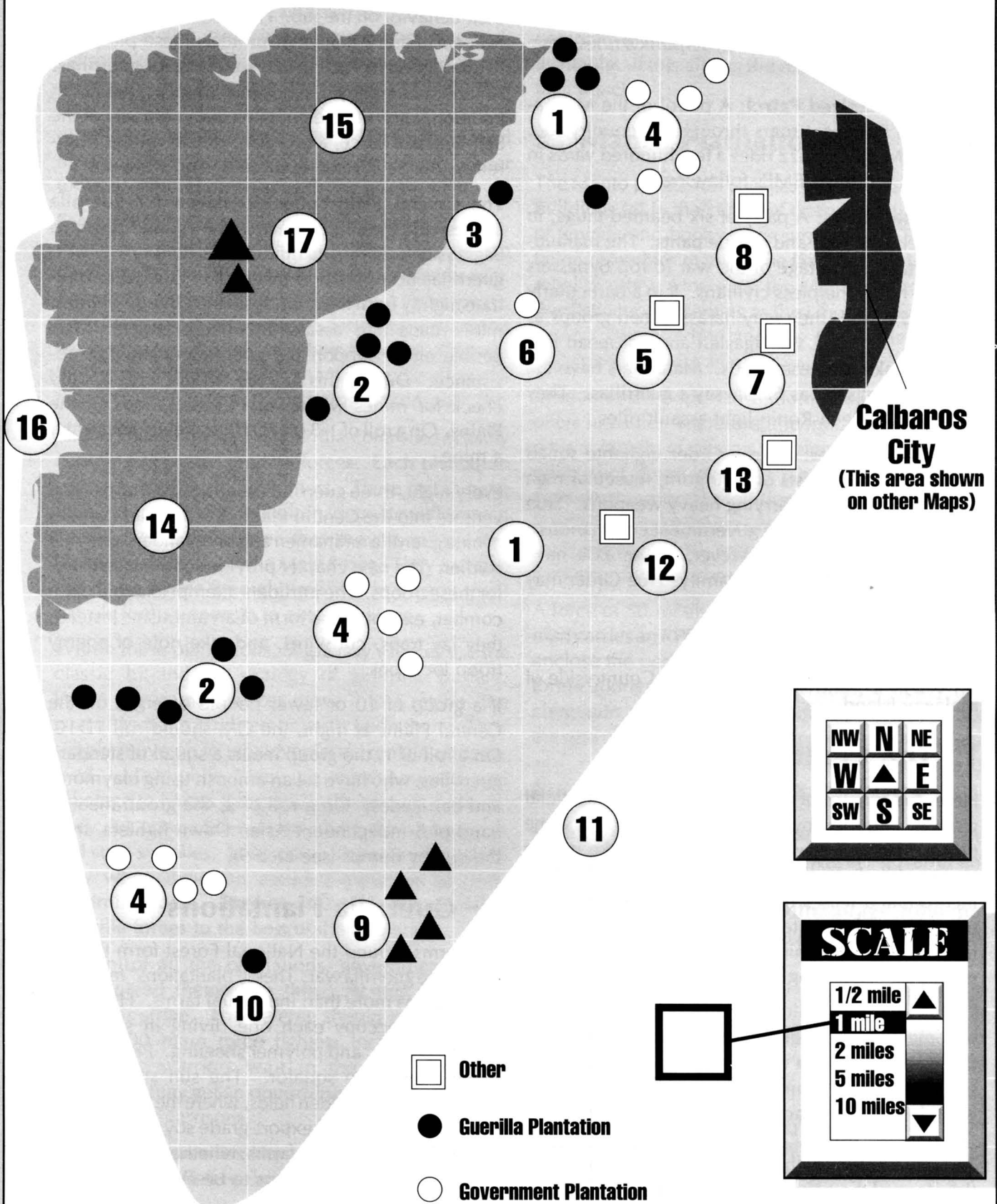
46-56 Akagi Convoy: A convoy of 3D6 Akagi Incorporated trucks roar past, kicking up dirt. A BMP full of soldiers from the Second Infantry Regiment serves as protection. On a roll of 1-2 on 1D10, the convoy heads right into an ambush, giving the PCs a chance to intervene. Roll again on this table to determine the type of troops carrying out the ambush. Re-roll nonsensical results.

57-67 Refugees: A line of 4D6 rag-clad people stumble along the road. A few animals accompany the column. Some people carry plastic shopping bags filled with personal belongings. These refugees are fleeing Chinese settlements under assault by Sagsaysay's troops, or Malagasian plantations turned into free-fire zones by the government.

68-78 Workers: A squad of 3D6 Chinese and Malagasian civilians, dressed in gray corporate uniforms. These stolid, blank-faced people march to work in one of Akagi Incorporated's projects.

79-80 Free Trader: A battered pickup truck passes, with mounds of tools, furniture, machinery and nicknacks tied into the back with baling twine. These peddlers drive between villages buying and selling inconsequential goods. On a roll of 1-2 on 1D10, the Free Trader carries a load of explosives for local guerrillas, or a message concerning a planned offensive. The Referee must decide the details of such messages based on forthcoming Events.

MALAGAY COUNTRYSIDE



81-85 **Landmine:** Sagsaysay's forces lay landmines in roads and fields everywhere for the sheer sake of harassment. One must pass an Int + Awareness roll with a Difficulty of 20 to notice this deadly trap. Consult the *Cyberpunk*® rules, page 53 for details.

86-90 **Mechanized Patrol:** A patrol of the Mechanized Regiment roars through the countryside. One Militech Buzz rides a few hundred yards in front, with two BMPs following.

91-95 **Marauders:** A party of six bearded thugs, in black tank tops and fatigue pants. The marauders take advantage of the war to rob bypassers and harass helpless civilians. If in a particularly gutsy mood, they may harass armed groups as well. Chinese, Malagasian and European low life make up these bands. Marauders have the same statistics as Sagsaysay's guerrillas. They carry Militech Ronin light assault rifles.

96-00 **True Order:** A True Order vigilante squad passes. It consists of 2D6 grim, muscular men in civilian gear, carrying heavy weapons. True Order members give government commandos a nod of respect. However, if the PCs have offended the Quintano family, True Order may attack them.

Following is a numbered key to the Countryside of Malagay Island.

1. The Central Plain

Here, the jungles of the north give way to artificial ground, imported by Akagi Incorporated. In some places, dirt and crushed cinderblock make up the terrain. In others, the ground itself is plastic. Akagi Incorporated leases this land to assorted industrial concerns, whose steel factories tower over the landscape. Pencil-thin smokestacks rise above these monuments, releasing invisible gasses into the tropical air.

In some areas, especially along the coast, the Central Plain contains a nearly urban population density. Most of the plain, however, consists of barren wasteland, with factory workers gathered into "corporate hamlets." Life in these hamlets is grim and regimented, with the Akagi Corporation taking the place of the government. Most people work for

over 12 hours a day. The unemployed may not live within the area. The factories pay their employees in company scrip, and employ informers to monitor their behavior off the job. The Third Battalion of the Second Infantry Regiment protects these plains. It has a platoon in each town, watching for guerrillas. An entire company defends the Armory (area 7). In addition, each village contains 200 members of the Self-Defense Force, a pro-government militia. Currently, the Self-Defense Force has no weapons.

The Central Plains offer no haven for guerrilla armies, and the surveillance in the villages prevents Sagsaysay from raising militia units here. However, guerrillas do operate in this zone. Guerrillas infiltrate nightly from the countryside to cut power lines, mine roads and assassinate likely targets. The people either support the guerrillas or offer no resistance. Due to this activity, the Referee should check for mines whenever PCs use roads in the Plains. On a roll of 1-3 on 1D10, travelers encounter a mine.

Every night, three guerrilla squads of 10 troops each venture into the Central Plain. Each squad consists of nine guerrilla militiamen and one standard guerrilla soldier. The next chapter provides combat statistics for these troops. The intruders attempt to avoid open combat, except in the form of an ambush. Instead, they lay traps, cut wires, and take note of enemy troop locations.

If a group of 10 or fewer people emerges on the Central Plains at night, the GM should roll 1D10. On a roll of 1, the group meets a squad of standard guerrillas, who have set an ambush using claymores and barricades. On a roll of 2, the group meets a band of 5 independent Asian Dawn fighters, from the nearby dumps (see area 9).

2. Guerrilla Plantations

The farms around the National Forest form the hot spot of the guerrilla war. These "plantations" resemble small towns more than individual farms. Hundreds of farmers occupy each one, living in shacks of building plastic and polymer sheeting. Pigs wander freely among the squalor. The sun shines upon broad, mosquito-ridden fields, where the local people grow local crops and export-grade soy. Life continues unchanged in these farms, whether the guerrillas or the government happens to be in control.

Most plantations contain a small market, dominated not by farmers, but by black-market hawkers who sell fashionable foreign imports from the backs of dilapidated cars. One can acquire food, third-rate electronics and, occasionally, weapons. The typical black marketeer travels from town to town, selling whatever he can and buying anything that seems like a bargain. Black marketeers serve as excellent spies and smugglers. Given the illegal nature of their profession, they usually find it easier to work with rebels than with the government.

Sagsaysay has these villages riddled with his forces. Many peasants support him. The Penanggalan Guerrilla Terror Squad holds the rest under its grip. Therefore, the rebels can hide troops in these towns, and draw supplies from them. Since most guerrillas wear no special uniform, they have no difficulty hiding among the populace. Most people allow the rebels to use basements and barns for concealment.

The 10 villages marked as guerrilla-controlled actually contain Sagsaysay's militia forces. Each plantation supports 200 part-time fighters. These forces have little training, and hide their inadequate weapons in buried caches. However, they provide snipers and lookouts for the Guerrilla Main Force. They can also rise up *en masse* for nighttime attacks on any small patrols foolish enough to enter a village.

Within these plantations, Sagsaysay's forces use the classic hit-and-run strategy of guerrilla warfare. When government forces move into a region, the guerrillas make no direct assaults upon them. They simply move on to whatever farms remain unoccupied. Meanwhile, they use mines, snipers and sabotage to harass the garrisons in occupied towns. They cut power lines, mine roads, ambush patrols and steal supplies. In all cases, the guerrillas attack only when they can assure themselves of overwhelming force. Referees may use the available guerrilla forces to the best of their abilities.

To control all the plantations, government forces must spread themselves thin. At this point, the guerrillas strike. The Referee should keep in mind that 5,000 main force fighters including several cybernetic warriors wait in the nearby forests. Whenever they get an opportunity, they overwhelm government garrisons.

Sagsaysay's guerrillas like to attack with odds of at least 3:1. The Referee may plan guerrilla offensives

simply by examining the relative speed of forces. Measure the distance between a potential victim and the nearby guerrilla garrisons. Count the number of guerrillas who can reach an area in a given time and compare it to the number of government forces available. If this allows the rebels a 3:1 superiority, they attack.

3. Manto Plantation

The Manto plantation consists of a few gray wooden buildings set in the center of open farmlands. Belts of fencing and booby traps surround it. This plantation resembles many of the farms which lie within rebel territory. However, the Manto plantation has the distinction of serving as the Liberationists' prison camp. Two hundred and fifty Malagasian officers and pilots languish here.

Liberationist troops can seldom afford to take prisoners in battle. Therefore, the inmates of this camp consist largely of officers, foreign mercenaries and pilots shot down over the jungle. The guerrillas consider these forces useful for propaganda purposes. In addition, the prisoners work the surrounding land in work-gangs of 30, providing a minimal amount of resources for the rebel cause.

A force of 50 rebels defends this farm. Every tenth man carries an RPG. A network of elevated pillboxes enclose the perimeter of this prison. Each of these fortifications contains two guerrillas, a heavy machine-gun and an Overlord Surface-Air Missile. See the next chapter for the statistics on guerrilla soldiers.

4. Government Plantations

These farming villages resemble the Guerrilla Plantations, described above. However, government forces still consider these areas under their control, and enforce this belief with forays from the Mechanized Regiment. Each town also has a 200-member Self-Defense Force. These government militia enforce order except in the presence of actual guerrilla soldiers. Then the militia can only hope to avoid detection, because the government refuses to arm citizen units. Sagsaysay's rebels occasionally massacre militia members.

One can see terror in the eyes of the plantation peasants. Many people run and hide from the sound of engines, especially military vehicles. The gov-

ernment terrorizes this area, both through official raids by the Third Security Company and through the secret death squad True Order. True Order is not a legal organization and its members have no authorization to carry guns. However, its existence becomes starkly clear every night, when armed vigilantes execute peasants accused of aiding the guerrillas. Since Liberationist tax collectors also extort what they want at gunpoint, the people of these plantations must always risk murder by one side or the other.

Every night, guerrillas strike some of these plantations while True Order ravages others. The Referee may use random-encounter tables to determine when PCs find themselves caught in the fighting. Unless PCs appear during a battle, one can assume that the unrest has no appreciable effect on the overall war.

5. Matilko Electrical Generation Station

This CHOO2-powered complex fills an entire valley. A series of domed structures contain stills for

producing the fuel, while low steel buildings house the actual generators. The adjacent headquarters of the Mechanized Regiment offer some protection. However, the Matilko Station offers a tempting target for guerrillas.

6. Quintano Family Plantation

Chain-link fencing runs for dozens of miles around the perimeter of the Quintano Family Plantation. Sensors within the fence detect intruders at any point. Beyond the fence lies a 100-meter cleared zone, but beyond that, one finds a ring of trees. The Quintanos keep their plantation well-hidden from the rest of the island. This plantation includes four small villages, where peasants live in sheet-metal shacks. Fields of rice and soybean stretch under the eaves of the forest.

The entire Third Company of the Security Battalion occupies this plantation. Its troops patrol the perimeter in five Militech Buzz armored cars. They also root out dissension within the peasant villages. Security troops regularly sweep into towns and round up guerrilla suspects for "questioning." Few of



the people taken ever return. Their raids extend into nearby plantations.

At the center of this farmland stands the Summer Estate of the Quintano family. White columns adorn its wide porch, and colorful flower beds surround the exterior. President Jonas Quintano currently lives in the Presidential Palace in Calbaros City. However, his wife Marie-Pen Quintano administers the estate. Marie-Pen assumes direct command of the Security Battalion, and the True Order death squad.

7. Government Armory

A triple row of fences surrounds this government complex. Coils of razor wire sprawl between these barriers, and machine-gun towers surround the complex. These fortifications protect the weapons belonging to Malagay's Citizens' Self-Defense Militia. Needless to say, guerrilla forces would love to raid this depot.

The armory contains enough rifles to arm all 2,000 members of the Self-Defense Militia. Supplies of ammunition accompany these weapons. However, the Quintano family has not currently issued permission for arming the militia. Therefore, the weapons remain stockpiled. The 2-3-1 Infantry Company defends the Armory.

8. Mechanized Forces HQ

The rumble of machinery and the smell of gasoline fills the air around this headquarters. Tread marks crisscross the ground and an enormous complex of barbed wire and sheet-metal garages stand at the center of this landscape. This headquarters contains fuel depots, ammunition dumps, barracks and repair facilities for the entire Mechanized Regiment. Marshal Jule lives in a small white house near the center of this encampment.

9. Dumps

Gray, artificial hills dot this region of Malagay. The valleys serve as repositories for Akagi Industries' waste. Porous, metallic slag fills these hollows, along with shipping crates, discarded equipment and drums of liquid effluent. The chaotic terrain of these dumps serves as cover for the Asian Dawn

guerrilla movement. The entire main body of Asian Dawn hides here.

These guerrilla soldiers live beneath the surface of the dump. They dig tunnels through the smelter slag, using drums and old crates as supports. Some larger areas of the tunnels contain kitchens, makeshift clinics, and even some fairly comfortable living chambers. An endless maze of narrow tunnels and dead ends surrounds these locations, to baffle intruders.

Often, one tunnel emerges above-ground in some secluded area, near the entrance to another tunnel. This serves to prevent anyone from discovering one entrance and easily tracing out the entire complex. To find a hidden tunnel entrance, one must pass an Int + Awareness roll with a Difficulty of 20. The Referee should make these rolls in secret. However, PCs do not receive such rolls unless they actually ask to search for other tunnel entrances in a given area.

Gun battles in the tunnels involve several special circumstances. First, it is virtually impossible to miss a target in the cramped passages. Therefore, all attack rolls receive a +3 bonus. Needless to say, this adds importance to getting in the first shot. The following initiative modifiers apply to tunnel warfare.

Friendly troops have no source of illumination or thermographic capability: -4

Enemy troops carrying a light source: +3

Attempting to use a shoulder-arm in the tunnels, includes most submachine guns: -2

Note that often, disadvantages cancel each other out. If both sides carry a light source, if both sides have thermographic vision or if neither side has any source of vision, no net initiative modifier applies.

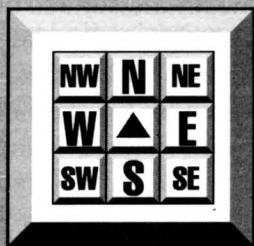
In hand-to-hand combat underground, one cannot use any weapon longer than a knife.

Guerrilla defenders often prefer not to expose themselves to gunfire at all. Instead, they wait around corners of the tunnel and roll grenades toward approaching intruders.

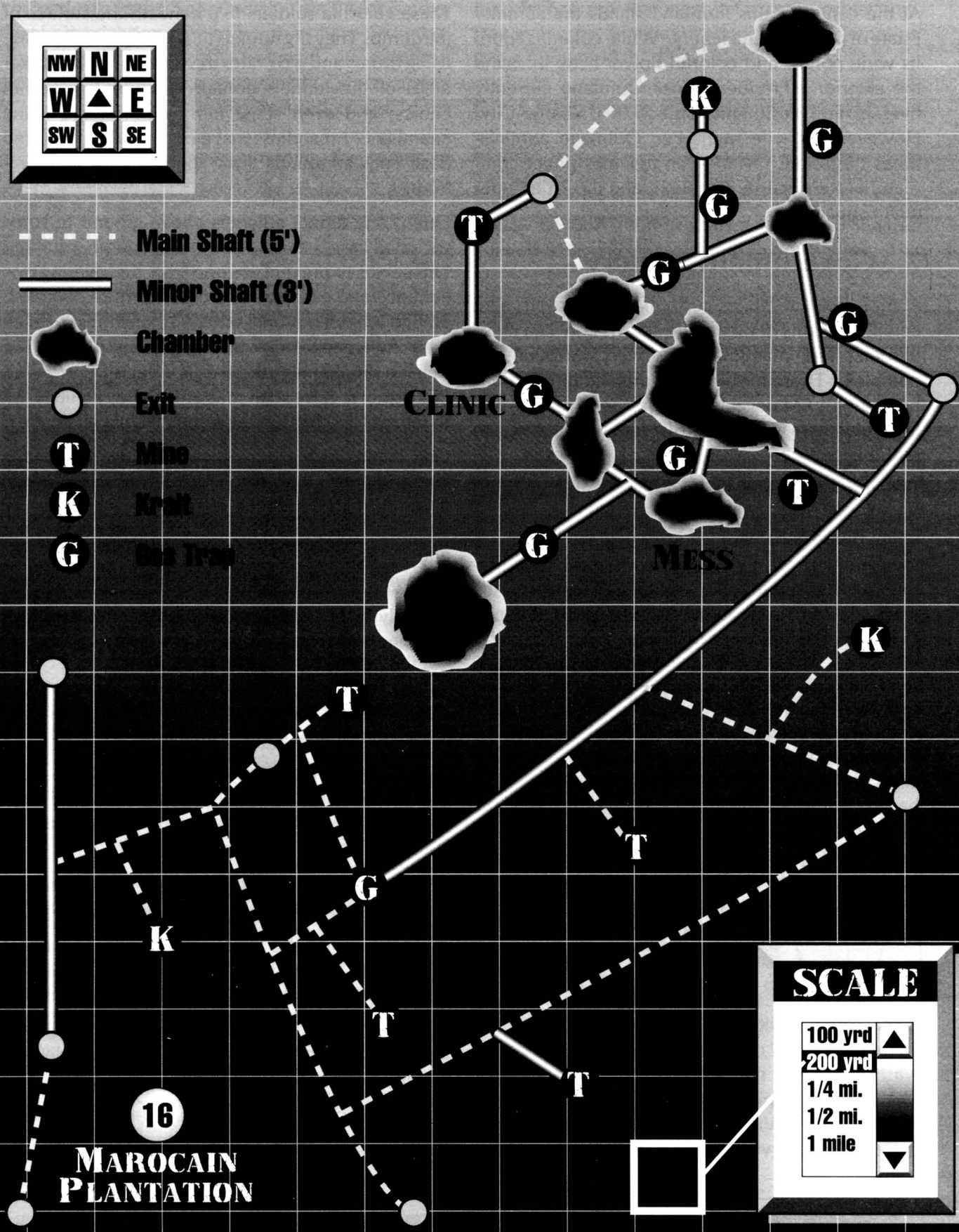
These tunnels contain the following special defense features.

Gas blocks consist of a vertical climb, followed by a passage at a higher level, followed by a vertical drop-off. One passes at least one heavy wooden

ASIAN DAWN TUNNEL NETWORK



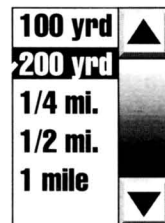
- Main Shaft (5')
- Minor Shaft (3')
- Chamber
- Exit
- T Mine
- K Kraft
- G Gas Trap



16

MAROCAIN
PLANTATION

SCALE



door on the upper level. These systems prevent the spread of tear gas or other chemicals throughout the tunnel system.

Most booby traps consist of tripwired fragmentation grenades. One must pass an Int + Awareness test with a Difficulty of 20 to notice one, with a penalty of -5 on the roll for those not using a flashlight. An occasional booby trap is not a mine, but a live krait, or poisonous snake. These five-foot serpents have bright black and yellow bands. One can notice a krait on an Int + Awareness roll of 15 or more. However, the snakes pursue and strike victims unless killed.

Kraits

A Krait has an effective Body of 4, Initiative of +15 and an Melee Attack score of +12. If it scores a hit, the victim must pass a Body Save or suffer 5D10 points damage from natural neurotoxins. The krait need not coil or raise its head to strike, hence its high Initiative score.

10. Marocain Plantation

Shell holes dot the fields around this enormous plantation. The wrecks of vehicles lie along this region's raised gravel roads. Even the children here appear shell-shocked, their wide eyes glazed over. The Marocain Plantation lies near the Quintano farms on one side and the guerrillas of Asian Dawn on the other. Dow's rebels regularly ambush government troops here, and the True Order vigilante group imposes punishments upon the peasants of Marocain.

After countless attacks by both sides, the peasants here have come to favor the rebels. Asian Dawn makes an effort to repay these farmers for their services, which is more than government forces ever do. Therefore, Marocain serves as a haven for escaping guerrillas. Peasants gladly hide rebels within their homes. Furthermore, Asian Dawn has a network of tunnels running beneath Marocain, leading back to its own base, and to assorted escape points in the nearby countryside.

Marocain's tunnels serve as a continuation of the system found in the Dumps. The same map provides details on both of them.

Asian Dawn cannot protect the Marocain Plantation from government reprisals. However, when the government commits atrocities here, Asian Dawn attempts to avenge them. Guerrilla attacks follow any serious attack against the people of Marocain.

11. Construction Zone

Despite the war, Akagi Incorporated continues the task of expanding Malagay into the sea. Here, heaps of slag overlook the surf. Rusty barges float just offshore, serving as platforms from which workers pour cascades of brownish fill material into the ocean. The workers, mostly Chinese, live in camps which run along the southeastern coast. They have no defense from rebel attack.

12. Refugee Center

Here, rows of white tents rise upon the gray slag of the Central Plain. Over 2,000 refugees from Malagay's war zones cluster in this camp. All have lost homes and loved ones to the war. Over half of them are Chinese, driven out of their villages by Sagsaysay's guerrillas and shunned in nearby communities of Malagasian natives.

13. Mikano Rehabilitation Facility

The Mikano facility serves as Malagay's prison. Two rows of barbed wire surround this reservation. Brick buildings rise inside, with glittering steel bars upon the windows. The government holds over 300 rebel prisoners of war here, along with almost 500 other political captives. Akagi Incorporated provides "meaningful work" for the prisoners in an industrial chemical production line.

The Mikano facility employs 200 guards.

14. Aquino National Forest Preserve

The Republic of the Philippines founded this Preserve in A.D. 2002, to repair environmental damage caused by heavy logging in the twentieth century. Government workers chose Malagay's remaining jungles as a seed area, and planted the surrounding acres with saplings. The area now contains a few patches of dense, triple-canopy jungle. Throughout

the rest of the preserve, new-growth trees and coarse green weeds choke the landscape.

The National Forest Preserve offers a habitat to the militant members of Malagay's aboriginal people, who maintain a vestigial form of their tribal customs. It offers an equally useful habitat for Sagsaysay's Guerrilla Main Force. Most tribesmen support the guerrillas, both out of prudence, and because of animosity toward the Akagi Corporation. Therefore, these woods are doubly dangerous to government forces.

Guerrilla headquarters appear marked on the Referee's map. Each of these bases shelters one "battalion" of fully-trained guerrilla "regulars." These bases include rings of booby traps and hidden defenses which can extend for several miles into the jungle. The camps themselves consist largely of underground bunkers, with a few camouflaged weapon emplacements above-ground. The trees offer impenetrable cover. To locate these encampments, government forces must employ a systematic ground search or a well-placed spy.

Guerrilla forces have scouts throughout the forest. Every base deploys 12-men squads in foot patrols. The natives also report what they see to guerrilla representatives. The Referee may use the Intelligence rules from Kill or Be Killed to determine if the guerrillas locate government forces in the National Forest Preserve. If a team passes through a native village, the guerrillas automatically learn of its presence.

The foliage of the National Forest makes aerial reconnaissance relatively ineffective. Furthermore, the guerrillas have a network of anti-aircraft bases located throughout the forests. Each one contains 25 men, with machine-gun emplacements. These forces have two launchers each for Connie medium-range SAMs. In addition, the troops have three disposable Overlord shoulder-fired missiles.

Should the PCs make a personal trip into the forests, the Referee may check three times per day to see if they encounter a patrol. Explorers encounter patrols on a roll of 1-3 on 1D10. Patrols may assault small groups with automatic fire, but in the event of a dangerous battle, they make every effort to escape alive with their story.

Individuals in the jungle face hazards other than the enemy. The Referee should take note of whether the party has sufficient food and water for its journey. If the party follows the trails, the Referee should roll 1D10 every hour.

On a roll of 1, the group encounters a booby trap. The lead character must pass an Awareness + Intelligence test with a Difficulty of 20 or set off a mine, as described in the *Cyberpunk*® rules.

On a roll of 2, the group encounters a guerrilla lookout, with the statistics of the sniper in the next chapter. This enemy conceals himself as well as possible in the foliage. He attempts to sneak away unseen and report the encounter.

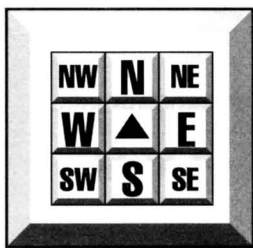
On a roll of 3, the group encounters a group of five native porters. These wiry, brown-skinned men carry burdens in wicker back-frames. The Referee may roll another 1D10. On a roll of 1-3, they are carrying supplies to a nearby guerrilla headquarters. In any event, the porters flee in panic at the sight of the armed men. They also report the party's presence to the nearest guerrillas in 1D6 hours.

If the party leaves the trails, it faces other hazards. On each cross-country trek, the group's leader must pass an Int + Wilderness Survival roll with a Difficulty of 15. Failure indicates that the group becomes lost and travels in a random direction, chosen by the Referee.

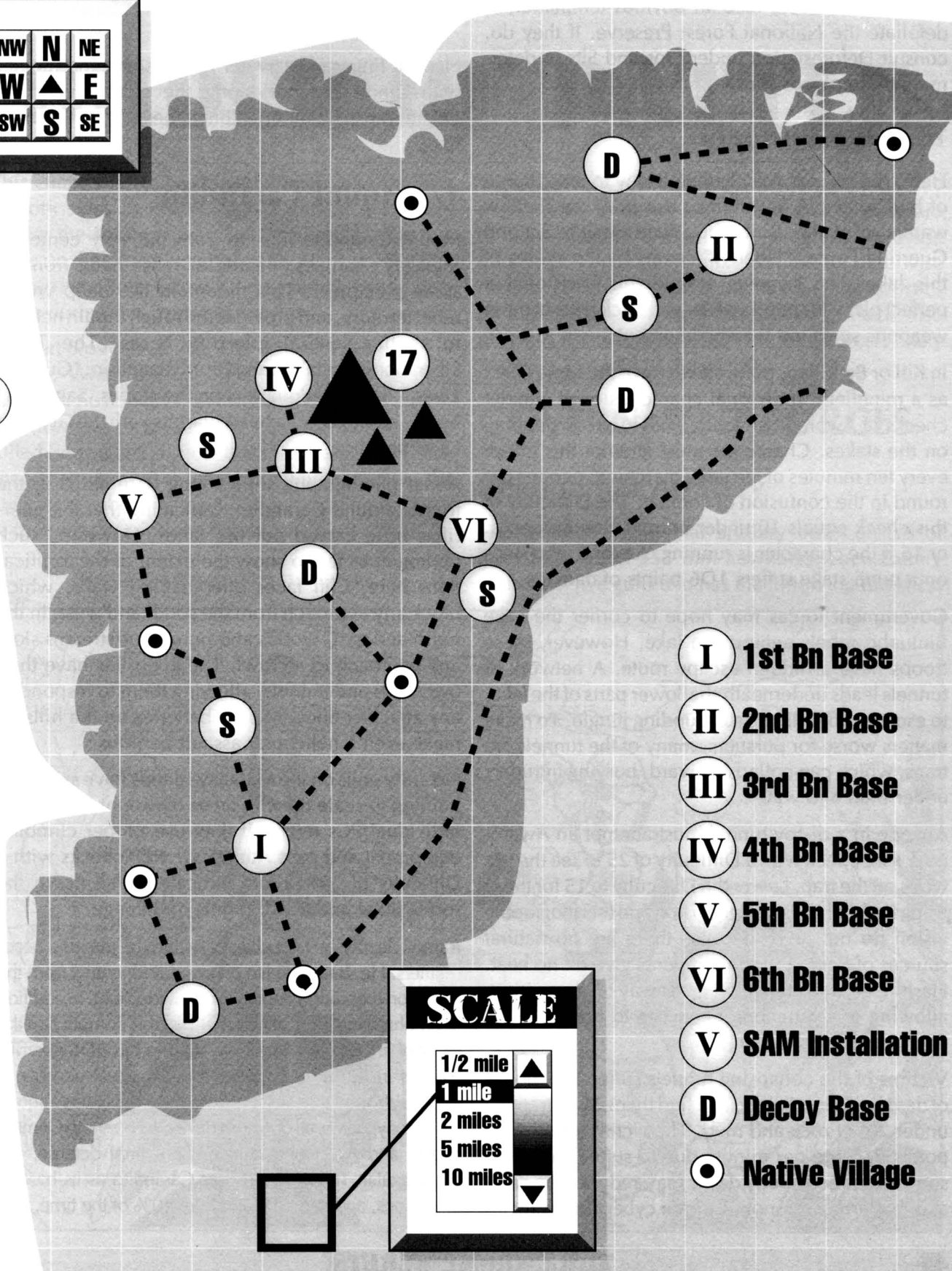
Once the guerrillas discover enemies within the National Forest Preserve, they make every effort to harry the intruders. They deploy dozens of snipers to pick off stragglers, plant mines and feign serious attacks. If the invaders come with less than overwhelming force, guerrillas attempt to surround and crush them with superior numbers. Keep in mind that this forest contains over 3,000 guerrillas. These troops have a network of hidden trails and tunnels for maneuvering. Given a little time to move troops, they can concentrate superior forces against any but the most well-prepared invasion. Faced with such an invasion, they retreat, scatter and hide.

The guerrillas use decoy complexes to further hinder government incursions. These also appear on the map. Such false bases include ample traps, along with teams of 50 men each, who roam about their hollow bases, acting as snipers and ambushing small

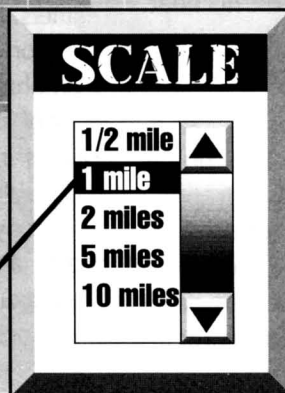
MALAGAY JUNGLE



16



- I** 1st Bn Base
- II** 2nd Bn Base
- III** 3rd Bn Base
- IV** 4th Bn Base
- V** 5th Bn Base
- VI** 6th Bn Base
- V** SAM Installation
- D** Decoy Base
- Native Village



forces, attempting to make these emplacements seem as dangerous as possible.

Government forces face an obvious temptation to defoliate the National Forest Preserve. If they do, consult Deforestation under Ops and Sits to determine the repercussions.

15. Lake Bintuabo

Here, the trees of Malagay give way to an expanse of blue water. A few stumps rise from the shallow waters of Lake Bintuabo. Sagsaysay's Second Guerrilla Force, "Liberty," camps by the shores of this lake. The swamps around this base offer a perfect place for punji stakes, and thick belts of these weapons surround the encampment.

In Kill or Be Killed, punji stakes have the same effect as a minefield. Individual characters must attempt checks of Awareness/Notice + Int to avoid stepping on the stakes. Characters must attempt this check every ten minutes of leisurely marching, or once per round in the confusion of combat. The Difficulty of this check equals 10 under normal circumstances, or 15 if the character is running. Anyone who steps on a punji stake suffers 1D6 points of damage.

Government forces may hope to corner the Lake Bintuabo rebels against the lake. However, these troops have a hidden escape route. A network of tunnels leads underneath shallower parts of the lake, to escape routes in the surrounding jungle. To make matters worse for pursuers, many of the tunnels are traps, which can collapse inward, burying intruders under mud and water.

Anyone in a decoy tunnel must attempt an Awareness + Int check with a Difficulty of 25 to see the trip wires on the trap. Lower the Difficulty to 15 for those using flashlights. Low-light vision and thermographic vision do not help, because there are no natural sources of light, and the trip wires give off no heat. Flashlights, unfortunately, give away one's position, allowing any retreating guerrillas to fire at +5 on their attack rolls.

Victims of the collapsing tunnels suffer 1D6 points of damage immediately, and find themselves trapped under 20' of rock and mud. The victim suffers 1D6 points damage per minute due to suffocation until somehow freed. Body Type may reduce this damage, but armor cannot. Certain cyberware (specifi-

cally, an independent air supply) may help one's survival chances.

16. Cormo Cove

Here, a finger of seawater reaches into the jungle, with sandy beaches along the sides. The Fifth Liberationist Battalion, "Buccaneer," has its base here.

17. Mount Carandito

Mount Carandito juts up from the very center of Malagay's jungles. Beards of moss hang from its stony precipices. This mountain lies deep within rebel territory, and provides the rough terrain needed to shelter several guerrilla bases. The Third Liberationist Battalion and Fourth Battalion, "Guevara Lives," have headquarters on the slopes. Sagsaysay has his main guerrilla headquarters with the Guevara Lives battalion.

Aerial photography shows long bare strips in the forests around Carandito, indicating that the guerrillas have carved out fire lanes. However, such photographs fail to show the extent of the fortifications here. Cliff faces offer natural walls, which block any approach from the south and west. In the north and east, woods and numerous streams slow any approach to a crawl. The guerrillas have their own trails and tunnels, allowing them to respond to any attack at once. Missile batteries on the hillside make even a helicopter assault perilous.

No army units on the Malagay Islands have sufficient training to scale the cliff faces of Mount Carandito. Individual PCs might, if they use proper climbing equipment and pass Athletics + REF checks with a Difficulty of 20. Failure indicates a fall down the rocky slope and 2D10 points of damage.

Ramon Sagsaysay himself lives within the guerrilla headquarters. He shares the life of his soldiers, eating from the common mess and sleeping in a crowded tent. In addition to emphasizing his egalitarian ideals, this complicates the work of an assassin. Sagsaysay always has 3D6 guerrilla soldiers in his immediate vicinity. An equal number of troops surround the mess area etc. Sagsaysay has a squad of 12 bodyguards, all of whom have a +3 bonus to Combat Senses and Awareness/Notice. As a final defense, the Penanggalan Terror Squad uses Carandito as its base of operations, and can be found here 40% of the time.

CHAPTER TWO: ORDER OF BATTLE

This chapter describes the equipment and statistics of both sides in the Malagay Conflict. It also describes their ability to recover from losses. Note that notes on their location apply only at the point when PCs arrive. Both friendly and enemy troops may move during the course of the war.

The text provides statistics for standard unit configurations. When the guerrillas or PCs arrange their troops in novel ways, the Referee can easily calculate new statistics using the formulas in Kill or Be Killed (see page 81). Note that many large units have special equipment or leadership which modifies the abilities of subordinate units. Such modifiers appear in the unit descriptions below.

The Tables of Organization and Equipment display the Malagay Order of Battle according to standard military notation. Additional paragraphs provide information on specific units. When not otherwise mentioned, assume that a unit has average statistics for a formation of its kind. This Order of Battle also provides descriptions and statistics for officers likely to play a key role in the game.

GOVERNMENT FORCES

Regimental Artillery

The standard regimental artillery unit consists of three batteries of 155 mm howitzers. Each battery consists of five guns and has the following statistics.

Shuler



Morale: 6
Cohesion: 11
Manpower: 5
Firepower: 20

Regimental Reconnaissance

The standard infantry regimental reconnaissance unit consists of five Militech Buzz scout vehicles along with two Bumblebee drones.

Vehicles: 5
Morale: 6
Cohesion: 11
Manpower: 5
Firepower: 10

Regimental Engineer Company

This unit resembles any other infantry company. However, the soldiers have special training in construction, demolitions and military technology. They have the following skills: Jury Rig +5, Combat Engineering (new skill) +5 and Demolitions +5.

Soldiers: 133
Morale: 6
Cohesion: 11
Manpower: 13
Firepower: 15

Standard Infantry Company

For an army commander in Malagay, the infantry company forms the basic unit of maneuver. A company has the mix of heavy weapons and transportation assets needed to fight anything the guerrillas can muster. However, this unit remains small enough to manage the small-unit combat typical of guerrilla warfare. The typical company consists of three infantry platoons, a mortar platoon and a motor pool. The equipment of the mortar and transportation units may vary in different battalions. Well-equipped battalions may also assign their infantry companies such luxuries as armored reconnaissance vehicles.

Soldiers: 133
Morale: 6
Cohesion: 11
Manpower: 13

Firepower: 15

Standard Mortar Platoon

The standard mortar platoon has five 81mm mortars. These weapons can provide eight points each of indirect fire support.

Soldiers: 10
Morale: 6
Cohesion: 11
Manpower: 1
Firepower: 15 + Mortars

Standard Motor Pool

The standard Malagay infantry company motor pool consists of 18 2.5 ton trucks and a jeep mounting a heavy machine-gun. According to regulations, each one also has a pair of BMP-2 armored personnel carriers. In practice, many units find themselves unable to keep these vehicles in repair. Whenever the PCs wish to commandeer a BMP, the Referee should roll 1D10. On a roll of 1-6, the armored personnel carriers are not currently operative.

The motor pool has 20 drivers.

Standard Infantry Platoon

The standard platoon consists of three squads, described below, and a heavy weapons detachment.

Soldiers: 41
Morale: 6
Cohesion: 11
Manpower: 4
Firepower: 15

Platoon Heavy Weapons Detachment

The Heavy Weapons Detachment consists of two teams, each armed with a TOW II missile launcher. In the event of aerial attack, these teams may carry Scorpion 16 launchers as well.

Soldiers: 5
Morale: 6
Cohesion: 11

Manpower: 1
Firepower: 20

Standard Infantry Squad

In actual combat, the infantry squad carries the brunt of the action. The hit-and-run guerrilla warfare of Malagay Island does not allow for many large-unit actions. A standard squad consists of twelve soldiers armed with Militech Ronin assault rifles and two fragmentation grenades apiece. One squad member carries a light machine-gun.

Soldiers: 12
Morale: 6
Cohesion: 11
Manpower: 1
Firepower: 15

First Infantry Regiment (Lt. Gen. Henrique Quintano)

Much of the First Infantry Regiment is little better than militia. These tired, untrained soldiers come from plantations and the poorer districts of Calbaros City. Their commander, Henrique Quintano, has a reputation for dissolute living and military incompetence which does nothing to increase their morale.

The First Infantry Regiment has its current headquarters at the Presidential Palace in Calbaros City. Its assets are deployed throughout Calbaros.

General Henrique Quintano

The eldest Quintano boy has the flabby face and rounded stomach of a degenerate. He spent his childhood expecting to live a pampered life on the family plantations. Now he finds himself unprepared for military leadership, and uninterested in the politics of his family's new role. He cannot keep his attention on military matters and does not understand them. Nevertheless, Jonas Quintano insists that his son hold an important military command.

Henrique Quintano cannot resist an invitation to carouse.

Stats

INT 2	REF 7	TECH 6
CL 4	ATT 6	LK 6
MA 6	BODY 7	EMP 5

Skills

Awareness/Notice +3, Handgun +4, Leadership +4

Equipment

Armalite 44, Nylon Helmet, Heavy Armored Jacket

Combat Scores

Initiative: +7
Stun/Death Save: 7
Body Type Modifier: -2
Armalite 44 (# Shots 8/ROF 1/DAM 4D6+1/Rel ST) +11
Armor: Head 14, Torso 20/R.Arm 20/L.Arm 20)

1-1 Infantry Battalion (Lt. Col. Martin Salero)

The First Battalion, First Regiment holds positions around the Presidential Palace. Its commander, Lt. Col. Martin Salero objects vociferously to any re-deployment. This unit receives the pick of new equipment. This leads to the following changes in its organization:

▲ All companies in this regiment have Marder armored personnel carriers in place of the obsolete BMP-2 APCs. Furthermore, all vehicles are in fine repair.

▲ The 1-1 includes an air defense battery of two Hawkslayer platforms.

▲ The 1-1 has a helicopter detachment of five Firefly light helicopters.

Lt. Col. Martin Salero

Salero is a wiry fellow with a cropped mustache, who wears a chestful of military decorations. He knew Henrique Quintano in college, and remains a crony of the general now. Salero helps Henrique manage his units, and helps him keep his military incompetence concealed. This colonel does not mind helping the "boy," but he expects favors in return, such as superior equipment and safe assignments. Salero has a strong streak of cowardice.

Stats

INT 5	REF 8	TECH 3
CL 4	ATT 4	LK 5
MA 5	BODY 5	EMP 5

Skills

Awareness/Notice +3, Combat Senses +4, Handgun +5, Leadership +5, Melee +3, Submachinegun +5



Brown

Equipment

Armalite 44 Heavy Pistol, Light Armor Jacket, Steel Helmet, Radio Communicator

Combat Scores

Initiative: +12

Stun/Death Save: 5

Body Type Modifier: -2

Armalite 44 (# Shots 8/ROF 1/DAM 4D6+1/Rel ST): +13

Armor: Head 14, Torso/R.Arm/L.Arm 13

1-2 Infantry Battalion (Lt. Col. Carlos Quintano)

The 1-2 Battalion has its forces spread throughout Calbaros City. The 1-2-1 Company protects Network Malagay. The 1-2-2 and 1-2-3 Companies protect Akagi Incorporated's new headquarters. In addition, this battalion mounts numerous patrols through the government zones of Calbaros. Unit documents state that the battalion has an anti-aircraft company of twelve Connie SAM launchers. However, this unit is purely fictitious.

A chronic shortage of equipment and spare parts plagues the 1-2. None of the BMP-2 units in company motor pools are in operating condition. Furthermore, whenever the PCs wish to make use of a unit from this battalion, the Referee should roll 1D10. On a roll of 1-3, the detachment is missing some vital piece of equipment.

All sub-units of the 1-2 have a 20% penalty to Manpower due to ineffective equipment.

Carlos Quintano regularly sells his regiment's assets on the black market. Anyone who develops friendships with the soldiers in this battalion eventually hears rumors about this activity. Most of the pilfered equipment goes to Kingpin Chase, who uses some of the profits on behalf of the very guerrillas the 1-2 must fight. Carlos gambles that his position in the capital will never force him into field combat, where he might actually need the weapons.

Carlos Quintano

Carlos Quintano is a short, stocky man, with curly black hair and a number of medals. When the PCs first encounter him, he greets them affably, with a perfunctory salute and hardened smile. In their

presence, he seems capable, efficient, and short-spoken.

Carlos grew up as his father's younger son. He always knew that he would not inherit the family wealth. He grew up watching his dissolute brother Henrique receive the family's attention and the choicest perks. Carlos might have become a wastrel himself, but that life did not appeal to him. Instead, Carlos worked and studied diligently, growing ever more bitter and corrupt.

Unfortunately for Carlos, Marshal Jule discovered his corruption. The Marshal did not object. However, Jule uses his knowledge to blackmail the young Quintano into work as a spy. Anything which the party tells Carlos eventually works its way back to the Marshal. When the Marshal plans his coup (see next chapter) Carlos participates.

Stats

INT 5	REF 8	TECH 3
CL 4	ATT 4	LK 5
MA 5	BODY 5	EMP 5

Skills

Awareness/Notice +3, Combat Senses +4, Handgun +5, Leadership +5, Melee +3, Submachinegun +5

Equipment

Armalite 44 Heavy Pistol, Light Armor Jacket, Steel Helmet, Radio Communicator

Combat Scores

Initiative: +12

Stun/Death Save: 5

Body Type Modifier: -2

Armalite 44 (# Shots 8/ROF 1/DAM 4D6+1/Rel ST): +13

Armor: Head 14/Torso/R.Arm/L.Arm 14

1-3 Infantry Battalion (Lt. Col. Morvil Baneros)

Lt. Col. Baneros has his troops spread along the entire east coast of Malagay Island. Even a full battalion cannot possibly guard this entire area. To assist in this effort, the 1-3 has two batteries of five 240mm howitzers, designated for use against enemy shipping. However, the guerrillas have no navy to speak of, and these guns go unused.

Baneros receives relatively little equipment or replacements for his unit, leading to a situation similar to that in the 1-2, where every unit has

penalty of -20% to Manpower. Most people in this unit believe, correctly, that Malagay has the equipment these troops require. However, they divert these resources to the rest of the regiment, due to Baneros' reputation as a troublemaker.

If PC commanders care to give Baneros his proper supplies, they can bring the 1-3 to its full fighting strength. However, this has political consequences. Members of the Quintano family firmly oppose any assistance to the 1-3. Their fears have some grounds as well, for Baneros may eventually become an ally of Marshal Jule in a coup.

Morvil Baneros

This lantern-jawed, eternally grouchy colonel once hoped to be regimental commander. He resents the fact that an incompetent Quintano received the position instead of him. Baneros does not respect any other officers but Marshal Jule, whom he considers the true leader of the army.

Stats

INT 8	REF 9	TECH 4
CL 4	ATT 5	LK 5
MA 5	BODY 7	EMP 5

Skills

Awareness/Notice +3, Combat Senses +4, Handgun +5, Leadership +5, Melee +3, Submachinegun +5

Equipment

Armalite 44 Heavy Pistol, Light Armor Jacket, Steel Helmet, Radio Communicator

Combat Scores

Initiative: +13

Stun/Death Save: 7

Body Type Modifier: -2

Armalite 44 (# Shots 8/ROF 1/DAM 4D6+1/Rel St): +14

Armor: Head/Torso/R.Arm/L.Arm 14

Second Infantry Regiment (Lt. General Peter Meme)

The Second Infantry Regiment saw most of the actual fighting in the early phases of the guerrilla war. Many of its soldiers are professionals, who served with the Malagay Army ever since its creation. This unit has its headquarters at the Presidential Palace.

All members of the Second Infantry Regiment gain a bonus of +1 to Morale and Cohesion due to expe-

rience. The Second Battalion gains even more bonuses than that.

Lt. General Peter Meme

This sturdy officer always stands erect, as if at attention. His graying, bushy eyebrows often come together in a frown. General Meme finds the corruption and factionalism in his army infuriating. Peter Meme feels that Malagay needs a strong leader to destroy the "vermin" in its society. If the PCs appear to him as honest and decisive, he can arrange for his entire regiment to support them. However, if the party ignores Meme, or if they fail to impress him, he simply obeys orders, seeing no need to offer any special effort. Unless the PCs inspire Meme, he orders all the Second Regiment's troops to join Jule in a coup.

Stats

INT 8	REF 9	TECH 4
CL 8	ATT 5	LK 5
MA 5	BODY 9	EMP 5

Skills

Awareness/Notice +4, Combat Senses +4, Handgun +5, Leadership +7, Melee +3, Submachinegun +5

Equipment

Armalite 44 Heavy Pistol, Light Armor Jacket, Steel Helmet, Radio Communicator

Combat Scores

Initiative: +13

Stun/Death Save: 9

Body Type Modifier: -3

Armalite 44 (# Shots 8/ROF 1/DAM 4D6+1/Rel ST): +14

Armor: Head/Torso/R.Arm/L.Arm 14

2-1 Infantry Battalion (Lt. Col. Paul Matsu)

The 2-1 Infantry Battalion protects the Presidential Palace. Soldiers in this unit have extremely neat uniforms and high skills in military drill. All equipment is in good running order, including the BMP-2 vehicles in company motor pools. However, the 2-1 has no special equipment and ordinary supplies often run short.

Lt. Col. Paul Matsu

Matsu wears a neatly cropped mustache. His wide eyes give him a look of continual surprise. This

officer never deviates from military protocol and obeys General Meme implicitly.

Stats

INT 5	REF 8	TECH 3
CL 4	ATT 4	LK 5
MA 5	BODY 5	EMP 5

Skills

Combat Senses +4, Handgun +5, Leadership +5, Melee +3, Submachinegun +5

Equipment

Armalite 44 Heavy Pistol, Light Armor Jacket, Steel Helmet, Radio Communicator

Combat Scores

Initiative: +12

Stun/Death Save: 5

Body Type Modifier: -2

Armalite 44 (# Shots 8/ROF 1/DAM 4D6+1/Rel ST): +13

Armor: Head/Torso/R.Arm/L.Arm 14

2-2 Infantry Battalion (Lt. Col. Hakyu Fujimori)

The war cry, "Blood and Spirit!" rings each morning from the 2-2's outposts. Lt. Col. Fujimori strives to give his warriors a sense of martial pride. This unit has a detailed code of honor, and its own Battalion Hymn. Soldiers must undergo special training, which culminated in a ritual of initiation where soldiers must survive three days in the wilderness armed with only a knife. The spread of guerrilla forces has, of course, disrupted these initiations.

Fujimori's troops guard the Akagi Provisional Headquarters. The Lieutenant Colonel feels a powerful loyalty to the corporation. However, he would gladly accept reassignment if he feels that his commanders have a feasible plan for destroying the rebels.

Fujimori's Battalion contains an air defense unit with three launchers capable of firing Connie SAMs. The unit also contains a Heavy Vehicles Detachment of five Panhard Hunter tank destroyers.

All of Fujimori's troops gain a +4 to Firepower and a +1 to Morale due to extra training.

Hakyu Fujimori

This diminutive Japanese warrior wears his hair cropped almost to the scalp. His thundering voice



regularly shocks those who judge him by his size. Fujimori graduated from the Tokyo Military Academy on a scholarship from Akagi Incorporated, and feels a deep loyalty to the corporation. He reports all army activities to Akagi officials.

Stats

INT 6	REF 10	TECH 4
CL 8	ATT 5	LK 5
MA 5	BODY 4	EMP 5

Cyberware

Sandevistan Speedware, Cyberoptic with IR, Targeting Scope, Smartgun Link

Skills

Awareness/Notice +6, Combat Senses +7, Handgun +5, Leadership +7, Melee +3, Oratory +5, Stealth +5, Submachinegun +8

Equipment

H&K MPK-11 (smartlinked), Light Armor Jacket, Steel Helmet, Radio Communicator

Combat Scores

Initiative: +20*

Stun/Death Save: 4

Body Type Modifier: -1

H&K MPK 11 (# Shots 30/ROF 20/DAM 4D6+1/Rel

St): +21

Armor: Head 14/Torso/R.Arm/L.Arm 14

2-3 Infantry Battalion (Lt. Col. Colman Choja)

This unit operates in the countryside of Malagay Island. Its troops have begun to weary of field operations, but remain effective fighters. The 2-3 Infantry Battalion has a trio of Highlord Fire Support Aircraft, as described under Toys For The Boys.

Lt. Col. Colman Choja

Colonel Colman Choja considers himself a military man and an ardent patriot. He walks in a stiff, martial prance. He barks out his words like commands. He decorates his tent and his office with the Malagasian flag, a pattern of green and white stripes. Therefore, nobody suspects that Colman actually passes information to the rebel forces, using document drops near his headquarters. Anyone who watches him surreptitiously for one day sees him deposit a ration can holding a summary of the day's orders. A guerrilla picks up the information roughly one hour later.

Choja justifies his espionage on the grounds that the real target of the revolution is the Quintano family, and that the Quintanos are bleeding the island dry. However, Choja receives a payment of 400 eb each time he procures truly important information, and he has come to depend on the money. He also fears that if he becomes unproductive, the guerrillas may expose him.

Stats

INT 5	REF 8	TECH 3
CL 4	ATT 4	LK 5
MA 5	BODY 5	EMP 5

Skills

Awareness/Notice +3, Combat Senses +4, Handgun +5, Leadership +5, Melee +3, Submachinegun +5

Equipment

Armalite 44 Heavy Pistol, Light Armor Jacket, Steel Helmet, Radio Communicator

Combat Scores

Initiative: +12

Stun/Death Save: 5

Body Type Modifier: -2

Armalite 44 (# Shots 8/ROF 1/DAM 4D6+1/Rel ST): +13

Armor: Head/Torso/R.Arm/L.Arm 14

Mechanized Regiment (Marshal Jule)

The mechanized forces roam the countryside from their base outside Calbaros City. Commanders at all levels remain aware that although they have enormous firepower, their vehicles face a special danger from ambush. Therefore, the Mechanized Regiment resists any assignment which requires it to work without support from infantry, or which sends it into combat in close terrain.

The Mechanized Regiment's Infantry Companies resemble standard infantry companies with one modification. Instead of trucks, their Motor Pools consist of 25 BMP-2 APCs. Furthermore, the Third Battalion consists entirely of tanks.

Marshal Benjamin Jule

Marshal Jule served as Jonas Quintano's right-hand man in the organization of the Malagasian army. In return, he received control of both the Mechanized Regiment and the Air Force. Jule also secured much of the money used to build his forces, soliciting it

from Omni-Genetics Incorporated. Jule is an acerbic man, who only feels comfortable giving orders. He has the rigid stance and imperious lip of a commander. His nose curls to an aquiline point.

Marshal Jule feels that the Quintano family's weak policies have lost the war with Sagsaysay. He wants immediate, aggressive action. He also wants to replace the nepotistic Quintano government with a more efficient, authoritarian regime. His supporters in Omni-Genetics encourage such ambitions, hoping for a coup which would bring them more control of Malagay.

In Jule, the party finds a commander ready for the most audacious drives against the guerrillas. However, when he takes land, he holds it, and the time will come when he demands to control the island himself.

Stats

INT 7	REF 8	TECH 5
CL 4	ATT 4	LK 8
MA 5	BODY 9	EMP 5

Cyberware

Cyberoptic, IR, Targeting Scope, Anti-Dazzle, Muscle and Bone Lacing, Skinweave, Smartgun Link

Skills

Awareness/Notice +4, Combat Senses +9, Handgun +5, Leadership +7, Oratory +4, Melee +5, Submachinegun +8

Equipment

H&K MPK-11, Light Armor Jacket, Steel Helmet, Radio Communicator

Combat Scores

Initiative: +17

Stun/Death Save: 9

Body Type Modifier: -3

H&K MPK-11 (# Shots 30/ROF 20/DAM 4D6+1/Rel ST): +19

Armor: Head 26/Torso 25 /R.Arm/L.Arm 26

Mech-1 Battalion (Lt. Col. Christopher Haynes)

This unit consists largely of U.S. born mercenaries. They do their job well, and obey whoever gives them their pay. Haynes' men have their own Marder APCs, and know how to use them. These mercenaries have Tech statistics of 6 and Basic Tech Skills of +5.

Lt. Col. Christopher Haynes

Haynes has a brown ponytail and silvery cyberoptics. He speaks tersely, and lives by the codes of an honorable mercenary. War is business to him.

Haynes and his 400 men sell their services to the highest bidder. Currently, anyone who wished to buy their services away from Marshal Jule would have to offer 500,000 eb. If the PCs seek to buy his services away from Jule but the negotiations fail, he does not report the discussion.

Stats

INT 6	REF 9	TECH 7
CL 7	ATT 4	LK 5
MA 5	BODY 5	EMP 3

Cyberware

Sandevistan Speedware, Cyberoptics, IR, Targeting Scope, Anti-Dazzle, Skinweave, Smartgun Link

Skills

Awareness/Notice +5, Combat Senses +8, Handgun, +5, Leadership +6, Melee +5, Stealth +3, Submachinegun +8

Equipment

H&K MPK-11, Light Armor Jacket, Steel Helmet, Radio Communicator

Combat Scores

Initiative: 20*

Stun/Death Save: 5

Body Type Modifier: -2

H&K MPK-11 (# Shots 30/ROF 20/DAM 4D6+1/Rel ST): +19

Armor: Head/Torso/R.Arm/L.Arm 26

Mech-2 Battalion (Lt. Col. Romero)

This battalion, which calls itself the "Hellriders," takes pride in a reputation for aggressive action. It seeks combat whenever possible. Hellrider APCs often fight in armored vehicle formations instead of serving as mere battlefield taxis. The vehicles fight in platoon and company level formations (5 APCs to a platoon, 15 to a company). These units have a Cohesion of 22 and a Firepower of 17. Manpower depends on the number of vehicles. See Kill or Be Killed for more details.

All sub-units in the Mech-2 gain a +1 bonus to Morale, Cohesion and Firepower.

Lt. Col. John Romero

Colonel John Romero is a man of enormous girth and height. He solves his problems with a simple, direct fight. John Romero admires Marshal Jule as the one Malagasian leader who understands the need for direct action and can coordinate his troops to achieve it.

Stats

INT 3	REF 8	TECH 3
CL 4	ATT 4	LK 5
MA 5	BODY 10	EMP 5

Skills

Awareness/Notice +3, Combat Senses +4, Handgun +5, Leadership +5, Melee +6, Submachinegun +5

Equipment

Armalite 44 Heavy Pistol, Light Armor Jacket, Steel Helmet, Radio Communicator

Combat Scores

Initiative: +12

Stun/Death Save: 10

Body Type Modifier: -3

Armalite 44 (# Shots 8/ROF 1/DAM 4D6+1/Rel ST): +13

Armor: Head/Torso/R.Arm/L.Arm 14

Mech-3 Armored Battalion (Lt. Col. Duaros)

This unit consists entirely of tanks. Due to the terrain on Malagay, the armored battalion seldom goes into combat. Instead, it sends selected tanks to support infantry in smaller engagements. By loaning out his tanks, Col. Duaros has earned a large number of friends among the commanders of other units.

The Armored Battalion has 30 T-72 main battle tanks, grouped into platoons of five and companies of 15. The Battalion has a single company of 15 Engesa-A vehicles.

A platoon of T-72s has the following statistics.

Morale: 7

Cohesion: 37

Manpower: 5

Firepower: 23

A platoon of Engesas has the following statistics.

Morale: 7

Cohesion: 47

Manpower: 5

Firepower: 25

Lt. Col. Jose Duaros

Duaros is a commander of dark moods and dark complexion. He is something of a scholar, and likes grim, nihilistic philosophy. This brooding commander studied with Jule as a cadet. The two rely on one another in Malagasian politics.

Stats

INT 5	REF 8	TECH 3
CL 4	ATT 4	LK 5
MA 5	BODY 5	EMP 5

Skills

Awareness/Notice +3, Combat Senses +4, Handgun +5, Leadership +5, Melee +3, Submachinegun +5

Equipment

Armalite 44 Heavy Pistol, Light Armor Jacket, Steel Helmet, Radio Communicator

Combat Scores

Initiative: +12

Stun/Death Save: 5

Body Type Modifier: -2

Armalite 44 (# Shots 8/ROF 1/DAM 4D6+1/Rel ST): +13

Armor: Head/Torso/R.Arm/L.Arm 14

State Security Force (Marie-Pen Quintano)

The State Security Force has the organization of a standard infantry battalion. However, these troops serve as elite bodyguards, not combat soldiers. This unit deploys two companies at the Presidential Palace. A third company protects the Quintano family estate. These soldiers take orders directly from the wife of Jonas Quintano. They readily butcher suspected enemies of the Quintano family.

All Security troops may add a +2 to Firepower and a +1 to Morale. These soldiers wear flack vests with an SP of 20, giving them a Cohesion of 18.

Marie-Pen Quintano

Jonas Quintano's wife jealously guards the power of the Quintanos. This woman's icy determination shows in her thin smile. Marie-Pen wields absolute control over the State Security Forces and the True



Order death squad. She also has a private bank account of five million eb, which is not known even to her husband. Marie-Pen Quintano harbors a deep hatred for Marshal Jule. She may not express this animosity openly, but if anyone ever mentions his name, her tone of voice makes her feelings clear.

Marie-Pen Quintano could be either a friend or an enemy to the party. If PCs seem dedicated to wiping out the guerrillas, they earn her favor. She may even release funds from her secret account, if she truly believes that the party can bring victory. However, Marie-Pen has the capacity to develop sudden and passionate hatreds for anyone who offends her. If the PCs associate too snugly with Marshal Jule or seem lax in their duties, she becomes a potentially lethal enemy.

Mrs. Quintano is a slim, olive-skinned woman, with developed muscles. She wears her jet-black hair in a single braid, which falls on the left side of her head.

Stats

INT 8	REF 7	TECH 6
CL 6	ATT 8	LK 5
MA 6	BODY 4	EMP 7

Skills

Awareness/Notice +6, Combat Reflexes +6, Intimidate +4, Leadership +7, Social +4, Stealth +4, Submachinegun +6

Equipment

H&K MPK-9, Kevlar Vest

Combat Scores

Initiative: +13

Stun/Death Save: 4

Body Type Modifier: -1

H&K MPK-9 (# Shots 35/ROF 25/DAM 2D6+1/Rel ST): +14

Armor: Torso 10

Home Self-Defense Militia (Marshal Marante)

Every village on Malagay contains a chapter of the Home Self-Defense Militia. Currently, Marshal Marante has a single militia commander in each village, who oversees training and prepares plans for defending the region. The government has not allowed the Self-Defense force to arm its members. If the militia receives its weapons, each government-controlled plantation would contain six militia platoons. These platoons have the following statistics:

Soldiers: 40

Morale: 4

Cohesion: 4

Manpower: 4

Firepower: 11

Marshal Matthew Marante

Matthew Marante declares himself a spokesman for the peasants. He leads the militia, the organization which gives them a direct role in protecting the government. Therefore, Marante feels entitled to make decisions on their behalf and to employ the militia in whatever fashion he considers appropriate. If the PCs offend Marante or his people, the militia may side with Sagsaysay. Marante is a touchy man, with a keen eye for abuses of power. He castigates any leader who dares to initiate a program without his approval.

Stats

INT 5	REF 8	TECH 3
CL 4	ATT 4	LK 5
MA 5	BODY 5	EMP 5

Skills

Awareness/Notice +3, Combat Senses +4, Handgun +5, Leadership +5, Melee +3, Submachinegun +5

Equipment

Armalite 44 Heavy Pistol, Light Armor Jacket, Steel Helmet, Radio Communicator

Combat Scores

Initiative: +12

Stun/Death Save: 5

Body Type Modifier: -2

Armalite 44 (# Shots 8/ROF 1/DAM 4D6+1/Rel ST): +13

Armor: Head/Torso/R.Arm/L.Arm 14

Air Force (Marshal Jule)

The government Air Force remains pinned down in the National Airport. However, this force includes the following craft:

5 Gustav Fighter-Bombers

10 Firefly Helicopters

5 Bumblebee Drones

10 Hippo Transport Helicopters

The Air Force also has four companies of infantry, all trained for airmobile operations. Two of these units protect the National Airport. The other two protect the Omni-Genetics Aqualogy. These forces have a +1 bonus to Morale, Cohesion and Firepower.

True Order

This "militia unit" works as a personal death squad for Marie-Pen Quintano. True Order draws its members from army veterans and the most reactionary elements of the peasantry. This band consists of four cybernetic warriors, five combat veterans and fifteen muscular farmers who serve as thugs or, when necessary, cannon fodder.

If the party ever turns against the Quintanos, True Order may attempt to destroy them. Under such circumstances, the Referee should treat the encounter as more than a shootout. The thugs of True Order feel an aversion to any battle where the enemy might strike back. True Order strikes when its victims seem isolated, unprepared or psychologically unready. Furthermore, ordinary people may assist the killers. Few dare disobey commands from True Order.

True Order Cyborg (4)

The True Order leaders call themselves Cobra, D-Zero, Michael and Ryukyu. They have the lean brown faces of Malagasian natives, and the ball-bearing eyes of urban cyborgs. These warriors have divorced themselves from both their nation and their humanity. For most of their careers, they served as an elite force, above the laws of Malagay. By the time Marie-Pen arranged their augmentation, they already felt the cyborg's sense of superiority and contempt for humanity. Although not technically cyberpsychos, the True Order leaders behave with the arrogance and violence associated with such killers.

Stats

INT 8	REF 10	TECH 6
CL 4	ATT 3	LK 2
MA 5	BODY 9	EMP 3

Cyberware

Adrenal Booster, Cyberoptic with Targeting Scope, Infrared, Anti-Dazzle, Muscle and Bone Lace, Nasal Filters, Sandevistan Speedware, Smartgun Link

Skills

Awareness/Notice +4, Combat Senses +7, Heavy

Weapons +5, Melee +6, Rifle +7, Stealth +5

Equipment

FN-RAL Heavy Assault Rifle, 3 Fragmentation Grenades, Medium Armored Jacket, Nylon Helmet

Combat Scores†

Initiative: +20*

Stun/Death Save: 11

Body Type Modifier: -5

FN-RAL (# Shots 30/ROF 30/DAM 6D6+2/Rel VR): +19

Armor: Head 20, Torso/R.Arm/L.Arm 13

†Combat scores exclude adrenal booster effects.

True Order Veteran (5)

These fighters come from assorted army units. True Order gives them license to enforce security in ways that even the military could not tolerate. Most are fairly articulate, and harbor a rabid hatred of the rebels.

Stats

INT 7	REF 10	TECH 2
CL 4	ATT 3	LK 5
MA 5	BODY 8	EMP 5

Skills

Awareness/Notice +3, Combat Senses +7, Heavy Weapons +5, Melee +5, Rifle +7, Stealth +4

Equipment

Militech Ronin Light Assault Rifle, Fragmentation Grenade, Light Armored Jacket, Nylon Helmet

Combat Scores

Initiative: +17

Stun/Death Save: 8

Body Type Modifier: -3

Militech Ronin (# Shots 35/ROF 30/DAM 5D6/Rel VR): +18

Armor: Head 20, Torso/R.Arm/L.Arm 14

True Order Thug (15)

These fighters enjoy serving in True Order because it gives them a chance to terrorize people. In order to keep their positions, they adopt the politics of Quintano's Freedom Party.

Stats

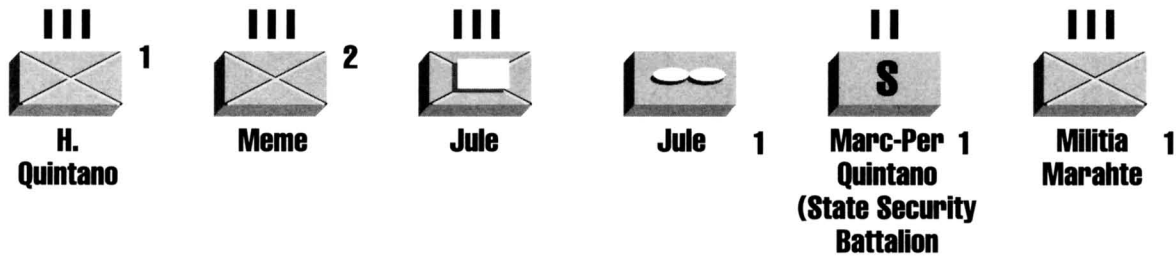
INT 3	REF 7	TECH 2
CL 4	ATT 3	LK 5
MA 5	BODY 9	EMP 6

Skills

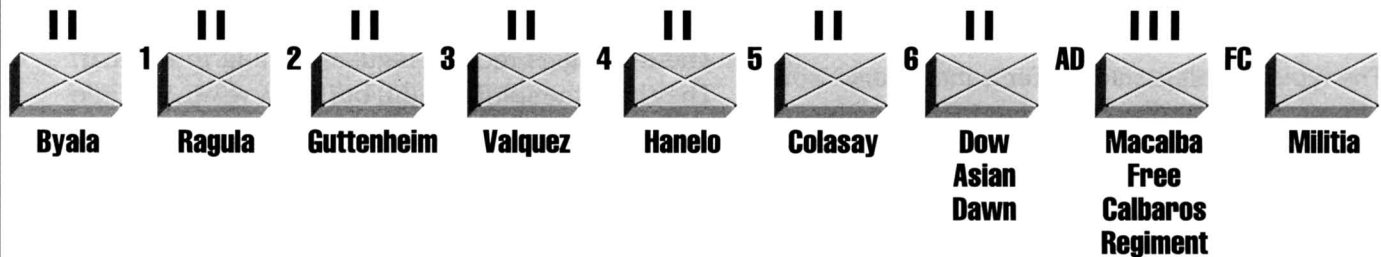
Awareness/Notice +3, Combat Senses +3, Melee +3, Rifle +3, Stealth +3

ORDER OF BATTLE

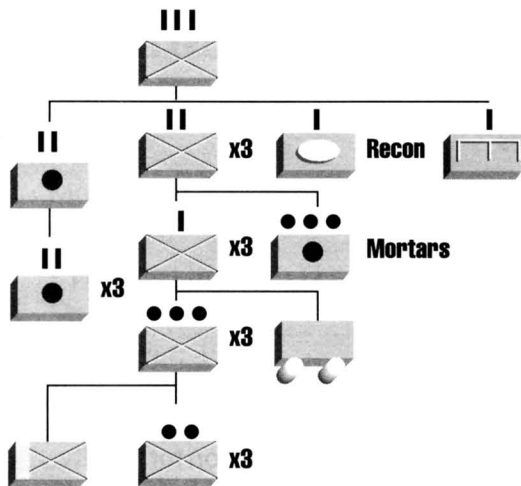
ORDER OF BATTLE: Malagay Government Forces



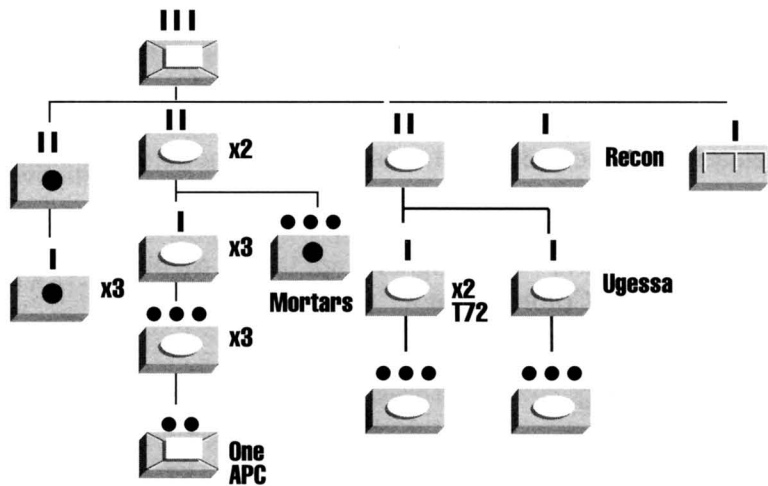
ORDER OF BATTLE: Guerrilla Forces



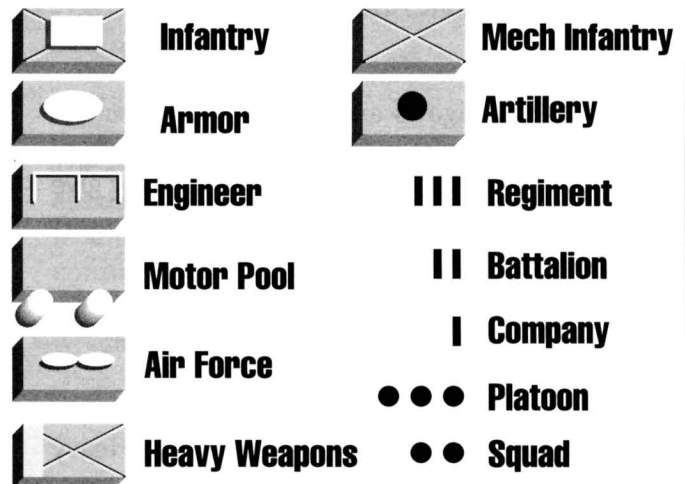
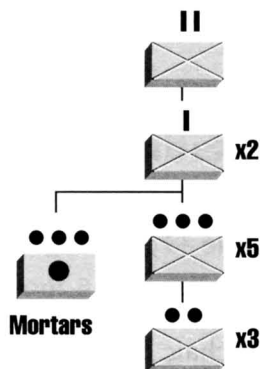
Infantry Regiment



Armored Regiment



Guerrilla Battalion



Equipment

M-16A Assault Rifle

Combat Scores

Initiative: +10

Stun/Death Save: 9

Body Type Modifier: -5

M-16A (# Shots 30/ROF 25/DAM 4D6/Rel UR): +12

Armor: None

Typical Government NPCs

Officer, Regular Army

The typical Malagasian officer is the younger son in a comfortable family. He aspires to further his career and protect the interests of his class. Most of these commanders have a reptilian tolerance for bloodshed, but they lack the personal combat experience of the typical 2020 urban predator.

Stats

INT 5	REF 8	TECH 3
CL 4	ATT 4	LK 5
MA 5	BODY 5	EMP 5

Skills

Awareness/Notice +3, Combat Senses +4, Handgun +5, Leadership +5, Melee +3, Submachinegun +5

Equipment

Armaliite 44 Heavy Pistol, Light Armor Jacket, Steel Helmet, Radio Communicator

Combat Scores

Initiative: +12

Stun/Death Save: 5

Body Type Modifier: -2

Armaliite 44 (# Shots 8/ROF 1/DAM 4D6+1/Rel ST): +13

Armor: Head/Torso/R.Arm/L.Arm 14

Soldier

The ranks of Malagay's army consist of conscripts and listless volunteers, who signed up in hopes of regular meals. Manual labor and brutal training give these fighters basic competence at fighting.

Stats

INT 4	REF 8	TECH 2
CL 4	ATT 3	LK 2
MA 5	BODY 8	EMP 5

Skills

Awareness/Notice +4, Combat Senses +5, Heavy

Weapons +5, Melee +5, Rifle +5, Stealth +3

Equipment

Militech Ronin Light Assault Rifle, Fragmentation Grenade, Steel Helmet, Archaic Steel-Plate Flack Jacket (SP10, EV +1)

Combat Scores

Initiative: +13

Stun/Death Save: 8

Body Type Modifier: -3

Militech Ronin (# Shots 35/ROF 30/DAM 5D6/Rel VR): +13

Armor: Head 14, Torso 10

Village Home-Defense Force

These villagers receive regular training in combat. They have the spirit to fight, but know relatively little about organized fighting techniques.

Stats

INT 6	REF 7	TECH 2
CL 4	ATT 5	LK 4
MA 5	BODY 5	EMP 7

Skills

Combat Senses +3, Melee +3, Rifle +3

Equipment

M-16A Assault Rifle

Combat Scores

Initiative: +10

Stun/Death Save: 5

Body Type Modifier: -2

M-16A (# Shots 30/ROF 25/DAM 4D6/Rel UR): +12

Armor: None

Security Trooper

The Security Companies receive the most competent soldiers, with the most reliable reputation for loyalty. Many have personal connections to the Quintano family. These troops feel superior to the rest of Malagay's army, and have a bull-headed loyalty to the Quintanos.

Stats

INT 5	REF 9	TECH 2
CL 4	ATT 3	LK 3
MA 5	BODY 8	EMP 5

Skills

Awareness/Notice +3, Combat Senses +7, Heavy Weapons +5, Melee +5, Rifle +7, Stealth +4

Equipment

Militech Ronin Light Assault Rifle, 3 Fragmentation Grenades Steel Helmet, Archaic Steel-Plate Flack

Jacket (SP 10, EV +1)

Combat Scores

Initiative: +17

Stun/Death Save: 8

Body Type Modifier: -3

Militech Ronin (# Shots 35/ROF 30/DAM 5D6/Rel VR) +16

Armor: Head 14, Torso 10

GUERRILLA FORCES

Standard Liberationist Company

Each Liberationist Company has four men armed with missile launchers, two TOW anti-tank weapons and two Highlord anti-aircraft devices.

Troops: 264

Morale: 8

Cohesion: 8

Manpower: 25

Firepower: 17

Standard Mortar Detachment

Each mortar detachment contains 10 60mm mortars.

Mortars: 10

Morale: 8

Cohesion: 8

Manpower: 10

Firepower: 14

Standard Liberationist Platoon

Each platoon has a pair of men armed with RPGs.

Troops: 50

Morale: 8

Cohesion: 8

Manpower: 5

Firepower: 17

Standard Liberationist Squad

Troops: 16

Morale: 8

Cohesion: 8

Manpower: 2

Firepower: 17

Liberationist Village Militia

Village militias never fight as a massed body. Instead, they break up into individual squads and harass the enemy from as many angles as possible.

Troops: 200

Morale: 4

Cohesion: 4

Manpower: 20

Firepower: 10

Liberationist Militia Squad

Troops: 10

Morale: 4

Cohesion: 4

Manpower: 1

Firepower: 10

First Liberationist Battalion (Major Duarte Botula)

The First Liberationist Battalion consists largely of renegade government troops. They have brought much of their equipment with them, and augmented this using Duarte Botula's ample bank accounts. Soldiers in this Battalion have a +1 to Morale and wear modern flack vests, giving their units a Cohesion of 19.

The First Liberationist Battalion owns five BMP-2 APCs and two Militech Buzz scout vehicles. In jungle combat, it uses these weapons primarily for ambushes from stationary positions. The Referee may calculate unit statistics for these vehicles to reflect the role in which they are used.

The First Liberationists also possess a battery of 10 120mm mortars.

Major Duarte Botula

The corpulent, chain-smoking Botula owns estates almost as large as those of the Quintanos. His tenants farm food-grade soy and rice for world consumption. Botula constantly develops ways of expanding and improving his business, many of which proved to be marvelously successful. He

considers himself something of an agricultural genius.

Following Malagay's declaration of independence, Botula joined the government. However, a Quintano became Minister of the Soil. He quickly became frustrated with Quintano policies, and grew furious with the government officials who ignored his suggestions. As Liberationist guerrillas began to achieve successes, he grew fascinated by them. He eventually deserted the government and joined the rebels, bringing his land and resources with him.

If given the chance, Botula would gladly abandon the rebels and join his force to that of Marshal Jule. His quarrel is with the Quintano family, not with the Malagasian government as such. Characters with good informants may learn as much without much difficulty.

Stats

INT 9	REF 8	TECH 8
CL 4	ATT 5	LK 6
MA 4	BODY 5	EMP 5

Skills

Awareness/Notice +3, Accounting +4, Agronomy +7, Combat Senses +5, Rifle +6, Leadership +6, Melee +3

Equipment

AK-47 Assault Rifle, 3 Fragmentation Grenades, Nylon Helmet, Heavy Armored Jacket

Combat Scores

Initiative: +11
Stun/Death Save: 5
Body Type Modifier: -2
AK-47 (# Shots 30/ROF 20/DAM 5D6/Rel VR): +12
Armor: Head 14, Torso/R.Arm/L.Arm 20

Second Liberationist Battalion "Liberty" (Ramon Ragula)

Ramon Ragula's "Liberty" Battalion has little heavy equipment. It lacks even mortar detachments for its companies. However, Ragula uses snipers, booby traps and clever tricks to an extent noteworthy even for guerrillas. The Referee should keep this in mind when planning activities for this battalion. "Liberty" camps by Lake Bintuabo.

Ramon Ragula

Ramon Ragula grew up on the streets of Calbaros City. He is an almost unnaturally thin man, whose dark eyes betray an intense curiosity. Ragula joined the revolution because he had little to lose and brought many of Calbaros' other unfortunates with him. His seriousness and cunning allowed him to rise to his current rank.

Stats

INT 9	REF 8	TECH 8
CL 4	ATT 5	LK 6
MA 4	BODY 2	EMP 8

Cyberware

Kerenzikov Boosterware (2), Skinweave

Skills

Awareness/Notice +5, Combat Senses +5, Rifle +6, Leadership +8, Melee +3, Oratory +4, Stealth +5

Equipment

AK-47 Assault Rifle, 3 Fragmentation Grenades, Nylon Helmet, Medium Armored Jacket

Combat Scores

Initiative: +14
Stun/Death Save: 2
Body Type Modifier: 0
AK-47 (# Shots 30/ROF 20/DAM 5D6/Rel VR): +13
Armor: Head 32, Torso/R.Arm/L.Arm 30

Third Liberationist Battalion "Volunteer" (Pitor Guttenheim)

This unit helps protect the headquarters on Mount Carandito. The Third Liberationist Battalion consists of foreign volunteers, who joined to meet the call of revolution. They come from campuses and radical circles throughout Europe and Asia. Despite their inexperience in combat, the Volunteers have pooled money to buy extra equipment for their unit. All of them wear standard army flack jackets. The battalion also owns five launchers for Hawkslayer SAMs.

These troops have little formal combat training, and suffer penalties of -2 to Morale, -2 to Weapon Skills and -2 to Combat Senses. This results in an overall reduction of Firepower by four. They have a net Cohesion of 16, due to the armor bonus and morale penalty.

This unit camps on Mount Carandito.

GUERRILLA BASES



Foliage



Tents & Shacks



Decoy Tents



Lookout



Entrenchment

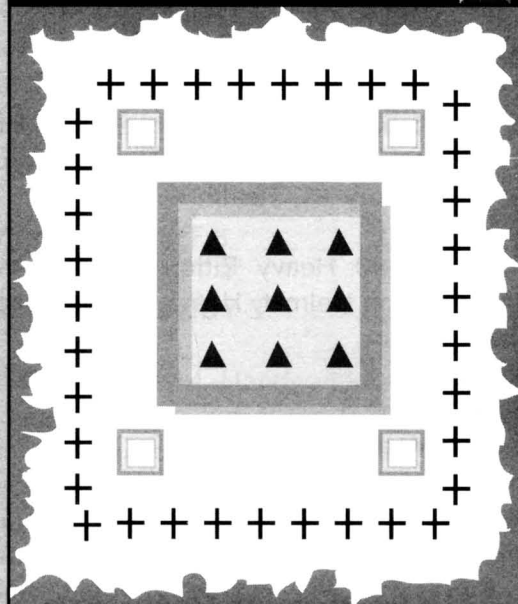


Mines/Boobytraps

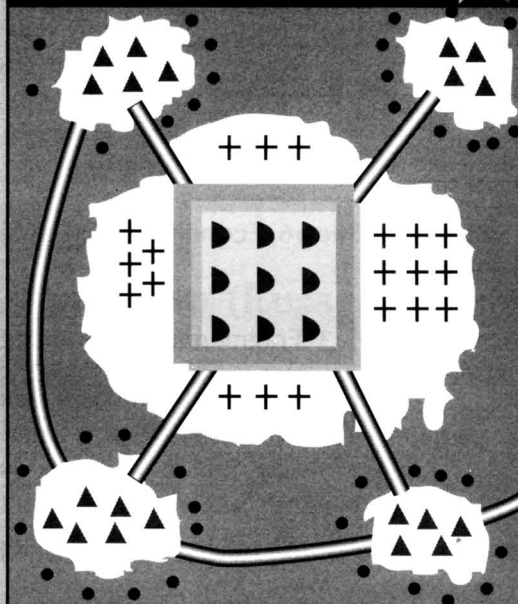


Tunnel

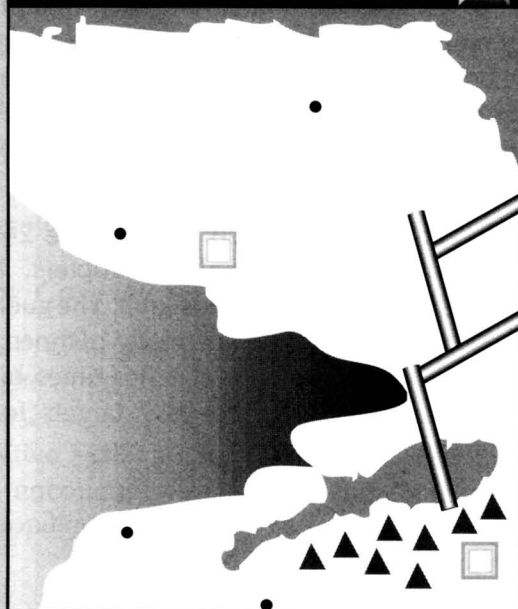
1ST BATTALLION



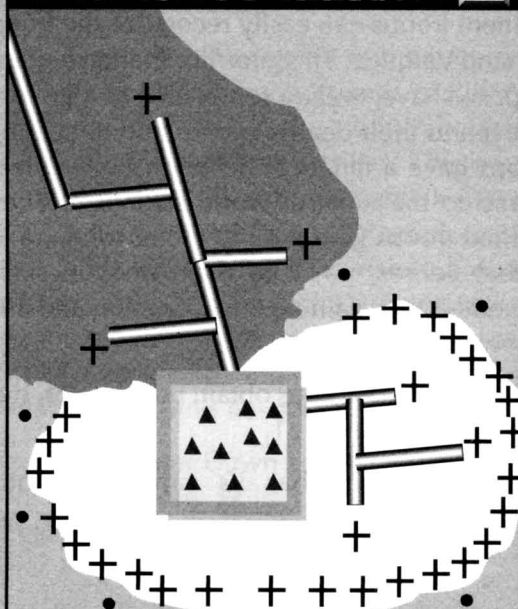
6TH BATTALLION



5TH BATTALLION



2ND BATTALLION



Pitor Guttenheim

Pitor Guttenheim wears the black beard and dark beret of an idealized revolutionary. He grew up the child of wealthy radicals and developed his left-wing fervor in the universities of Belgium. Guttenheim became a friend of Sagsaysay long before the revolution began. He grabbed his first chance to join the revolution. Despite Guttenheim's personal fervor, his troops lack combat training. Many find actual battle more horrible than they expected, and either desert or panic.

Stats

INT 9	REF 8	TECH 4
CL 8	ATT 5	LK 6
MA 4	BODY 5	EMP 5

Skills

Combat Senses +5, Rifle +6, Economics +5, Leadership +6, Melee +3

Equipment

AK-47 Assault Rifle, 3 Fragmentation Grenades, Nylon Helmet, Heavy Armored Jacket

Combat Scores

Initiative: +11

Stun/Death Save: 5

Body Type Modifier: -2

AK-47 (# Shots 30/ROF 20/DAM 5D6/Rel VR): +12

Armor: Head/Torso/R.Arm/L.Arm 20

Fourth Liberationist Battalion "Guevara Lives" (Ferdinand Valquez)

Government troops can easily recognize the troops of Ferdinand Valquez. This guerrilla Spartan requires his troops to shave, wear a semblance of a uniform and go even to their deaths with a martial bearing. The troops have a fanatical devotion both to their officer and to the ideal of world socialism. These well-trained troops gain a +2 to their Morale, a +1 to Combat Senses, a +1 to their weapon skills. Consequently, they gain a +2 to Cohesion and a +2 to Firepower.

Note that once these troops obtain body armor, they will have a Cohesion of 21.

The Fourth Battalion has its camp on Mount Carandito.

Ferdinand Valquez

Valquez has led revolutions before. This hyperactive, tobacco-chewing demon of an officer commanded the People's Front in the Central American Conflict. The victories of Corporate/US troops forced him into exile, and the battle in Malagay allowed him to exercise his old talents again. Valquez has a long, black mustache and dresses in baggy fatigues.

Stats

INT 7	REF 10	TECH 6
CL 7	ATT 5	LK 6
MA 6	BODY 5	EMP 5

Skills

Awareness/Notice +4, Combat Senses +8, Handgun +4, Heavy Weapons +3, Rifle +8, Leadership +8, Melee +6, Oratory +5, Stealth +5

Equipment

Kalishnikov A-80 Heavy Rifle, 3 Fragmentation Grenades, Nylon Helmet, Heavy Armored Jacket

Combat Scores

Initiative: +16

Stun/Death Save: 5

Body Type Modifier: -2

Kalishnikov (# Shots 35/ROF 25/DAM 6D6+2/Rel ST): +17

Armor: Head/Torso/R.Arm/L.Arm 20

Fifth Liberationist Battalion "Buccaneer" (Winston Hamero)

The Fifth Liberationists take their name from their seaside position in Corno Cove. These troops own a fleet of ten armored watercraft, each mounting a heavy machine-gun and a TOW missile launcher. These boats are each capable of carrying a squad of troops. They use these for mobility along the coastline and defense against waterborne government commandos.

Fifth Liberationist assets also include five 240mm howitzers and a trio of Firefly helicopters. These helicopters have government insignia. The guerrillas use these heavy weapons in carefully-planned raids against shipping. They are at other times hidden carefully, lest they become easy targets for the government forces.

Winston Hamero

Hamero's lined face and grim expression reveal a hardened man. He once worked as a racketeer who paid tribute to Kingpin Chase. Hamero turned to revolution when he found Malagay Island too small for the crime empire he hoped to build. This guerrilla commandeer owes Chase favors relating to an incident in which Petrochem Limited failed to pursue the investigation of an executive's murder. She controls him completely.

Hamero would betray Sagsaysay for a sufficient price. His price is 1,000,000 eb, plus the opportunity to pursue his criminal activities unhindered. If the PCs could arrange Chase's elimination, Hamero would gladly support them.

Stats

INT 7	REF 8	TECH 7
CL 4	ATT 4	LK 4
MA 4	BODY 5	EMP 5

Skills

Awareness/Notice +4, Handgun +7, Leadership +6, Rifle +4, Melee +3, Persuasion +5, Streetdeal +7, Stealth +5, Submachine Gun +6

Equipment

Ingram MAC-14, 3 Fragmentation Grenades, Nylon Helmet, Medium Armored Jacket

Combat Scores

Initiative: +7
Stun/Death Save: 5
Body Type Modifier: -2
Ingram (# Shots 20/ROF 10/DAM 4D6/Rel ST): +13
Armor: Head 20, Torso/R.Arm/L.Arm 18

Sixth Liberationist Battalion (Ninoy Corasay)

The Sixth Battalion consists entirely of ethnic Malagasians. It is noted for its atrocities against Chinese immigrants.

Ninoy Corasay

This tall, clean-shaven Malagasian traces his ancestry to the tribal chiefs of ancient times. Corasay has no conscience whatsoever. He currently plays upon the native Malagasians' resentment of ethnic Chinese, encouraging massacres and increasing his own popularity. This man claims to lead a revolution

for racial purity on Malagay. He wants as much influence in the revolution as he can get.

Stats

INT 7	REF 8	TECH 3
CL 4	ATT 4	LK 4
MA 4	BODY 5	EMP 5

Skills

Awareness/Notice +4, Combat Senses +5, Rifle +6, Leadership +6, Melee +3, Oratory +4

Equipment

AK-47 Assault Rifle, 3 Fragmentation Grenades, Nylon Helmet

Combat Scores

Initiative: 13
Stun/Death Save: 5
Body Type Modifier: -2
AK-47 (# Shots 30/ROF 20/DAM 5D6/Rel VR): +14
Armor: Head 20

Asian Dawn (Russell Dow)

Russell Dow cooperates with the Liberationists, but insists on complete independence for his unit. Dow's forces contain an assortment of foreign mercenaries and locals with the warrior spirit. These troops behave as much like professional bandits as professional soldiers. They devote much of their efforts to hijacking corporate shipments and raiding supply depots, both of which are profitable as well as useful to the war effort. Like 2020-era Robin Hoods, these fighters occasionally distribute their booty to the populace. This band's caution, spirit and popularity among the peasants make it far more effective than its size would indicate.

Asian Dawn contains a great number of mercenaries, many of them Chinese friends of Russell Dow. These soldiers arouse great hostility among the more racist of the Malagasian guerrillas. This is one more reason why Asian Dawn units remain independent from other guerrillas. The potential exists for a guerrilla civil war. If the PCs wish to provoke one, the Referee should decide the success of their effort through role-playing. Any required social skills rolls (EMP + Leadership, Intimidate, Oratory or some similar skill) should have a Difficulty of 20.

The typical Asian Dawn soldier has a +1 bonus to Morale, Weapons Skills and Combat Sense. This effectively adds one to their Cohesion and Firepower scores as well.

Russell Dow

Russell Dow has the huge frame, green eyes and coppery hair of his Irish ancestors. Despite his heritage, he grew up the child of colonists in Hong Kong. Dow speaks Chinese more fluently than English and has absorbed the works of Sun Tzu. He claims to think like an Oriental, and asserts, half jokingly, that Asian culture shall conquer the world.

This mercenary has traveled the globe, soldiering for a variety of causes. He dislikes corporations, admires devoted warriors and hides a wry sense of humor beneath his weathered face. Dow knows a wealth of obscure anecdotes about history and technology. He often recites these stories in the course of a conversation. Occasionally, this information proves invaluable.

Stats

INT 10	REF 8	TECH 6
CL 7	ATT 5	LK 6
MA 6	BODY 8	EMP 5

Cyberware

Sandevistan Speedware, Cyberoptic with IR, Targeting Scope, Anti-Dazzle, Nanosurgeons, Smartgun Link, Toxin Binders

Skills

Awareness/Notice +4, Choi Li Fut +4, Combat Senses +8, Heavy Weapons +6, Karate +5, Judo +5, Rifle +8, Leadership +8, Melee +6

Equipment

Kalishnikov A-80 Heavy Rifle (smartlinked), 3 Fragmentation Grenades, Nylon Helmet, Light Armored Jacket

Combat Scores

Initiative: +19*

Stun/Death Save: 8

Body Type Modifier: -3

Kalishnikov (# Shots 35/ROF 25/DAM 6D6+2/Rel ST): +18

Choi Li Fut: +12

Judo or Karate: +13

Armor: Head 20, Torso/R.Arm/L.Arm 14

Free Calbaros Regiment (Fremont Macalva)

This battalion-sized unit calls itself a "regiment" as a psychological measure. Most of its soldiers have served in the fanatical Guevara Lives unit. These troops have a +2 bonus to Morale. Furthermore,

they have flack vests. These soldiers also have a bonus of +1 to Combat Sense and Weapons Skills. Therefore, their net Cohesion equals 20. Their net Firepower equals 19.

The Free Calbaros Regiment contains three 155mm howitzers and six 81mm mortars. As with those of the "Buccaneer" regiment, these howitzers are heavy weapons brought out for carefully planned engagements.

Fremont Macalva

The first thing a stranger notes about Macalva is his eyes. His eyes are as dark as obsidian, and flash with determination. This guerrilla leader plunges both himself and his troops into danger, as if he had neither fear nor inhibitions. He is equally reckless in non-military pursuits, and does not miss a chance for seduction, adventure or man-to-man combat.

Macalva comes from a wealthy family, which made its money by cooperating with Akagi Inc. His guerrilla career began when the True Order squad kidnaped, savaged and murdered his lover, Teresa Gumodo. This leader used his savings to buy foreign cyberware, thus becoming more useful to the guerrillas. However, this implantation of metal left him fey. He now has an unconscious wish to die, taking as many others with him as possible.

Macalva hates the Chinese, and welcomes any chance to bicker with Asian Dawn.

Stats

INT 5	REF 10	TECH 6
CL 7	ATT 5	LK 6
MA 6	BODY 9	EMP 2

Cyberware

Kerenzikov Boosterware (1), Cyberoptic IR, Anti-Dazzle, Targeting Scope, Muscle and Bone Lace, Smartgun Link

Skills

Awareness/Notice +4, Combat Senses +8, Handgun +4, Heavy Weapons +3, Rifle +8, Leadership +8, Melee +6

Equipment

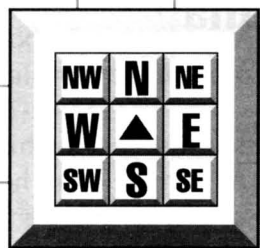
Kalishnikov A-80 Heavy Rifle (smartlinked), 3 Fragmentation Grenades, Nylon Helmet, Heavy Armored Jacket

Combat Scores

Initiative: +17

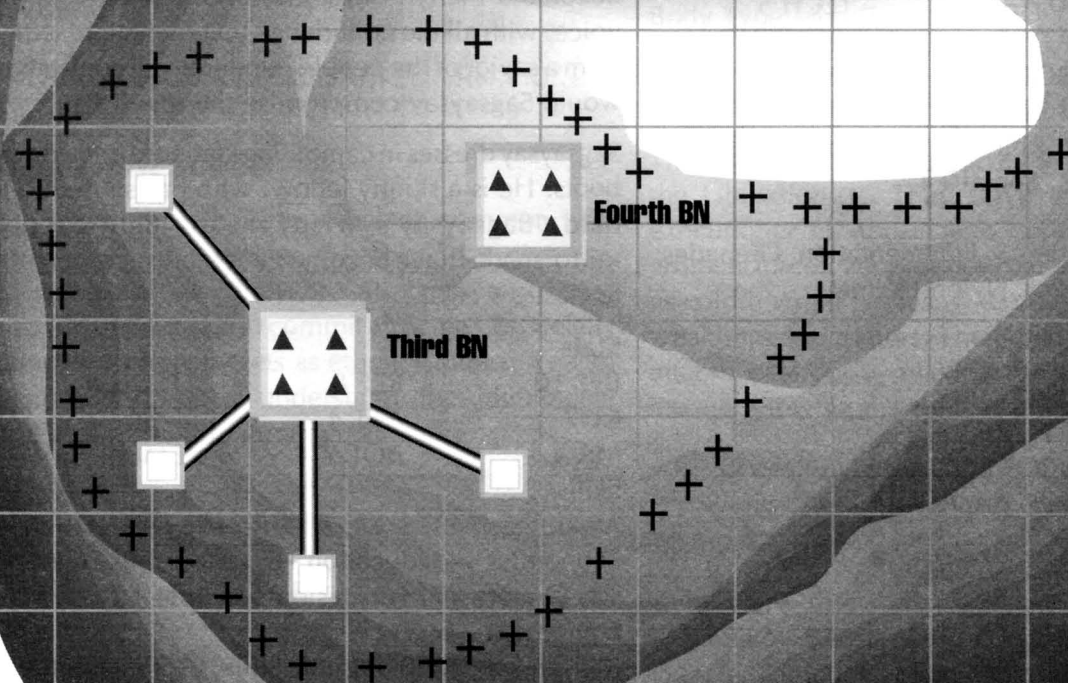
Stun/Death Save: 9

3RD & 4TH BATTALION BASES



The Entire Mountain is Forrested

Each Contour= 500'



Body Type Modifier: -3
Kalishnikov (# Shots 35/ROF 25/DAM 6D6+2/Rel ST): +18
Armor: Head/Torso/R.Arm/L.Arm 20

Asian Dawn Urban Strike Force (Chin Kung-Wu)

The Urban Strike Force uses the sewers of Calbaros like the tunnels of Asian Dawn headquarters. These troops hope to win glory by attacking the richest portions of Calbaros City and win rich booty by the same means. Then they want to escape — alive.

The entire Urban Strike Force would never fight as a single unit. Therefore, no collective statistics appear for its performance.

Chin Kung-Wu

This small-boned Chinese mercenary is a lifelong friend of Russell Dow. Chin's quick brown eyes reflect his active imagination. However, he is a quiet fellow, who often has a cunning purpose behind his words. Kung-Wu always attempts to forge ties with powerful people, even when invading hostile territory, and if the PCs wish to negotiate with guerrillas, they can rely on him to negotiate rationally.

Stats

INT 7	REF 8	TECH 5
CL 7	ATT 5	LK 4
MA 4	BODY 5	EMP 8

Skills

Combat Senses +8, Rifle +6, Intimidate +4, Leadership +7, Melee +3, Social +4

Equipment

AK-47 Assault Rifle, 3 Fragmentation Grenades, Light Armored Jacket, Nylon Helmet

Combat Scores

Initiative: +16
Stun/Death Save: 5
Body Type Modifier: -2
AK-47 (# Shots 30/ROF 20/DAM 5D6/Rel VR): +14
Armor: Head/Torso/R.Arm/L.Arm 14

Ramon Sagsaysay, Supreme Guerrilla Leader

Ramon Sagsaysay never realized how successful his call to revolution would be. At some times, he incites the people to greater excesses of insurrection, while at others, he scrambles to keep up with a war which is now beyond his control. Since he cannot restrain his revolution, he glories in it, gladly authorizing the slaughter of Chinese and the adoption of uncompromising stands against the government.

Sagsaysay is a poor scholar but a dedicated intellectual. He ponders the state of the world in 2020, and the way in which corporations have crushed independent peoples. Sagsaysay dreams of spreading his revolution from Malagay to other nations, spreading a twenty-first century version of socialism. Sagsaysay intends to write and publish a manifesto on his economic and social theories, but the guerrilla war prevents him from finding the time for such a project.

This guerrilla leader envisions himself as a hero, who unleashed the whirlwind of popular fury against the corporations. He expects devotion from his underlings. If the cause fails, he feels ready to become a martyr. Sagsaysay speaks in a booming voice, with all the confidence that one might expect from a savior of the people. Under no circumstances would Sagsaysay compromise the revolution.

Sagsaysay dresses in camouflage fatigues and combat boots. He is a skinny fellow, who has started to go bald. Sagsaysay's wispy beard and coppery mirrorshades have become trademarks, comparable to Castro's cigar.

Stats

INT 10	REF 8	TECH 4
CL 7	ATT 4	LK 6
MA 4	BODY 4	EMP 7

Skills

Awareness/Notice +4, Charismatic Leadership +9, Economics +4, Education +6, Leadership +6, Melee +4, Oratory +7, Persuasion +8, Rifle +6

Equipment

Kalishnikov A-80 Assault Rifle, 3 Fragmentation Grenades, Nylon Helmet, Heavy Armored Jacket.

Combat Scores

Initiative: 6
Stun/Death Save: 4
Body Type Modifier: -1
Kalishnikov (# Shots 35/ROF 25/DAM 6D6+2/Rel ST): +11
Armor: Head/Torso/R.Arm/L.Arm 20

Typical Guerrilla NPCs

Liberationist Commander

Most guerrilla commanders achieved their rank through idealism and experience. They have the political zeal to satisfy their superiors and the toughness to earn respect in combat.

Stats

INT 7	REF 8	TECH 3
CL 4	ATT 4	LK 4
MA 4	BODY 5	EMP 5

Skills

Awareness/Notice +4, Combat Senses +5, Rifle +6, Leadership +6, Melee +3, Stealth +3

Equipment

AK-47 Assault Rifle, 3 Fragmentation Grenades, Nylon Helmet

Combat Scores

Initiative: +13
Stun/Death Save: 5
Body Type Modifier: -2
AK-47 (# Shots 30/ROF 20/DAM 5D6/Rel VR): +14
Armor: Head 14

Liberationist Soldier

The Liberationists have as much in common with bandits as with soldiers. They cannot give up, because as rebels, they are all criminals. These troops do not hesitate to commit atrocities, especially against such easy targets as ethnic Chinese. Few of the ordinary troops understand the ideological principles of their commanders.

Stats

INT 5	REF 8	TECH 2
CL 4	ATT 3	LK 2
MA 5	BODY 8	EMP 5

Skills

Awareness/Notice +4, Combat Senses +6, Heavy Weapons +5, Melee +5, Rifle +6, Stealth +5

Equipment

AK-47 Assault Rifle, 3 Fragmentation Grenades

Combat Scores

Initiative: 14
Stun/Death Save: 8
Body Type Modifier: -3
AK-47 (# Shots 30/ROF 20/DAM 5D6/Rel VR): +14
Armor: None

Liberationist Militia

The typical Liberationist militiaman joined under pressure from guerrillas with guns. These peasants have no politics and know nothing of guerrilla strategy. Nevertheless, they obey the orders of their commanders. The Penanggalan Terror Squad keeps militia units loyal by threatening both troops and their families.

Stats

INT 6	REF 7	TECH 2
CL 4	ATT 5	LK 4
MA 5	BODY 5	EMP 7

Skills

Combat Senses +3, Melee +3, Rifle +3

Equipment

AK-47 Assault Rifle

Combat Scores

Initiative: +10
Stun/Death Save: 5
Body Type Modifier: -2
AK-47 (# Shots 30/ROF 20/DAM 5D6/Rel VR): +10

Penanggalan Terror Squad (4)

These guerrilla cyborgs serve as the commandos of the Liberationists. They serve as judge, jury and executioner for those who collaborate with government forces. People know these cybered guerrillas as cold-hearted bullies, who despise all civilians as weaklings and traitors. The Penanggalans plan their attacks cautiously, making full use of stealth and always allowing themselves a way to retreat.

Stats

INT 5	REF 10	TECH 6
CL 7	ATT 5	LK 6
MA 6	BODY 7	EMP 1

Cyberware

Kerenzikov Boosterware (1), Cyberoptic IR, Anti-Dazzle, Targeting Scope, Smartgun Link, Cyberarm with Hydraulic Rams and Armor, Skinweave, Radar Sensor

Skills

Awareness/Notice +4, Combat Senses +8, Demolitions +5, Heavy Weapons +3, Rifle +8, Melee +6, Stealth +7

Equipment

Kalishnikov A-80 Heavy Rifle (smartlinked), RPG, 3 Fragmentation Grenades, 3 Claymore Mines, Nylon Helmet, Heavy Armored Jacket

Combat Scores

Initiative: +17

Stun/Death Save: 7

Body Type Modifier: -2

Kalishnikov (# Shots 35/ROF 25/DAM 6D6+2/Rel ST): +20

Armor: Head/Torso/R.Arm 32, L.Arm 40

ECONOMIC RESOURCES

The following section describes the financial and manpower reserves of both sides. Both guerrillas and government loyalists may draw on these sources to acquire new equipment and replace troops lost in battle. For the sake of keeping the game simple, the Referee can assume that NPC Economic Ministers keep track of supplying the existing troops and managing national finances. The following list shows money available for use.

Note that game events may eliminate some of these funds. If Omni-Genetics decides that Malagay is a bad investment, it withdraws its support from Jule's forces. If the party kills Kingpin Chase and destroys her organization, the guerrillas lose much of their currency. Other resources depend on control of territory. For game purposes, "control" means that only friendly troops occupy the area, and that they have open roads to the rest of their forces. In an area of ongoing combat, neither side may claim control. Referees must use their own judgment to decide who is in charge in a given area.

The following lists show total discretionary money available to each side, and then list the major sponsors, along with the amount of cash they provide.

Government Forces

Total Budget: 25,000,000 eb

Treasury Funds controlled by Jonas Quintano: 10,000,000

Omni-Genetics grants to Marshal Jule: 5,000,000

Akagi Incorporated Grants: 5,000,000

Revenue from government villages: 5,000,000

Guerrilla Forces

Total Budget: 15,000,000 eb

Smuggling & Extortion with Kingpin Chase: 5,000,000

Contributions from Botula: 1,500,000

Aid from Sov Bloc: 5,000,000

"Tax Collection" from occupied plantations: 3,500,000

Plantation Control

Every plantation and village can provide up to 250,000 eb worth of manpower, supplies and resources to troops which control it. Therefore, as territory changes hands, the economic resources of the enemy side changes as well. For these purposes, "control" means that a particular side has troops occupying the area and an open transportation route to other forces. Note that it is possible for both sides to "control" a given area, if the government forces occupy a town but fail to drive out guerrillas. In cases of doubt, the Referee should use personal judgment to determine which side controls a region.

Each village has a *total* value of 250,000 eb. Therefore, when both guerrillas and government forces draw supplies from a village, they must divide this sum between them. Troops can strip a village of its valuables at the rate of 500 eb per soldier per day. Note that stripping a village leaves its inhabitants impoverished and embittered. See the event, Popular Unrest, from the next chapter.

For purposes of this adventure, villages provide a total 250,000 eb sum before becoming too impoverished for further exploitation. However, if the Referee wished to run a long-term campaign, it would be safe to assume that village resources replenish at a rate of 50,000 eb per year.

CHAPTER THREE:

OPS AND SITs

The following chapter describes likely complications in the Malagay war. These events may be minor sideshows, or they may blossom into turning points in the war, depending on how seriously the party takes them and how the Referee wishes to use them. Ops and Sits are primarily scenario suggestions. The Referee may decide how to bring them to the PCs' attention, and how much to develop them.

These events can take place for a variety of reasons. The Referee may introduce some at will, while others are tied to specific events. Many Ops and Sits exist to prevent complacency. They disrupt strategies, and force lethargic PCs into action. Others provide details on strategies the PCs might try or events they might trigger. If the party wishes to

import weapons, consult The Arms Market. If the PCs do something terribly unpopular consult, Street Protest. Finally, events such as Jule's Coup form an integral part of the plot and are almost certain to take place.

Repercussions

If the PCs cannot resolve their problems, they face a variety of consequences. Some events have **Repercussions Numbers (RN)** listed after their titles. If the party ignores an event, or fails to properly manage it, the Referee should secretly roll 1D10. If the result exceeds the Repercussions Number, some event from the following table takes place. The PCs may immediately hear of Repercussions, or they may



Shuler

discover them as unpleasant surprises at some inopportune moment, depending on the extent of their intelligence network. Note that some Events have special Repercussions of their own.

Guerrillas can also suffer Repercussions. Certain Events explicitly give the party a chance to undercut guerrilla support. Furthermore, the Referee may use Repercussions to simulate any propaganda triumph over the Liberationists. In these circumstances, the Referee can simply roll on the following table and apply the results to the rebels instead of to the government.

Repercussions Table (1D10)

- 1 **Desertions:** Ten percent of the army's soldiers decide to slip away. Commanders may attempt to stem this tide with speeches, policy reforms and firing-squads. One must pass a roll of either Leadership or Persuasion plus Charismatic Leadership with a Difficulty of 25 to prevent desertions. Referees should also require PCs to role-play their attempts to hold the army together. Those who think of especially clever ways to inspire the men should certainly gain a bonus on the leadership roll.

If the commanders institute draconian measures such as mass executions or collective punishment of deserters' families, they gain a +10 bonus on the roll to prevent desertions. However, the Referee should roll again against a Repercussions Number of 6. If the result is 7 or higher, the event Street Protest occurs.
- 2 **Mass Desertion:** One battalion-level unit of the Referee's choice decides to quit. An NPC commander may or may not cooperate in the mutiny, depending on his personality and the Referee's decision. Commanders may attempt to prevent the mutiny using the methods shown under Desertions.
- 3-4 **General Discontent:** All friendly units lose one point of Morale.
- 5 **Enemy Popularity:** People flock to the enemy's side. Foreign powers "recognize the will of the people" by donating arms to the cause. The opposition may restore 1D6 battalion-sized units to their pre-game Manpower.
- 6 **Vigilante Uprising:** A militia spontaneously forms, and declares the "liberation" of its village. If the enemy can arm it, this unit becomes a standard militia of the enemy type. Otherwise, the vigilantes have no real combat strength. However, even unarmed vigilantes attempt to drive off friendly forces with stones and jeers, and if the PCs order them gunned down, the Referee should immediately make a roll to determine the possibility of more Repercussions, with a Repercussions Number of 6.
- 7 **Conference:** The European Community calls a council to consider ways of ending the Malagasian war. See below, page 78, for details.
- 8 **Fraternal Aid:** SovOil Incorporated offers "fraternal aid" to the guerrillas. This consists of 10,000,000 eb worth of new equipment, which comes ashore at Cormo Cove. Referees may choose this equipment based on personal strategy. If this event occurs to the government, allow the PCs to choose their own toys. The Soviets hire mercenary pilots to fly a squadron of five Gustav fighters in defense of this shipment. PCs are free to intervene.
- 9 **Coup d'Etat:** Marshal Jule feels that the PCs have so shamed Malagay that only his leadership can restore order. Proceed to the Special Event "Jule's Coup." If this coup occurs among the guerrillas, pick a guerrilla commander to overthrow Sagsaysay.
- 10 **Mercenaries Outlawed:** Quintano orders the PCs arrested. Consult the Special Event "Outlawed." If this event occurs to the guerrillas, assume that Sagsaysay executes one of his commanders.

NPC Operations

At times, the PCs may opt not to deal with an event directly. Instead, they dispatch an NPC member of the government to resolve the situation. In these incidents, the Referee need not waste time playing out a conflict between NPCs. Instead, pick the leader of the PCs' forces and the leader of the opposing forces. Have each of them make a roll of 1D10 plus some appropriate ability, plus the Special Ability for his or her class. Assign each one a Difficulty for either accomplishing or thwarting the

mission. Then make the two rolls. Whichever one passes the roll by the greatest number of points succeeds.

The exact meaning of “success” and “failure” depends on the Referee’s judgment. Usually, a successful attack means that the bomb goes off, the victim dies, etc. A moderately successful defense means that the aggressors call off their strike, while an extremely successful defense indicates the attackers’ capture.

For example, Asian Dawn decides to plant a bomb in Network Malagay. All PCs happen to be out of Calbaros City, and a standard army Officer supervises the defense. The Referee decides that the guerrillas planting the bomb must roll Stealth + Combat Sense with a Difficulty of 20. The guard commander must roll Awareness + Combat Sense with the same Difficulty. The guerrilla total is 22, while the government commander scores only 19. The bomb goes off.

OPS AND SITS

Assassinations

(Repercussions Number: usually 8 for the killer and 6 for the victim)

Any leader on Malagay makes a likely target for Assassinations. PCs may attempt to eliminate key leaders of the Liberationists or truculent members of the Malagasian government. Kingpin Chase, the Penanglan Terror Squad or True Order may attempt to remove PCs who offend them. So many possibilities for murder exist that the Referee must invent the immediate details for specific cases.

This adventure describes the troops and resources available to important NPCs. Referees must decide their exact tactics and location in the event of attack. One can safely assume that military commanders have 1D6 bodyguards on hand at all times, along with 3D6 soldiers within call. Certain persons, such as Kingpin Chase, have more sophisticated defense systems, escape routes and guards.

Assassinations force both sides to make a Repercussions roll. The killing shakes morale among the victim’s followers, but exposes the assassins to accusations of murder. If the killers can disguise

their job as an accident or the work of another, they suffer no Repercussions. In most cases, the victim has an RN of six and the killers have an RN of eight.

When an important NPC commander dies, somebody must take his position. Jonas Quintano allows the PCs to appoint replacements within the government forces. Among the guerrillas, assume that a standard Guerrilla Commander rises to the spot. In any unit which loses its commander, Morale drops by one point, regardless of other Repercussions.

Guerrillas may attempt to assassinate government commanders at any time when the Referee considers the killing an effective strategy. Consult the section on NPC Operations to determine their success.

Politics, Politics

The following list shows the main political players in Malagay, and what each one of them wants to do. It notes likely political gambits. It also provides details on what might have happened if key players disappeared.

Government Leaders

Benjamin Jule. Jule is a true soldier, who wishes to take the war to the rebels, and then to impose order upon Malagasian society. He is building his forces for a *coup d’etat* against the Quintano government.

Carlos Quintano. Carlos engages in rampant corruption. This puts him in a position where Marshal Jule can blackmail him.

Christopher Haynes. Haynes is a mercenary who fights for the highest bidder. He currently works for Jule.

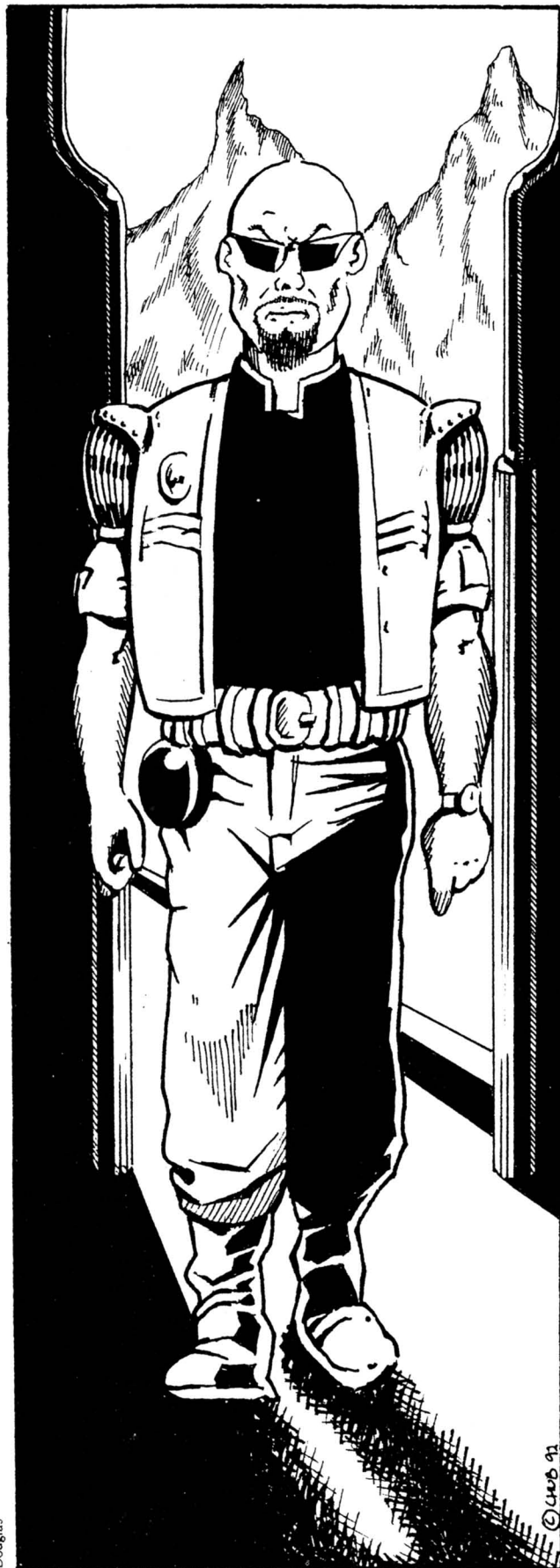
Colman Chojá. Colman serves as a Liberationist spy.

Hakya Fujimori. This energetic commander and his troops always support Akagi Inc. They serve to insure that the PCs remember their employers.

Henrique Quintano. This incompetent merely wishes to avoid embarrassing himself. He avoids political issues unless led by a strong personality.

John Romero. John is a gung-ho fighter, who obeys Marshal Jule.

Jonas Quintano. The Malagasian President wants to ensure the position of his own family and govern-



ment. As long as the PCs continue to earn his trust, he allows them virtual control over Malagay's armed forces and military budget. If he died, his wife Marie-Pen would swiftly take his place.

Jose Duaros. This apolitical commander serves under Marshal Jule.

Marie-Pen Quintano. Marie, the capable wife of the President, struggles to increase her family's power. She is a woman of strong likes and dislikes, who may become the party's most valuable patron or most dangerous enemy. Ms. Quintano would hate Marshal Jule even if he were not her chief rival.

Martin Salero. Salero wishes to avoid combat and build up his military career. Although cowardly, he is essentially obedient. He is a close friend of Henrique Quintano.

Matthew Marante. Marante commands the militia, and considers himself the defender of the common folk on Malagay. He opposes corruption.

Morvil Baneros. This dissatisfied commander sides with Marshal Jule in any coup, unless the PCs satisfy his ambition by giving him some sort of reward.

Paul Matsu. Paul always obeys his superior, Peter Meme.

Peter Meme. This honest soldier might support a coup by Jule to bring order to Malagay. However, if he feels convinced that the PCs wish to establish a peaceful, harmonious state, he might listen to their pleas to resist a coup.

Rebel Leaders

Duarte Botula. Botula has no real revolutionary sentiments. He is simply a rival of the Quintanos. In the event of a coup by Marshal Jule, he would join the Marshal.

Ferdinand Valquez. A veteran revolutionary and master strategist. His death would automatically cause Repercussions among the guerrillas.

Ninoy Corasay. A racist demagogue, who hopes to replace Sagsaysay.

Pitor Guttenheim. A European friend of Sagsaysay.

Ramon Ragula. This capable, ambitious guerrilla commander wants a higher position in the movement.

Ramon Sagsaysay. The visionary, fanatical guerrilla leader. If Sagsaysay died, the guerrilla movement would lapse into chaos for 1D6 days. During this period, rebel units would defend themselves, but launch no attacks. After this, the Referee should roll 1D10. On a roll of 1-5, Ferdinand Valquez would become the new leader. On a roll of 6-8, Ramon Ragula would take over. On a roll of 9-10, Ninoy Corasay would become head of the movement.

Winston Hamero. An ex-criminal and rival of Kingpin Chase. Hamero would gladly leave the guerrilla movement and take his troops with him for 1,000,000 eb and the destruction of his rival.

Street Protest

(Possible Repercussions vary — see below)

Public demonstrations occur when Malagay's people finally grow disgusted with their government, or when somebody convinces them that they have. Actually, demonstrations involve only a small segment of the population. The young, urban and educated citizens of Malagay protest. Others express their displeasure by joining the guerrillas. Therefore, Street Protests take place after the party offends students at Malagay University, or commits some other act which infuriates the restless and socially conscious.

A Street Protest consists of a rowdy crowd which wanders Calbaros City. The demonstrators carry pre-printed banners, produced by guerrilla sympathizers for just such an occasion. Members of the crowd wear clothing in the latest Western technopunk fashions. Students with bullhorns shout slogans.

Demonstrations last 1D6 days. Each day, the Referee should make two Repercussions Rolls, with an RN of 8. If the first roll equals 9 or 10, Malagay receives Media Attention, as described below. If the second roll equals 10, the government suffers a standard event from the Repercussions table.

The government may order the army to disperse a demonstration by force. This automatically clears the streets. However, the Referee should immediately roll for Repercussions, with an RN of 5.

Embezzlement

As unofficial commanders of Malagay's army, the PCs have access to an enormous amount of cash. Some may wish to divert a little of this money into their own Swiss bank accounts. This, of course, is complicated by the fact that the party must work through the Quintano family and the official Ministry of the Treasury. However, PCs may still attempt to drain off treasury money.

If the party comes up with a spectacular scam of its own, the Referee should judge it on its merits. In the case of less imaginative embezzlement attempts, the Referee should make a secret roll of Accounting + Persuasion + 1D10 for the party. The Accounting factor represents the PCs' skills at cooking books, while Persuasion covers their ability to cover up the attempt. If more than one PC participates in the scam, the Referee should use the best Accounting and Persuasion scores in the group.

The Difficulty for embezzlement depends on the scale of the theft, as shown below.

Up to 10,000 eb:	10
10,001 eb to 100,000 eb:	15
100,001 eb to 500,000 eb:	20
500,001 eb to 2,000,000 eb:	30

It is not possible to embezzle sums larger than 2,000,000 eb.

If the party fails its embezzlement roll by five points or more, government overseers notice the attempt. The Outlawed event begins at once.

Even if the party successfully transfers its money, the story isn't over. The Referee should make a second roll of the party's Accounting + Persuasion. Then, make a roll of Kingpin Chase's Accounting + Streetdeal. If Chase scores higher than the party, she discovers incriminating documents about the operation. This need not spell disaster. Chase has no desire to reveal the party's secrets, although if the sum exceeds 10,000 eb, she sends a well-mannered employee to request a 30% cut. However, Chase uses the knowledge as an insurance policy. If the PCs ever attempt to stop her operations, or worse, attempt to kill her, she makes sure that both the guerrillas and the Quintanos learn about the theft. In such a case, proceed to the event, Outlawed.

Outlawed!

If the party commits gross crimes in Malagay Island, the PCs may become outlaws. Akagi Incorporated terminates their contract. Their fate then depends on the number of friends and enemies they have made. Under normal circumstances, police and army units attempt to arrest them, and such elite killers as the True Order death squad pursue the PCs. The Liberationists also attempt to kill the "foreign criminals." In this case, the GM can run an adventure with the party against the world, as PCs attempt to flee.

If the party makes strong personal friends, it may mitigate the effects of outlawry. Perhaps they can persuade some commanders to stick with them. Perhaps Marie-Pen Quintano arranges to protect the PCs as her personal agents. Or, perhaps, the PCs can switch sides and join the rebel movement. All of these possibilities depend on role-playing and circumstance. Only the Referee can decide which ones are plausible.

Kingpin Chase can smuggle fugitives off the island for a mere 2,000 eb per head.

Media Attention

When something remarkably dramatic, historical or gory occurs, the Referee may introduce this event. The Lords of the Global Village descend upon Malagay. A glance at the worldwide newsnets reveals action clips from the day's fighting. Well-groomed experts offer their ten-second opinions on the course of the war. Leaders of both guerrillas and government forces receive requests for interviews and even appearances on talk shows. "What are the prospects for future stability on Malagay? How long might we expect to wait before Malagay has a fully democratic society?"

Television interviews give both sides a chance to send each other a message. The PCs certainly see Sagsaysay's face flashing upon their screens, delivering personal challenges to their "corrupt regime of mercenaries and corporate running dogs." If they wish, they may return the favor. A truly inspiring performance could actually affect morale. If a PC role-plays a stirring television appearance, the Referee might increase the Morale of all friendly forces

by one. If the Referee wants to use dice rolls for determining the impact of the PCs performance, allow a Persuasion + Charismatic Leadership roll with a Difficulty of 20 and ample role-playing modifiers.

Media Attention has the drawback of publicizing unpleasant facts about the war. Therefore, add +2 to all Repercussions Rolls during periods of Media Attention.

The attention of the Media lasts for 1D6 days. It may occur again at any time. However, the PCs may never raise their forces Morale by more than one point through television appearances, no matter how often Malagay hits the headlines.

Destruction of Foreign Property

This catch-all category covers events from assaults on the Hotel Merideth to destruction of Akagi factories. Each time the war affects foreign investments, the Referee should roll 1D10 for Repercussions. On a roll of 9 or 10, the European Community calls a conference on the war. See the event EC Conference, below. Note that when the guerrillas perceive themselves to be losing, they may deliberately strike foreign targets in order to force a conference and hamper the PCs' progress. As Referee, you control guerrilla strategy, and may choose the timing for such attacks.

Civilian Casualties

RN: 7

Whenever the PCs use artillery, airstrikes or other indiscriminate methods of killing on a populated area, the Referee must roll for Repercussions. If Repercussions occur, Malagay automatically receives the event Media Attention as well.

Deforestation

RN: 6

Aircraft spraying Herb-X Super Defoliant could strip the Aquino National Forest Reserve of leaf cover at a rate of two square miles per aircraft per day. This,

of course, puts the aircraft at risk of anti-aircraft fire. Furthermore, it horrifies world environmental organizations. Anyone who initiates a program of deforestation automatically receives hostile Media Attention. Furthermore, the Referee should immediately make a Repercussions Roll. If the result is 7 or higher, the European Community immediately imposes economic sanctions, halving the amount of discretionary money in government coffers.

The Referee should make a second Repercussions roll as well. If it results in a seven or higher, the Global Ecology Action Front charters an aircraft and flies 200 protesters to Calbaros City. Treat this as Street Protests above.

Aqualogy Terrorism

RN: 8

When the Referee determines that Sagsaysay's guerrillas (see area 13 of the Calbaros map) are approaching destruction, the guerrillas aim their attacks at the Omni-Genetics Aqualogy. If the guerrillas still have spotters in Rowan Parks (area 3 of the Calbaros map), they shell the Aqualogy with artillery. If not, they direct the students at Malagay University (area 2 of the Calbaros map) to plant explosives in the waterborne complex. Should even this become impossible, regular soldiers attempt to pass through the city to attack the Aqualogy. The success of these attacks depends on how tightly the party watches the guerrillas and the Aqualogy.

Unless the PCs identified and dealt with the Trulos ring earlier, a Trulos terrorism attack succeeds. The students appear upper-class enough to gain access to the Aqualogy Mall. After that, the attack becomes a simple matter of sneaking into the lower sections of the Aqualogy, planting a bit of C-6, and detonating it. The Malagasian troops in the Aqualogy do not have the training or the equipment to counter such an attack. The Referee may make this test less automatic if the party institutes drastic security procedures at the Mall, such as searching each customer with chemical sniffers.

Under artillery fire, the Aqualogy can survive for 1D6 days.

Any successful attempt to destroy or hold hostage the Aqualogy leads to an international sensation of

enormous proportions. The global media descends upon Malagay (see the event Media Attention). Marshal Jule, the Quintano family, and the island's corporate sponsors scream for immediate reprisals against the guerrillas. The party, as the supposed defenders of Malagay, receive much of the blame for this disaster.

Following the destruction of the Aqualogy, Malagay's corporate sponsors re-think their commitments to Malagay. Omni-Genetics withdraws all its support. Other corporations cut back on their grants by 10%.

Artillery Barrages

The Liberationists may shell any building in Calbaros City. Therefore, barrages against the Presidential Palace, Central Garrison, National Airport and police stations should take place regularly. Whenever the PCs enter these places, the Referee may wish to roll 1D10 to see if they encounter shellfire. On a roll of 1-2, they undergo a barrage of 1D6 81 mm mortar attacks. Furthermore, the Quintano family continually demands that the party eliminate this threat.

To stop the artillery attacks, the party must either eliminate the guns or remove the Liberationist spotters from Rowan Parks hospital (area 3, pg. 21). By stopping the artillery barrages, the PCs eliminate one of the guerrillas' major propaganda victories. If the PCs stop the artillery barrages, the Referee should make a Repercussions roll with an RN of 8 to determine if the rebels lose support.

Raid on Generator

RN: 9

The Penanggalan Terror Squad attacks the generator at area 5 of the Countryside map. Assuming that the PCs have not taken special precautions to defend it, the squad must make a roll of Stealth + Combat Senses with a Difficulty of 15 to plant explosives which knock out key transformers. The guards must make an Awareness + Combat Senses roll with a Difficulty of 15 to stop them. Destruction of the generator plunges the whole island into blackout. It costs 1,000,000 eb and takes 1D6 days to replace the damaged equipment. Furthermore, the Referee should attempt a Repercussions roll each day. If this roll ever equals 10, the Akagi Company's losses due

to blackout irritate key executives. Subtract 1,000,000 eb more from available government discretionary funds.

City Raids

RN: 7

If the PCs strip troops from such objectives as Network Malagay, the Port, the Presidential Palace, the Armory or the Construction Zone, the guerrillas may stage attacks. The Referee may formulate a strategy for these attacks, considering the rebel forces in the city and the degree to which the party denudes these objectives. The attack may consist of a bombing by the Trulos Ring or a full-scale assault. In any event, if it succeeds, the party may suffer Repercussions.

Troop Levy

RN: 8

Both government and guerrillas can attempt to build new forces. Marshal Jule, among others, is quick to point out this option. Raising an army involves purchasing weapons, securing supplies and issuing orders of conscription. The limiting factor on troop levies is money, and each new soldier costs 5,000 eb, plus the price of any special weapons. Commanders may use new troops as replacements in combat-damaged units at a penalty of -2 to unit Morale and -1 to Firepower. New units composed entirely of levies have the statistics of Militia, although their weapons may be better.

It takes 1D6 days per 500 troops for a levy order to go into effect.

Each time commanders levy troops, the Referee must make a Repercussions roll for that side.

The Arms Market

Kingpin Chase can broker the purchase of weapons systems from rifles to tanks to advanced fighter aircraft. Consult Toys for the Boys to see some of the things she can acquire. Those who buy from her pay prices 20% higher than those listed as standard. Guerrillas already buy their weapons through Chase, but she would not refuse to sell to the government as



well. PCs may buy what they wish, and receive the new weapons at the Calbaros National Airport. Guerrilla gunners do not dare shoot down airplanes under Chase's protection.

As Referee, use your imagination and the guerrillas' funds to decide what new toys the rebels acquire. Chase's shipments to the guerrillas arrive in transport helicopters at random locations along the coast. A squadron of five mercenaries flying Mitsubishi Shadow aircraft escorts them. Anyone who harms these airmen costs Chase a great deal of money and embarrassment. She makes her displeasure known with a few bullets from a hired thug. Government commanders who wish to avoid a permanent feud with Chase must apologize with a gift worth at least 500,000 eb.

If government forces learn the location of the arms shipment, they might attempt to intercept guerrilla forces as they leave.

PCs might attempt to use their own fixers to import arms. The chief obstacle to this policy lies in the guerrilla surface-to-air missiles which block flights from landing in Malagay Airport. If the party can find a safe way for shipments to get in, their normal suppliers can locate military weapons on a roll of Streetdeal + 1D10 with a Difficulty of 15 per weapons system. If these fixers are old friends of the party, they charge the standard weapon prices, with no additional markup. Kingpin Chase takes no immediate action against such imports. However, if she has some hold on the PCs, such as evidence of an embezzlement attempt, she may use this leverage to request a 10% commission on all arms sales.

Chase or other fixers could also arrange for PCs to sell old weapons for one-fifth of their usual price.

Guerrilla Cyborgs

The Liberationists sent four elite terrorists to Rowan Parks Hospital for cybernetic modification. In two weeks, when these killers recover from surgery, they have statistics identical to those of the Penanggalan Terror Squad. The guerrillas may cyber-enhance two more such fighters every month, at a cost of 15,000 eb apiece. Referees who wish may vary the cyberware on these newborn 'borgs.

Jule's Coup

Marshal Jule sees himself as the Man On a White Horse, who can save Malagay from corruption and disorder. When the time seems ripe, he launches a *coup d'état*. He may declare this revolt at any time when the PCs' flagrant abuses demand action. However, if the party fails to give him any certain excuse for revolt, he waits until the guerrillas are near defeat. Then, with the government forces in pursuit of rebels, Jule moves his forces to the capital and makes his strike.

Marshal Jule prepares for his coup throughout the adventure. He positions himself as the voice of order. Among his suggestions, he recommends sending the army units now in Calbaros City into the countryside, where they can actually fight the guerrillas. This makes keen military sense. It also leaves the capital more vulnerable to Jule's coup.

Jule attempts to build as strong a force as he can. Whenever the PCs levy troops or buy equipment, he asks to have the new units under his control. In the countryside, his units strip as much wealth as possible from the villages they control. Omni-Genetics Incorporated gives Jule another 5,000,000 eb, which he uses to modernize his equipment and levy new troops under his own command. He already controls most of the army's aircraft and armored vehicles. When the moment for revolt arrives, he intends to have the most powerful forces in the Malagasian army.

The coup may take PCs by surprise. If the party has agents watching Jule's units, they may discover these troops heading for the capital. Otherwise, the PCs may learn of the putsch along with everybody else, when Marshal Jule appears on Network Malagay to announce a "Time of National Restoration" in Malagay. If the PCs seemed especially competent and especially loyal to the Quintanos, Jule may send a team of snipers to eliminate them. However, under most circumstances, Jule simply tries to keep the PCs out of his putsch.

Given no outside interference, few of Malagay's army officers elect to intervene. See "Politics, Politics" above, for a list of officers who might actually support Jule. Henrique Quintano does not have the military savvy to stop a coup in progress, and the officers of the Second Regiment see no reason for

them to risk their position by taking sides. For Jule's coup to triumph, the Marshal need only present Malagay with a *fait accompli*.

Marie-Pen Quintano attempts to resist the coup. If she can reach the PCs, she calls on them to help destroy the usurper. Remember that she has a personal fund with which to reward them. If the PCs cannot help her, she hires Kingpin Chase for quiet passage to Luxembourg. There, Ms. Quintano attempts to hire operatives for a return to Malagay.

Akagi Incorporated also expects the party to stop the coup. This Japanese firm hired the PCs to insure the survival of its chosen government on the island. Marshal Jule represents the Omni-Genetics firm, which is not an ally of Akagi. Once the coup becomes apparent, the PCs receive a visit from a Japanese suit with an Akagi pin, who identifies himself as Mr. Ganjo, and warns the party that Akagi considers the coup "a highly disturbing development." If the party refuses to appropriately deal with the coup, Akagi treats them as if they defaulted on their mercenary contract. The corporation certainly refuses to pay if Jule ends up in control of the Island, and may even hire hit teams to eliminate the party.

The PCs do have a chance to join with the new leadership, but not a very good one. If Marshal Jule's gambit succeeds, he does not need the PCs. Therefore, if the party wants a place in the coup, it must join before the coup takes place. If the PCs catered to Marshal Jule's ambition, and if, in the Referee's judgment, they impressed him as competent commanders, Jule may give them a part in the putsch. They would have to deliver the Quintano family into his hands. (All will shortly die in an "administrative accident.") In return, Jule pays the salary Akagi promised them, plus a 10,000 eb bonus apiece. The party may then stay on as leaders in the new government or leave Malagay.

In most cases, the PCs find themselves as the foremost opponents of the coup. Success quickly becomes a matter of leadership. Henrique Quintano and the units under him oppose the coup if the party gives them any reasonable way to proceed. Neutral units may join the PCs if given sufficient inducement and inspiration. As always, the search for allies should be a matter of role-playing. When necessary, the Referee should call for Persuasion + Charismatic Leadership rolls with a Difficulty of 20. This simu-

lates the difficulty of convincing a neutral commander to take sides in the coup.

Once the PCs organize a coalition to stop the coup, they must crush Marshal Jule's forces. This leads to a battle in the capital. Like all the fights of this game, such a battle should be a matter of intense role-playing, as the PCs plan their strategy for defeating parts of their own army. Surviving rebels may also play a role, possibly by helping one side, but possibly by waiting until the battle ends and then crushing the battered victor.

European Community Conference

If the fighting in Malagay reaches the attention of the international community, the EC may attempt to mediate a settlement. This means that some creampuff diplomat is going to try to find a "compromise" which will lead to "stability." If one side has clearly crushed the other, the diplomats will give it an official title and tell the new government to watch its human rights record. However, if victory remains in doubt, mediation is merely another complication to the PCs' strategy.

Lord Wheatsworth of the European Community Commission on Asia convenes the Peace Conference in Manila of the Philippines. This city has the odor of the Third World and the glittering chrome of a 2020 metropolis. Both the government and the guerrillas receive an invitation to send representatives. This presents an opportunity for a PC to attend the meeting. The rebel leader attends in person.

At the meeting, the two sides confront a room full of second-rate dignitaries from Britain, France, Belgium, Slovakia, Hungary, Austria and assorted minor European states. The significance of the talks depends on the Referee's desire for role-playing. If the players enjoy verbal negotiations, then these discussions could be quite meaningful, as the party negotiates a compromise with Sagsaysay. The officious European diplomats play bit parts as meddlers, suggesting unworkable compromises and insisting on reparations for various injured corporations.

If the PCs prove to be superb diplomats, they may parlay their battlefield successes into a lasting peace. If they cannot secure the interests of Akagi Incor-



porated and the Quintano government, they must return to the battlefield. As a third possibility, the PCs might come to an excellent agreement, which happens to be in the best interests of everyone but Akagi. Here, they find themselves caught between their conscience and their contract.

If the PCs walk out of the negotiations or offend European nations, the EC imposes sanctions. These penalties reduce the discretionary funds of the Malagay government by 30%.

Note that such an active diplomacy session is a matter of pure role-playing, which lies beyond the scope of ordinary game mechanics. If the players and Referee enjoy such free-wheeling sessions, then they should proceed. Those who prefer to remain within the framework of written rules may simply assume that the talks end inconclusively. In 2020, most peace conferences do. Have the party's negotiator and the guerrilla negotiator each make a roll of Oratory + Int. Whoever scores the highest wins the favor of the European diplomats. The loser suffers sanctions.

During the negotiations, the EC expects both sides to observe a cease-fire. This provides an opportunity for the PCs and rebels to levy new units, conduct troop movements, buy weapons, etc.

APPENDIX: KILL OR BE KILLED

Kill or Be Killed provides a large-scale battle system for the *Cyberpunk*® game. It emphasizes small-unit combat, but also includes the logistical details necessary to run a continuing campaign. These rules cover military combat from a role-player's point of view. They attempt to recreate the challenges PCs might face when commanding large units, while remaining within the framework of a paper-and-pencil *Cyberpunk*® game.

This system puts player characters right into the action, without pulling any punches. Players live or die by their guts and their tactics. However, at the same time, this is not an armchair strategist's wargame, with stylized rules and all the units conveniently face-up on the table. This is real war, where the unexpected can happen, and there's no guarantee that the commanders know what in the frack is going on.

Kill or Be Killed includes rules for supply and combat medicine. However, the Referee need not weigh down the game with bookkeeping. Just because rules exist for logistics and recruitment does not mean you have to make the PCs do all the paperwork. That's what NPC staff sergeants are for.

Referees should only introduce the detailed rules when things go wrong. Most of the time, one can assume that the troops supplied. However, when rebels besiege a unit for days in the remote jungle, then one can trot out the rules on supply, pg. 85. The section titled Beans and Bullets describe what soldiers need, how much it weighs and the fun that happens when they fail to get it.

This system is a tool for the Referee. Nobody else can decide which rules apply and nobody else can tell players what their characters know. Gamers should treat the battle like any other role-playing challenge, in which players plan their activities as realistically as possible. When unusual situations arise, Referees may use their own judgment.

When using this mass combat system, let the players know what they have to deal with. One need not use miniatures and a sand table, but a hand-drawn map makes it far easier for the party to plan its strategy. Draw in the positions of known formations and use arrows to

indicate movement. Pay attention to the kind of cover each side enjoys.

Unit Scale

The Kill or Be Killed system does not attempt to keep track of every grunt. Furthermore, neat Tables of Organization and Equipment tend to break down on the battlefield. Therefore, these rules do not assume that fighting units use the squad-platoon-company organization of a military manual. Instead, Kill or Be Killed divides troops into variably-sized "Units." A "Unit" consists of all forces ordered to do the same thing.

The Referee must understand the uses of this system. By using variably-sized Units, Kill or Be Killed allows the Referee to control the amount of detail in a battle. When the party takes direct control of a tactical situation, they may get involved with every aspect of military arcana. However, when NPCs fight NPCs, Referees need not waste time playing both sides. For extremely large and remote battles, the Referee can decide the entire fight in one roll, using the Distant Thunder rules (p. 88).

There should seldom be any doubt about what constitutes a "Unit." In a small battle, where the commanders give every squad different orders, each of these squads constitutes a Unit. When the leaders exercise less direct control over their troops, Units obviously become larger. In the event of any dispute, the Referee has the final say over the composition of Units.

Note that each Unit requires a leader, who must be a PC or NPC from the game. This character's Leadership score influences the Unit's ability to survive punishment. Most of the time, the 'punks may appoint the leaders of Units serving under them. They should not waste this opportunity. By promoting soldiers of proven leadership, they can greatly raise the performance of their men.

Players should not think of Units as "playing pieces." Rather, they should consider their forces in terms of the troops and fire support available, and issue orders "in character." The rules concerning Units exist strictly for bookkeeping purposes. Note, however, that in both real life and the game, commanders must develop a perma-

nent system of organization or face endless confusion on the battlefield. Therefore, the size and composition of Units should remain fairly stable.

Although these rules are flexible, they do have limits. The Friday Night Firefight rules are far more precise, and Referees should use them whenever the PCs undertake a crucial mission by themselves. Furthermore, despite the variable Unit size rules, the Referee should try to maintain some sense of proportion. In general, Units should not differ in manpower by more than about ten to one. Whatever the romantic appeal of lone snipers holding off divisions, such situations strain the rules a little too much.

Unit Statistics

When players start forming Units, one needs to give them some game values. Kill or Be Killed rates each Unit according to the following factors: Firepower, Manpower and Cohesion. Calculate these scores using the following equations:

Firepower = Avg Combat Senses + Avg Weapon Skill + Support*

Manpower = Number of soldiers in the Unit / 10**

Cohesion = Average Armor SP / 2 + Morale***

* Support values depend on the weapons used. See the tables under Toys For The Boys.

A Unit in which most of the members can fight in either of two radically different styles may have two Firepower statistics. For example, infantry may have a score for fire combat with assault rifles and a different score for melee combat with the bayonet. Note that Units may have different Weapon Skills in the different styles as well as different Support Values.

** For purposes of calculating this statistic, one aircraft, armored vehicle or artillery piece equals one point of manpower.

*** For purposes of this calculation, assume that a soldier's torso armor covers his entire body. For example, in a Unit where everybody wears a flack jacket and has a Morale of 10, Cohesion equals 20. Note that armored vehicles may have varying Cohesion values, depending on whether their opponents attack from the front or rear.

Note that the combat equations in Kill or Be Killed often involve average scores. An "average" score means the average for all members of the Unit. You do not need to actually calculate statistics for every soldier. The Referee's estimation of "average" should suffice. However, if a Unit contains ten ordinary troops and one cybered killing machine, the Referee may wish to make some calculations.

In most cases, the Unit's average score at something determines its effectiveness. Therefore, in the game as in real life, one must avoid penny-packeting elite troops among ordinary grunts. If you mix good with bad, you end up with mediocre.

There's more to combat than numbers. Any number of miscellaneous conditions can affect battles, from weapons to weather, morale to terrain. Kill or Be Killed simulates these factors with Combat Modifiers, which affect a unit's basic scores in particular situations. Lists of these factors appear below.

Morale

Morale represents courage, confidence, leadership, team spirit and all the other things that make the difference between crack troops and trash. None of these factors directly relate to hard, cold numbers. Therefore, the system for assigning Morale cannot avoid a bit of arbitrariness. The Referee should choose a Morale score for each Unit, using the Base Morale Scores and Modifiers shown below. One should feel free to use personal judgment. If the army is falling apart and the commanders are twits, morale should be low whatever these tables say.

Note that Morale may change in the course of a battle. Anything which affects Morale affects Cohesion by the same amount.

Base Morale

Rabble, Urban Mob, Armed Civilians:	2
Village Militia, Freshly-Trained Conscripts:	4
Green Regulars:	6
Blooded Regulars:	8
Combat Veterans:	10
Elite, Special Forces:	15

Morale Modifiers

Average Empathy below 5:	-1
Commander's Empathy below 5:	-1
Cruel Treatment:	-1
Communications Jammed:	-1
Exemplary Discipline:	+2*
Indiscipline:	-2**
R&R within the past month:	+1
Unit loses 1/4 its Manpower:	-1
Unit loses 1/2 its Manpower:	-3
Unit loses 3/4 its Manpower:	-6
Unpopular Orders:	-1 to -3
Week of continuous combat:	-1***

* Generally a matter of role-playing in Units commanded by PCs.

**** Indiscipline** refers to tolerance of something not usually permitted. The normal standards of order vary widely between armies, and these rules make no attempt to indicate which is the most effective.

******* This is cumulative. A Unit forced to go three weeks without a respite from battle suffers a -3 to Morale.

Sequence of Play

The sequence of play in Kill or Be Killed resembles Friday Night Firefight. First, each side rolls for Initiative. Units then take Actions, in an order based on their Initiative. However, Initiative uses a different modifiers system, and the number of actions is a great deal simpler.

Initiative in Kill or Be Killed consists of one roll on 1D10. However, in entire squads of troops, individual Reflexes and Combat Senses do not apply. Instead, one adds the Leadership value of the Unit Commander. If the Unit has no commander, or the commander has no Leadership, no bonus applies.

Initiative = 1D10 + Commander's Leadership

When each player controls large numbers of Units, the group should definitely use the Party Initiative rules. One player rolls an initiative die for the entire group. The others add that roll to the Leadership scores of the leaders in their Units.

Units take Actions in order of their Initiative, with high rolls going first. Normally, mass Units of troops have only three Actions available. These are:

▲ **Move.** Standard infantry moves at 50 meters per round. Vehicles have other movement rates, as shown below.

▲ **Attack.** A Unit may make one Attack per point of Manpower.

▲ **Regroup.** The leader of a Disrupted Unit may attempt to regain cohesion by attempting a Leadership roll, as described below.

The Ambush rules (Cyberpunk®, page 88) apply in Kill or Be Killed. Units which set successful surprise attacks gain a +5 bonus on their Attack rolls. As usual, the ambush only works if the victim remains unaware of the attack. To set the ambush, a Unit must attempt a roll of Average Stealth + Commander's Intelligence + 1D10. To detect the trap, the victim's point man must exceed this roll on 1D10 + Int + Awareness. Occupants of moving tanks suffer a -4 penalty to Awareness checks.

Attacks

If you can see it, you can hit it and if you can hit it, you can kill it, runs the adage of the modern battlefield. Kill

or Be Killed allows Attacks between any Units in a position to bring their weapons to bear. One resolves an Attack with one roll. A successful attack can Disrupt the enemy Unit or actually destroy enemy Manpower.

A Unit rolls one Attack die per point of Manpower. Use the following combat equation:

$$\text{Attack} = \text{Firepower} + 1\text{D}10$$

If the Attack roll equals or exceeds the target's Cohesion, the target becomes Disrupted.

If the Attack roll exceeds the target's Cohesion by more than five points, the target loses one point of Manpower and one point of Cohesion permanently.

Disruption

Disruption represents chaos, panic and flying bullets. Green troopers freeze and quiver. Veterans get their heads down. For a moment, orders become secondary to survival. In game terms, disruption has the following effects:

▲ A Disrupted Unit can roll only half its usual Attack dice.

▲ Hits on a Disrupted Unit automatically remove a point of Manpower and a point of Cohesion.

▲ If a Disrupted Unit moves, it permanently loses a point of Manpower due to stragglers. This applies only to infantry Units.

▲ A Disrupted Unit consisting of armored vehicles "buttons up." The tank commanders, who normally keep their heads outside, close the hatches and view the world through periscopes. This prevents the vehicles from firing at any targets closer than twenty meters. It also makes the tanks automatically vulnerable to Ambush.

▲ A Disrupted Unit may spend Actions trying to Regroup. To successfully Regroup the Unit's commander must pass a Leadership + Empathy roll with a Difficulty of 20. Leaders who fail may attempt a new roll each Combat Turn.

Terrain

Terrain has two effects in Kill or Be Killed. First, it provides cover, modifying the Attack Roll. Second, it limits movement. For obvious reasons, footsoldiers can negotiate rough terrain with far more ease than can vehicles. In a Unit which includes both vehicles and infantry, use the least favorable terrain modifiers for both movement and cover.

The Terrain Effects Chart shows the exact effects of terrain. Note that Cover modifiers are applied as penalties to the Attacker's Attack roll.

Terrain Effects Chart

Terrain	Wheeled Move	Cov	Tracked Move	Cov	Aerodynes Move	Cov	Leg Move	Cov
Brush	1/4	-1	1/2	-1	—	-1	1/2	-2
Building	imp	—	imp	—	imp	—	—	-4
Clear	1/2	—	—	—	—	—	—	—
Forest	imp	—	imp	—	imp	—	1/2	-3
Hedgerow L	imp	-1	1/2	-1	—	-1	1/2	-2
Hills	1/4	-1	1/2	-1	—	-1	—	-2
Jungle	imp	—	imp	—	imp	—	1/4	-4
Mud	imp	—	imp	—	imp	—	1/4	—
Razor Wire L	imp	—	—	—	—	—	1/4	—
Rubble	imp	—	imp	—	imp	—	1/2	-3
Road	—	—	—	—	—	—	—	—
Stream L	imp	—	1/2	—	—	—	1/2	—
Swamp	imp	—	imp	—	imp	—	1/4	-1
Track	imp	—	imp	—	imp	—	—	—
Trench L	imp	-3	1/2	-3	—	-3	—	-3

Cov= Cover

L = Linear Obstacle. The movement modification is a penalty for crossing this terrain feature. Any cover modifiers apply only to troops hiding behind or within this feature.

Imp = Vehicle cannot enter or cross this terrain

1/2 = This terrain cuts movement to half normal

One special kind of terrain is a minefield. When troops pass through a booby-trapped area, they move at 1/2 speed. Furthermore, the Referee must roll 1D10 for each round of Movement. On a roll of 1-3, the Unit is Disrupted. On a roll of 1, the Unit loses one point of Manpower.

Troops equipped with mine detectors and trained engineers may breach a minefield without rolling for Disruption and losses. However, they move at 1/4 normal movement through the mines.

Artillery

You don't have to see your enemy to die. Indirect fire delivered by artillery accounted for 58% of the casualties in World War Two, and modern munitions make big guns even deadlier. Indirect support can enter Kill or Be Killed in several ways. Commanders can assign artillery or aircraft to support combat units. One can also use artillery and aircraft for Interdiction, to prevent enemy movement.

Kill or Be Killed divides artillery into Units, like any other forces. Note that most guns have different Firepower values when using direct and indirect fire. Unlike other units, artillery need not see its target in order to attack. Instead, it needs only a word from a Forward Observer, a soldier who can see the target and has a radio to request fire. Once the artillery knows where its target is, it may attack using the normal rules.

It takes time for artillery and the Forward Observer to center fire on the target. Using old-fashioned methods, artillery must wait twenty combat rounds after receiving information about a target before starting to fire. If the target Unit moves more than 100 meters in that period, the observer must start over. Therefore, indirect support is most useful for opening a battle, not for tactical support in the course of a firefight.

Modern electronic equipment makes calling for fire much swifter. A Forward Observer equipped with laser designation equipment and a device called a DMD (Digital Message Device), can bring in fire in two rounds. Obviously, the users of this equipment constitute prime targets for enemy fire. Forward Observers attempt to disguise themselves in ordinary-looking armored vehicles.

Certain conditions may prevent Units from requesting fire. Obviously, the artillery must be within range. Furthermore, members of the Unit must have contact with the artillery battery, which is usually miles away. If electronic warfare severs all communications, indirect fire becomes impossible.

Referees may wish to use indirect fire in man-to-man encounters using the rules from Friday Night Firefight. Under these circumstances, indirect fire takes the same length of time to register. The Forward Observer must pass an Int + Heavy Weapons roll with a Difficulty of 15 to place the fire on the proper location. One can calculate

damage using normal explosion rules, taking note that full-sized artillery can produce some big bangs.

Important: In man-to-man combat, Indirect Fire must always use the Grenade Table to determine exactly where the rounds hit.

Commanders can also order guns to fire a barrage at a pre-planned area. This tactic works like Suppressive Fire in Friday Night Firefight. Barrage fire covers an area (called a beaten zone) with shells. One measures the strength of a barrage in Intensity. The Intensity of a barrage equals the Indirect Support Value of all guns assigned to the task divided by the area affected in 100 square meter increments. Note that, unlike other combat equations, Intensity uses the total Firepower of all guns, not the average.

Intensity = Total Support / Area in 100 square meter increments

Any Unit that enters the beaten zone must make a "save" using Cohesion + 1D10. If the total equals or exceeds the barrage Intensity, the Unit takes no damage. Units which fail the save suffer Disruption and lose 1D6-1 points of Manpower.

Artillery can also fire at artillery, in a process called counterbattery fire. Counterbattery fire relies on acoustic and electronic measures to locate enemy guns. For game purposes, artillery cannot conduct counterbattery fire

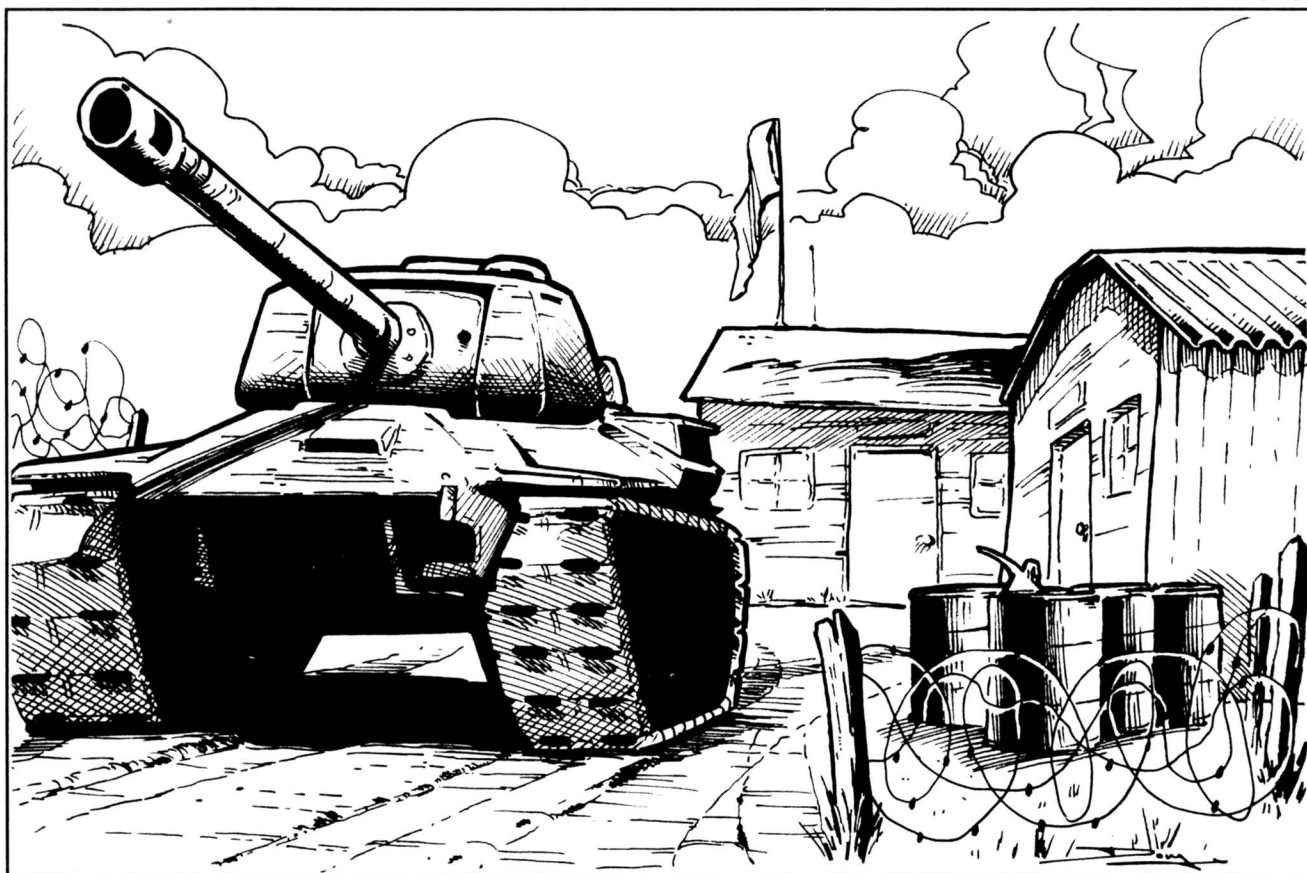
until it locates the enemy guns. After that, artillery forces conduct combat like any other Units.

One can locate enemy guns using several techniques. Brave individuals can roam behind enemy lines looking for them. Aircraft can do the job infinitely more efficiently. Furthermore, the artillerymen themselves can try to locate the guns. To determine whether these methods succeed, the artillery Unit's commander should attempt a check of Mathematics + Int + 1D10 with a Difficulty of 25. Counterbattery systems may add to that roll. Once this check succeeds, the guns may fire at that target until it moves. If the check fails, the guns cannot fire in that round. One may attempt such a check in any round that the enemy guns fire.

Artillery Units may protect themselves from counterbattery fire by spreading out. With modern fire-control systems, a group of cannon may fire at the same target no matter how widely separated the guns happen to be. Any artillery Unit equipped with such a device may use this technique, tripling its Cohesion and imposing a -10 penalty on all attempts to locate it.

The down side to dispersing guns lies in electronic warfare. If the enemy manages to disrupt communications, the guns become instantly useless.

Shuler



Communications and Jamming

Troops cannot obey orders if they cannot receive them. A human voice can reach 100 meters, or twice that with electronic amplification. Therefore, commanders must equip their Units with radios for communication. This, in turn, renders the Units vulnerable to jamming and electronic warfare.

Anyone with the Electronics skill and the proper equipment can attempt electronic warfare against enemy transmissions. Experts in electronic warfare can jam communications. They can also nail the transmitter with an anti-radiation missile.

Electronic warfare of any type consists of an Opposed Task between transmitter and interceptor. Each side uses Tech + Electronics + 1D10. If the transmitting character rolls equal to or higher than the interceptor, the message goes through unhindered. If the interceptor rolls higher, the message is blocked. Furthermore, if an anti-radiation missile is available, it lands on target.

For Kill or Be Killed purposes, an anti-radiation missile constitutes an Attack with a Firepower of 20. The ordinary *Cyberpunk®* statistics for these weapons appear under "Toys For the Boys."

Beans and Bullets

It's downright unsportsmanlike to admit it, but armies depend more on logistics than the slickest weapon one cares to name. Modern armies consume food, munitions and most of all, fuel, at an appalling rate. Logistics may not come into play during a single firefight. However, commanders must keep their Units supplied over the course of a campaign.

Nobody wants to keep track of all the bullets fired in a battle involving hundreds of troops. Therefore, the following tables show average consumption of food, ammunition, fuel and spare parts, based on the intensity of fighting. To determine the supplies needed by a Unit, consult the table, and multiply the result by the Manpower of the Unit.

Commanders can requisition food and some fuel from the civilian population. In the Malagay Islands, one may support a force equal to one-fifth the population by foraging. An especially popular army could supply a force equal to one-third of the population. The Referee must decide what forces receive from this public support.

The consumption of ammunition, fuel and spare parts varies widely depending on whether the Unit consists of machinery or infantrymen. Therefore, many slots on this table have two entries, the first for mechanized Units and the second for footsoldiers.

Troops which run out of supplies face the following penalties.

Ammunition

When commanders fail to replenish ammunition, the troops are not literally down to the last bullet. However, they must scrounge and conserve. Troops lose five points of Firepower per day without ammunition.

Fuel

A Unit which runs out of fuel cannot operate motor vehicles.

Food

Troops suffer a -1 to Morale per day without rations. Furthermore, commanders who oppose looting must pass a Leadership roll with a Difficulty of 20 to prevent it. (Remember that allowing discipline to break down may affect Morale.) After one week of hunger, commanders must pass a Leadership roll each day to prevent the Unit from deserting. The Difficulty of this roll begins at 15, and increases by one point per day.

Spare Parts

A Unit without spare parts suffers a -2 penalty to Firepower. Furthermore, the Referee should roll 1D10 per day for each piece of complex equipment in such a Unit. On a roll of one or two, that device breaks and cannot be

Supply Consumption Table

Supplies Consumed Per Day, Kilograms (Per point of Manpower)

Combat Conditions	Ammunition	Fuel	Food	Spare Parts	Total
Constant Fighting	34/15	70/20	2	9/1	85/18
Sporadic Fighting	15/5	50/10	2	4/1	51/13
Marching	—	40/10	2	3/1	45/13
Reserve	—	20/5	2	2/0	24/7

repaired. Armored fighting vehicles break on a one, two or three.

Making Men

During extended campaigns, commanders may need to know how fast they can replace troops ground up in the sausage machine. During this adventure, little of this information comes into play. The war in Malagay has gone on long enough to dry up most potential manpower. The chapter on Ops and Sits covers most of the party's chances to acquire recruits. However, Referees inventing their own scenarios might use the following information on the raising of armies.

The following guidelines explain how many soldiers a given population can provide, and how quickly one can train them. Note that recruitment requires a substantial number of judgment calls from the Referee. The raising of armies depends on local custom, public morale, leadership skills and a host of other intangibles. This information serves mainly as a guide for Referees who want to know what sort of armies a faction could conceivably raise.

A modern army consists of only a tiny fraction of the population. During the 1980s to 1990s, Western nations often kept only one to two percent of their people under arms. Third World countries might have up to twice that. During war, this percentage could increase by a factor of three or more. Nevertheless, this would put a great strain on the local economy.

Militias and other civil defense programs can accept far more marginal fighters, and also allow members to remain within the civilian population. Therefore, part-time soldiers can as much as double the manpower of an army. This estimate is borne out by the Vietnam War, where "Village Self-Defense Forces" and "Secret Self-Defense Forces" had manpower equal to that of the actual Viet Cong guerrilla organizations.

The cost of raising troops varies widely, but is always overwhelming. Assume that an underfed Third World infantry force, with an automatic penalty of -2 to Morale, costs 5,000 eb per man per year. To have a force with no Morale penalties but no high-tech equipment, one must spend 7,000 eb. A full-fledged army with aerodynes, combat armor and stealth jets requires 15,000 eb per man per year.

Not every army reaches its theoretical size. The Referee must remember the social costs of mass mobilization. Starvation, epidemic, and banditry follow in the wake of war in the Third World. Furthermore, the corporations and power-mongers of the year 2020 neither need mass armies nor have the popularity to raise them. Metal is better than meat. Except during the occasional revolu-

tion, the masses take cover while mercs and cyborgs do the fighting.

Once one recruits soldiers, one must train them. US Army basic training, circa 1992, lasts for eight weeks. It emphasizes obedience and discipline. Soldiers also learn the rudiments of weapons use. Following Basic Training, soldiers participate in Advanced Individual Training of varying length, intended to teach specific skills.

For *Cyberpunk*® purposes, treat initial military indoctrination as a way of raising morale. Newly-inducted civilians begin with a Morale of two. Every four weeks of Unit training raises this score by one, up to a maximum of six. Therefore, Basic Training leaves a US Army private with a Morale of four. Note that keeping a Unit together for long periods of time can also raise Morale. See Morale, above, for details.

Morale consists largely of teamwork. By training a Unit together over long periods of time, one can build up the elan of its soldiers. Therefore, one should also apply a modifier to Morale which reflects the length of time the soldiers have functioned as a Unit. The list below shows usual modifiers.

Time Spent As Unit

Up to one month:	-2
One to two months:	-1
Two months to six months:	+0
Six months to one year:	+1
One to two years:	+2
Two or more years:	+3

Flying bullets seem to inspire teamwork. Under combat conditions or the intensive training of the Special Forces, Morale goes up at double the usual rates. Of course, heavy casualties may make Morale fall at an even faster rate, as described under Morale earlier.

Assume that staple military skills such as Combat Reflexes, Rifle and Stealth require one day of lessons per IP awarded. In practice, of course, the army teaches many skills at once over a longer period of time, but this number works for calculation purposes. If the Referee does not wish to calculate the Teaching and other scores of every drill instructor, assume that military training can raise a soldier's skills to a maximum of +5.

Trauma Team

Not every casualty is a dead man. Within two days after an engagement, both sides may recover one-third of their lost Manpower points. The side which ended up controlling the battlefield may salvage another third of its men as severely wounded casualties. Given medical treatment, these soldiers may return to action after one month.

Throughout history, disease consumed more soldiers than combat. Even in 2020, medical problems may thin the ranks of the armed forces. The following table shows the noncombat casualties armies can expect under certain conditions. Referees can decide which of these conditions apply.

The Percent Ineffective column shows the portion of an army out of action at any one time. The Percent Permanent Losses table shows the number permanently lost per day. Add together the numbers for all conditions which apply to determine the total noncombat losses for a force. For example, soldiers with average medical care in desert conditions would suffer two percent ineffectiveness and no permanent losses.

Percent Permanent Losses Table

Noncombat Casualties	% Ineffective	% Permanent Losses
Per Day Poor Medical Care	+5	+1
Average Medical Care	—	—
Excellent Medical Care	-5	-1
Cyborg Troops	+5	+1
Tropical Climate	+5	+0.5
Desert Climate	+2	+0
Arctic Climate	+2	+1
Poor Sanitation	+5	+1
Biowarfare*	+10	+5

* This reflects the latent microbes dispersed by biowarfare. Actual germ warfare attacks may have more potent effects.

Intelligence

Much of the time, the Referee need not relegate Intelligence to abstract die rolls. If Side A plants a spy among the Side B officers, A automatically knows what B is up to. If a troop column passes a roadblock, the owners of the roadblock see it go by. However, in a large-scale war, the Referee may not wish to detail every source of information available to both sides. The following rules provide quick assessments of an army's Intelligence capabilities.

One uses the Intelligence rules to determine whether enemy commanders notice each others' troop movements. Each time one side begins a maneuver, the enemy may attempt a Reconnaissance roll. Treat Reconnaissance rolls as an Opposed Skill test between the leader attempting the movement and the leader who wishes to detect it. Each commander rolls 1D10 + Int and adds modifiers from the list below. If the commander performing the troop movement rolls equal to or higher than the other side's roll, the maneuver goes undetected.

The Referee may wish to have PC commanders attempt several Reconnaissance rolls at the start of the game, for use later in play. This way, the party receives no hint of concealed enemy maneuvers.

The commander wishing to remain hidden adds the following modifiers to Reconnaissance rolls.

Unit Contains 100 troops or fewer:	+1
Unit Contains 50 troops or fewer:	+2
Unit Contains 25 troops or fewer:	+5
Unit Contains 10 troops or fewer:	+10
Radio Silence:	+3
Forest Cover:	+3
Unit Includes Vehicles:	-3
Friendly Populace/Uninhabited:	+3

The commander attempting to detect enemy troops adds the following modifiers to Reconnaissance rolls.

Satellite Reconnaissance:	+3
Regular Aerial Patrols:	+3
Regular Ground Patrols:	+3
Friendly Populace:	+3

For purposes of these rules, one can conduct Regular Ground Patrols within 10 miles of any base supporting 50 or more troops. Aircraft have a range equal to one-tenth their flight range. Note that enemy defenses may make patrolling impossible. Use the Distant Thunder rules to determine the results of combat involving NPC patrols.

FNFF Crossovers

When player characters plunge directly into a firefight, the Referee may wish to invoke ordinary Friday Night Firefight rules. Simply detach a reasonable number of enemy soldiers to deal with the PCs and run the encounter normally. Resolve each round of individual combat first. Then make the ordinary Kill or Be Killed rolls to determine the fate of NPC masses.

The Referee decides how many NPC soldiers fire at the PCs. This usually depends on the number of other targets available, and the degree to which the party stands out. As a general rule of thumb, let the ratio of enemies to PCs equal the ratio of Manpower to Manpower in the opposing Units. If the battle is even, the party faces one enemy per PC. However, if the party contains recognizable leaders, exposes itself foolishly, or otherwise draws attention, PCs receive double or even triple the usual number of shots.

PC attackers can damage enemy Units. Every time 'punks eliminate ten soldiers or one vehicle, they reduce enemy Manpower by one. Furthermore, each Turn in which PCs reduce enemy Manpower by one, the friendly Unit gains a +3 to its Firepower roll. The Referee may wish to apply

similar rules in any battle where NPC cyborgs play an individual role.

DISTANT THUNDER

When the PCs play no role in a battle as either combatants or commanders, the Referee needs a combat system even swifter than Kill Or Be Killed. Distant Thunder resolves combat on any scale with one roll of dice. This system takes into account any assets commanders send to support peripheral fighting but does not delve into tactical detail.

A battle under Distant Thunder consists of three steps.

1. Each side calculates statistics for its entire force, as if for an individual Unit.

In large battles, the Referee may wish to change the scale. For example, in a battle including whole battalions, one may wish to have each point of Manpower equal 100 troops or 10 vehicles. The Referee may use any scale which seems convenient as long as both sides divide their forces by the same number.

2. Each side rolls one Attack per point of Manpower. There are no Disruptions. Every success destroys one point of enemy Manpower.
3. The side which rolls the greatest number of Successful attacks officially Wins the battle. Its opponent must withdraw out of the range of the victor's weapons.
4. A battle under Distant Thunder lasts for 24 hours.

Combat Modifiers

Modifiers (Add to attacker's Roll)

Medium Range	-5
Long Range	-10
Extreme Range	-15
Target is Disrupted Infantry	-1*
Smoke Obscures Sight	-5
Night Fighting (without vision equipment)	-3
Night Fighting (with vision equipment)	-1
Anti-Tank Missile against Armored Fighting Vehicles	+15
Armor-Piercing Shells against Armored Fighting Vehicles	+20

* This is not a misprint. In a Disrupted Unit, troops hit the dirt, making themselves harder to hit.

Weapon ranges remain unchanged from the *Cyberpunk®* rules.

Smartguns, targeting scopes and other accuracy-enhancing devices can modify mass combat but only when enough troops have them to raise the average Weapon Skill. For example, if half the troops in a Unit have Smartgun links (+2 bonus) the Unit as a whole gains a +1 to its Attack rolls.

SOURCES

Referees looking for quick, game-applicable information on modern warfare might consult the following games, books and periodicals:

Dunnigan, James F. *How To Make War*. New York: Quill Press, 1982.

Firepower game, by The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD, 21214.

COMMAND Magazine. For subscriptions, write to: Command Magazine, Box 4017, San Luis Obispo, CA 93403

Strategy & Tactics Magazine. For subscriptions, write to: Strategy & Tactics, Box 4049, Lancaster, CA 93539

Some of this system's data on counterinsurgency warfare comes from *Command* issue #5.

TOYS FOR THE BOYS

The following equipment list shows weapons and support equipment for the Third World battlefields of 2020. It shows Support ratings, for the benefit of Kill or Be Killed. When these rules introduce new devices, they also provide ordinary *Cyberpunk®* statistics, in case the 'punks ever come up against these devices one on one.

As of 1992, World War Two tanks still show up on Middle Eastern battlefields. One can safely bet that a good deal of 1980s-1990s vintage equipment will be kicking around in the wars of the 2020s. The reasons involve price, efficiency and the fire sale of military hardware which followed the breakup of the Warsaw Pact and scaling back of NATO. Therefore, many weapons in this section may look familiar.

Infantry Weapons

The *Cyberpunk®* rules provided a fairly complete overview of basic infantry weapons. The following list shows Kill or Be Killed Support Values for types of weapons already discussed in the basic book or *Solo of Fortune*. Ranges and other statistics remain unchanged.

Artillery Effects Table

Weapon	Price	ROF	BA	Dam	IS	DS	Range
Mortar, 60mm	3	1/2	20	7D6	4	—	4,000
Mortar, 81mm	8	1/3	30	8D6	6	—	4,500
Mortar, 120mm	30	1/5	50	10D6	8	—	6,000
Automortar	60	5	15	6D6	8	12	3,000/1,000
Howitzer, 105mm	200	1/5	30	9D6	7	10	11,000/1,000
Howitzer, 122mm	250	1/2*	40	10D6	8	13	15,000/1,500
Howitzer, 155mm	500	1/5	60	15D6	10	15	30,000/2,000
Howitzer, 240mm	900	1/5	125	10D10	14	18	30,000/2,000
Kate IV MLRS	700	1/50	250	10D6	14	—	30,000/2,000

BA= Blast Area. The Blast Area is the radius, in meters, in which victims suffer damage.

Dam = This indicates the damage suffered by people in the blast area of the weapon.

IS= Indirect Support Value

DS= Direct Support Value

Prices are shown in thousands of eb.

Ranges are in meters. When two numbers are shown, the first is for Indirect Fire. The second is Direct Fire, Short Range.

* Way back in the Cold War, the Soviet Bloc invented some rapid-firing howitzers of this caliber. The idea caught on. Militech Inc., the Soviet Cherkassy Arsenal and General Defense Products all offer automatic 122mm howitzers.

Name

Support Value

Pistols (all)	1
Light to Medium Submachine Guns	2
Heavy Submachine Guns	3
Swords, Bayonets, Melee Weapons	3
Combat Shotguns	3
Light to Medium Assault Rifles	4
Barret-Arasaka 20mm Cannon	4
Cyber Implant Melee Weapons	4
Heavy Assault Rifles	5
Light to Medium Machine Guns	6
Flamethrower	6
Micro-Missiles	6
Heavy Machine Guns	7
Rocket-Propelled Grenade	8
Rockets	9
Autocannon	10
Mini-Gun	10
Missile	10

Electronic Equipment

ACOUBUOY Unit (1,500 eb): One uses this portable microphone and transmitter to detect enemy infiltrators in a perimeter. The ACOUBUOY can detect noise within 1,000 meters. One may fool an ACOUBUOY by passing a Stealth + Dex roll with a Difficulty of 20.

Electronics Warfare Suite (4,000 eb): This device weighs ten kilograms. It contains the electronics necessary for jamming, signals interception and other basic techniques of electronic warfare. EW gives all electronically guided ordnance (i.e. missiles) a -30% penalty to their chances to hit. Heat-seeking and wire-guided missiles are immune. An occasional Electronic Warfare breakthrough allows stupendously greater protection, until somebody develops a counter-countermeasure which nullifies the discovery.

Field Telephone Unit (50 eb): These archaic devices still come in handy under heavy jamming.

Fire Control Net (10,000 eb): This weapons-control system includes radio transmitters for each gun in a battery along with computer equipment to coordinate their fire. See Artillery, above, for details on its uses.

Ground Surveillance Radar (30,000 eb): This seven-kilogram device can detect man-sized objects at a range of 5,000 meters. This device has a great deal of difficulty distinguishing people from bushes, rocks and trees. To determine whether infiltrators can penetrate an area covered by GSR, roll an Opposed test between the intruders' Stealth + Dex and the radar operator's Tech + Electronics. Note that if the intruders take no precautions to be stealthy, they get no roll.

Jammer, Hand (50 eb): This palm-sized disc disrupts all electronic communications within ten meters. One uses it primarily in commando raids. Radio operators must pass a Tech + Electronics check with a difficulty of 20 to broadcast over the jamming.

Laser Designator and DMD (900 eb): A five-kilogram combination used for directing artillery fire.

Noiseless Button Bomblets (1,000 eb for 1 square mile): These tiny sensors resemble rocks and twigs. One scatters them by air through an area of jungle. When disturbed, the bomblets emit radio signals, which alert friendly forces. One must pass an Awareness + Int roll with a Difficulty of 30 to notice and avoid the bomblets.

Artillery Pieces

The table on p. 89 shows artillery pieces most common in 2020. It provides statistics for use in both Friday Night Firefight and Kill or Be Killed. The notes below on Artillery rounds describe the modified effects of specialty rounds. Note that all information on artillery rounds is intended for Friday Night Firefight.

Artillery Rounds

The creativity of weapons designers gives soldiers a wide variety of artillery munitions. Kill or Be Killed simulates their effect with a simple Armor-Piercing modifier for big guns attacking armored vehicles. However, for the benefit of Referees who want to use military artillery in man-to-man battles, the following passage provides Friday Night Firefight descriptions of some choice artillery loads.

The prices and exact damage of these rounds appear with the weapons which fire them.

Ammunition Price and Weight Table

Weapon	Price, HE Round	Price, Specialty Round	Weight (kg)
Mortar, 60mm	25	50	2
Mortar, 81mm	100	200	8
Mortar, 120mm	200	400	25
Howitzer, 105mm	100	250	20
Howitzer, 122mm	200	400	25
Howitzer, 155mm	500	1,000	50
Howitzer, 240mm	1,000	2,000	75
Kate IV MLRS	20,000	80,000	500 *

* The prices for a MLRS reflect, not one round, but the 20 rockets used in a single reload.

AP — Armor Piercing: These rounds are nearly solid and capable of piercing through armor. They contain a small amount of incendiary material to burn the insides of whatever vehicle they penetrate. An AP round does double damage but affects only a single target.

HE — High Explosive: The standard shell for any weapon.

HEAT — High Explosive Anti Tank: A shaped-charge anti-armor round. This round halves the value of vehicle armor. A HEAT round affects only one target.

FASCAM — Field Artillery Scatterable Minefield: These rounds scatter both anti-vehicle and anti-personnel mines over an area 100 meters in radius. See Terrain, above, for the effects in Kill or Be Killed. Under the normal rules, each character who enters the minefield must pass an Int + Awareness check with a Difficulty of 15 to avoid these mines. Those that fail suffer 2D6 damage. Furthermore, the minefield halves movement.

ICM — Improved Conventional Munitions: These clustered munitions shower smaller grenade-like projectiles upon their targets. In individual combat terms, these rounds hit everybody in the weapon's Blast Radius with 1D6 standard fragmentation grenades.

ICM-DP — Improved Conventional Munitions, Dual Purpose: These weapons have the effects of ICM against infantry. Furthermore, they subtract five points from the SP of all targets.

Illumination: These rounds illuminate twice the Blast Area with eerie, colored light.

WP — White Phosphorus: An incendiary round which also produces thick white smoke. Anyone attempting to fire through the blast area of a WP round suffers a -4 to the Attack roll.

HV — High Velocity: These rounds have a greater charge. When using HV rounds, a weapon has 1.5 times the usual range.

Smoke: A smoke round has no effect for one round after landing. Then, it releases impenetrable hexachloroethane smoke. The smoke cloud is as wide as the Blast Area and four times as long. Anyone firing through the cloud suffers a -5 on Attack rolls. The smoke persists for 3D6 minutes.

Artillery Direct Fire

In Kill or Be Killed, the Support Value of an artillery Unit covers all applications of its firepower. No additional rules are needed. However, when heavy guns show up in Friday Night Firefight, the gunners can employ their

weapons in two ways. They can use the standard technique of firing high explosive rounds into a general area, or they can aim shells at individual targets.

The statistics given in the Artillery Table cover area fire.

Gunners cannot fire large-caliber artillery weapons at individual targets smaller than an automobile. Human beings are simply too agile for this kind of targeting. Against larger targets, a gunner may attempt direct fire by rolling Tech + Gunnery.

The statistics given in the Artillery Table assume that gunners fire high explosive shells into an area, hoping to destroy targets with shrapnel. However, when confronting Armored Fighting Vehicles, gunners may opt instead to fire directly at individual targets.

Missile/Bomb Table

Weapon	Guidance	Range (km)	Weight (lb)	% To-Hit	Damage
Battlelord SAM	Radar	100	1,000	80	8D10
Bomb, 250 lb	Free-Fall	—	250	30	5D10
Bomb, 1,000 lb	Free-Fall	—	1,000	30	10D10
Cluster Bomb	Free-Fall	—	500	30	7D6
Connie SAM	Spectrum*	20	50	70	8D10
Hawkslayer SAM	Radar	60	500	90	8D10
Kelt II ASM	Laser	180	7,700	60	10D10
Kormoran ASM	Optical/Radar	37	1,320	70/80**	6D10
Maverick ASM	Laser	20	400	70	5D10
Overlord SAM	Optical	5	40	75	5D10
Shafirir AAM	Heat-Seeker	5	200	75	5D10
Talons AAM	Radar	20	1,000	75	7D10

* The Connie SAM uses a dual infrared/imaging radar targeting system, combined with sophisticated electronics allowing it to maneuver and strike vulnerable regions of its target. One can evade a Connie using standard techniques such as flares and chaff. However, once the missile locks on, it may make a second "to-hit" roll. If this succeeds, the Connie automatically strikes an engine, for triple normal damage.

** Note: This missile may use either optical or radar targeting systems, at the pilot's option. The radar system has a higher base percentage to hit. However, it also has a high vulnerability to countermeasures.

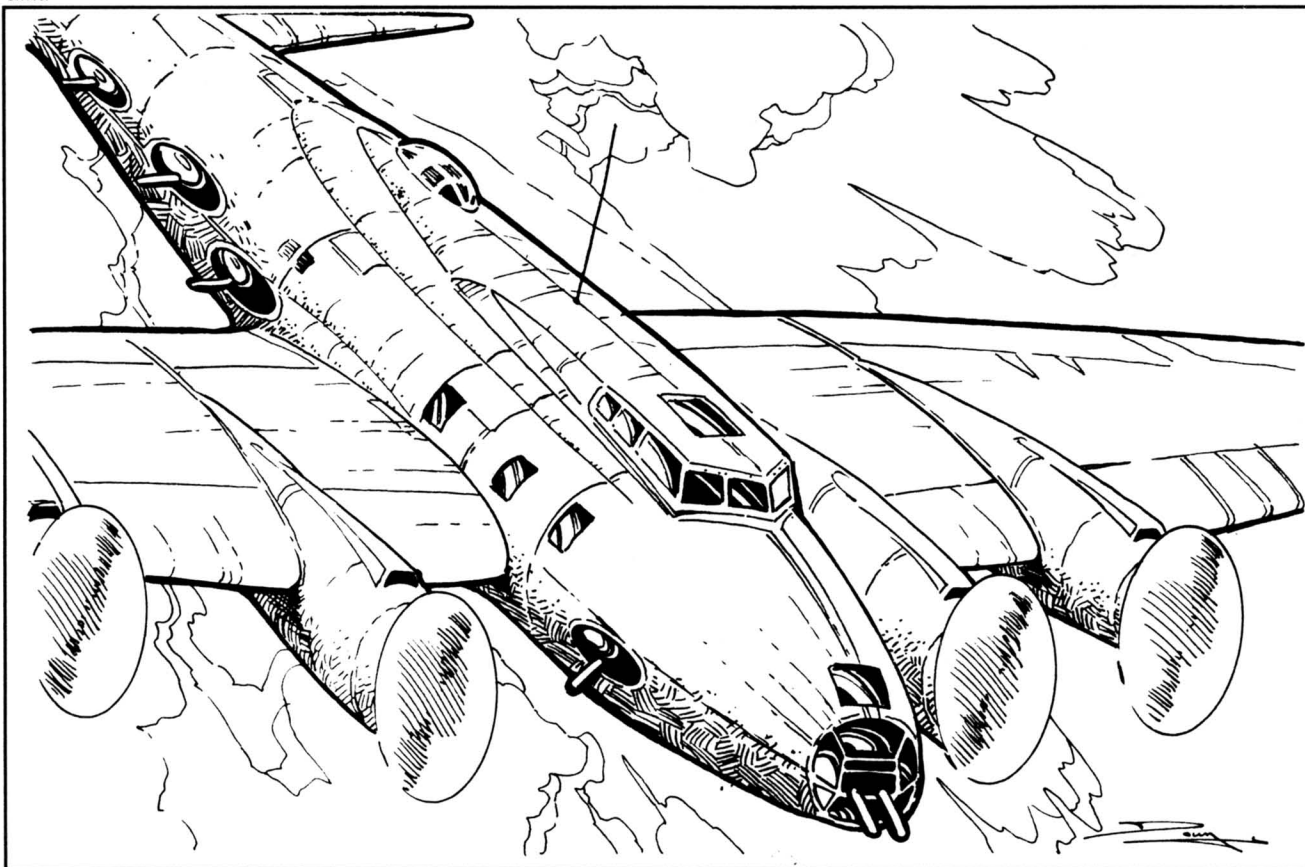
Guidance = The system the missile uses to locate its target. Note that different forms of guidance are susceptible to different countermeasures. Note also that heat-seeking missiles only function when fired from behind.

Chance To Hit = The unmodified chance of a missile hitting its target before countermeasures are applied. Electronic counter-measures and chaff reduce the chance to hit for radar guided missiles. Flares reduce the chance to hit for heat-seekers. See *Solo Of Fortune* for more details.

AAM = Air to Air Missile

ASM = Air to Surface Missile

SAM = Surface to Air Missile



Artillery Cover

Most of the damage in a bomb or artillery round's blast area comes, not from the explosion, but from flying shards of rock and steel. Therefore, infantry in a blast area can protect itself by digging in. This has the following game effects.

In Kill or Be Killed, halve the Support Value of artillery against dug-in footsoldiers.

In Friday Night Firefight, a soldier in a foxhole gains 50 points of SP against area-effect artillery. (Against flying shrapnel, yards of dirt make fine armor.)

Blast Area

Bombs have the following Blast Areas.

250 lb: 150 meters

1,000 lb: 400 meters

Missiles and Vehicle Weapons

One need not keep track of individual missiles, autocannon, etc., except when using them in individual

Friday Night Firefight type combat. For purposes of space, the *Cyberpunk*® rules describe only the most common weapons of each type. One may treat all munitions in the appropriate category as if they had identical capabilities. For example, the *Solo Of Fortune* supplement provides details for the Hughes M230 B-2 autocannon. A German autocannon of similar configurations would have the same statistics.

HARM Missiles

A HARM Missile homes in on the electromagnetic emissions of enemy electronic equipment. These weapons can only attack targets which are using radar surveillance or radio communications. To determine whether a HARM hits, the gunner should roll an Opposed test of Tech + Electronics against the Tech + Electronics of whoever controls the target's Electronic Warfare. This may be the pilot of an aircraft, the EW officer of a missile battery, etc.

The burst of an anti-radiation missile causes 8D10 damage in a base 15 meter radius.

In Kill or Be Killed, Units containing HARM missiles gain a +4 to Support Value against electronically active opponents.

Vehicles

The following list describes some armored fighting vehicles and aircraft common in the dirty little wars of 2020. Each one has a Support Value for use in Kill or Be Killed. Those who wish detailed rules for vehicles in individual combat should consult the manual *Solo Of Fortune*. Statistics on vehicle weapons (including Support Values) appear above.

Individual combat values for heavy machineguns, anti-vehicle missiles and other heavy weapons below 100mm in caliber appear in *Solo Of Fortune*. For larger weapons, such as the main guns on tanks, consult the Artillery Effects Table above, and treat guns as howitzers of the nearest caliber. For example, the 20mm Machine Cannon on a Militech Buzz functions like the 20mm Machine Cannon in *SOF*. The 150mm main gun on an Engesa functions like the 155mm howitzer in its direct-fire mode.

Note that many aircraft can carry a certain number of pounds in missiles and bombs. See the Missiles and Bombs table, above, for the weight of various weapons.

BMP-2 (300,000 eb)

This Soviet armored personnel carrier appeared in the late twentieth century. It still appears in the Third World as a battlefield taxi. A BMP-2 mounts one 30mm cannon, one 7.62mm HMG and one anti-vehicle missile. Although these weapons sound impressive, the vehicle's archaic design and generally shoddy workmanship limits its effectiveness. Note the low Support Value for the BMP. When using a BMP's weapons in Friday Night Firefight type combat, subtract three from the attack rolls of all gunners in a BMP.

A BMP-2 mounts six troops plus three crewmen.

Bumblebee Drone (1,000,000 eb)

This squat, unmanned helicopter looks like a black bulb with two rotors. The Bumblebee normally carries racks of four missiles. Usually, at least two of these are HARM models. Some Bumblebees mount an LMG as well.

Militech "Buzz" Patrol Vehicle (450,000 eb)

This heavily armored vehicle rides on six wheels. It has a low, oval hull, with a streamlined turret mounted well back on the vehicle. This turret mounts a 20mm machine cannon. Militech Incorporated designed this vehicle for scouting and patrol, not to defeat enemy tanks. The Buzz carries a crew of two.

Engesa-A (2,000,000 eb)

The factories of Brazil Arms produce this Main Battle Tank. This vehicle contains no particularly innovative features, but its manufacturers can mass-produce it in quantities impossible to the more sophisticated arms factories. The Engesa-A carries a 150mm main gun, with two 7.62 heavy machineguns as secondary armament. One HMG fires coaxially with the main cannon. The other is mounted on the turret, in a mount which allows it to fire skyward. The Engesa carries a crew of three.

Firefly Assault Helicopter (1,000,000 eb)

This long, needle-like helicopter can fight both tanks and men. The Firefly carries two Hughes M230 B-2 autocannon, and a pair of missile launchers, each of which holds four AGM-114A Hellfire missiles. The Firefly carries a crew of one pilot and one gunner.

Gustav (7,000,000 eb)

Saab of Sweden produces this jet fighter-bomber for export. The Gustav lacks the advanced features of planes such as the Shadow, but the aircraft's low price makes it available to many smaller nations. The Gustav carries one pilot. This aircraft's weaponry includes a rotary autocannon (treat as the Hughes M230 B-2) and up to 10,000 pounds of missiles and bombs.

Highlord Fire Support Aircraft (700,000 eb)

This lumbering propeller-driven aircraft resembles a transport plane or an antique bomber. It carries a total of ten heavy machine-guns, five per side. In addition, the Highlord mounts two M-134 miniguns and a pod of twelve unguided rockets. The Highlord cannot survive air-to-air combat, or even heavy ground fire. However, when other forces can suppress these hazards, the Highlord can provide staggering volumes of fire. The Highlord requires a crew of twelve.

In Kill or Be Killed combat, give each Highlord triple the usual Manpower value for a single vehicle.

Hippo Troop Helicopter (700,000 eb)

The double-rotored Hippo carries heavy armor but relatively modest armament. One uses this chopper to carry troops into combat zones. The Hippo can carry 25 passengers, plus a crew of five. This helicopter mounts two light machine-guns on each side.

Marder Infantry Fighting Vehicle (700,000 eb)

This sleek armored personnel carrier can support its infantry against any opponent but a genuine tank. In low-intensity conflict, vehicles like this can often replace tanks entirely. Marders have a reputation for high-quality construction and efficient design. Crews consider them far more comfortable than other APCs. In Friday Night Firefight combat, gunners in a Marder gain a +2 to their attack rolls. Mechanics gain a +3 bonus to any rolls for repair or preventive maintenance on a Marder. The Marder rides on a pair of tracks.

The Marder carries a 20mm autocannon and a rack of two Euromissile HOTs. A second missile rack contains two Sidewinders, for use against aircraft. A variant of this vehicle carries an additional M-134 minigun, mounted above the barrel of the autocannon. The turret mount allows one to use both the autocannon and minigun against aircraft.

A Marder can carry ten infantrymen. It has a crew of two.

Orion Ground Attack Aircraft (7,000,000 eb)

This tank-killing VTOL (vertical take-off & landing aircraft) carries a fearsome array of weapons. It can unleash up to

16,000 pounds of bombs, rockets and missiles. The aircraft also mounts twin Hughes M230 B-2 Autocannon. The Orion requires only one pilot. This aircraft consists of a fuselage slung between two separate tilt-rotor engine pods. The narrow wings appear barely large enough to support this vehicle.

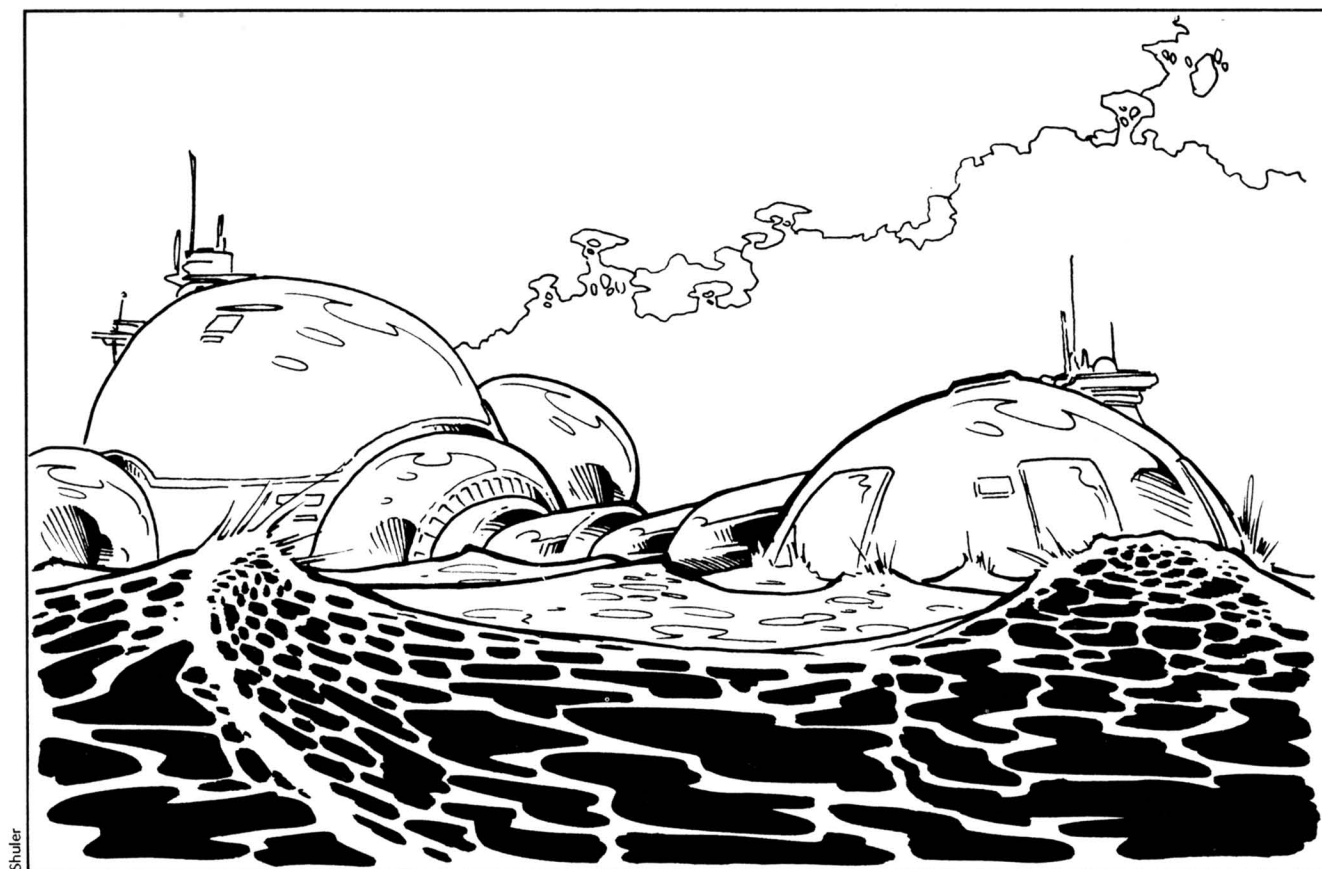
Owing to the vast amount of ordinance an Orion can bring to bear, these aircraft have double the normal Manpower value of vehicles in Kill or Be Killed combat.

Panhard Hunter (700,000 eb)

Panhard Industries of France designed this vehicle as an inexpensive defense against tanks. The Panhard's light armor and structure bars it from offensive action on a fully mechanized battlefield. However, the Panhard's 125mm main gun can penetrate even the most advanced armored vehicles. The Hunter uses cover, surprise and maneuver to stop armored forces. In addition to its main weapon, the Panhard carries an HMG. This gunner may angle this weapon for anti-aircraft fire.

Mitsubishi Shadow Fighter Aircraft (15,000,000 eb)

This sleek, delta-winged aircraft features advanced stealth design. The Mitsubishi Shadow mounts a rotary 30mm cannon. Treat this as the Hughes M230 B-2 in Friday



Vehicle Statistics

Vehicle	SPS (Front)	SPS (Rear/ Roof)	SDPS	Max. Speed	Maneuver Speed	Ran	Acc	Sup
BMP-2	30	15	120	50	30	310	2	7
Bumblebee	40	40	100	200	150	300	50	10
Buzz	50	20	140	80	60	400	5	10
Engesa-A	80	50	300	50	30	310	2	15
Firefly	50	50	100	200	150	100	50	10
Gustav	40	40	100	1,500	900	200k	200	15
Highlord	40	40	90	200	100	1000	50	10
Hippo	50	50	120	200	150	100	30	5
Marder	50	20	180	50	30	310	5	10
Orion	50	50	260	400	200	2500	80	17
Panhard	50	30	200	60	40	310	2	15
Shadow	60	60	150	2,000	1,500	345k	500	15
Svania	100	80	250	200	100	300	50	17
T-72	60	50	200	37	20	298	2	13

All speeds are in miles per hour.

Accl = Acceleration/Deceleration. The figures appear in Mph per phase.

Ran = Range, in miles. This is the distance a vehicle can travel without refueling.

Sup = Support. This is the Support Value a vehicle provides in Kill of Be Killed Combat.

Night Firefight combat. The Shadow also carries racks of 10 Air-To-Air missiles and 15,000 pounds of other missiles, bombs and munitions. The Shadow carries a single pilot.

Due to its low radar profile and advanced ECM gear, all missile attacks against the Shadow suffer a -20% on their chances to hit. In Kill or Be Killed, the Shadow gains a +3 bonus on Cohesion.

Svania Advanced Combat Vehicle (10,000,000)

Most military analysts praise the Swedish Svania Advanced Combat Vehicle as the most advanced Main Battle Tank of the era. The Svania's wedge-shaped hull and sharp edges emphasize its lethality. This vehicle has an air-cushion drive and an incredible electromagnetic

railgun capable of firing 200mm shells. Secondary armament includes three heavy machineguns, one mounted co-axially with the main weapon. The crew may angle all these weapons for anti-aircraft fire. Most Svanias mount two anti-aircraft missiles as well. The Svania carries a crew of three.

Parts for the Svania remain rare. Double the time and cost required for all mechanical work on this vehicle.

T-72 (600,000)

This ancient Soviet tank still sees service in the Third World. A T-72 carries a crew of three. This tank's main weapon is a 125mm cannon. A coaxial heavy machine-gun and an anti-aircraft machine-gun complete its armament.



Psychosurreal Role-playing from Atlas Games

OTE™ (US\$22) is available
at better game stores
worldwide, or directly from
Atlas Games at P.O. Box
406, Northfield, MN,
55057 (mail orders add
\$2.50 for postage and
handling).

Artwork ©1992 Doug Shuler. Over the Edge and
OTE are trademarks of John Nephew. Copyright
©1992 John Nephew. All rights reserved.

dare to go
OVER THE EDGE™



They call it Low Intensity Conflict. The classic example was Vietnam. Lead is flying in some exquisite corner of hell, and the Big Suits want to make sure their side comes out on top. However, they certainly aren't going to put the National Image on the line. They aren't going to bring out the Big Bombs. No, they fob the war off on grunts like you, people with the chrome to do the job and the good taste not to technically exist.

This campaign book is an exciting new approach to *Cyberpunk*® adventures by Atlas Games. The format encompasses a tough, no-holds-barred scenario that will challenge roleplaying and tactical skills; plus a wealth of valuable new game material that may be applied to *any* Cyberpunk campaign.

The PCs are hired to be mercenary commanders in a full-blown Third World conflict. At stake are the interests of entrenched oligarchs, military strongmen, revolutionary zealots, and big corporations. The cyberpunks get the opportunity to shape war and history in the 21st century.

THE CHROME BERETS FEATURES:

- Complete background on the Malagay Islands—a young Pacific republic writhing under the twin hells of oppression and revolution. Isn't a tropical vacation just the thing for cyberpunks who've had too much of the big city?
- Dozens of non-player characters—dubious allies, formidable foes, self-interested politicians, and unscrupulous middlemen — who will interact with the player characters.
- An outline of plots, events, and NPC interests to give the Referee all the information she needs, while judiciously avoiding a prescription of linear adventure. The characters' very goals, to say nothing of the story's resolution, are completely flexible.
- **KILL OR BE KILLED:** a mass-combat system for the Cyberpunk game. It's suitable for large-scale operations that the Friday Night Firefight system in the rulebook can't very well cover.
- New military hardware that your cyberpunks may put into action on the island — maybe even bring home afterward. This source material could be used for any Cyberpunk campaign, anywhere in the world.



Welcome to the Bad War, 2020s style.

CYBERPUNK is a registered trademark of R. Talsorian Games, Inc., used under license. Copyright ©1992 John Nephew. All rights reserved.



ATLAS GAMES

NEW REALMS OF

AG5025 • \$12.00 (US)