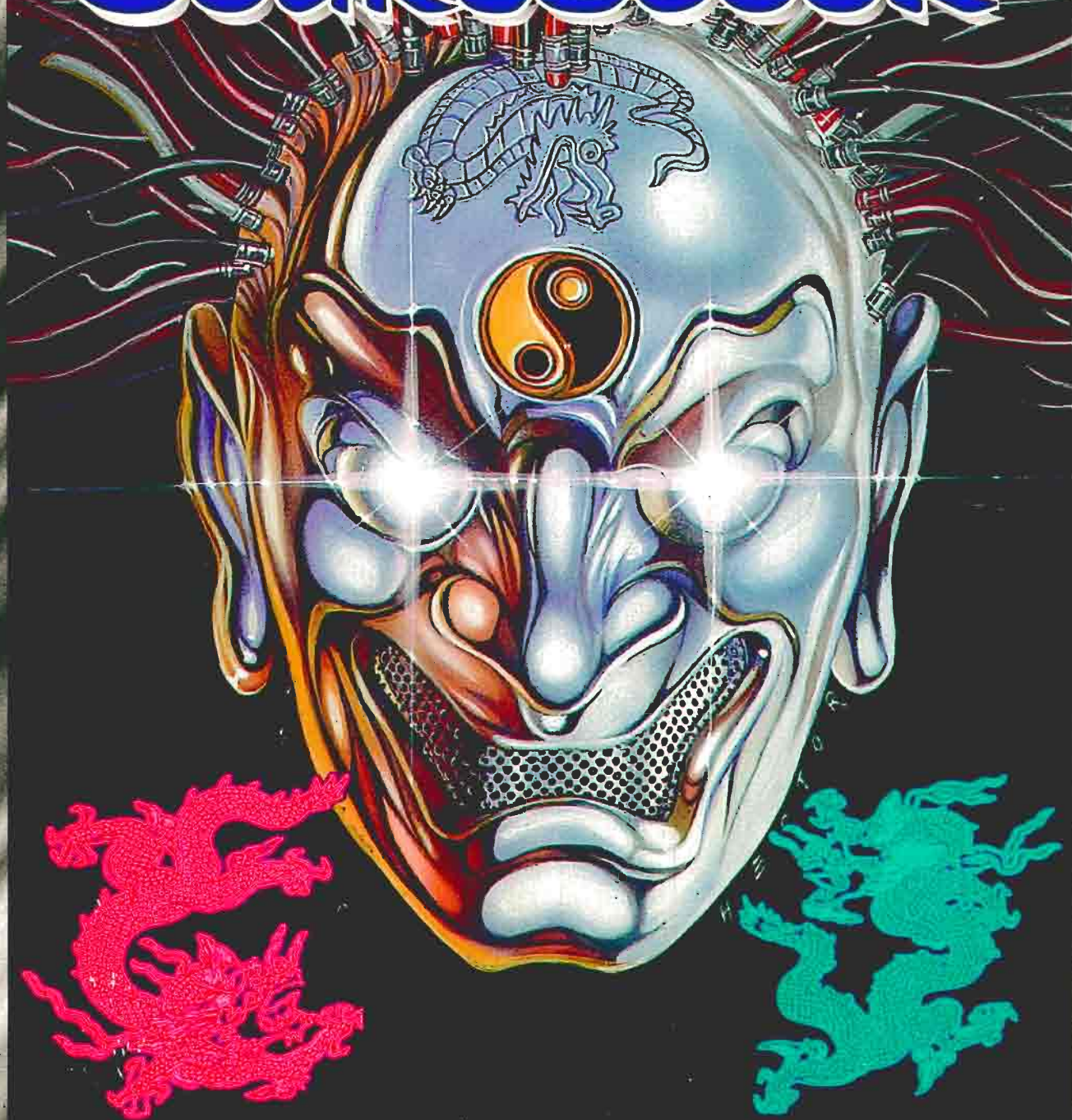


CYBERPUNK®

Pacific Rim Sourcebook



R. TALSORIAN
GAMES, INC.

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AN INTRODUCTION TO GAMERS

There's been a lot of talk in all the Cyberpunk games about "over there": China, Japan, Australia. Also, there's been information about the people who live there: Chinese communists, Yakuza and Zaibatsus; cheap pistol manufacturers and Mad Max drivers. But there had never been a unified source for material for those who wanted to play on the Pacific Rim, or at least have characters from there. They say it's a small world after all, and here is a good third of it, from Japan and Korea down to Australia and New Zealand.

You'll notice that we refer to other books a lot here. This is because we are drawing it all in, like the spider in the web. And, to refer to another book right here, see Wildside, page 4 "Well, Excuuuuuse Us!" Follow those procedures if you don't have the reference book on hand.

Now, I always thought that the old, first-edition "magazine" sourcebooks, *Solo of Fortune* and *Rockerboy*, were really cool. We've tried to recreate that feel as much as possible with the "PacRim Journal" style. This is mostly laid out in travel-guide, area-review style as much as possible, with advertisements here and there, and game information in separate sections and in the sidebars. We'll assume you can read it, gain some understanding of the area, and go from there with your own sick little imaginations. We've also given quite a few examples of people from the Rim, to give a brief glimpse into what makes 'em tick, what their names are, and how they do what they do.

Because of the sheer size of the area involved, we weren't able to get as detailed as we'd have liked in many areas. My best suggestion is before playing in some of the more sketchier areas (Indonesia, for example) go to the library and research the situation, and extrapolate the information. Go to the video store and rent movies from the area, and then make it up as best you can. Don't worry too much about accuracy. It's the feel that's important.

The west side of the Pacific is waiting... Ganbatte Yo!

—CHRIS PASQUARETTE, PacRim Coordinator

PLEASE NOTE:

An Acronym system is used here for referring to other *Cyberpunk* books. The appropriate book acronyms are as follows:

CP2020 = *Cyberpunk 2.0.2.0*.

HoB = *Home of the Brave*

MM = *Maximum Metal*

HW = *Hardwired*

SOF = *Solo of Fortune*

ES = *Eurosource*

WGF = *When Gravity Fails*

P&S = *Protect and Serve*

WS = *Wildside*

DS = *Deep Space*

CB1, CB2, and CB3 = *Corpbooks 1, 2, and 3*

Chr 1 and Chr 2 = *Chromebooks 1 and 2*

NET = *Rache Bartmoss's Guide to the Net*



RECOMMENDED SOURCE LIST

Movies and Anime

Black Rain, Rising Sun, American Yakuza, The entire Mad Max series, Kickboxer, Seven Samurai, Ran, A Better Tomorrow I and II, The Killer, Gunhed, Akira, Goku: Midnite Eye, Patlabor 2, A D Police

Books and Comics

Islands in the Net—Bruce Sterling (Singapore)
Akira—the manga, by Katsuhiro Otomo
Sanctuary—the manga
Chimera—Mary Rosenblum
Sissors Cut Paper Wrap Stone—Ian McDonald
 The Fodor's and Lonely Planet travel guides.

Music

"10, 9, 8, 7, 6, 5, 4, 3, 2, 1", *Scream in Blue*—Live, by Midnight Oil

SPECIAL THANKS

FROM CHRIS PASQUARETTE TO:

Hino High School, Japan, for letting me use their computers and equipment to work on this monster after hours and between classes.

Barbara Blackdeer, for getting this ball rolling, and her encouragement.

FROM PAUL DUNCANSON TO:

Chris Young (Deep Space author) for getting me involved in this work.

FROM ALL INVOLVED TO:

Derek Quintanar and all the staff at RTG, for their kindness, and patience with our inevitable delays.

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TABLE OF CONTENTS

INTRODUCTION	2
JAPAN	6
ROLES AND EDUCATIONAL LIFEPATH	31
KOREA	42
CHINA	59
TAIWAN	79
ROLES AND LIFEPATH	80
SOUTHEAST ASIA	83
INDOCHINA	85
MYANMAR	85
CAMBODIA	88
LAOS	89
VIETNAM	90
THAILAND	92
THE ISLANDS STATES	96
SINGAPORE	96
BRUNEI	98
INDONESIA	100
MALAYSIA	102
THE NEW PHILIPPINES	103
ROLES AND LIFEPATH	107
AUSTRALIASIA	109
AUSTRALIA	110
WEST AUSTRALIA	126
NEW ZEALAND	128
ROLES AND LIFEPATH	130
MARTIAL ARTS IN PACRIM	133
NEW SKILLS AND ROLES	153



AN INTRODUCTION FROM THE PACRIM JOURNAL:

Welcome to Asia and the wonderful world of the Pacific Rim! With the cooling off of Central and South America, and the locking up of Fortress Europe, where is a talented person like yourself going to go to expand your business and keep running the Edge? For many, the answer is "The Rim." In this, our introductory issue, we hope to help you on your way to a profitable, and hopefully long, life in the Western Pacific Rim.

PacRim. The name conjures up images of high-technology glitterlands, where every tech-dream can come true, granted by the wizards of Japan, Taiwan, and Korea. But under the Westernized tech-exterior lies a tradition thousands of years old, and beneath the clean streets lurks a shadow world more sinister than any American sprawl.

For today's 'Punk, the Rim is a place of surprising contradictions and diversity. Life can be fast and deadly on the streets of Osaka, with the pirates of the Philippines, in the shantytowns of Australia. Or it can be mind-bendingly slow, especially if your AV crashlands in the Borneo jungle—or a rice paddy in mainland China. It may even be safer living than an Arasaka beaver-land (and more restrictive); ask any 'punk who's tried action in Singapore! The Rim has it all: smuggling, piracy, and countless jihads, insurgencies, and revolutions in the making. Everything an enterprising Punk needs to make a fortune—or make himself dead. PacRimmers play hard and fast, by their own rules; rules that have been in place for centuries, rules that aren't posted. And within an hour, you can be in another country, with different cultures, different 1000 year-old traditions, and different rules to follow (or break). There's money to be made, if you can handle the pressure.

This first issue overview is to help you get into the action, and make your way through the myriad twists and turns of the PacRim, with tips on which language chips to buy, where the danger zones are (and how to get in the middle of it), and lifestyle and culture tips so you can keep the locals from trying to kill you in your sleep.

Remember, in the Rim, keep on your toes, never trust a smiling face, and do it with style. *Ganbatte!*

MISCELLANEOUS INFO

There are a few things we need to warn you of right off, if you don't know them already, about this incredible mess o' nations.

Names

In the Chinese-culture areas, that is, China, Japan, Korea, Laos, Vietnam, and Burma (Myanmar), names are in reverse order. Family name is first and personal name is second, just like on all your forms. This is how you will usually hear and read them, so we've gotten you started here.

Exceptions are if they have been born and raised in a foreign country (like America), or if a foreign-style first name is used, like the Hong Kong guys do.

Example 1:

A Japanese girl born and raised in America—Midori Hosokawa.

A Japanese girl born and raised in Japan—Hosokawa Midori.

Example 2:

A Vietnamese boy born and raised in Australia—Phan Oanh Nguyen

A Vietnamese boy born and raised in Vietnam—Nguyen Phan Oanh.

Acronyms

In Asia, as in Europe and America, acronyms are very popular and are used for everything. Unfortunately, sometimes they are very similar, for example, the CCP (Chinese Communist Party) and the CPC (Cambodian People's Congress). There will be HK (Hong Kong), KL (Kuala Lumpur), and KR (Khmer Rouge) all used in one sentence, sometimes with no warning. "I flew from HK to KL to avoid the KR." Confused? Good, join the crowd... The full name will be written the first time it appears with the acronym in brackets afterwards.

Money and Buying Power

Not every country uses Eurobucks (Eb). And in those countries that do, what you can buy with that buck can change drastically in crossing a border. All countries use the Eb except the following:

Country	Currency name	Exchange Rate
Japan	New Yen (¥)	¥200 = 1Eb
Korea	Won (₩)	₩500 = 1Eb
China	Yuan (¥)	4¥¥ = 1Eb (official rate) 7¥¥ = 1Eb (black market rate)
Myanmar	Kyat (K)	K5 = 1Eb (official rate) K75 = 1Eb (black market rate)
Thailand	Baht (฿)	30฿ = 1Eb
Australia	Dollar (A\$)	A\$2.5 = 1Eb (varies)
New Zealand	Dollar (NZ\$)	NZ\$4 = 1Eb

What that Eb can get you depends on the country also. (given in Eb equivalents)

Country	cheap room per night	6pak of Smash	Box - 100 H2OPureTabs	50 rounds 9mm ammo	real meal	jacket	cyberarm
America	75	100		15	35	3000	
China	15	65	1.5	60	5	20	5000
Japan	150	100	9	70	25	50	4500
Korea	60	110	4	50	15	20	6000
Myanmar (black rate)	2	NA	0.5	10	9	45	NA
Cambodia	40	105	3	20	12	30	4000
Vietnam	40	75	2	15	10	20	2500
Thailand	15	60	1	10	10	15	2000
Singapore	80	200	NA	55	30	40	3000
Brunei	200	NA	10	100	55	100	10,000
Indonesia	50	150	2	19	10	20	4000
Malaysia	50	150	2	20	20	22	3750
Philippines	10	50	2	7	25	15	4000
Australia	20	150	3	35	10	15	2000
New Zealand	50	200	2	40	5	40	4000

Prices will vary on availability (Smash is expensive in Australia because they drink local beer), Taxes and tariffs (Singapore taxes Smash to keep people from drinking), price of living (everything's



CULTURAL SIMILARITY TABLE (Optional) See WS p. 87.

	USA	Jpn	Chn	Kor	Myan	Cam	Laos	Viet	Thai	Sing	Brunei	Indo	Mal	Phi	Oz	NZ
USA	—	Alien	Alien	Alien	Alien	Alien	Alien	Alien	Diff	Diff	Diff	Diff	Diff	Diff	Same	Same
Japan	Alien	—	Sim	Sim	Diff	Diff	Sim	Sim	Diff	Sim	Alien	Alien	Alien	Alien	Alien	Alien
China	Alien	Sim	—	Sim	Diff	Diff	Sim	Sim	Diff	Same	Alien	Alien	Alien	Alien	Alien	Alien
Korea	Alien	Sim	Sim	—	Diff	Diff	Sim	Sim	Diff	Sim	Alien	Alien	Alien	Alien	Alien	Alien
Myan	Alien	Diff	Diff	Diff	—	Sim	Diff	Diff	Sim	Diff	Diff	Diff	Diff	Alien	Alien	Alien
Cam	Alien	Diff	Diff	Diff	Sim	—	Sim	Sim	Sim	Diff	Diff	Diff	Diff	Alien	Alien	Alien
Laos	Alien	Sim	Sim	Sim	Diff	Sim	—	Same	Sim	Sim	Diff	Diff	Diff	Alien	Alien	Alien
Vietnam	Alien	Sim	Sim	Sim	Diff	Sim	Same	—	Sim	Sim	Diff	Diff	Diff	Alien	Alien	Alien
Thailand	Diff	Diff	Diff	Diff	Sim	Sim	Sim	Sim	—	Diff	Diff	Diff	Diff	Diff	Diff	Diff
Sing	Diff	Sim	Same	Sim	Diff	Diff	Sim	Sim	Diff	—	Diff	Diff	Diff	Diff	Diff	Diff
Brunei	Diff	Alien	Alien	Alien	Diff	Diff	Diff	Diff	Diff	Diff	—	Sim	Sim	Diff	Diff	Diff
Indo	Diff	Alien	Alien	Alien	Diff	Diff	Diff	Diff	Diff	Diff	Sim	—	Same	Sim	Diff	Diff
Mal	Diff	Alien	Alien	Alien	Diff	Diff	Diff	Diff	Diff	Diff	Sim	Same	—	Sim	Diff	Diff
Phi	Diff	Alien	Alien	Alien	Alien	Alien	Alien	Alien	Diff	Diff	Diff	Sim	Sim	—	Sim	Sim
Oz	Same	Alien	Alien	Alien	Alien	Alien	Alien	Alien	Diff	Diff	Diff	Diff	Diff	Sim	—	Same
NZ	Same	Alien	Alien	Alien	Alien	Alien	Alien	Alien	Diff	Diff	Diff	Diff	Diff	Sim	Same	—

Same = Same Culture (0)

Sim = Similar Culture (10)

Diff = Different (15)

Alien = Alien (20)

CULTURAL SIMILARITY TABLE, AS FIRST SEEN IN WS, pg. 87.

The countries within this book are often more similar to each other than they are to Americans and Europeans. This does not always mean they are on good terms; see Japan and Korea, and China and Vietnam for similar countries that don't get along. See table above.

expensive in Japan!), and quality (Philippines' rooms are absolute gomi).

These are the Eb that you bring with you. What they get paid in may be a lot more (Japan), or a lot less (Philippines), so what seems expensive to you may be cheap to them, and vice versa. Be prepared, and make sure of the type of money you receive for a job.

Driving

Each of these countries have their own driving rules, and thanks to the Sino-Euro-American Treaty, et. al., you can drive in most of them without a special permit, for up to six months if you have an American or Euro license. This does not include Hong Kong, Indonesia, Malaysia, Singapore, or Myanmar.

Some countries drive on the left of the road, like England (right-side steering), and some drive on the right, like America (left-side steering).

Drive on the Left

Japan, Thailand, Cambodia, Brunei, Indonesia, Singapore, Laos, Malaysia, Australia, New Zealand.

Drive on the Right

China, Korea, Vietnam, Myanmar, Philippines, Taiwan

Be careful! Even after living in Japan for years, many Americans and Koreans still go to the driver's side as a passenger, and vice-versa. And nowadays, when you're country-hopping like a rabbit on Black Lace, it's easy to get confused. Don't worry too much, most of the roads in Asia are so narrow, it doesn't matter which side you drive on. What to do when someone is coming the other way is up to you. Only the Australias and New Zealand really have wide, open roads like in America.

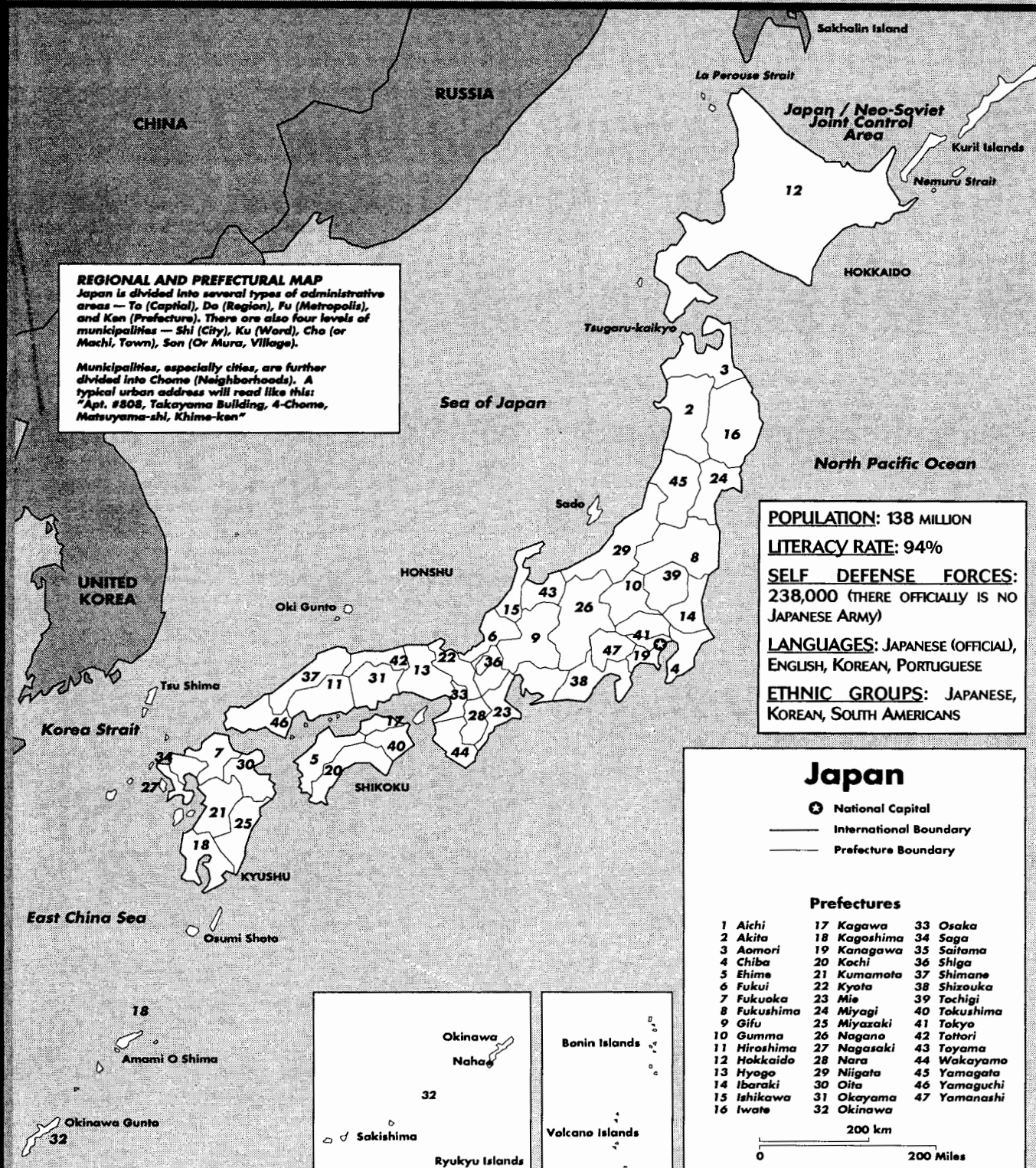
"There we were, tooling along at about 90 klicks-per outside of Hiroshima, when the friggin' Bozos came barreling up for chicken. Out of reflex, I fired away with my left Pop-up C-gun, expectin' to shoot clear of the car. Blew the whole front windshield out. God, was I embarrassed!"

—Billy Bob Jackson, Solo, Japan

It does get really confusing. When in a country where they drive on the opposite side of the road than in your country of origin, you get a -2 penalty to Drive skill rolls, no matter how long you've lived there. Also, be very careful about which side your cyberarm with the pop-up gun is on, and what kind of car you drive. Refs, if they say out of reflex that they're going to fire with cyberarm options, check which side. Give them an Average (15+) REF check if they realize their mistake. Billy Bob was lucky the windshield wasn't bulletproof!



JAPAN



BACKGROUND & CULTURE

When you think about it, the 21st Century is the time of the Corporate nation. There are democracies (few untainted by corp money), and a few kingdoms, but there is only one empire left in the world: Nippon (Japan). This is the country most of us think of first when we hear "Pacific Rim." Japan has the highest per-capita consumption of cybernetics of any country, and is in the forefront of research and design. They also have the most full-borg conversions, private and corporate. We also think of the Corporate cities, where Zaibatsus and their related companies all cluster around important plants, and family clans, Zaibatsu and Yakuza. But there is more to Japan than this.

Japan used to be a mono-racial country. Now, there are many *gaijin* (foreigners), Koreans, and the second and third generation Japanese—SAs (South Americans) who fled the wars of that continent, and returned to the country of their ancestors. Of course, few of them speak Japanese, and most are of a different culture entirely. The main religion, Shinto, is Shamanistic, and they still have an Emperor. Not exactly the things that come to mind when you think Japan. Lets look a little deeper, neh?

The Emperor

From the time the Showa Tenno (Emperor Hirohito's son) departed in the early 2000's, a new, drastic age began for Nippon. Shinka Tenno, the 125th Emperor, wanted to become more involved in politics, a role given up by the Emperor some decades earlier. He managed to make a mark in politics and reform a few laws and systems; one of the most important being a change in Imperial Household Law, Article 1; granting women the ability to be Tenno. Upon his Ascension, he became the focus for a period of bullets and bombs, conspiracy, and fierce competition for Imperial connections. The Emperors of this period changed three times between 2014 and 2019. By 2019, the only lineal descendant of the house of Tenno was a niece of Shinka Tenno, just 13 years old.

THE JAPANESE CALENDAR

The Japanese count years from the beginning of an Emperor's reign. 2013 is listed as Showa Year 88, and Shinka Year 1. They are partial years, with Showa's death and Shinka's ascendancy to the throne as the end and starting points. The Jinkyoku calendar began with the ascension of the Princess. 2020 is Jinkyoku Year 2.

The reigning Emperor is Jinkyoku Tenno, the 128th. Due to her young age, her cousin Kazuraki-no-Miya Kunihiro is Regent. Arasaka elite security teams have recently joined the government's Imperial Guard in protecting the Emperor and the Palace (the Regent's mother is a member of the Arasaka clan).

TIMELINE FOR JAPAN

1992 —The Treaty of 1992 establishes the EEC. Zones of Control and Protective Tariffs regulate the activities of the member nations (France, United Germany, Britain, Japan, and Italy). A common currency unit (The Eurodollar, or Ebi) is established. The US is refused entry because of isolationist and protectionist policies of the ruling Gang of Four.

1993 —SDF starts research and development of "Cyberwalk" legged vehicle. Foreign Media and Military establishments ridicule the idea.

1994 —Stock Crash of '94: Euro and US governments are paralyzed.

1995 —"Grand Unification of Ministries and Agencies" is carried out. The political influence of Arasaka and Right-wing parties increases.

1996 —The Japanese Constitution's Article 9 (renunciation of war) is suspended for an indefinite period of time. Due to intense outrage and riots by the public and Left wing groups, no "Japanese Army" is re-established.

—FACS is established to counter Arasaka.

—The US military in Japan and Korea is withdrawn to the American mainland.

1997 —The "Bald Hill" political scandal.

—The conflict between Arasaka/Right-wing/SDF versus FACS/Bureaucracy rises to the surface.

—Hordes of SDF members decide to leave the hobbled Forces. Arasaka quickly recruits 95% of them for their new Army.

1998 —Tokyo Railroad companies finish the construction of linear-rail lines.

1999 —The Korean War brings tension, but also prosperity. Under the threat of the North's "Nodong 13" nuclear missile, Arasaka's "Family Kabuto" personal shelter made record sales.

2000 —A government official quoted as saying, "In the long run, the Korean War will only benefit us." is discharged.

2001 —Revival of Stanley Kubric's movie sparks space fever.

2002 —Food Crash wipes out wheat crops worldwide. Southern China's population explodes as everyone from the wheat-growing north moves to the rice-growing south. Southern China, Japan, Thailand, and Vietnam make record profits exporting rice, seafoods, and synthetic foods.

—Honda merges and reorganizes with several other car companies.

—With the aid of FACS, JAB (Japan AeroSpace Bureau) is established, based on the remains of the previous NASDA (National AeroSpace Development Agency) from the Ministry of Science and Technology.

2003 —Sugo Manufacturing merges with Mitsubishi-Koridansu, and emerges as Mitsubishi-Sugo. The new corp starts building AFVs and Tanks, as well as cars.

—Corporate cities begin to emerge from local cities and towns.

2004 —Thomas Matthews, WNS Special Correspondent, reports participation by Arasaka troops in the 2nd Korean War. Both Japanese government and General I deny the reports.

2005 —During the First Corporate War (2004-2006), FACS member Nakamura Mamoru Ltd., invests massive capital in EBM.

2009 —"Net Wizard" Janice A. Grubb is enticed away from Kenjini Technologies by Internet.

—A Korean terrorist group, led by someone using the name "1 HoTong" starts attacking Japanese corporate installations.

2010 —Mitsubishi-Sugo develops prototype ACPA for the SDF. Soldiers nickname it "Kakashi" (Scarecrow).

2011 —Opposing corporates take their warfare onto the main roads that link their cities. Along with corporate sabotage, many Bosozoku gangs raid long-range trucks and mail transport. People begin to rely entirely on the Net or on Fax machines for personal mail.

2012 —First viable nanotech developed jointly by Euro and Japanese labs.

—Nagoya Transportation begins to use laser-equipped armored trucks and AVs for business.

(continued on next page)



(Timeline continued)

2013 —Arasaka has a brief conflict with Chinese Triad boss Big Len before finalizing alliance to fight MLC in Hong Kong.

—After pressure by FACS, Japanese Government grants special licenses to Express Mail companies to use live ammo for defense.

—Showa-Tenno (The God-Emperor of Japan) "travels to the eternal world." Shinka-Tenno ascends to the throne, and the "New Age of Nippon" begins.

2014 —I.G. Transformations redesign the Net.

—A major portion of Houston becomes the property of Kizamasu Inc., and is transformed into a corporate city.

—SegAtari develops virtual reality interface for the "Super RoboWrestler" and "Mekton Warrior" toys.

—The Shinka Tenno is "removed," causing a period of Imperial disorder which lasts until 2019.

2015 —After 10 years of mutual sabotage and deception, Japan is kicked out of EEC.

—Japan— The "New Yen" is established to counter the Eurodollar. The exchange rate is 200 Yen for 1 E-buck.

—Mitsubishi-Sugo develops first Japanese ACPA using the SegAtari VR interface. The MSAS-15 is nicknamed "The Trooper."

2016 —SDF secretly develops biopod tank (tank with a human brain control unit similar to full borg conversions). During tests, the tank brain goes mad and runs away from the SDF Fuji training grounds. The tank rampages from Fuji to Yokohama city before an Arasaka Special Forces unit finally kills it. 31 are killed in the carnage (8 SDF soldiers, 6 Arasaka solos, 4 police, 8 medias, and 5 civilians), which is blamed by the government on Korean terrorists.

—Rare metal deposits are found under an Arasaka training ground in Southern Africa. The local warlord tries to claim rights, but is ignored by Arasaka, who begins mining. South African natives begin agitation against Arasaka guard units.

2017 —New ACPA are rolled out simultaneously by Mitsubishi-Sugo and Arasaka (for SDF and export, respectively). Both use the SegAtari VRI. The Mitsubishi-Sugo MSAS-17 Trooper is designed by popular Japanimation artist Inoue Keuma. The media provided fantastic coverage, and the SDF received many applicants for Trooper positions.

—Militech supports African locals for "friendship reasons" (free). Neighboring governments declare Arasaka's lease to be valid until Jan. 1, 2018. Militech attacks Arasaka tank units, but Arasaka fends off all attacks.

—The strongest warlord in the South African area is assassinated by a heavily-cybered black terrorist gang using new Militech weapons.

2018 —A coup is carried out in South Africa, giving regional power to the "Black Liberation Army." James Miyahara of Network 54 reports Arasaka support of the BLA.

—Arasaka buys the title and mining rights for their (already occupied) land for 5 million Eb, paid to the BLA.

—Japanese government unveils the "Ground SDF Plan for 2020" which will use ACPA, One-Man Tanks, and AVs. SDF introduces the Mitsubishi-Sugo MBT-18 as the MBT of the 2020's. The National Police Agency starts to use the agile and light MSLT-17 ACPA. It is rumored that Mitsubishi-Sugo and Arasaka have developed a semi-humanoid "walking tank" for GSDF trial in 2021.

2019 —Jinkyoku Tenno ascends the throne, ending the period of Imperial "disorder," and Jinkyoku Year 1 begins.

—The Harumi Int'l Convention Center Comic Market is raided by a solo team. 302 are injured, 27 killed. 7 solos are captured, and 3 are killed by Metalmex and Grappler posegangs. The solos are identified as an Arasaka security team. It was rumored that Saburo's BlackBook was being traded as game software.

—The popular TV animation show "Sazae-san" had its 50th anniversary. Celebrations are sponsored by Arasaka Security and Science division.

2020—NOW

This latest Emperor carries a heavy burden on her graceful shoulders. Despite her popularity at home and abroad, she has inherited a legion of enemies as well. The Japanese people continue to hope for a long and prosperous reign. They do not wish a return to the tragedies of the last decade.

Shinto and the Dead

From ancient times, leaders in Nippon feared the spirits of the dead and were afraid that the dead would come back to haunt them. Japanese tend to be very loyal, so if you kill the enemy leader, his armies will fight you for as long as they live. Access *The 47 Ronin* for a very good example of this mind-set. To prevent this, in battles, they would try to capture the other leader, and hold him hostage so his followers couldn't rebel, and his spirit wouldn't haunt the winners. This is such a disgrace that the Japanese would commit seppuku (also called hari-kari; ritual suicide), so they could save honor and revenge themselves from the grave.

General MacArthur understood this very well after W.W.II. Rather than executing Showa Tenno as a war criminal and causing all of Nippon to rise up again, he transformed the Tenno from a God-Emperor to just a symbol of Nippon. The Japanese people then surrendered to American rule.

Still, if you did kill the opposing leader (and all of his followers, just to be safe), you would have to placate his spirit. All the Zaibatsus, and major buildings in Japan (Arasaka, Kiroshi, Tokyo AeroSpace Port, etc.) have Shinto shrines to placate the spirits of the land and trees that were cleared for the building. The official religion of Japan, *Shinto* (Way of the Gods), is definitely in the Animist/Shamanistic branch of religions, and dead heroes make up a large number of its gods. Thus, Saburo Arasaka prays to 8 million gods and spirits every day, including all those killed by Arasaka. Don't make light of dead heroes in Japan.

THE MEANING OF "NIPPON" aka JAPAN

Nippon means "Base of the Sunrise." At first, the Chinese Empire called it "The country near the sunrise." So the Chinese-influenced administrators (around 500AD) named the country Nippon.

However, in Asia, many countries used Chinese characters (*kanji*), but pronounced words in different ways. The Chinese pronounced Nippon as "*Jippong*." Thus, Marco Polo told the Euros about "Gippang, the golden country." Over time, Gippang morphed into Japan, Japone, etc.

The Japanese pronunciation has changed, too; Nippon and Nihon are equally used. Nihon, Gippang and Japan all come from Nippon.



Urban Feudal Nippon

You're thinking, "Okay, but this doesn't explain why Japanese behave so strangely, and why won't they tell me when my hair is trashed?" They won't tell you because Nippon still thinks in a feudalistic way. Japan has *never* had a revolution from below like America, France, and the USSR. Any civil wars have been between the powers-that-be. Revolution plans were discovered long before they erupted by the ninjas and spies that the local and national governments planted in all organizations. There hasn't even been any major social revolutions, so even now, it is a feudal society.

300 years ago, speaking your mind freely could get your head cut off for impudence. So there is no real freedom of speech, and you do not speak the truth in many situations. Criticizing the Emperor, or talking about discrimination are conversational taboos. The truth can upset people, and disrupt the harmony that keeps such a closely-packed society in working order.

If I say you have food in your teeth, you might get upset, and then the whole day is ruined. I'll tell you "you look fine, honey." (the socially appropriate answer, or *tatamae*) and not "well, to be honest, you have put on weight" (the *honno*, or true feelings).

The "people's heroes" of Japan are social anarchists (aka, sociopaths) who tried to resist authority and died in tragic ways, much like the Christian martyrs. Japanese people are impressed by a good, heroic tragic death. Many of the cyberpunks and gangers of today seem to be heading towards a reckless, tragic death in the face of the System. This is why so much of the popular entertainment revolves around Bosozoku and other "maniacs."

Of course, this is a generalization. Western Japanese (*Kansai-jin*), from the Osaka-Kyoto-Kobe sprawl, tend to be more free with their *honno*. See **And Then There Was Osaka**, pg.29. Many of the "bizarre" entertainers come from Kansai.

POLITICS IN JAPAN: AN OVERVIEW

Before 2000

The 80's were the golden years for Japan, with high growth and security. However, things started to fall apart in the 90's. With the Crash and other problems, unemployment rose, as did crime. The wars in South America caused most citizens of Japanese descent to flee to Japan with their families, increasing social stresses. The Government grew more corrupt, with bribery scandals picking off bureaucrats, politicians, and corps. The mass media, which should have been informing the citizenry of the country's problems instead focused on Royal events, to preserve

MINISTRIES OF JAPAN

TREASURY: Management of national finances and enforcement of financial policies; collecting of taxes.

JUSTICE: Judicial affairs—from registering the census to orders of execution.

HOME AFFAIRS: National affairs such as agricultural policies, local politics, construction of public works; police.

FOREIGN AFFAIRS: Promotion of Japanese products and diplomacy.

COMMERCE: Advancement of trade and commerce, management of transportation systems, center for "Japan, Inc."

SCIENCE AND TECH: Protection of national technology and industrial espionage.

CULTURE AND EDUCATION: Education, advancement and export of Japanese culture; brain-washing of students to follow authority.

NATIONAL DEFENSE: Maintaining the Ground, Sea and AeroSpace (aka JAB) Self Defense Forces (SDF); Oversees creation of orbital labs, factories and other Japanese space interests.

IMPERIAL HOUSEHOLD: The impresarios who have made the Tenno family a form of public entertainment. Their duty is to care for the Imperial family and propagate Imperial "history." Similar to the managers of a media corp.

COLLUSION IN GOVERNMENT

The courts will usually rule in favor of the Diet or Ministries, who will in turn help out court members with appointments and perks.

In 1995, residents living near Kansai International Airport sued the Home Ministry to stop night flights, as the excessive noise made living there impossible. The court turned the case down because "Such a case is not suitable for administrative litigation."

In 2007, Tokyo residents had the same complaints about the Haneda Expansion. To avoid the Kansai roadblock, they sued the Diet for indemnity over loss of living quality and health hazards from noise pollution. The same court turned this case down because "Such a case is not suitable for civil litigation."

In 2012, several people were arrested and sentenced to death for late-night Stinger Missile attacks on passing airplanes. At last, they had brought on a trial. The court never said "Such a case is not suitable for criminal litigation."



the *wa* (harmony) of the country. By showcasing the Imperial family, the media corps hoped to keep the public pacified, and to increase the goodwill of the people toward the government.

In any country, it is well known that you distract people from internal problems through diplomacy. So the Japanese sent SDF troops abroad (for the first time in 50 years) to help keep peace, and trumpeted this effort daily in the media, aggravating the paranoid fears of their neighbors.

To the forefront of this mess stepped Arasaka Saburo. He nearly attained his goal of restoring Japan to its pre-WW II Imperial glory. In the ensuing high-level battles, some important changes occurred in the Japanese political scene.

First, the bureaucracy was slimmed down in the "Grand Unification of Ministries and Agencies" in 1995. (see **Ministries of Japan** chart, page 9) The two most important facts are that the "Defense Agency" was elevated to the "Ministry of Defense," thus giving the SDF much more power; and that extensive domestic functions, including police, were grouped together in the "Ministry of Home Affairs." The former under the influence of Arasaka, and the latter under his opponents.

This change in the balance of power/chain of command caused political chaos for 20 years. As the next step, Article 9 of the Constitution (renouncing war) was suspended indefinitely in 1996. This, and expected changes in the SDF laws passed in 1997, freed the Japanese SDF for the first time since WW II to be an "Army" and also cemented Arasaka's grasp of power in Japan.

His plan was blocked by the "Bald-Hill Scandal" in '97. Sixty percent of the Diet from all parties, including ministers and the Prime Minister himself (but excluding the Communists) were arrested by the civilian police for bribery. When the Diet re-convened, a reporter commented (while looking over all the empty chairs) "The Diet chamber looks just like a deforested, or bald, hill." Arasaka's opponents became the political sponsors of the prosecution, and even sacrificed some of their own people to the investigation in order to undermine Arasaka and his SDF plans. This group of corporations would soon unite under the FACS (Far Asian Co-prosperity Sphere) banner.

The Diet was dissolved, a new general election was held, and a conservative, yet anti-Arasaka, government was formed. At this time, there were mass retirements of SDF personnel who didn't want to work for the new government. Arasaka recruited almost all of them for his fledgling corporate forces, and sharpened their training at the Hokkaido Arasaka Camp.

The 2000's

In the new millennium, Arasaka Saburo began his counter-attack. Using various behind-the-scene manipulations, the leading parties and opposition (again exempting the Communists) were repeatedly split and re-formed until finally a government

Arasaka could control was organized. This new government tried to reduce the power of the civilian police and the FACS-controlled Home Affairs Ministry, and increase opportunities for the SDF and Arasaka corporate police.

This time, Arasaka was more successful. The National Civilian Police Force was dissolved, but universal coverage by Arasaka police was blocked. Instead, policing was divided by prefecture, with the Prefectural Governors choosing which corporate police to hire (usually Arasaka). In some cities, such as Tokyo and Chiba, the local government chose to stay with *public* police, rather than hire a corp squad. Needless to say, there was a lot of confrontations on the local levels throughout the 2000's.

The 2010's

The endless infighting between Arasaka and FACS brought both groups an expansion of power. Without the internal competition, neither Arasaka nor FACS could have penetrated the American and Asian markets as quickly or powerfully as they have.

GOVERNMENT—THE HEART AND THE MASK

By Kamiya Akira

The Japanese government is a complex and confusing entity. However, it can be more easily understood if you apply the Japanese ideas of *Tatamae* (surface feelings, or mask) and *Honne* (truth feelings, or heart). Just as many Japanese won't tell you something bad, because it might upset you and the harmony, the government hides its less-savory activities to protect public feelings. Let's examine the government through both perspectives.

TATAMAE—The Beautiful Mask

The government, or *Kokkai* of Japan is based on the British parliamentary system. It is divided into three branches: Legislative (the *Diet*, which is split into the House of Representatives and the House of Councilors), Judicial (the courts), and Administrative (the bureaucracy). Each is supposed to keep a check on the other two.

The populace elects members of the Diet, who in turn elect a Prime Minister. The Prime Minister then organizes a Cabinet, appoints a Secretary of the Supreme Court, and nominates Ministers for the bureaucracy. Japan lives and breathes by the Ministries.

The Court is independent from both the Diet and the bureaucracy. The local governments also have independent legislative and administrative branches, but the local courts are all under the National Court. In a Japanese court, there is no trial by jury. One, three, five, or seven judges will pass judgment, the number being larger for bigger courts and more important cases.



HONNE—The Ugly Truth

(See "Collusion in Government," page 9)

The three separate branches described above actually work together, and there is no real separation of powers. The actual system is separated into three worlds: political, official, and financial, all of whom believe they alone keep Japan afloat.

The political world is made up of a nationalistic Conservative party and an even more nationalistic Labor party. The Conservative party suffered major damage in the Bald-Hill incident of '97 but managed to survive through political sleight-of-hand and name changes. The Labor party mainly backs up the Conservatives on a "realistic line." However, the Labor party is even more nationalistic than the Conservatives, and views the ruling party as too mild. Labor likes to think it is saving Japan's profits by themselves. The Japan Communist Party is a small minority who are excluded by everyone. Only the Communists themselves think they could hold the reins of government; most people who vote JCP do so as a protest, not for belief in the JCP.

The official world is the domain of the Ministries, who try to rule their areas with the strength of the old Soviet bureaucracy. The main difference is that the "Guardians of Japan" are a million times more efficient. The 1995 "Grand Unification of Ministries and Agencies," when over twenty-five Ministries were formed into ten, really shook their confidence for a while, but leaner and meaner than ever, they struck back. The Ministries believe that they are the ones who keep Japan moving, and know what is best for the country. Most of the Diet-appointed Ministers have no idea what is happening in their departments. Replies to questions in the Diet are made by the bureaucrats themselves, sometimes in place of the Minister. The Ministries will fight both the Diet (usually winning) and amongst themselves to prevent a loss of influence.

The financial world is, of course, the corporations. Perhaps they and their products are the whole of "Japan" to outsiders. They think that they alone rebuilt Japan after WW II.

Which is actually the most important element? That's difficult. Only the political world can enforce the authority of the "tatamae" mask; the bureaucrats have the specific complex knowledge of how things work, and can work against the corps, and if the corps got too rich, they could walk over the other two. The world's most vicious triangle exists in Japan. Even Arasaka Saburo, "Japan's Greatest Man," is just another piece of the puzzle. They each try to control the other two worlds, but will combine strength to battle outsiders.

The main problem is that there is no system for the people to check this hidden triangle, nor is the system itself led by any charismatic leader. Who knows what will happen if it all falls apart?

"Zaibatsus? They all died out after WW II..."

Our company? It's just one of the banks, nothing special."

—Shiozawa Ryo, Credit Division Head for Fujiwara Bank

ZAIBATSU—THE LEGENDS LIVE ON

By Gary Yamaguchi

Fifty years ago, the main threat to America was Communism. Now, it is Zaibatsus. But if you ask a Japanese, they'll say there are no more zaibatsus. How can this be? It depends on your definition. We tried to find out the actual status of the zaibatsu in Tokyo by interviewing some of the 10 million salarymen in the Sunrise City.

What is ZAIBATSU?

In Japan, the zaibatsu emerged from the social changes of the Meiji restoration, when power was taken away from the Shogun and samurai, and given to the Emperor and merchants. The traditional definition of zaibatsu depends on two factors:

1) FAMILY RELATIONSHIP/CLANS

Generally, a zaibatsu is a family that controls many companies. However, by "family" we don't necessarily mean blood relatives. In Japan, if a person was superior in ability, he could be adopted into a powerful family.

2) KEIRETSU

This is the system where the suppliers are owned by the same group as the manufacturers. Generally, most zaibatsus owned banks. Each zaibatsu corporation raised funds from the banks in the form of debts held. All the companies from the same zaibatsu would use the same bank.

For example, to make cars, first a zaibatsu company would import the raw materials (iron). Then, they would sell the iron only to steel companies in the same zaibatsu, who would make steel plates. They would sell the plates to a zaibatsu auto company who made the cars, which would be sold through that zaibatsu's dealerships, or through an exporter working for that zaibatsu. Capital for all this would be gained through loans by the zaibatsu banks. Thus, an almost self-dependent corporate system is made, with each company being led by a member of the same family. This minimizes financial risk, but management freedom is severely limited by the needs of those up the line.

After WW II, the American Occupation Forces forced the disbanding of the zaibatsus. The family relationship was abolished since each corporation had to be fully owned by different people. This is why Japanese claim there is no more zaibatsus, that what we call zaibatsu is just another corporate group. However, the Keiretsu system survived in informal alliances, working side by side in the same Zaibatsu cities. The family relationships have survived in a less obvious manner. Let's look at some examples, shall we?



FUJIWARA

Banking, Insurance, Securities, Rental Properties and Leases.

- Headquarters:** Chiyoda-ku, Tokyo
 - Regional Offices:** Cities with population of 10,000+
 - Name and Location of Major Shareholder:** Shiozawa Tomito, Tokyo. Owns 41% of stock.
 - Employees:**
- | Worldwide | Troops | Covert |
|-----------|--------|--------|
| 109,369 | 9,000 | 700 |

Fujiwara is one of the bigwigs in the financial world. This is a **main bank**, one of the characteristics of a Japanese corporate group. The dividends on Japanese stocks are low, so ordinary investors don't get them as property, except for some minor speculation: Therefore, corporations do not get much working funds from stock sales, so they depend on bank loans for capital.

The bank controls other corporations through the use of loaned cash. It can then exert pressure on the company's board of directors to follow policies beneficial to the main bank, or can even take over through threat of foreclosure. Fujiwara has set up a keiretsu system, and controls corporations that aren't under the Fujiwara name via cash control. They use this power to build up the Fujiwara group, and you can tell a subordinate company by the superior attitude of visiting Fujiwara staff.

KENDACHI

Orbital crystals, optical chips and monomolecular products manufacturing.

- Headquarters:** Chiuou-ku, Tokyo
 - Regional Offices:** Osaka, Hakata, Seattle, New York, Chicago, Hong Kong.
 - Name and Location of Major Shareholder:** Kendachi Tessho, Tokyo. Holds 35% of stock.
 - Employees:**
- | Worldwide | Troops | Covert |
|-----------|--------|--------|
| 9,268 | 1,000 | 100 |

You'll be a lucky man if you never come face to face with the beautiful yet fearsome monoblade and its manufacturer. Kendachi is one of the few companies with factories in orbit. Although they have the world's top tech in the making of orbital crystal and glassfiber, they don't make much profit. How can they then set up factories in orbit? The Corporate Group.

Big corporations in Japan often invest funds in small companies with original tech to place them in the exclusive keiretsu system. The Monoblade series, a synonym for Kendachi in some countries, was developed by Kendachi Tessho to demonstrate the uses for his crystal technology to gain funding for a low-profit company.

As a side-note, monoblades are not sold as weapons in Japan. They are only used in industrial equipment over here. Also, the president, Kendachi-san himself, is known for his business acumen, but also for his skill at kendo, and his short temper. He sometimes deals with troublemakers himself, with the aid of a crack solo troop. And yes, *they* are licensed to carry monokatanas in Japan.

"The monoblade series is just a part of our technology. We cannot make a profit by this tech alone, however, because of the high overhead involved in manufacture. We are under the umbrella of our corporate group."

Eh? Zaibatsus? Weren't they disbanded by an American general, um,...MacDonald, or something?"

—Nakahara Akira, Research Assistant at Kendachi Labs

MATSUSHIMA-KIROSHI

Optics and cyberware manufacturing.

- Headquarters:** Kamisuwa, Nagano Prefecture
 - Regional Offices:** Tokyo, Osaka, Seattle, Night City, Washington D.C., Hong Kong, Shanghai, Singapore.
 - Name and Location of Major Shareholder:** Matsushima Ikki, Nagao City. Owns 27% of stock.
 - Employees:**
- | Worldwide | Troops | Covert |
|-----------|--------|--------|
| 24,759 | 2,100 | 150 |

Some of you may be reading this through the eyes of Kiroshi. Kiroshi is the general name of a small corporate group called, appropriately enough, "The Kiroshi Group." It is a cybernetics company, and is number one in the world in the making of optics. It is actually two companies: Kiroshi General Cybernetics and Kiroshi Optics, of which Optics gets the lion's share of the business.

In 2013 the group changed its name from "Kiro-shiya" to "Kiroshi." It was originally a watch manufacturer in Kamisuwa, which expanded in the 1980's. It got its biggest boost by launching an orbital factory with the aid of JAB and Kenjiri Technology. Soon, Kiroshi practically monopolized the optics business due to the quality of its orbital eyes and other products such as the opti-



shield, the optical HUD (heads up display), the optical remote cyber-cam, and the anti-dazzle protection "Opti-Flash."

Kiroshi has very close ties with Kenjiri, and they have a joint design firm in orbit, to be closer to the manufacturing process.

Now, Kiroshi is aiming to dominate the Asian market. Hong Kong and Shanghai, where cheap Kiroshi imitations are made, are the company's prime targets.

"Oh, *sumimasen*, I'm testing some new cyberoptics. It's always fun to see the world through new eyes, neh? Why am I testing products? Well, a small company like us has little choice, doesn't it?"

**-Wakamoto Noriko,
Business Manager for Kiroshi**

SEGATARI

Games, robots and controlling software; Weapons development and manufacturing.

•**Headquarters:** Ota-ku, Tokyo

•**Regional Offices:** Tokyo, Osaka, Nagoya, Seattle, Hong Kong, Night City, Taipei; SegAtari VRcades can be found in almost every city in the world.

•**Name and Location of Major Shareholder:** Nakamura Taiki, Tokyo. Owns 29% of stock.

•**Employees:**

Worldwide	Troops	Covert
52,926	5,000	900

SegAtari has three different faces. The most famous one is the world's biggest game maker. Even if you haven't played Mindgames™ such as "Hackman II" and Rush™'s "Virtual Villains", you've seen their ads.

Face number two is the maker of the world's best humanoid robots and the controlling software. You've probably seen the "moving mannequins" in the show windows of boutiques or the "moving dolls" in amusement parks. They started as the tech for "amusement" robots. Some other companies may sell more durable or mobile robots, but nobody comes close for the sheer beauty and human grace of the SegAtari 'bots.

The third face is weapons manufacture. A Virtual Reality Interface (VRI) is necessary for the use of ACPA, and was originally made for the "Mekton Warrior" game, using small, hand-made robots. SegAtari, the VRI developer, still has an 80% share of the field. This division started in 2015, and is now the

world's 5th largest military electronics corporation. This face of SegAtari isn't so well known because there are no complete weapon systems made by the company. They just make parts, such as interfaces and weapon links. Many soldiers on the battlefield kill each other using the same circuitry that you have in your home VR game.

"Why am I working for this company? That is a question for someone in the personnel office. How did I become a department head in my early 20's? That too is beyond my ability to answer. I work here to make the best use of my abilities; that is all that matters."

**-Fujiwara Rie, Development
Leader at SegAtari**

Now you may be wondering what the relationship is between these companies. Well, in actuality, they all have family relationships: the wives and fiancées of the presidents of all four companies are all daughters of the Fujiwara house. And it isn't just limited to Fujiwara. Many of the Japanese corporations, politicians, and bureaucrats are tied together in complex marriage relations.

Evidently, there aren't many zaibatus that exist for one family under the strong leadership of the father, such as Arasaka. But the diffused "kissing cousin" royal marriage system of corporate diplomacy is still practiced, and the old zaibatsu system is still here, they just don't make it as obvious as they used to.

JAPAN'S SELF DEFENSE FORCES...

**By Genein M'botha, *Solo Of Fortune*
Military Analyst**

"Sometimes, I feel everything's a VR illusion. That tank I blew up was computer-controlled, and the nudie I stomped was one of the computer-created mobs. I'm not sure if I've ever left the Shinjuku VRcades. What is reality these days?"

-Anonymous SDF ACPA Trooper

In all of Asia, probably the most feared "military" force is the Japanese Self Defense Forces (SDF). Many Asians still have bad



CREATING AN SDF CHARACTER

- For an SDF PC or NPC, use *Home of the Brave* pg. 72-77.
- GSDF uses Army B&AIT (Basic/Advanced Individual Training), MSDF uses Navy B&AIT, and ASDF uses USAF B&AIT. The Official SDF Martial Art is Koppo.
- An SDF member must have graduated from at least Junior High School and must be a Japanese National.

Soldier Rank	Title in GSDF/MSDF/ASD	Eb/Month
Regular Soldier	Private/Seaman/Airman	750
Non-com	Sergeant/Petty Officer/ Sergeant	1000
Officer 1	2nd Lieutenant/Ensign/2nd Lieutenant	1500
(Officer 1.5)	1st Lt./Lt., Junior Grade/1st Lt.	1750
Officer 2	Captain/Lt, Senior Grade/ Captain	2000
Officer 3	Major/Lt Commander/Major	3000
(Officer 3.5)	Lt. Col./Commander/ Lt. Colonel	4000
Officer 4	Colonel/Captain/Colonel	5000
(Officer 4.5)	Maj. Genl./Rear Admiral/ Maj. Genl.	6000
Officer 5	Lt. Genl./Vice Admiral/ Lieut. General	7500
(Officer 5.5)*	General/Admiral/General	8000

* This rank is only permitted to Chief of Staff of each branch or Chairman of Joint Staff Council.

Soldiers of the SDF call themselves "Self-Defense Officials" (remember, Japan has no "soldiers" in *tatemaie*). JSC Officers add the skills below to their branch's B&AIT. They must have graduated from the National Defense Academy. Many of them are Administrators (see *New Roles*, pg. 143), Fixers, or Netrunners.

BASIC TRAINING: Special Ability +2, Awareness +1, Handgun +1, MArt +1, Accounting +1, Bureaucracy +2, Expert: Tactics +1, Expert: Law +1

AIT SKILLS: Rifle, SMG, Athletics, Dodge/Escapes, Melee, MA: Koppo, Intimidate, Interrogation, Driving, Pilot (AV or Gyro), Basic Tech, Elect. Security, Persuasion/Fast Talk, Social, Streetwise, Composition, Library Research, Language (choose one), Human Perception, System Knowledge, Programming, First Aid.

"What's the weak point of the SDF? Why don't you ask them? They'll be happy to tell you. Not all Japanese are combat wizards like myself. The guys who do have some talent find a cushy job as soon as they get enough experience. As far as I'm concerned, the SDF is just a national recruiting and training ground for Japanese SecCorps."

—Ryu "Ironsides" Masaki, SDF ACPA Combat Specialist

memories of World War II, when Japan brutally took over most of the Rim. China and Korea watch the SDF especially close, and protest every time the SDF twitches, even if it's sending Peace Keeping Forces (PKF) to protect innocent people. So, I went to Japan to check them out for myself.

What struck me as odd was the way the SDF officers "underestimate" themselves. Most of them freely admitted that the SDF is next to useless. This underscores what Ryu Masaki back at SOF always said, that they are the "Paper Tiger" of the Rim. I thought that it was just disinformation to placate nervous neighbors. I mean, Arasaka is Japanese, and they kick major ass. But having seen the SDF up close, maybe Masaki is right.

Their annual budget is nearly 70 billion Eb, the third highest military budget in the world. This doesn't mean that they are the third most powerful (as the Koreans believe). Most of this scratch goes into equipment. Each SDF soldier carries 20,000 Eb worth of equipment, and the full-'borgs cost even more. Due to the anti-war sentiment of the populace (I don't mean Japanese are inherently peaceful, but since '45, they just don't like wars), the SDF is limited to only 230,000 full-time personnel. This is only one-sixth the size of the United Korean Army full-timers!

The SDF suffers from two major problems. First, their equipment is too high-tech, and their techs can't repair their vehicles (ACPA, Tanks, and AI Drones) themselves; they have to call in corp repairmen. Their soldiers are loaded down with gear that is so advanced that the men can't operate it. Secondly, exceptional officers quit the SDF ASAP to get lucrative respectable jobs with Arasaka or other security Corps. With these hobbles, it's no wonder the SDF doesn't want to engage in actual soldiering.

Organization and Gear

"Wow! These seats are like riding on clouds! The air-conditioning works well, the TV gets great reception...Auto-medkit, drink-vendor, 2 weeks of delicious rations (unlike the kibble they give us)! I wish my apartment was so well furnished..."

—Lt. Culliford, US Army, test-driving a Type 15 MBT at the GSDF Fuji Training Grounds

The Self Defense Forces are split into three branches: Ground SDF (GSDF), Maritime SDF (MSDF), and AeroSpace SDF (ASDF). Aside from the ASDF, its pretty much as it was 30 years ago. Even though Japan accepted the right to wage war and have an army with the revoking of their Article 9, their budget is still restricted to only 3% of their GNP (around 69 billion Eb). They still call it the SDF instead of the Japanese Army. It's all semantics, but they follow it like a religion.



The PM has supreme command, and directly orders the Director-General of the National Defense Ministry and the Joint Staff Council. In wartime (if they ever get to it) the Chair of the JSC takes control, but usually he is limited to forming and coordinating the defense planning.

As mentioned before, the SDF is always short of people. Enlistments are voluntary, and they accept men and women between 18 and 25. People who resign are transferred into the reserves, and have once a month training duty. There's no penalty for skipping, so most do. However, since Arasaka scoops up many ex-SDF, if a war should happen, and the reserves (who are all off on Security Corp business) are summoned...

Gear is similar to the American military, but made in Japan. When we pulled out of Asia, much SDF equipment became useless because they had bought it from the US Army and now they didn't have parts, and the blackbox systems were incompatible. With the suspension of Article 9, they re-outfitted with Japanese-made equipment from Arasaka, Tsunami Arms, and Towa. The quality is excellent, but expensive as hell. Most of it will cost twice as much as American or Euro gear. (See "Equipment," pg. 17-19)

SDF soldiers are offered minor cyber, such as Processors, IPs, GunLinks, and Chip Sockets for free. When openings occur, there are always volunteers for full-body conversion. But because of Japan's extreme narcotics laws, combat drugs are right out.

The GSDF is divided into 12 Infantry divisions and one Armored division, which are split up into five regional armies. They have 150,000 personnel (they are only authorized up to 250,000) at the time of this writing. Numbers are: 1200 Tanks, 500 APC/IFV, 800 Hovers, 5000 ACPAs, 200 Combat Full-borgs, 200 ACPA/Armor Transports, 300 Helicopters, 600 AVs, and 100 planes (Fighters and Bombers). Fully 15% of the GSDF are ACPA Troopers! They have SegAtari working on the cyber-vehicle links and VRIs to make MBTs one-man effective. A GSDF Armor squad will have 10 ACPA, one APC, three one-man MBT tanks, one MBT with extra sensors for the Leader, and one support aircraft. By 2030, they plan to have half of the GSDF divisions converted to Armor.

The MSDF is the Self Defense Fleet (divided into five district units) and 10 Maritime Safety Divisions (formerly the Maritime Safety Agency; that's the Coast Guard, folks.). With their advanced equipment, MSDF are probably the best anti-sub fleet around. They have 43,000 out of an allowed 55,000 personnel (90 underwater Full-borgs), and have 70 Destroyers, 120 Patrol ships, 12 Transports, 6 Missile Cruisers, 1 Aircraft Carrier, 20 Subs, 200 Anti-sub/ship Attack Aircraft and Copters, 400 Hovers, 200 AVs, 500 Underwater ACPAs and 50 Minijet Fighters.

Their subs are supposedly non-nuclear powered, but have same power output. An MSDF officer claimed they developed a hydro-generator and high-storage batteries for their subs. I asked when the news of this fantastic development would be announced, and the guy broke out with gales of silence.

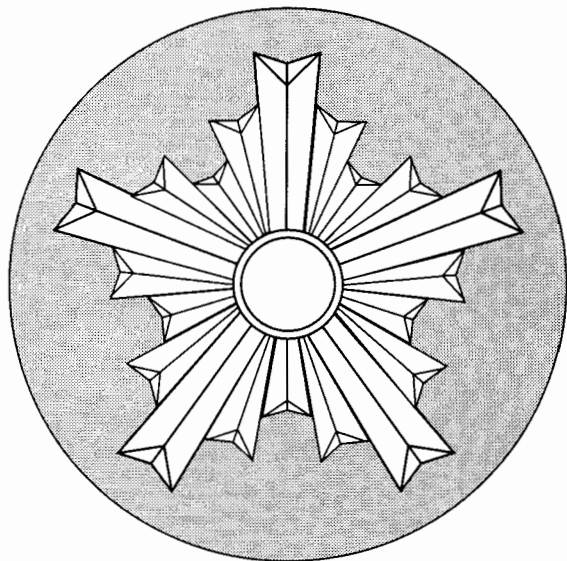


The ASDF has 4 Air Divisions and an AeroSpace Division. Mainly, they identify and intercept unknown aircraft breaching Japanese airspace. They have 45,000 out of an allowed 56,000 personnel (60 of whom are full-borg pilots), and are equipped with 540 Jet/Minijet Fighters and Bombers, 100 AVs, 50 Air Transports, and 36 Deltas. The ASDF also has 38 radar sites which scan their airspace. ASDF is well known for their quick-scramble abilities.

The Joint Staff Council oversees the whole SDF, and this is the only place that operates at full capacity. All staff are sergeant-ranked or higher, and most have graduated from the National Defense Academy. The JSC has 160 personnel which support the generals, handle supply and salary logistics, and basically run the show.

My overall impression is that the SDF is trying to overcome a shortage in bodies and training with high-tech gear and one-man tanks, like ACPA and the new cybernetic-control vehicles. That's why ex-SDF officers tend to look down on the 'Forces, while the neighbors shake in fear. The Koreans, Chinese, and Flips think that the massive numbers of Tanks, Tin Suits and Borgs are in preparation for an overwhelming attack, and the ex-officers know better. In fact, if it came down to it, I doubt they could adequately defend Japan without corporate help.





**CHRYSANTHEMUM SYMBOL OF THE
JAPANESE POLICE FORCE**

...AND THE POLICE

**By Genein M'botha, *Solo Of Fortune*
Military Analyst**

**"Why did I quit the SDF? It was
too soft. I wanted to keep my
edge."**

**—1st Lt. Rikudo Zen,
Arasaka "Rasetsu" Team**

I figured as long as I'm here, what the hell, I'll snoop around the Police departments. Little did I expect to find almost no public cops in Japan! The public cops, under the National Police Agency (NPA, the equivalent of our LEDiv) are limited to Tokyo and a few of the non-corporate dominated cities. NPA officers can follow up investigations onto corporate lands in Japan, but they must first get permission from the Minister of Home Affairs (read "not permitted"). Usually, the corp cops are very helpful in arresting "common" (non-corp) criminals. However, this doesn't mean the public cops are powerless.

The NPA has several "aces" for keeping the country safe. One is the NPA Database of Criminal Records and Evidence. This is tied into their SIN database (The National Family Register), and

they keep track of any criminal activity, from Murder One to parking tickets. Once you are arrested, your personal data—fingerprints, DNA, retinal scans—are recorded in the Database. All crime scene evidence, including bits of fingerprints and hair DNA is similarly checked and filed. If you are innocent, don't worry. They keep the info anyway filed as "innocent civilian." People who look up your file will see "No convictions. Hair sample found at scene of XYZ offense."

Another unique system are the "Police Boxes." These are little mini-stations in every MagRail and Train station, shopping centers, and neighborhoods. Anywhere from two to ten cops stay at these boxes. They patrol their area every hour, by themselves, or in small teams. They're good at "cleaning up" after combat, if not the combat itself.

In quiet residential areas, there is a 20% chance per hour of finding an empty Police Box.

Most scary is the "Japanese Way" of investigation. Undercover investigations are **not allowed**, so they have different ways of finding out who's been naughty and who's been nice. They arrest a suspected perp on a charge, say possession of illegal weapons, and interrogate you for a different crime than you are suspected of (maybe you're innocent, maybe not). They'll keep you in a main station holding cell for up to two weeks, during which time they will question your friends and family if you have any. They can also question you for 24 hours a day, every day, for two weeks if they want to. No lawyers are allowed at the questioning; you can see a lawyer in a separate meeting room after an interrogation session. You are watched at all times during a holding period; sleeping, eating, dumping are all monitored, if they give you time for these leisure activities. NPA claims there is no torture, but since when have we believed the cops?

You say you have a strong will? We hope so, but what about your buddy in the next room? Pray he doesn't crack!

Remember, the courts don't care what happens during the investigation. When the police think you are guilty (a whole lot of people confess to their crimes), they'll take you to trial, and the judge will find you guilty. If the cops think you're innocent (yeah, right), they'll let you go after your two weeks.

Whoops, you have some trouble with the cops? OK, you have a week to wipe out the evidence—if the gods smile on you. The data gathered within that week will be sent to the local (or Tokyo Metro) police department, the NPA, and the National Forensics Research Institute. You can't raid all of these places, can you? If you couldn't "fix" your record with the locals within a week, you might get to share a page in Japanese history.

The equipment allowed cops in Japan is pitiful, actually. Those of us used to seeing beat walkers in flak jackets with



assault rifles will be shocked to see the average Japanese cop wearing only light armor (SP 12), and carrying a 10mm handgun (usually Towa Type 14) with only one reload, and a nightstick! Every time they shoot, they have to write a report saying when, where, and why. If their reasons aren't good enough, they get Blackmarked. If they do fire, they use two bullets. They order you to stop. If you don't, they fire a warning shot in the air. If that doesn't work, they'll shoot to wound (arm or leg). Cops are forbidden to aim to the head. Of course, sometimes armored perps *accidentally* get hit in the eye, but that's fate.

Sergeants can ask for permission to carry a gun of their own choosing (*Authority* Check vs. 20). If the request is accepted, they'll get their new pistol in one to ten months. Those with unusual calibers (not 6-, 9- or 10mm) will probably run out of ammo. Yes, they have to requisition the bullets, too. Anyway, they get to keep the peace with this meager equipment. Japanese cops tend to be very good at Martial Arts.

Big caveat here. If things start getting too hairy, however, the cops will call for their Max-Tac/C-Swat units. In the smaller cities, these will come from neighboring corps. In Tokyo, they have their own ACPAs, Attack AVs, and Tanks, who will come on like Godzilla his own bad self and wipe out the problem. These guys are licensed for maximum mayhem, and are usually called out only for big gang-wars and cyberpsychos. Usually.

The corporate cops are allowed much bigger guns, but usually restrict themselves to small pistols. The big guns frighten people, and this reduces productivity. They can always pull the big rifles out of the trunk, if they run into a situation. The CorpCops have much more freedom in weapon choices, and get them faster, too.

CREATING AN NPA COP CHARACTER

Use the rules in P&S pg. 9-16, with some changes: you must be at least a high school graduate. After one year of basic training at the Police Academy (See "School LifePath," pg. 35-36), you become a Patrol Officer. The official MArts of the NPA are Judo, Karate, or Koppo (men)/Aikido (women). Once you become a Cop, then you roll as per P&S. If you make a friend/enemy in LEDiv, change it to "Home Affairs Ministry Official".

Weapon Controls in Japan

Why are the cops at such a pain to get a decent gun? The draconian Weapons Control Laws are the reason. Scheist, these make my skin crawl. The Japanese are very strict. Here we go... Any knife with a blade over 30 cm is **illegal**. Any gun is **illegal**. Poisons, drugs, acid, anything that can be used

to harm or kill others is **illegal**, unless in an approved laboratory. If you have enough pull, you might be able to get an owner permit (for example, laido dojos and their teachers have permits for their katanas), but then the NPA will be watching you like a hawk. You know how tight weapons control is when you hear that the #1 murder weapon in Japan is the kitchen knife!

Due to the difficulty of finding guns, the black-market thrives on it, charging ridiculous prices for cobbled together zip guns. Even model air guns are modified to shoot real bullets. Imagine a 50 Eb plastic toy of an MPK 11 shooting real bullets with an ROF of 10! Necessity is indeed the mother of invention. Possession of an illegal weapon is a Priority Three crime, and Trafficking is Priority Two (see P&S).

Most body armor is legal, however, making gunfire all the less effective, and martial arts all the more necessary.

EQUIPMENT OF THE SDF AND JAPANESE POLICE

All stats are given without smartchipping and aids figured in.

Personal Weapons

TOWA MANUFACTURING TYPE-12 POLICE PISTOL

P	+3	J	P	1D6+1 (6mm)	8	2
VR	50m	450 Eb				

Standard pistol for policewomen. High-rankers also use this gun. It's designed to stop or intimidate criminals. This is an incredibly reliable revolver. Smartchipping is also available for those with the link (WA+5; 810 Eb).

TOWA MANUFACTURING TYPE-13 PISTOL

P	+2	J	P	2D6+1(9mm)	20	3/20
VR	50m	520 Eb				

The standard caseless pistol for SDF soldiers. Officer version comes with smartchipping (WA+4, 820 Eb). With 3 round burst or full-auto fire.

TOWA MANUFACTURING TYPE-14 POLICE PISTOL

P	+2	J	P	2D6+3 (10mm)	16	2
VR	50m	500 Eb				

The standard pistol for patrol cops. NPA developed this gun to deal with an increase in foreign cybered-up criminals. Because it frequently kills or cripples non-enhanced criminals, the gun is feared by NPA officers as a "Blackmark Maker." On request from patrol officers, NPA began developing a non-lethal rubber bullet (see Chr2, pg47) around 2018. Smartchipping is available for those with the link. (WA+4, 800 Eb).



AVAILABILITY CHECKS

So you wanna buy a gun in Japan, huh? To find one on the street or black-market, roll vs. *Streetwise* as below.

AVAILABILITY

ExcellentDifficult (20)
CommonVery Difficult (25)
PoorVery Difficult + (28)
RareNearly Impossible (30)
Expect to pay 2-5 times the market price, also. Needless to say, gunrunning is highly lucrative, but equally risky.

DIFFICULTY

JAPAN'S WEAPONSMITHS—WHO ARE THESE MANIACS?

These are the four major military weapon corps in Japan:

TOWA MANUFACTURING

The largest weapons-only company in Japan. Founded in 1998, based on weapon companies from before W.W.II. They are known for incredible accuracy at a good price. Most of the NPA and SDF weapons are made by Towa. They never export overseas, keeping their product strictly in-house. They have supposedly made several brilliant breakthroughs in the production of accurate parts for their weapons; secret techniques the Japanese government doesn't want you to know.

TSUNAMI ARMS

These mysterious guys started out making model air guns in the 90's. When the government made it possible for private companies to get weapon production licenses in 1998, Tsunami was at the front of the line. Now Tsunami is a secretive, innovative company, a favorite of weapon Otakus. As you can see from the list, their weapons are "special-purpose." If you have enough cash, and they like you, they might special-order a gun for you. Tsunami continues to make model guns for those Solos of the future.

ARASAKA

One of the oldest weapon companies in Japan. You'll see their stuff all over the world. Their weapons have been tested in innumerable fights, so you know they're good. Even Johnny Silverhand used Arasaka weapons when he raided the "cherry-blossom" corp! Arasaka also makes the heavy ACPA used by the SDF and NPA.

MITSUBISHI-SUGO

The merger of two car companies founded this corporation. They make most of the tanks and armored vehicles, along with the lighter, nimbler ACPA that the SDF and NPA use.

C-Swat and Riot Squads

ARASAKA WMA "Minami -10" MEDIUM SMG

SMG	0	N	E	2D6+3 (10mm)	40	20
VR	200m	1500	Eb			

SDF and police version of the famous Arasaka Minami 10. Used since 2010. Supplied with Smartchipping (WA +2) as a standard feature.

TOWA MANUFACTURING TYPE 99 ASSAULT RIFLE

RIF	+1	N	P	5D6 (5.56mm)	50	25
ST	400m	1500	Eb			

The standard assault rifle for the SDF since 1999. Smartchipping (raises WA to +3) and bipod (+1WA Long/Ext range) standard.

TOWA MANUFACTURING TYPE 20 ADVANCED INFANTRY COMBAT WEAPON

RIF	+2	N	P	5D6 (5.56mm)	100	33
VR	400m	4200	Eb			
HVY	0	-	-	Mini-Grenades	4	2
ST	100m					

Latest assault rifle of the SDF. Smartchipping (raises WA to +4), pump-action 25mm Mini-GL (see *Maximum Metal* pg. 77 for grenade types), and bipod (+1WA at Long/Ext range) standard.

ARASAKA WHAA HEAVY SNIPER RIFLE

HVY	0	N	R	4D10AP (20/9mm)	10	1
VR	450m	2800	Eb			

Japanese Police/SDF version of the Barret Arasaka "Light 20." Smartchipping (adds +2 to WA) and computerized sights (see *HoB* pg.83) are standard features. Fires APFSDS ammo.

TOWA MANUFACTURING TYPE 00-KAI SNIPER RIFLE

RIF	+3	N	R	9D6+3AP (7.62mm)	6	1
VR	1200m	3000	Eb			

Redesigned version of the Type 00 Sniper Rifle, used by both SDF and Police SWAT since 2000. Uses cased A-P ammo for Electrothermal Ammo Enhancement (see CB2, page 50). Comes with smartchipping (raises WA to +5) and computerized sights (see *HoB* pg. 83).

TSUNAMI ARMS "Ragnarok" CAWS

SHT	0	N	R	6D6 (#00)	40	2/20
ST	70m	4500	Eb			

"Better than the Best" is the famous tag line of Tsunami Arms advertising. This ultimate meat-grinder is their latest contribution to the Edge. It uses special #00 buckshot with Electrothermal Ammo Enhancement (see *Chr2* pg. 50), dual-barrel reciprocating action, and hydro-shock recoil compensation. The batteries are set on the stock; up to 5 batteries can be mounted.

This has been designed for the 2021 SDF arms trials, but the Tokyo C-SWAT already has a couple.



TOWA MANUFACTURING TYPE-8 MEDIUM MACHINEGUN

RIF +1 N P 6D6+2 (7.62mm) 200 33
 VR 500m 2500 Eb

Standard support weapon of the GSDF. Fires caseless ammo, and can belt-feed from a 1000-round backpack.

TOWA MANUFACTURING TYPE 9 GRENADE LAUNCHER

HVY 0 N P Varies (40mm Gren) 8 2
 VR 200m 750 Eb

This is a grenade launcher with a "revolver" cylinder, so you can select your grenade type (mentally, with smartchipping); for those who like to be prepared.

TSUNAMI ARMS "MicroMortar" AGL

HVY -1 N P Varies (25mm Gren) 40 10
 ST 200m 2000Eb

This bulky, bazooka-like weapon is connected to a heavy (25 kg) backpack-sized magazine of grenades, so you can rain them on your enemy. A magazine change requires at least 4 actions. SDF soldiers nicknamed it "The Pitching Machine." It has a gyro-balancer and recoil compensation, but the gunner will still suffer -1 REF and -1MA from the weight and bulkiness of this thing.

TSUNAMI ARMS "Raijin" ANTI-ARMOR RIFLE

HVY +2 N R 8D10AP (20mmEHD) 12 1
 ST 1200m 7500 Eb

SDF's special anti-ACPA/vehicle rifle. Supplied with bipod (+1WA Long/Ext range), computerized sights and smartchipping (raises WA to +4). Despite special recoil-absorption system, the gunner still suffers a formidable shock from shooting. Due to the weight and recoil, an Average BOD roll (difficulty 15) is required to keep from taking 1D6/2 damage when shooting without using the bipod (a critical failure means the gun is also dropped). The SDF or NPA guys usually wear light ACPA when they use a Raijin. This "personal cannon," as it is listed in brochures, uses cased ammo. (See CB2 pg.40 for EHI ammo)

GANGS IN JAPAN

For being such a socially strict society (or maybe because of it), Japan has a lot of gangs. However, most of the kids who want to be free of the restricting uniforms and rules of school show their individuality by joining gangs with strict uniform codes and rules. The three main types are Bosozoku, Teamers and Posers.





HANDLE: Yamaoka "Ryuko" Kimi
ROLE: Gang Member

INT: 6	REF: 7	TECH: 8	COOL: 8
ATTR: 9	LUCK: 4	MA: 7	BODY: 7
EMP: 6/5	SAVE: 7	BTM: -2	

SKILLS:

Gang Rank +6, *Awareness* +5, *Streetwise* +5, *Melee* +7, *Brawling* +4, *Intimidation* +7, *Motorcycle* +8, *Dodge & Escape* +4, *Expert: Motorcycle repair* +5, *Basic Tech* +5, *Education & Gen Know* +1, *Resist Torture/Drugs* +3, *Leadership* +3, *Seduction* +4, *Wardrobe & Style* +6, *Personal Grooming* +5.

CYBERWARE:

Processor, Interface plugs, Vehicle link.

EQUIPMENT:

Personalized Kundalini Shiva Cyberbike, Mask, Wooden sword (treat as a club), Purple Armored Longcoat (SP 12), 2 doses of Stim.

Ryuko (Dragon Lady) is the Sabu for the Oji Crystal Knights, a Ladies Team north of Tokyo Sprawl. She is 18, and will soon graduate from her low-ranked technical high school. She and her 15-strong club like to get tanked up on Smash, maybe drop some stim, and ride really fast while smashing cars and other Bosozoku with their clubs in a kind of motorized combat polo.

Bosozoku and Teamers

Bosozoku

Bosozoku ("reckless-driving-tribes") are the motorized gangs that roam the cities and highways. These are tightly organized groups with specific ranks and titles. The gangs charge fees, chant slogans, and regulate uniforms. Leaders are *atama* ("head") or *socho* ("presidential person"), the second in command is the *fukucho* ("vice-presidential person"), or *sabu* (from "sub-leader") Note: *sabu* is also sometimes street slang for homosexuals, so use with caution! Regular members are the *ningen* ("humans") or *heitai* (soldiers). The most common form of Bosozoku are the motorcycle riders. There are also the rich kids in their cars. All of them paint their vehicles in loud colors and designs, attaching metal teeth or claws to the front, and drive about with flags and banners of their clubs, revving their engines as loud as they can in populated areas, causing mayhem, and trashing stuff in their way. Some 'zoku wear the standard motorcycle leathers, but far more common are long satiny armorjackets with slogans in kanji down the back and arms, and extremely baggy pants. Wild hairstyles, from the Elvis pompadour to lion's manes are also favored.

There are all-female Bosozoku packs also, called "Ladies Teams," who may be affiliated with a male gang, or be on their own. They tend to follow the same style, with extravagant earrings and nails to go with. They are also called *yankis*.

Many Bosozoku and Ladies go on to be professional drivers, mechanics, or Runners (see *When Gravity Fails*, page 45).

Teamers

Teamers are a type of 'zoku, but they have no transport, and are not actually gangs per se, but just groups or cliques of frustrated Junior High and High school students. You can find them on the bridges and street corners of the city, squatting, smoking, and drinking smash. Many of them will drop out of school and become Pu-taro. Some might even get a life, if they don't graduate to stronger drug use. They are easily incited (or can be paid) to cause random violence. Usually they will be wearing fashionable (but inexpensive) clothes or leisure wear, and are armed with small knives or tasers. Rarely, they will have polymer one-shots smuggled from China or Russia.

Posers

History

By the late 1970's, posergangs had started to appear in Japan. Twice a year, the Japanese Comic/Anime fans had the *Komike* (Comic Market). In the beginning, some fans wore hand-made costumes of their heroes. This *Kosupure* (Costume Play) grew in



popularity, and in the mid '80's a group of street dancers in full costumes (including robots) appeared in Tokyo. They were quickly booted-off by existing street art groups.

By 2000, the Komike was the largest counter-culture event in the world, with an attendance of over 700,000, including many foreign comic/animation fans. An estimated 50 million Eb changed hands in and around the Komike free market. The secret of its success was that while the emphasis was on Japanimation, manga and games, there were also events for the rest of the emerging edge such as: Militarists, Hackers, Historians, Gays and Lesbians, Rockers, Bikers, Weapons-collectors, etc. etc., all mixed together without (obvious) discrimination. In this vast underground info market, it was possible to sell even Arasaka's Black Book if you had it and the proper skills (*Streetdeal* and/or Expert: *Dojin (Fan) Network*).

The Komike came under attack in the early 2000's as Arasaka used its political muscle on the publishing companies, and forced them to publish their titles with propagandistic storylines to "re-educate the Japanese child." Japanese fans didn't know how to fight back until word of the Cyberpunk culture filtered over. They began to fight back in the Net, over the fax, and in the underground fanzines. This cultural war lasted until 2013, when an unknown fixer contacted FACS and Net54. Net54 had been refused a Japanese broadcasting license by Arasaka's puppets in the government because of their anti-Arasaka stance. Rumors were spread that if the FACS-backed party won, the anti-pop culture acts would stop. With almost every Japanese kid hassling his parents to vote for FACS, Arasaka lost its hold on government. Net54 got in the market, bought several underground publishing companies and widely broadcast their product. Arasaka's "re-education" programs lost ratings and profits, and many were pulled.

During this difficult time, the Posergangs reemerged as guardians of the subculture, keeping their characters alive in people's memory. Arasaka sometimes uses Bosozoku or Teamer gangs to run ops on the posers. With the spread of VR/Braindance anime, the Posers continue to build in strength. There are three major poser types in Japan: Grapplers, Metalmaxes, and Chambaras.

Grapplers

Grapplers are based on characters in various martial arts games and manga/animation. They gather in Gé-sens (game centers) and fight each other, usually in VR or joystick games, but sometime on the streets as well. Most have Martial Arts and Action Game (REF) skills, as well as cyberware and illegal weapons. A popular weapon is a forearm cyber-shotgun with rubber bullets. This is used while shouting "Sonic-fist!" or similar battle cries. Real slugs can be used as well.

Of course, they are most easily found in major VRcades. Many are Techies and Netrunners, but there are few Solos.

HANDLE: Kokuryu (Black Dragon)

ROLE: Techie

INT: 7	REF: 8	TECH: 8	COOL: 5
ATTR: 6	LUCK: 5	MA: 7	BODY: 6/7
EMP: 7/3	SAVE: 7	BTM: -2	

SKILLS:

Jury Rig +4, Awareness +6, Education +4, Action Games +5, Expert: *Dojin Circle* +3, Brawling +3, MA: Karate +3, Pharmaceuticals +4, First Aid +4, Handgun +3, Basic Tech +5, Cybertech +5

CYBERWARE:

Kerenzikov +2, Boostmaster, Pain Editor, Interface Plugs, Skin Weave (SP12), Grafted Muscle +1, Left Cyberoptic (Image Enhancement, Infrared), two Cyberarms (both have Thickened Myomar and RealSkinn).

EQUIPMENT:

Dai Lung Streetmaster, Tech toolkit, Mastoid Commo.

Kokuryu was born to a middle class shop-owning family. His parents saved for years to send him to college, hoping that their dexterous son could be a doctor or scientist. As his parents wished, he entered a top school. However, as a survivor of the yearly Exam Wars, he started having fun in the Gé-sen MArts game *Black Dragon*. Soon, he was kicked out of the University for truancy, and his parents disowned him. He took his remaining tuition money, became modified to match his hero, and joined a Grappler gang.

His karate skills are self-taught from the games and from actual fights, so his skill isn't as high as you'd expect. This 19 year old wears the ragged black dogi (karate uniform) and crest of the Black Dragons. He makes side money repairing other people's cybernetics, and "salvaging" cyber worn by the people he beats—if he can get it off them quickly enough.

"Last week I met this cute, (allegedly) 14 year-old blonde girl with a strange costume. Looked like a modified schoolgirl outfit with a tiara. Even my scanners couldn't detect any cyberware. You wouldn't believe it, but just 3 hours ago, I was covering a Grappler-Bosozoku fight, and I saw her again. She melted a hole in an Ashigaru Cyberbike with a finger-mounted laser while saying "Moon-beam power!". These are some seriously twisted kids."

—"Digger" Jackson, Sendai Net54 News Reporter



**HANDLE: Okita the Man-Slasher****ROLE: Solo**

INT: 6 REF: 9 TECH: 3 COOL: 9
 ATTR: 8 LUCK: 4 MA: 8 BODY: 8
 EMP: 7/4 SAVE: 8 BTM: -3

SKILLS:

Combat Sense +7, Awareness +5, Expert: Late Edo Shogunate Customs +7, Stealth +2, Melee +7, MA: Koppo +6, MA: Kendo +7, Archery +5, Resist Torture/Drugs +5, Performance +9, Endurance +6, Strength Feat +5

CYBERWARE:

Skin Weave (SP 12), Enhanced Antibodies, Toxin Binders, Kerenzikov +2, Nano-enhanced Sight (w/Image Enhance, LowLite) (see DS), Hemoptysis Implant (custom work; simulates Hemoptysis—can cough up blood 3 times a day—storage sacs collect extra blood for use). Note: unlike the legendary Okita Soshi, he is perfectly healthy, and now, even more so due to the latest nanotechnology.

EQUIPMENT:

Kendachi Mono-Two blade set, Eagletech "Tomcat" Composite Bow.

Okita the Man-Slasher was born in a small corporate family. His parents were history buffs themselves, and loved the Shinsen-gumi stories from the early 1800's. The Shinsen-gumi was a group of ronin organized by the Tokugawa Shogunate as a Special Forces unit to fight Anti-Shogun activities in Kyoto. Even after the

Chambaras

Chambaras are based on myths, legends, and *Jidaigeki* (period films featuring Samurai, Ninja, and Yakuza). Jidaigeki swashbuckler films are known as chambara. However, Chambaras don't just follow the Japanese histories. There are "King Arthur" Chambaras, as well as those who mimic the Chinese "Romance of the Three Kingdoms" tales. Chambaras will form around definite eras, places, or stories; often local heroes. They will take on various characters, and in the more fantastic gangs, some will get Exotic treatments, and become *Yokai* (monsters) or *bakemono* (ghosts and demons). These, however, are very rare.

Many Chambaras practice *Martial Arts* skills at +3 or higher. They are usually found in the libraries, or at historical places in Japan: Asakusa, Kanda, and Ueno in Tokyo, Himeji Castle in Himeji, or anywhere in Kyoto. Some will have Doctorate levels of expertise in history and culture (*Expert: History*, or *Culture* +8). Their Anime and Dojin-shi are very accurate and learned. Many of them make money doing research and acting as extras in Chambara productions.

Also, many act as guardian gangs for specific areas, and may receive funds from civic groups or corporations. The more right-wing gangers may even be recruited by Arasaka. The Nobunagas in North Kyoto are a good example. They usually keep you safe, if you speak Japanese. The main danger is getting caught between groups of traditional enemies.

fall of the Shogunate in 1867, they remained loyal, and fought the Imperial Forces. They are the subject of many jidaigeki films.

Okita was a sickly child, and his parents would bolster his spirits by telling him tales of the Shinsen-gumi swordmaster Okita Soshi, who suffered from Hemoptysis (coughing up of blood), but still was strong.

Okita gradually became healthy by studying Martial Arts, but his parents died before he became an adult. He took his inheritance, and got body-sculpted to resemble the original Okita. He wasn't satisfied with just external appearances; he commissioned custom cyberware to simulate Okita Shoushi's disease. If cornered, he will surprise his opponents by hacking up gouts of blood—then spilling theirs.

He speaks in Old Japanese, wears the samurai surcoat of Shinsen-gumi, but no armor. He is 25 years old.

"There I was, just enjoying the sights at the movie village. I turn the corner and I'm caught between two groups of Samurai. I thought it was just a scene for the new season. Then I realized it was a fight between the Shinsen-gumi and the Ryomas. I beat it ASAP!"

—Tourist, Eiga-mura, Kyoto



Metalmaxes

"My borg body? I got it from "Hen na Harry" in Akihabara, 20% off. It's an old prototype from 2017, but it still works really well. You wouldn't believe the power!"

—Shadarn, a Metalmax Poser

Metalmax Posers are based on Robot Anime and SF hero shows. They are often used as the heavy security for Posers, as was demonstrated by their capture of an Arasaka team that assaulted the Komike last year. Most wear Metalgear or Light Powered Armor that is modified to resemble their idol, with chunky, robotic-looking cyberware. A few wear no armor (the PS's; Plucky Sidekicks), and a few fanatics get full body-plating, or become full 'borgs. Fortunately for them, Japanese law permits strong armor, even though it heavily restricts weapons. Because of the amount of black-market cyber involved, Metalmaxes have the greatest potential for unprovoked violence of any poser group.

Most of their money comes from black market *Dojin-shi* (Fanzines), *Gareki* ("Garage" model kits), or underground/illegal software. Also, many get money from their parents, who probably have no idea what the jack is actually going towards. All have *Expert* (Anime/Manga), as well as *Paint* or *Draw* skills. Some highly-skilled gangs make thousands of Euro from sales of their own manga and fanzines.

Metalmaxes hang out at manga/anime shops, toy stores, and armor dealerships. They can also be found often in the company of Grapplers, since they move in the same Dojin circles, and have the same enemies. They're very similar, just one goes martial arts hero, and the other does mecha.

HANDLE: Omega

ROLE: Netrunner

INT: 9	REF: 10/11	TECH: 9	COOL: 5
ATTR: 3	LUCK: 3	MA: 16	BODY: 16
EMP: 8/2	SAVE: 16	BTM: -5	

SKILLS:

Interface +5, Awareness +4, Education +5, Expert: Anime/Manga +6, Expert: Dojin Circle +6, Composition +7, Programming +4, System Knowledge +5, MA: Wrestling +3, Basic Tech +3, Cybertech +3, Electronics +4

CYBERWARE:

Alpha Class Full Cybernetic Conversion (30SP entire body), Kerenzikov +2, Boostmaster (see SOF), Interface Plugs, LimbLink (see Chr 1), Chipware Socket, Skill Chips (SMG+3, Handgun+2), Stress Chip (see Chr 1), Arms options (Left: Cybermodem, LCD screen readout. Right: Popup SMG)

STYLE HOUSE JAPAN

By Tonoike "Mi-chan" Mitsuhiro, editor of *Genki Gal* magazine.

KAWAII! Body-con and Lingerie.

"Men B courageous, Women B charming" is an old saying in Japan. The height of charming women's style, the Geisha, hasn't died yet, although there R few true geisha left (lots of Chambara imitators, tho').

In Japan, we have a word, *kawaii*, which means cute, pretty, darling, coquettish, N sexy. 4 nature, kawaii R small, cute things you just want to hug and protect. Bunnies N kittens R kawaii! Geisha are kawaii!

In the discos, gals compete with each other as 2 who's prettiest. This is silly, 'cause we all know its me, neh? Anyway, these *body-con* (body conscious) gals show up wearing tight next-2-nothings N lingerie that show a lot of skin and silky brushed chrome. If they could go nude, they probably would, except it's against the law, N the omawari will ka-ching U. The old Sorayama 2-D are still a big influence over here. Where do you keep your stuff if you have no pockets and want to dance all night long? Of course, in your Waist Pouch. This is a purse (like a clutch purse) that you can attach to your stylish belt. You can use one pouch for many belts, but the truly stylish always match their outfits. Eji of Japan's more minimal outfits R all the rage, N his Kataginu Suits (bolero jackets with the old Samurai wings) R simply delicious 4 men.

In the Vicki business, a plethora of services exist 4 all, ahem, bends of life, N new ones R invented every day. Hameru is a way of life, N sodomy is not a sin, nor is it illegal. Senseis of *sekkusu-do* R 2 be much admired, neh? No technique or activity was reproached...until the Meiji era. Remember, Old Nippon wasn't Christian, so they didn't develop any grumpy "sin" taboos.

EQUIPMENT:

Arasaka Minami 10 (popup), Cellular Cybermodem (in arm), Laptop computer, Low Impedance cables, Pocket TV, Mini-Cell Phone

Omega was born as heir to a FACS corporate vice-president's family. His parents (when they were around) spoiled him terribly, and he became a selfish outcast in his creche group. By using his Net talents, and all the money he could wheedle out of the 'rents, he collected Anime, made parody VRs and Dojin-shi, and sold them through the Net and at conventions. He now has many fans in the Dojin Circles, and his product sells well.

Omega leans heavily towards the robot side of Fandom (obviously) and has used his various funds to purchase a Fullborg body resembling his favorite character, and to move out of the corporate enclave. His parents are keeping his meat body, and are trying to have him captured so he can be "cured." Omega is now 27 years old, and is usually in the company of at least one of his gang.



It's purity vs corruption, not sin vs saintliness. They started 2 import that sort of thing in the Meiji era, when all the uptight, Victorian gaijin came in. 4 a while, up 2 the 70's, Japan was pretty uptight 2, but at the fin de siecle, people loosened up again.

Almost all gals R in 2 kawaii things, N some go kinda overboard. It's all braids N stuffed animals, short skirts on their sailor suits, kitten N bunny ears, big eyes N really high, squeaky, voices (surprises the hell out of people when they turn out to be black-belts in Karate, neh?). Elf exotics, Bunnies, and Kittens fall in here. They don't like free love, B-cause it's so sweaty and icky. But don't misunderstand me; very special people N Playbeings R incredibly skilled.

The Junior and Senior high school uniform is based on the old Imperial Trooper uniform. Boys wear black tunics with standing collars. Girls wear sailor suits. Pins and badges are popular, as a small show of individuality, if their teachers will allow it.

The outfits of school gangs also shows their standing: in many cases, the punk boys who have extra cuff buttons are high-rankers in their group. A normal uniform has 2 to 4 buttons (differing between schools), but a gang head (called "Bancho") might have 5 to 10 per cuff.

Androgyny

As you know, the most courageous way 2 live is the way of *Bushi-do*; the Samurai's life. Now, 2 B courageous is **not** the same as 2 B machismo. Japanese R not the largest people in the world, so they know that a big body is not skill, and skill is the way 2 power. "The soft overcomes the hard" R the words of Kano Jigoro, the creator of Judo. Dexterity, quickness, N skill R important, if you simply **must** fight. Even in Sumo, where big, beefy men rule, we R always happy 2 see a smaller man win.

Sometimes, people who R charming **and** courageous pop up. From the very beginnings, effeminate heroes have been around. In Kabuki, the most charming female roles R best played by men, N in the Osaka Takarazuka Opera, women play **all** the roles. Yin-yang theory says that by combining opposites, U B-come stronger, so maybe androgyny is perfect style 4 Nippon. Especially in the music world, you'll see many famous Japanese rockers with feminine bio-sculpts, big hair N make-up, wearing lace N leather. They R so kawaii—and strong, 2! The Anime Brains N VRs, where you can't really tell which sex they R, R perfect Xamples.



Aragoto and Kata

Kabuki is good 2 understand our style. Like Martial Arts, Kabuki has Kata: the still pose and expression that shows your emotion (usually crazed) before explosive action. The verb of this is Kabu-ku, 2 look crazy, or 2 borrow and vogue another personality vividly. Standing-up hair is deep anger, face-painting is fighting spirit, grief, or some other emotion, depending on the design. Rockers, as well as Bosozoku, Teamers, and other "bad youth" borrow from this. They want to threaten the status quo, corps lifestyle, so they look dramatic.

They use make-up N face painting (*Kuma-dori*) to look tough, like the Kabuki *aragoto* (fierce young-man), N modify their school uniforms. Collars B-come very high and pants R very baggy, girls lengthen their skirts 2 the ground, N pockets, studs, N extra buttons are put on the uniform so it looks like some kind of armor. Of course, they tag their territory with kanji graffiti. B-cause being busted is very easy, many wear shades, masks, and bright make-up 2 hide their identity.

Yakuza follow this 2, with their brightly-colored suits, shades, dyed punch-perms N tattoos, not 2 mention affecting rough, garrulous speech. This is most true 4 the low-ranked chimpira. After a couple of promotions, they can relax, N look like all the other corps. N the Takanaka Executive line gets my kiss (x) of approval.

Byex2!



TOKYO—THE MODERN BABYLON

By Araki Kae

The capital of Japan is located in the middle of the main island of Honshu on the Pacific Coast. The climate is wet, mild in winter, but baking hot in the summer, due to the heat-island effect of miles of unbroken concrete. The countryside may get snow, but Tokyo almost never does.

Tokyo's population is about 11 million, and ranks it as the second highest sprawl, behind Bombay. However, there are as many as 30 million in the suburbs who come to Tokyo via the trains to work every day. The trains in the peak periods of the morning run at 300%-400% capacity.

At present, Tokyo is one of the safest, and yet one of the most dangerous cities in the world. It is kept very safe by the hordes of corporate police. The zaibatsus hate trouble in their backyard. However, they won't lift a finger if it doesn't threaten their profits.

Tokyo has only been the capital since the mid-1800's, the time of the Meiji restoration of the Emperor. For 1000 years before that, the capital was Kyoto. Since becoming the capital, Tokyo has been expanding, decaying, and rebuilding in a clockwise swirl, unlike the donut growth of American cities. Order and disorder, development and corruption, and life and death co-

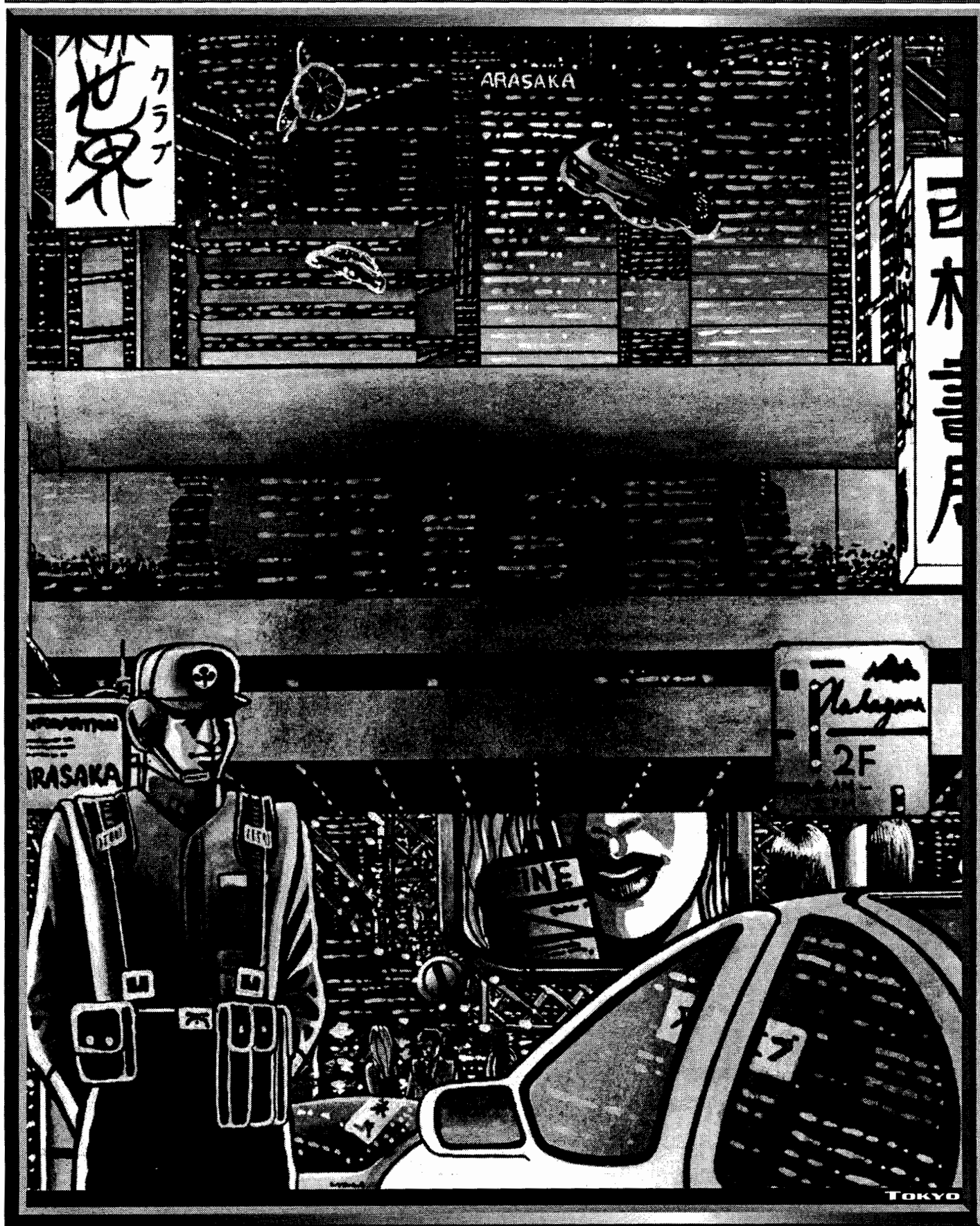
exist side by side. There have been only three interruptions in this pattern. First was the Great Kanto Earthquake in 1922, which leveled the city. Second was the Allied firebombing of Tokyo during WW II which, again, leveled the city. Third was the various *Jiage* (arson and intimidation by fixers to clear tenants from salable land) during the 1980's bubble economy. Each time, it has come back bigger and stronger.

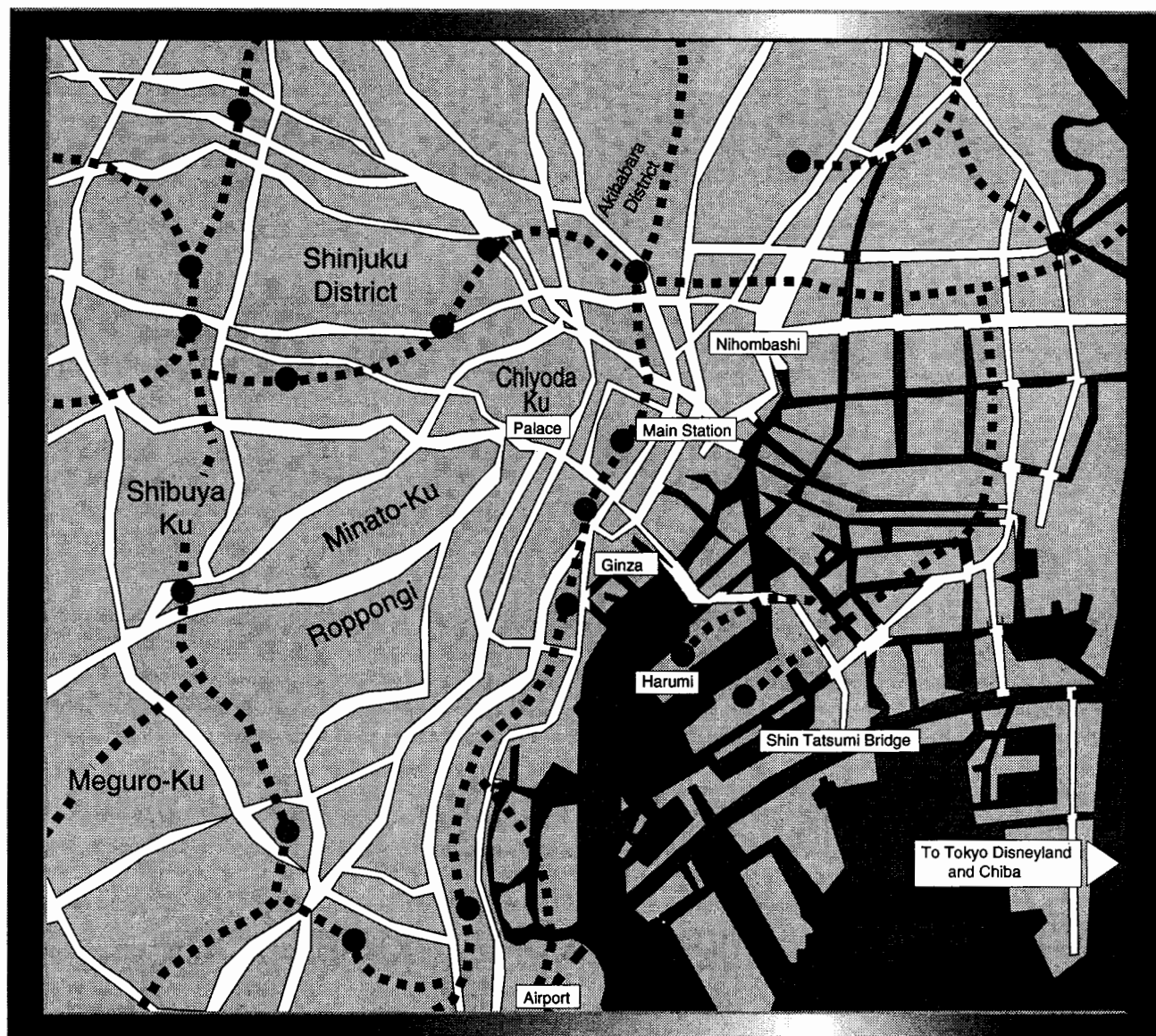
Tokyo is a political war zone between the Diet and the Bureaucracy. It is a separate territory, like Sydney or D. C., but with a huge tax base of its own, which helps it stay strong.

Actually, there are very few Tokyo natives. For the last 100 years, most of the population has traveled in to work. Up to 50 years ago, it was mainly rural Japanese who came to work in Tokyo. During the New Year and Bon festivals, Tokyo would empty out as everyone went home for the holidays. Since the 70's, *gaijin* have been pouring in (and breath a sigh of relief when all the Japanese go home for the holidays). With the growth of the Japanese and foreign populations, Tokyo is under stresses that never existed before.

Tokyo people are criticized for being overly concerned with style and appearance. Often they give the appearance of being cold, uncaring, and "psychic." They use rhetoric the way Chinese bureaucrats do, and have very solid *Tatamae*. However, the people of Kanto (Eastern Japan) are quite different from those in the western sprawl.







Transportation

Tokyo, like the rest of Japan, has an excellent railway network throughout the city and suburbs. Although the metro area remains severely crowded, due to the numbers of armed guards that the train companies employ, the trains are very safe, and pressure freak-outs are quickly dealt with.

Most of the train companies operate bus routes, too. The buses are rather poor quality, and are hampered by the fact that they have to use the roads, so most people take the trains.

Cars are quite popular to sleep in; to live in; to have sex in, but not for going anywhere. The roads are narrow, ill-planned, and are almost always in gridlock. The freeways are some of the most inconvenient in the world, and it can take an hour to

advance one meter. Most cars come equipped with televisions and massage seats.

Motorcycles however, are much quicker. Riders on Hondas, Suzukis, and Kawasakis zipping along between rows of cars are a common sight in Tokyo.

AVs are aggressively utilized, but there are so many restrictions such as the low-altitude limit in populated areas, and the high-altitude limit around the Imperial Palace, that outsiders had best not fly in Tokyo.

Under the Bridge

The Tokyo Bay Crossway (aka; The Bridge) was built at the end of the last century. It consists of 10 km of underwater tunnels, and 5 km of bridge crossing the bay.



By 2010, law and order had declined so much that an Auto Defense System was installed to prevent terrorist attacks on the bridge. This was an upgrade of the original Auto Maintenance System. Guard robots moving through the small maintenance ducts were deemed powerful enough to stifle terrorists.

In 2018, the Ministry of Science and Technology lost control of the bridge, which started taking independent action. There are several theories, the most convincing is that a virus invaded the central AI and caused it to go rogue, but no definite answer has been revealed.

First, all the traffic lights went down. Then the small Security Office was attacked by its own drones, and the human overseers were forced out. The Tokyo Police from Keishi-cho, Chiba Prefectural Police, and an Arasaka Riot squad (at the request of the S&T Ministry), tried to take back the central computer, but to no avail. Control from the Net hasn't been established either. The bridge is still rogue.

Soon, people with nowhere else to go started drifting to the bridge. These "bridge people" are not attacked by the defenses, provided they stay 200 meters away from the Control Room. Mostly they live in the underwater sections of the bridge. Also, there are many who live on the artificial islands that support the aboveground bridge section's legs, and in the girders of the bridge. An estimated 8000 people live in the bridge structure.

Mostly they are unemployed Nomad-types who can't afford the expenses of living in Tokyo/Chiba. There are quite a few gaijin and Nambai-jin who are the first to go in a job crunch. There are also quite a few criminals who have taken refuge on the bridge. Since Arasaka is the law in Kanagawa, and Chiba Prefectural cops rule the Chiba side, the bridge was always a jurisdiction gray zone; now, it's practically sovereign territory.

As long as there are no battles above a certain level, the bridge doesn't interfere in the lives of the residents. On rare occasions, a small ops team invades to arrest a particular individual, at their own risk, but small actions are overlooked. Big ones like Nov. 6, 2018, will be squashed with extreme force.

At present, the defenses seem invincible. There is plenty of ammo, as the auto-factories around the bridge legs keep making more from construction material stockpiles intended for the bridge itself, and by recycling equipment used by defeated attackers. Nobody foresees a change in the bridge's independent status any time soon.

Shopping

You're in Tokyo, and you really want/need something that's (relatively) inexpensive, unusual, or not *exactly* legal; where do you go? Well, there is no "one-stop shopping" strip in Tokyo (although Chiba comes close). Rather, they are spread out around the various areas.

AKIHABARA: Electronic equipment and parts, Computers, VR and Braindance sets, Black-market Programs, Cyberware, new & used.

You can find legitimate, non-cutting edge electronics for 20% to 70% off. If you look around at some of the indie dealers, you can find custom work, or newtech undiscovered by the corps. Famous the world over for its jungle of neon signs and laser ads.

KANDA, JINBOCHO, OCHANOMIZU: Books (new and used), Foreign books, Sports equipment, Musical instruments.

Any book published in Japan can be found here. Even rare, old books are around, some with old Zaibatsu addresses, or written in coded script (listen up, Info Bros!). Reading can still be a worthwhile skill.

UENO, OKACHIMACHI: Surplus military goods, Food and Drinks at 10%-50% off (at night, you can find synthifish sushi at 90% off!), Forged cred chips and IDs.

SHINJUKU: Black-market goods such as Drugs, Handguns, Cyberware and Programs, Prostitutes.

This is a famous Yakuza stronghold in Tokyo. Pretty much anything illegal can be found here. Many Yakuza families share territory here; the boundaries aren't in blocks, but building to building, room by room. Sometimes you'll see buildings with the Nawabari (sign) of several different clans. This area is pretty safe, as the clans don't fight here, for fear of hurting business. People of any nationality can be found here, dealing or working at Yakuza-owned bars and nightclubs. Even *pampees* are safe here, as long as they don't get in too deep.

SHIBUYA: Black-market goods and Information.

This is a Teamer gang area, and like Shinjuku, most anything can be found, but with less of a Yakuza influence. Lone-wolf marketers who don't want to be Yakuza dominated come here, but inter-gang war is more common.

CHIBA: Legal (and illegal) Medtech, Cyberware, Bodybanks.

The world's finest Medtechs are here, working on the Cybertech edge. This is also a living-body test ground for the Mega-corps; watch out they don't change your name to *Subject X*. **KOMIKE:** Comics, Anime VR & films, Braindance, Programs, Info.

The world's largest "underground" market, held every summer and winter at Harumi Int'l Trade Center, Tokyo. Medias are here selling everything from comics and fanzines to the latest anti-Arasaka information. You can sell your own work here by entering as a Circle. Since there are so many Circles here, to find any really good info, you need *Streetwise* and *Expert* (Dojin Circle) skills, to know who to talk to. Of course, there are no illegal goods sold here (tatamae).

TOKYO AEROSPACE PORT-CHIBA: Duty-free & smuggled goods.

This is one of the largest AeroSpace ports in the world. The security is incredibly tight...for passengers. Because there are so many people and packages passing through, they only use scanners to inspect baggage. So if you pack big bags with just a little illegal stuff (guns, drugs, etc.), chances are good it'll slip through. Just don't get stupid and greedy.





TOKYO DISNEYCITY: Disney stuff.

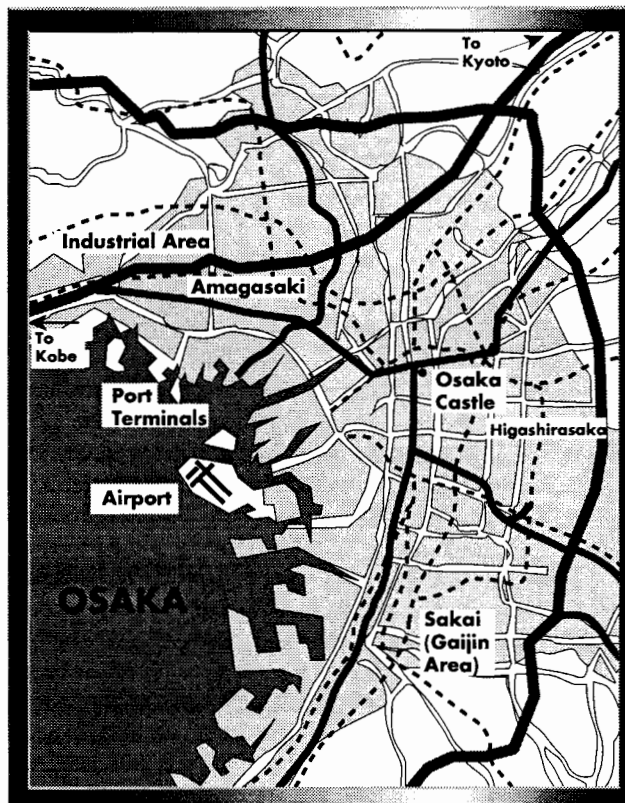
Nice place to bring your input. Yanks will feel at home in this all-American, incredibly safe wonderland. Everyone is scanned for weapons on entrance by Disney's own Lazarus-trained security team. Rumor has it all the Mice and Ducks are pro guardsmen.

The Park itself is in Chiba, but the Net VR BBS is at the corporate mainframe in central Tokyo.

AND THEN THERE WAS OSAKA...

Osaka is the city for up-coming Rocker and Media talent. Most of the comedians popular today are from the Kansai area (Kobe, Osaka, Kyoto). The second biggest sprawl in Japan is the source of Japan's biggest cultural conflict, the Kansai-Kanto (Tokyo sprawl) conflict. While Kyoto is the "History City" and has very refined manners, they and the Osakans are similar to Americans. They say what's on their mind, and will haggle gleefully for the smallest amount. They despise the quiet, haughty Kanto-jin. Kansai people tend to be brash, loud, joyful people, even in this day and age.

Tokyo people, since they must use tatamae, use their mind-reading skills (actually, *Human Perception*) to know what's going on. They dislike the Osakans, who talk everything out, and Tokyo-jin hate to bargain; it's unstylish, and very prole. They do want things cheaply however, so Tokyo shops tend to be lower-priced to begin with, and discount shops always get plenty of customers. Tokyo



shops will put things on sale, and since they've dropped the price as much as possible already, they can avoid in-your-face haggling.

Aiding and abetting this split is the difference in dialect. Most Yakuza will speak Osakan, which is considered more rough and direct. In fact, women and men speak nearly the same in Kansai, totally unlike Kanto. Gaijin who have learned Japanese overseas have learned *Kanto-ben* (Kanto dialect), and will have difficulty understanding Osakans. It's as wide a gap as American and British English. Even resident gaijin take sides on which is better.

The Osaka sprawl is made up of three distinct cities. They're separated by small mountain ranges, so it's been easy to keep a local identity instead of being just "sprawl residents." Since Tokyo has become ridiculously big, many companies are moving to Kansai, which is slightly cheaper, and the culture isn't quite so alien. A common greeting is "How's the money-making going?" There's a lot of new innovations and small movers popping up in this dynamic area.

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You've just flown into Kansai International for an important meeting. You have your Japanese language chip, and you've studied how to bow politely. You're ready to do some business.

Your Japanese counterpart walks up, and as you start to bow, slaps you on the shoulder and shouts, "Donai-ya? Morkarimakka!" You have no idea what he's saying! You try to bow, and he says, "Kamehan, kamehan. Meshi-kuutaka?" What do you do?

You need never fear going to Osaka again with the new **Dialect Chip from Bakumatsu Chipmasters**. Includes the polite and rough forms (for those times you get off in the wrong station), and even cultural tips! A steal for only 150eb.

So the next time this happens to you, you'll be able to casually reply, "Bochi-bochi ya...Iya, mada juutehan. Issyo-ni kuini ikoka?" and soon walk away with a contract from your new friend.

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Game Notes: +3 Language chip adds +1 to appropriate Culture skill; *Osakan*: "Hey! How are you? How's business?" and "Don't worry, don't worry. Have you eaten yet?" *Foreigner*: "Business is okay... No, I haven't eaten. Shall we?"

Kyoto

The capital of Japan for 1000 years, this is the "history city." It draws Chambaras like honey does bees. In Kyoto, you can find the old Imperial palace, and literally hundreds of temples and shrines. This is an AV no-fly zone, and you'll notice there are no buildings over 12 stories high. This is because of the power of the temples. Skyscrapers would ruin the views of the Temple's gardens, and so building skyscrapers has been actively discouraged. In 1995, the JR railroad company tried to build a big 40-story hotel/convention center on the main station. It was sabotaged and blown up three times before the company gave up.

The best shopping area in Kyoto is on Kawaramachi street, from Shijo avenue to Nijo avenue. This area is purely shopping arcades, and thousands of small shops (selling everything from

temple incense to new cyberware) are squeezed in. This is also a good place to see new independent Rockers in the Reggae clubs, Discos, and Live Halls, as well as on the Street. Kyoto is also the home of the Geisha, and they can be hired (1 million New Yen a night) for their traditional dances and music playing. (No, they don't do *that*. Those girls are along Ponto street, east of Kawaramachi.)

Osaka

Osaka is the business capital of Kansai. Most Japanese corps that aren't HQed here have their secondary office here. This is also the Yakuza homeland. Everything goes in Osaka, and the many comedy clubs turn out popular 'Rockers. Osaka is full of the skyscrapers that Kyoto won't allow.

The Kansai International Airport, on an artificial island in the bay, is a major source of smuggling, as is the Osaka bay terminal. The guards here are extra careful, but like the Tokyo AeroSpace Port, there's just so much coming in, and so much Yakuza pressure, that a lot of contraband slips by. Also, much of the security that would be checking for smuggling is used to guard against angry residents who want to sleep at night. (see *Collusion in Government*, pg. 9)

The best place for shopping and night life is America Village (*Amerika-mura*) in south Osaka. This is a big gaijin area, and most "imported" goods can be found here.

Kobe

This is the industrial sector and is full of plants, shipyards, and warehouses. Many of the gaijin workers have jobs out here, doing the manual labor that Japanese don't want to do. Some Eurocorps still have plants out here, so you can find a lot of German-speakers, and there are quite a few Indians and Bangladeshi too.

The main hot spots are Sannomiya (downtown) for the lower classes and chimpira, and Portutopia island in the bay, with its high-class corporate VIP hotels. Kobe's Chinatown is the best place for buying and selling things of questionable legality. However, it is a bit dangerous due to conflicts between the Triads in Chinatown who want to expand out, and the Yakuza outside Chinatown, who want in.

NEW BUSINESS REPORT: USAGI-BIN; February 15, 2020

Reprinted with permission from
Nagoya Daily Shinbun

Ever since 2010, the familiar mascot of Usagi-bin (Rabbit Express mail) smiling from the side of armored trucks has become more and more familiar. As they approach their 10th anniversary, let's look back on their history.

As we all know, during the political upheavals of the time, roads between towns became dangerous with raiding Bosozoku gangs, and mail trucks were often among the hijacked. Not only was personal mail being lost, but also Corporate papers and samples. The companies weren't allowed to arm their trucks, even



though the National Police didn't have funds to adequately guard the roads. Then, in 2010, the Nagoya-based company, Nagoya Transportation (a subsidiary of Arasaka) had a brilliant idea: if they can't use guns, they can armor the trucks, and use non-lethal weaponry such as tasers. On particularly bad roads, Nagoya Trans. would hire licensed armed guards from Arasaka.

Everyone, including this reporter, thought it was just a gimmick that wouldn't work. Little did we expect them to break right through the roadblocks. Once again, Nagoya's imagination, and Arasaka's "good guys wear black" troops saved the day. Of course, other companies scrambled to follow this lead, and under severe public pressure, the government licensed them as security corps, and thus they were allowed stronger deterrents. But still, in 2012, Nagoya Transportation, known by their trademark "Usagi-bin," had a commanding 50% share. With cooperation between the Education Ministry, the National Police Agency, and the local corps, the Bosozoku threat had been almost erased by 2016.

Usagi-bin continues to lead the way in parcel security, and are so popular that there is even a common belief among Junior and High school girls, that if they pat the bottom of the mascot on the truck (and the truck driver), they'll find a nice boyfriend.

HIKYAKU: THE ANCIENT RUNNERS REBORN

Literally "flying feet", these are the runners who delivered messages and packages by foot. The Usagi-bin company restarted the parcel delivery/security business in Japan, and their effectiveness and glowing media reports helped increase their fame.

But not everyone wants to send with a big company. All around the region, there are "Hikyaku," who will transport anything. Every Hikyaku has different ways: AVs, cars, motorcycles, ships, even their own feet. The fee floats depending on the danger involved and their own mood. They are especially favored by people with small, but important physical items. Half of the South Seas make their cash running for the Kiribati Shell Traders, and Bangkok import/exporters. (see WGF pg. 45, and New Roles, pg. 142)

ROLES IN JAPAN and KOREA

Things are never as they seem in Northeast Asia, and conspiracies and plots lie under seemingly innocent exteriors. Thus, many Edgerunners use their tatamae to hide their honne faces. Some even have more than the two sides. Remember, "The nail that sticks up, gets hammered down" is a Japanese proverb, and it sometimes doesn't pay to advertise your true position.

Another worry: are your employees really your followers, or are they spies for your enemies? In this type of world, real Samurai (loyal followers) are always in demand. Samurai follow their lord, without double-crossing them, and with no treachery. They are people who can complete their missions, giving up their life if they have to. They are very honorable and loyal.

You have two options; die like a samurai, or die like a dog. No matter what, you're gonna die someday, neh?

Rockerboys/girls

Most in Japan and Korea are singers, actors/actresses, comedians, dancers and media personalities, or (most often) all of the above. They may not be good at singing or acting—in fact, they might be rather bad. But they have other means, such as prettiness, sex appeal, coquetry, or just being interesting, to bring in fans. These are the "Idols," and *Composition* skills aren't as important for them. Their companies can manufacture songs for them.

Idols belong to an agent office or media corp, and have backup crews (including many freelance songwriters) to help them. Your agent manages your schedule and business to maximize your market share. Your office head watches your achievements, and may even decide your stage name.

Real rockers are out there, writing songs and performing in clubs, but their job is very risky now. The Feudal system is still alive, and doesn't take kindly to uppity peasants saying bad things about their lords. But some real singer-songwriters, actors, and dancers do take them on, and win. Will you be part of the system, or will you fight. And can you win?

The Shinto priest/esses and Mudangs are working for the environment and other issues. Do you have the calling, and can you take the pressure and scrutiny?

Solos

In Korea, Solos are similar to those in America. Many are ex-soldiers who abandoned the Army life because, as non-Yangban or worse, ex-Choson soldiers, they would never advance.

But in Japan, there is no "military." Most weapons are forbidden. If you want to be a real, gun-totin', shoot-em-up type of Solo, you'll have to go to foreign countries. Otherwise, you'll be real good at Martial Arts, but weak in gun skills. And if you're not an SDF member or Police officer, your weapons are illegal ones bought from fixers. Maybe you're a Yakuza (Triad, Mafia, SA, etc.) hitter.

If you are descended from a Ninja family, you can access some special skills (see Shinobi, pg. 156) and be an Assassin.

If you are descended from an ex-Noble (Samurai) family, you may have a real Katana (not a monoblade) in your home as a family treasure, but it's illegal to use it. Your weapon is the Samurai code of Bushido. Understand?

Netrunners

Welcome to the Net Wizard's heaven; welcome to the Tokyo-Chiba region. This is where the best software is produced, and the competition is highest.

If you're a Freelancer, maybe you'll get good jobs, if you're good enough. Remember to C-YA. If you are a FACS 'runner, your target is all of Asia. Expect to do a lot of overseas black work. Maybe you sold out to Arasaka. You'll definitely see action in



SLANG AND VOCAB

Aho/Do-aho (Osaka)	Idiot/Big Idiot
Akan (Osaka)	Bad, No good, wrecked
Baka/O-baka	Fool/Super-Fool
Cho	Super
(ex: "This game is really difficult" = "This game is cho-muzui")	
Choo-bo	Junior High school student
Dachi/Dachi-ko	friend, choombatta
Deka	Detective
Dojin-shi	Fanzine, underground blackbook
Etchi	Pervert, Have sex
(written "H", the first letter of hentai, abnormal)	
Gaki	Kid, Juves
Gé-sen	Game Center
Hamaru	Play a game or Braindance fanatically, immobilized, computer crash
Hameru	Attack an enemy's weak points (Grapplers), Have sex
Hamewaza	Shut out enemy's attacks, Unfair fighting style (Grappler)
Hen na	Strange (ex: Strange letter = Hen na letter)
Idol	corporate entertainer
Imbéda	Very old game, Sucker, Sitting duck (70's Gé-sen game <i>Space Invaders</i>)
Ketó	Foreigner, White (Chambara)
Kubi	Get fired from a corp (lit. "neck" Think about it!)
Kuso-Gé	Shitty game, boring/awful game
Muzu/Muzui	Difficult (short for "muzukashii")
Mabu-dachi	Best friend
Nan-A	South Africa
Nambei	South America
Namban/Namban-jin	Euro or Yank (lit. "Southern Barbarian" Chambaras)
Nikkei-jin	Japanese-related foreigners
(ex: Nikkei Nambei-jin; Japanese from South America)	
OL	"Office Lady," a female corp
Omawari	Police, esp. patrol officers (friendly-style: Omawari-san)
Onna-gata/Okama	Female impersonators, (Okama is more an insult)
Otaku	Maniac, A fanatic to their hobby, has a deep understanding of _____
Pampee	Common people, Non-Edgerunners, Beavers (short for Ippan People)
Pu/Pu-taro	Unemployed, Living off of the 'rents.
Ronin	Student who failed entrance exams, out of work
Salaryman	Corp
Satsu	Police, Cops
Sessya	I, Me, Myself (Chambara, esp. the Samurai)
Shimeru!	Kill!; Hold on!
Tamé	Waiting for a chance to attack (Grappler)
Tansha	Motorcycle
Ure-sen	A product that will be a big hit
Wakka	Motorcycle (Bosozoku/Teamer)
Wappa	Handcuffs
Yabai	Dangerous
Yaku	Drug

Yanki gal/boy Girls or Boys w/ colored hair, earrings, na polish (for girls). This word has no relation to Yankii, or Americans.
Zako Weak enemies, low-level Solos

It's easy to create Japanese slang. Use a lot of "sound effect" words (I was walking down the alley, and *Bwa!* the place blew up.), and onomatopoeia or mimesis; such as *Baribari* (sound of an engine; used when things are running smoothly) *Ka-ching* (sound of handcuffs, "be arrested") or *Bokoboko* (sound of hitting something hard, used when beating someone up).

Abbreviation is also a good way to make slang. Japanese tend to take one to three letters in a word, maybe combine it with a couple letters of another word, and use that; such as *sukebo* (skateboard), *pasokon* (personal computer), and *rimokon* (remote control). Also, you can take the first letter of an English word, or the English spelling of a Japanese word, and use that, like *H* ('wanna H? Wanna fool around?, explained above).

Try to make your own cool slang, dachi-ko!

Yakuza Slang

Anko	A worker, or smuggling "mule"
Bon-naka	Gambling den
Bon-ya	Bookie
Chaka	Handgun
Chimpira	Low-level Yakuza, identifiable by colorful "Big Suit" mobster style
Deiri	War (between Yakuza families)
Dougu	Handgun (lit. "tool")
Eda	Branch of a Yakuza Family
Garasu-wari	To fire guns into an opponent's window to scare or warn him (lit. "Glass crushing")
Gasa-ire	A search by police
XYZ-gumi	XYZ group (Most Yakuza clans/corporations are named with the family name + gumi "group", or "club". ex: Yamaguchi-gumi. These are listed on their building's doorplates, or kaman)
Hiné	Police
Kamban-mochi	Formal member of a Yakuza family (lit. "door-plate-bearer")
Kasuri	"Protection money" from shops and bars
Katagi	Common people, non-Yakuza
Koma-su	Win the heart of a woman, then dump her
Mama	Pocket money; common event, thing, or person; easy job, O.K. (this word can have many meanings)
Mikajime-ryo	"Insurance Fee" from shops and bars
Mom-mon	Tattoos
Mori	Bodyguard
Niwaba	Territory (of Tekiya)
Paku-rareru	Be arrested
Paku-ru	Arrest
Shaba	Common world, Outside of jail (Buddhist term for "Mundane World")
Shima	Territory (lit. "island"), Also said as Shimamori (a place/person you protect with your life)
Shinogi	Work, Life, Income
Teiya	Street vendor, Stallman (or Ya-shi, "incense seller")
Teppo-dama	Hitman (lit. "Bullet")
Tutomeru	To go to jail for the family (lit. "Go to work")
Yaru	To kill (lit. "to do")



Japan itself, as well as Taiwan and the US West Coast. Your border conflicts are in Korea, Hong Kong, LA, and Rio de Janeiro. Your target is the WORLD, and so is your enemy—Congratulations!

Y'all need to see the Pacifica and Tokyo/Chiba sections of NET, pg. 19-36 and 73-83 for more info. Hope you're up to it.

Techies

You're in hog heaven here. Japan and Korea are famous for improving tech. If a Yank or Euro makes it, you'll try to make it even better! There are infinite areas for you to deal in: space technology, cybertech, gene-tailoring, weaponsmithing, you name it.

All the Zaibatsus will want your fantastic creations, but may not want to pay you for it. Can you take it to the streets?

Medtechs, remember Korea and Japan have National Insurance. You'll only get 10%-30% cash. The rest you get to fill out forms and receive from the government, if you're licensed and your patients are registered citizens. Of course, if you aren't licensed you get 100% cash/barter, and skip all the paperwork. Naturally, this is against the law...

Medias

Many of the corporate medias just hunt for gossip and scandals of politicians and entertainers. They show the dark, but non-fatal, side of people. There are many untouchable fixers and criminals, even outside of politics. They aren't reported on or judged, because they set up patsies to take the rap. Most of the political information comes from Press Clubs during Press Conferences. (See why politicians can be considered Rockerboys? They give great performances.)

The real deadly news, like the Organ Cartel, is handled by a few brave Medias willing to work outside the system. Usually they sell to foreign companies, as the Japanese may buy it just to burn it. Gotta keep that Tatemae up, y'know. Can you break through the mask?

Cops

If you're Korean, you've got it made! You are a member of the powerful Military Police. You are the top elite, and with your power as Yangban, you get the authority of Cops and the firepower of Solos! It's paradise compared to the Japanese cop.

If you're Japanese, you have the (almost exclusive) right to carry handguns. Of course, you're forbidden to fire it in most cases... This is if you are an NPA cop. Corporate cops get the same bennies as foreign Corporate Cops, as long as they're on home turf. Then you get to police Corp interests, not necessarily the law. See your respective Police sections for more detail.

Japanese and Korean forensics are very good, and your arrest rates are best in the world. But very few are for major crimes. The really juicy cases are off-limits. But who knows what might happen when you are on spare time...

Corporates

You are a mix of 007 and Samurai in this urban jungle. Is your lord

honest or corrupt? Whichever s/he is, it's none of your business. Your job is to serve your lord, not question why. That is the virtue of Bushido. Sometimes, you may take the rap for your company. Can you take it with a smile? If not, maybe you're not suited for the Zaibatsus.

Your lord isn't always other corporates. They might be Administrators, or former bureaucrats. Politics and economics are very close. You might even work for Fixers. Many Yakuza clans (*gumi*) are listed publicly as companies.

Information about Arasaka can be found in CB 1. For other Zaibatsus and corps, see pg. 12.

Fixers

Japan and Korea, like much of the PacRim, are strictly controlled. Guns are almost totally banned, and most drugs are outlawed too. But if someone wants these things, what are they to do? They should come to you. The deep gap between Tatemae and Honne is where you set up your shop. Your clients are innocent citizens. Innocent citizens often want to use immoral items. Your victims are also innocent citizens. Your profit possibilities are nearly endless. See WS for more info.

You may be freelance, but that is very risky. You need comrades. The Yakuza want to be your friends, and can help you a lot. Of course, they'll want things in return...

See P&S for more info about Organized Crime.

Osaka and Pusan are your main import ports. The cops watch a lot, but are also paid to miss a lot. You can haggle prices down here, and move your goods to the capitals, where they tend to pay what you ask, or they go to someone else. (Osakans have high COOL and *Haggling*, Tokyo-ites have high *Human Perception*). Buy low, sell high; that's what I say.

Nomads

This isn't the land of wide-open spaces like America. Korea and Japan are densely packed and mountainous. Most of the Nomads will be Pirates. See **New Roles**, Page 142.

In Japan, the Nomad subculture belongs to the Bosozoku and Teamers. These restless teens aren't actually homeless, but run with a pack for fun. Most of them "graduate" from the Bosozoku at around 20 years-old and join a company, the Yakuza, or the ranks of the dead. See P&S, and **Gangs in Japan** pg. 19. for more info.

THE JAPANESE/KOREAN LIFEPATH

Go To School, Aho!

Japanese and Koreans place a huge emphasis on schooling, and tests determine your life. If you grew up here, use these charts in the appropriate space of the American LifePath (CP2020, pg. 24-29). When you get to Compulsory Education, it becomes a flow chart, leading into the Life Events.



1 — ORIGINS AND PERSONAL STYLE

DRESS AND PERSONAL STYLE (Roll or choose one)

Die Roll Clothes

- 1 Biker leathers/Boso style
- 2 Jeans
- 3 Corporate suits
- 4 Leisure wear
- 5 High Fashion
- 6 Urban Flash/Yakuza style
- 7 Cammos/Jumpsuits
- 8 Normal Clothes
- 9 Lingerie
- 10 Historical Fashion
(ex; Kimono, Ch'ima Chogori)

Hairstyle

- 1 Mohawk
- 2 Shaven/Bald
- 3 Crew cut/Fade cut
- 4 Tinted/Dyed
- 5 Slicked back/Elvis
- 6 Short & Spiked
- 7 Perm/Big hair
- 8 Long and strait
- 9 Short and neat
- 10 Tied
(ex; braids, topknots, etc.)

Affectations

- 1 Tattoos
- 2 Mirrorshades/Glasses
- 3 Ritual scars
- 4 Earrings/Body Pierce
- 5 Fingerless Gloves
- 6 Bandanna/Hairband
- 7 Cap/Hat
- 8 Long fingernails
- 9 Waist Pouch
- 10 Makeup/Face paint
(ex: Kabuki, Noh Drama)

ETHNIC ORIGINS AND LANGUAGE

Japan is mostly mono-cultural. If your parents are Japanese (or if you were raised in Japan), your native language is Japanese (+8). If you are half-Japanese (1 in 10 chance), you can speak/write your gaijin parent's language at +5. If your parents are South American Japanese, you get Spanish/Portuguese at +8 and Japanese at +5.

If you are Korean, its basically the same, except that the language is Korean, and there are very few halves and SAs.
Of course, you can speak Streetslang, too.

2 — FAMILY BACKGROUND

FAMILY RANKING (Choose or roll one)

- 1 Military/Bureaucrat/Police
- 2 Corporate Manager
- 3 Corporate Employee
- 4 Corporate Technician
- 5 Self-Employed/Artist/Artisan
- 6 Yakuza/Gang/Pirates/Ninja
- 7 Religious Believer (roll again for parent's occupation:
if 7 again, your parent is a religious leader or priest)
- 8 Farmer/Fisherman
- 9 Urban Homeless
- 10 Zaibatsu/Ex-noble/Yangban family
Go to PARENTS (CP2020 p35).

CHILDHOOD ENVIRONMENT (Choose or roll)

- 1 In a large arcology or corporate/Zaibatsu stronghold
- 2 Spent in a safe Corporate Suburbia or City.
- 3 Spent in a school dormitory.
- 4 Spent a usual school life in the city.
- 5 Suffered Exam War preparations at a high-level school.
- 6 Spent school time with Gang or Bosozoku members.
- 7 In a small village or town away from the city.
- 8 Trained as a successor of a Martial Arts Dojo, Ninja Family, Amhan-Osa or other traditional art. Start your Special Ability at +4. Add 5 to 10 points to your Professional Skills package, and lose those points from your Pick-up Skills.
- 9 In a Pirate fleet, or Yakuza Family.
- 10 In a Corporation Farm or Research Facility.
Go to SIBLINGS (below).

SOMETHING HAPPENED TO PARENTS (Choose or roll)

- 1 Parent(s) extracted by a corporation or killed in warfare.
- 2 Parent(s) died in an accident.
- 3 Parent(s) were murdered.
- 4 Parent(s) divorced/were forced to divorce.
- 5 You never knew your parent(s).
- 6 Parent(s) are in hiding to protect you.
- 7 You were left with relatives.
- 8 Parent(s) gave you up for adoption.
- 9 Parent(s) committed/were forced to commit suicide.
- 10 Parent(s) became religious fanatics
Go To FAMILY STATUS (CP2020 p35).

SIBLINGS—You may have up to four siblings. Roll 1d10: 1-4 = number of siblings. 5-10 = only child. For each:

(1) Roll 1D10; Even=male, Odd=female.

(2) Roll their age, relative to yourself:

1-5 = older 6-9 = younger 10 = twin

(3) For each Sibling, choose or roll their feelings for you:

- 1-2 Sibling dislikes you.
- 3-4 Sibling likes you.
- 5-6 Sibling has neutral feelings about you.
- 7-8 Sibling hero-worships/loves you.
- 9-10 Sibling hates you.

Go to MOTIVATIONS (next page).



3 — MOTIVATIONS

For Motivations, use the CP 2020, pg. 26 rules, and then Go to "4—Compulsory Education," not Life Events.

5 — LIFE EVENTS

The lifestyle in Japan and Korea is different than in America. Certainly they've both had serious wars and political changes, but neither country has collapsed upon itself. The society is almost as solid as orbital crystal. Once you drop out, however, you never recover from the Abyss. One sure way to drop out is to not go to school. Japanese and Koreans (and Taiwanese and Singaporeans for that matter) dance on a vicious edge called Exam War from pre-school. High education is the only way to advance.

Americans and Euros may think that school is uncool and not-Cyberpunk. That's gomi thinking. These guys know how to deal with it; they act polite and studious on the surface, slogging it out in the school trenches, but once they've finished, its headfirst into the Street. Think about it; good student by day, ruthless streetfighter after dark. They must run in the shadows; to be caught means flushing their whole future down the john. This ain't boredom—it's stress close to the snapping point.

You've learned your position in life at 16 on the "Compulsory Education" table. Now it's your own life. Choose or roll a lifestyle from the five below, then go to that section:

1-2: 5A—Student, below. 3-4: 5B—School Ronin, pg36
5-6: 5C—Specialist, pg36 7-8: 5D—Salariman, pg36
9-10: 5E—Pu-Taro, pg37

4 — COMPULSORY EDUCATION

Choose or roll one of the following:

- 1-8 Congratulations! You can enter High School normally; go to "5—Life Events."
- 9-10 Oops. Something happened in your school life; go to "School Tragedy," below.

SCHOOL TRAGEDY (Choose or roll)

- 1 You didn't enter any schools, baka.
- 2 You graduated from Elementary school only, and did something else.
- 3 You graduated from Junior High, and went straight to the street.
- 4 You didn't pass the High School entrance exam, became School Ronin.
- 5 You dropped out of Elementary school for some reason.
- 6 You dropped out of Junior High for some reason.
- 7 You immigrated and entered US schools. Use the CP2020 Lifepath from here on out.
- 8 You studied abroad for a year. You are a year older than all your classmates, and are still a Junior High 3rd year student.
- 9 You were advanced in classes. You are 1d6/2 years younger than all your classmates. You enter High School and may enter University.
- 10 You are taught everything by your guardian. You don't need Compulsory Education, but you have few friends.

Go to LIFE EVENTS.

5A — STUDENT LIFE EVENTS

Read it as it's written. While you're in school, from High School to Doctorate if you so choose, roll your Life Events on the CP2020 tables, modified by the Student Life Events tables on pg.36. There are bennies and slaps for this. You can learn many skills in school, but you are bound in the system, and must spend most of your time there (sometimes from 6 a.m. to 9 p.m. at school or at a private cram school called *juku*). If you screw up, you are easily found by the authorities.

You must pass the Entrance Exams to be a student (see "Entrance Exams," page 38). You can stay in school from two to five years (12 if you become a doctor). You must roll to see if you pass into the next grade each year, in addition to regular Life Events. If you move through your schools curriculum, you can graduate, and choose another style, or try for a higher school (another Entrance Exam). You may become a Ronin if you don't like your Exam results.

SKILL POINTS: You gain 1d6/2 points of skills each year in school. These points have two restrictions. First, you must use them in the correct Skill Pack, such as "High School" or "University: Law". Second, you can only allocate +1 point to a given skill each year.

WHITE AND BLACK MARKS: You are ruled by the System and your actions affect your School Report. This is important for your School Entrance Roll and Employment Roll. White/Black marks are added/subtracted from the next roll. If you get five Black marks, you are suspended for 1d6 months. If you get 10, you are expelled. You can use two White marks to cancel out a Black mark, but once you get over five, you can never cancel them all; you will always have at least one Black mark on your record, forever!

White marks are gained by bringing fame and honor to your school (win a Judo Championship, etc.), or just by being a "Good girl/boy". You can use a school year's points to pick up White marks. (For example, you roll a d6/2 for skills in your senior year of High school. You get lucky and roll a 6; you get 3 points. You got slapped with a black mark last year, so you spend two point on White marks to cancel it out, and add a point to your *Martial Arts: Karate* skill.) Gaining Black marks is incredibly easy. For each week of school you cut (no problem for a punk like you, neh?) you get a Black mark. If you get hit by disasters such as Imprisonment or False Accusation, you pick up 1D10 Black marks. Also, school is dangerous for punks because they are easily identified. If you get a disaster such as Hunted by the Law or a Corporation, you must leave school and escape immediately! You've just picked up 10 Black marks: If you can prove your innocence, you can clear half the marks. (continues next page)



5A — STUDENT LIFE EVENTS (CONTINUED)

YOU GET LUCKY!

- 1, 5 & 9 In addition to the connection, you gain one White mark.
2 You may change it to 1d6/2 White marks.

MAKE AN ENEMY

- 1 Classmate
2 Ex-Boy/Girlfriend
4 Student of a rival school
5 Teacher
7 Senior of your school
8 Bosozoku or Team gang member.

MAKE A FRIEND

- 4 Classmate
5 Ex-Boy/Girlfriend.

If your referee permits, you may make your character a Yo-ganger like in *Cybergeneration*, instead of choosing a Role before graduating/dropping out of school. Of course, you don't get the Cybergen Powers—don't be a do-aho!

5C — SPECIALIST LIFE EVENTS

There are two types of specialists. First are Special Operatives, such as Military Soldiers or Cops. They are associated with a special organization and have separate LifePath rolls (see *Home of the Brave* and *Protect and Serve*, respectively, for details). That's why they're good at what they do; they live that lifestyle.

The other type are Freelancers. These are the Rockerboy/girls, Medias, Fixers, Techies and Medtechies, and Freelance Solos. They live their own lives without depending on a corp. Customers need their professional talents, and pay for them. From time to time they may work for a corp, but are consultants rather than employees.

You may quit Freelancing and try to be an Employee or Corporate. You get +1 to your Employment Roll (see page 40) as long as you don't have Black marks from school, or haven't been dishonored. If you have, then you suffer a -1 penalty to the roll.

If you are a Soldier or Cop, you get a bonus to your roll (based on your rank) if you apply for a Military/Security corp such as Arasaka, Militech, or Lazarus.

EMPLOYMENT MODIFIERS BY RANK

Regular Soldier/Patrol Officer	+1
Noncom/Veteran Officer/Sergeant	+2
Officer 1/Lieutenant	+3
Officer 2/Captain	+4
Officer 3/Deputy Chief	+5
Officer 4/Chief of Police	+6
Officer 5	+7

5B — SCHOOL RONIN LIFE EVENTS

"Ronin" is a popular slang term meaning "a student who failed the Entrance Exams, and is studying for another chance". These are the fallen samurai of the annual Exam Wars. They (usually) study very hard for the next test, a year later. Most parents pay millions of New Yen/Won/Eb for their intensive study (no kidding!).

You still keep your White/Black marks from your last school, but you gain 1d6/2 points of Student Skills. But they must be put into INT skills in your last school's Skill Pack. The Life Events table keeps the Student modifications.

You may add 1d6/2 points to your next Entrance Exam Roll (see pg38) because you've studied the pattern of the Exams, and learned "How to Pass" strategies. Also, you may add an additional 1d6/2 to your Exam Roll for every point of BODY you sacrifice; you studied soooooo hard! Good luck.

Sometimes students can't find employment after graduation. If you failed, or are not satisfied with your Employment Roll (see page 40), you may be an "Employment Ronin". Spend a year finding a job. You get no bonuses, just another chance at the Employment Roll.

5D — SALARIMAN LIFE EVENTS

These are Corporates and other employees; people working for a Corp, or the Self-Employed. Corp Role characters become either Mega-corp executives or own their own small corp. You want to become a power-player.

Employees are those who work for the corps, and are just making a living, not reveling in power. R&D techs, Trauma Teams, Medias, Corporate Solos, and Corp musicians/Rockerboys are considered Employees.

To enter this lifestyle, you must try an Employment Roll (see page 40—yes, there are tests for entering a job). The qualifications differ for different Corps and Character Roles. A Rocker with high Charismatic Leadership will be gladly welcomed by Media corps (but s/he'll probably hate being called an "employee"). Sometimes Trauma Team Japan will hire people because of their good fighting or driving skills, even if their schooling is poor. The Referee may decide if a corp gives you an "exception" because of high skills.

If you take the Employment Exam, and are unsatisfied with the result, you can go back to school (minimum of High School), or be a pu-taro.

There is no bonuses or Life Event modifications for Corps/Employees, but they do get salary and medical benefits.

If you were an SDF officer, disregard the .5 rankings, i.e., Major and Lt. Colonel both get a +5 bonus to the roll.

If you want to quit Freelancing and become a Pu-taro, you can do that, too. There is no roll for this.



5E — PU-TARO LIFE EVENTS

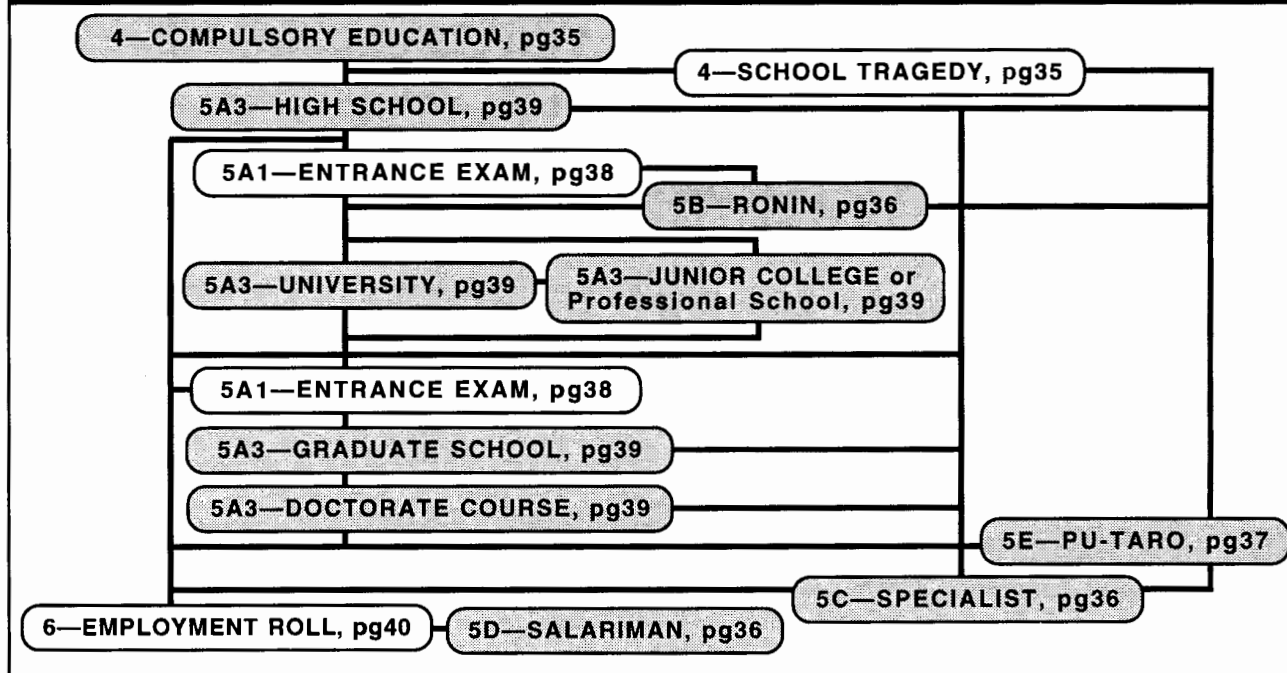
Also just called "Pu", this is the Japanese slang for someone who is unemployed, a freelancer (but non-professional), part-timer, gambler, free-loader, playboy/girl, etc. These are the most common punks in Japan and Korea; they hate the totally supervised society and have dropped out, either voluntarily or not. They have almost total freedom of choice, but their life is pretty uncomfortable. Once you've been Pu-taro, you suffer -1 from Entrance Exam and Employment rolls for the rest of your life. There are no bonuses or Life Events modifications for Pu.

Now use the Life Events charts on CP2020 pg. 37-39, adding in the appropriate modifications if you need to, but use this "You Get Lucky" Table.

YOU GET LUCKY, PU-TARO!

- 1 Make a powerful connection in Government:** Roll 1d10. 1-4, It's a high-ranked SDF (Japan)/Army (Korea) member. 5-7, It's in the Home Affairs Ministry (Japan)/Military Police HQ (Korea). 8-10, It's a high-powered bureaucrat or politician.
- 2 Financial Windfall:** Roll 1d10x100 for amount of Euro.
- 3 Befriended a Black Marketeer:** You can buy illegal weapons, cyberware, media, drugs, etc., at half price. (Choose one kind of Black Market goods.)
- 4 Find a Sensei:** Begin at +2 or add +1 to a Martial Arts skill of your choice.
- 5 Find a Nice Teacher:** Begin at +2 or add +1 to any INT or TECH based skill. If you are a student, you may freely use school facilities, as long as your teacher is working at the school. Also, you may get the latest academic information from him/her.
- 6 Powerful Corp Exec owes you a favor:** You may add +5 to an Employment Roll for his/her Corporation.
- 7 Local Yakuza, Bosozoku, or other gang befriends you:** You can call upon them for one favor a month, equivalent Family Special Ability of +2. Also, you can add +2 to Streetwise in their Nawabari (territory).
- 8 Make a friend in a rival Corporation/School:** You may use him/her for inside information as +2 Streetwise/Business Sense. Pray for his safety.
- 9 Make a friend on the Police Force:** You may use him at a level of +2 Streetwise on any police-related situation. You may hush up one minor crime a month.
- 10 Find a Combat Teacher:** Add +1 or begin any weapon skill at +2 with the exception of Martial Arts or Brawling. (Japanese can't learn Heavy Weapons-If you really want to, you must explain how and where you found the Teacher, and where you trained for your skill. And make it good!) You may purchase a gun and two clips, or other weapon, at normal price, if you make a Streetwise roll at Difficulty 15+.

JAPANESE/KOREAN LIFEPAATH FLOWCHART



5A1—ENTRANCE EXAMINATIONS

To enter the Advanced Education career, you must pass **ENTRANCE EXAMINATIONS**. You must meet the requirements and pass the Entrance Exam Roll (*Education/General Knowledge*) at the proper difficulty rating. If you roll a Fumble, or Critical Failure, roll again and subtract that number from your previous roll! You may have really screwed it over.

ENTRANCE EXAM MODIFIER TABLE

+1	If your parent is Corporate Manager/Ex-noble.
+2	If your parent is Corporate Executive.
+3	If your parent is Zaibatsu/Yangban family.
+3	If you spent your childhood in the Exam Hell of a high level school (if you want this bonus [you went to a private Jr. High prep school], you must sacrifice -1d6/2 from your BODY stat).
+1	For every White mark you picked up at your last school.
-1	If both your parents died.
-1	If you joined Bosozoku, Yakuza, or Gangs.
-1	If you have ever been a "Pu-taro".
-2	If you have had a FAMILY TRAGEDY other than the death of your family.
-2	If you/your family are Pirates, Yakuza, or other Gang type (Triads, Posers, etc.).
-2	If you spent your childhood on the Street.
-3	If you are Urban Homeless
-1	For every Black mark you picked up in your last school.
+1D6/2	For every year you spend as "Ronin"

OPTIONAL: SCHOOL RANKING

Studying at a school with a reputation as a high-academic school is valuable in itself. If your exam results are good enough, you can enter this type of school. Of course, if your scores are low, you can enter one of the many low-ranked "Yakuza Academy" schools. (Cool! This is where most of the Anime/Manga heroes go: see *Akira*, *Be-Bop Highschool*, etc. This is where the action is!) By comparing the result of your Entrance Exam Roll and the Target Number, you can find what school you are eligible for.

SCHOOL RANK TABLE

-11 or less	What a mess! You couldn't enter ANY school!
-10 to -6	Very low-level school (Yakuza Academy)
-5 to -1	Low-level school
0 to +5	Usual school
+6 to +10	High-level school
+11 or more	Very high-level school

5A2—PASSING TO THE NEXT GRADE

OK, you've entered school, but you don't get to rest. You gotta pass the grades and graduate, neh?

Once a year, Students have a Pass Exam. Roll Education & Gen. Knowledge against the listed target numbers. If you succeed, you move up to the next grade and gain your School Skill Pack points. If you failed, you must stay in the current grade, and take only half of your skill points. If you are in High School, you get a Black mark for failing.

If you are in your final year of school (High School 3rd grade, University 4th grade, etc.), your Pass roll is for Graduation. You must choose whether to take the Entrance Exam for the next school, find a Job, or be a Pu. Choose one and make your rolls if you need to.

SCHOOL SKILL PACKAGES

Students choose from skills in the School Packs. You must pass the entrance exams to get into the school.

COMPULSORY EDUCATION SKILL PACKAGE

The basics of education. Roll 1d6 for points, and place them in Electives listed below. You may add up to +2 to a skill.

AUTOMATIC SKILLS: Education & Gen. Know. +1, Language: English +1, Math +2

ELECTIVES: History, Programming, Chemistry, Biology, Geology, Martial Arts (Japan: Aikido, Judo, Karate, Koppo, Sumo. Korea: Tai Kwon Do), Fencing (Japan only), Athletics, Basic Tech, First Aid, Swimming, Library Search.

VERY LOW-LEVEL SCHOOL: Pass to next grade: Add +4 to your roll. (It's easy to pass; that's why it's Yakuza Academy!) Suffer a -3 penalty to your next Entrance Exam or Employment Roll. You get 1d6/3-1 (minimum is 0) points per year for your School Skill Pack.

LOW-LEVEL SCHOOL: Pass to next grade: Add +2 to your roll. Suffer a -1 penalty to your next Entrance Exam or Employment Roll. You get 1d6/3 points per year for your School Skill Pack.

USUAL SCHOOL: No Modifications to rolls. You get your usual 1d6/2 points per year of skills.

HIGH-LEVEL SCHOOL: Pass to next grade: Suffer a -2 penalty (It's getting tougher to pass, neh?) You get +2 bonus to your next Entrance Exam or Employment Roll. You get 1d6/3+1 points per year for your school skills.

VERY HIGH-LEVEL SCHOOL: Pass to next grade: -4 penalty. You get +3 to your next Entrance Exam or Employment Roll. You get 1d6/2+1 points per year for your school skills.



5A3 — ADVANCED EDUCATION

You gain 1d6/2 points of skills each year (Or use the Optional School Ranking for Good and Bad schools). You must use the points in the correct school package, and you may only add +1 to a skill each year. Education and General Knowledge is a Package skill for all school levels.

HIGH SCHOOL

REQUIREMENTS: Education & Gen. Know +1 or better.

ENTRANCE EXAM: Education & Gen. Know vs. 10.

PASS TO NEXT GRADE: Education & Gen. Know skill check vs. 8.

PERIOD: 3 years.

PACKAGE SKILLS: Language: English, History, Math, Physics, Programming, Chemistry, Biology, Geology, Martial Arts (Japan: Karate or Judo. Korea: Tae Kwon Do), Fencing (Japan only), Athletics, Basic Tech, First Aid, Swimming, Library Search.

UNIVERSITY

REQUIREMENTS: Education & Gen. Know +2 or better.

ENTRANCE EXAM: Education & Gen. Know vs. 15.

PASS TO NEXT GRADE: Education & Gen. Know skill check vs. 10.

PERIOD: 4 years (6 years for Medical University).

PACKAGE SKILLS: Language: (Choose one), Composition, Library Research, Teaching, and your major's skills.

JUNIOR COLLEGE OR UNIVERSITY

REQUIREMENTS: Education & Gen. Know +2 or better.

ENTRANCE EXAM: Education & Gen. Know vs. 12.

PASS TO NEXT GRADE: Education & Gen. Know skill check vs. 10.

PERIOD: 2 years

PACKAGE SKILLS: As University.

You have a limited chance of failing the moving-up roll: you may stay in High School, University, Junior College, or Professional School for 2 periods. For example, if you are High School student, you may stay 6 years (you'll get some Black marks, though)—in short, you can fail the advancement roll up to 3 times. After that, you'll be kicked out of school for your incompetence (farewell to your long springtime!).

For every two years you overstay in school, you suffer a -1 penalty to all Entrance Exam/Employment rolls for the rest of your life. Doctorate course student is the only exception. You may stay in the school as long as you wish (and your teacher or circumstances allow it) until you gain the Doctor's degree and may gain full skill point every year. Of course, you also don't suffer penalty from overstaying.

Military/SDF graduates start their military careers from Officer 1 (Lieutenant). There is no Military/SDF Graduate School. Both Korea and Japan only have one Academy; it covers all branches, and has no School Ranking.

GRADUATE SCHOOL

REQUIREMENTS: Education & Gen. Know +4 or better, and at least 1 University White mark.

ENTRANCE EXAM: Education & Gen. Know vs. 20.

Pass to next grade: Education & Gen. Know vs. 15.

Period: 2 years.

PACKAGE SKILLS: Language (Choose one), Composition, Library Research, Teaching, and your major's skills.

GRADUATE SCHOOL: DOCTORATE COURSE

REQUIREMENTS: Graduate from a Graduate School and have two or more University White marks, or have Education & General Know. along with Expert skill of +5 or better.

ENTRANCE EXAMS: Composition skill check vs. 15.

PASS TO NEXT GRADE: None. to graduate, you must acquire Doctor's degree (your major's Expert skill check vs. 25)

PERIOD: 3 years. You may graduate anytime (but you must stay at least 1 year) if you gain Doctorate.

PACKAGE SKILLS: As Graduate School. Plus, you may befriend an NPC with same or related major by spending 1 skill point.

SEE NEXT PAGE FOR A LIST OF MAJORS AND THEIR APPLICABLE SKILLS

Even in 2020, over 90% of Japanese have at least a Junior High Degree. 80% go to High school, 50% of all Japanese go to University. Most University graduates don't bother with Graduate School/Doctorate courses. A University Degree is enough to enter a major corporation, unless you're a Techie or Medtechie.

Of course, if you want to get a Medical License, you must finish a Doctorate course. If you don't mind being an illegal ripperdoc, then don't bother.

United Korea is enforcing the conscription system. Every male with at least INT 4, REF 3, BODY 3, and MA 4 must serve in the military for 3 years between the ages of 18 and 25. (What about the women? They don't have to do it. There has to be some benefit to being female in Korea 2020, neh?) Your School Career will be interrupted, and you must roll your Life Events for those 3 years as a soldier (HoB pg. 72). You can resume your school life with no penalties afterwards. Military Academy students are exempt, of course. Also, no Korean corporation will hire you until you've served your time.



SABA — MAJORS AND THEIR AVAILABLE SKILLS

LITERATURE: Expert: Lit, Expert: Ancient Japanese/Korean, Composition, Anthropology, History, Rhetoric, Language: (Choose one).

ECONOMICS/INDUSTRIAL ADMIN: Expert: Economics, Expert: Business, Expert: Law, Accounting, Stock Market.

LAW: Expert: Law, Expert: Foreign Law (Choose a country), Oratory, Persuasion & Fast Talk.

TECHNOLOGY: Aero tech, AV Tech, Basic Tech, Cyberdeck Design, Cyber Tech, Electronics, Elect. Security, Gyro Tech, Pick Lock, Weaponsmith, Chemistry, Geology, Biology, Math, Physics, Programming, System Knowledge, Operate Hvy. Machinery, Expert: (Choose a specific Tech).

MEDICAL: Biology, Botany, Chemistry, Diagnose Illness, Zoology, Cryotank Operation, First Aid, Pharmaceuticals, Cyber Tech, Human Perception, Expert: (Choose specific medical field).

PHYSICAL EDUCATION: Endurance, Strength Feat, Swimming, Wilderness Survival, Archery, Athletics, Dance, Dodge & Escape, Fencing, Martial Arts (Choose one), Melee, First Aid, Perform.

POLICE ACADEMY: Awareness/Notice, Handgun, Rifle, SMG, Human Perception, Athletics, Dodge/Escapes, Melee, Martial Arts: (Japan: Aikido, Judo, Karate, Koppo. Korea: Tae Kwon Do.), Interrogation, Intimidate, Interview, Streetwise, Driving, Motorcycle, Pilot (AV or Gyro), Stealth, Shadow/Track, Forgery, Basic Tech, Electronics, Elect. Security, Expert: Law, Expert: Traffic Control, Expert: Narcotics, Expert: Criminology.

SDF/MILITARY: Awareness/Notice, Martial Arts: (Japan: Koppo. Korea: Tae Kwon Do.), Stealth, Endurance, First Aid, Heavy Weapons, Rifle, Handgun, Leadership, Weaponsmith, Melee, Demolition, Driving, Motorcycle, Pilot (Choose one), Wilderness Survival, Basic Tech, Electronics, Aero Tech, AV Tech, PA Tech, Expert: Tactics.

ARTS: Expert: Art (Choose), Personal Grooming, Wardrobe & Style, Social, Human Perception, Programming, Paint or Draw, Photo & Film, Disguise, History, Forgery.

MUSIC: Play Instrument (Choose), Expert: Music (Choose), Dance, Oratory, Perform, Social, Human Perception, Programming, Basic Tech.

6 — EMPLOYMENT

After you graduate from school, you'll enter a corporation. (What!? You don't want to be a Corporate? Hey, why do you think your 'rents spent millions on your education?) Finding a job is the major turning-point for a Japanese or Korean. Roll 1d10, and add the modifiers listed in the Employment Modifiers Table, and compare with the Employment Table. You may spend pick-up skill points to improve your chances on a 1 to 1 point level.

EMPLOYMENT MODIFIERS TABLE

- 1 You only graduated from High School.
- +1 You graduated from Graduate School.
- +3 You graduated with a Doctorate.
- +1 For every White mark you gained in your last school.
- +1 If you are Yangban (for all Korean corps except Sungan).
- +2 If your parents are executives in the corporation.
- +3 If you are a relative of the ruling family of the corporation.
- +5 If you are a member of the ruling family of the Zaibatsu.
- 1 For every Black mark you got in your last school.
- 1 If you were born in a foreign country.
- 2 If you are a woman (for all Korean corps except Sungan).
- 2 If you are Japanese (Korean corps only).
- 2 If you are a non-Japanese Asian (Japanese corps only).
- 2 If you have joined Bosozoku, Yakuza, or other Gang.
- 2 If you had a FAMILY TRAGEDY other than the death of your family.
- 3 If your family are members of Yakuza, Pirates, or other Gangs.
- 3 If your family ranking is Urban Homeless.

EMPLOYMENT TABLE

- 8 **No corp will hire you.** You must be self-employed, a free-lancer, or a part-time worker. (Corp salary -50%)
- 7 to -3 **You are hired by a humble company.** (Corp salary -20%)
- 2 to 2 **You are hired by a small corporation.** (Corp salary -10%)
- 3 to 7 **You are hired by a medium corp.** (Corp salary -5%)
- 8 to 12 **You are hired by a large corp.** (Corp salary as per CP2020)
- 13 to 15 **You are hired by a very large corp.** (Corp salary +10%)
- 16+ **You are hired by the central corp of a Zaibatsu.** (Corp salary +15%)

PC corps who start play with *Resources* ability of +5 or better are considered to be from a corporate family. Otherwise, you must explain to the Ref. how you can start so high with your humble beginnings. These corporates may have an extra 5 to 10 points in their professional packages, at the cost of losing those points from your pick-up skills. (You studied *really hard*, choomba.)

If you really want to get into a good corp, you should graduate from University at least. If you don't satisfy the requirements, and don't have any connections with executives, your maximum level of Resource ability at character creation will be restricted: If you only graduated from high school, your maximum starting *Resource* level is +5 (once you begin play, you can raise it above this level, but you will have an IP modifier of (x2) from *Resource* +6). If you only graduated from Junior High, your maximum starting *Resource* level is +3, and your IP modifier will be (x2) from *Resource* +4. If you didn't graduate Junior High, no corporation will hire you.



7 — STARTING FUNDS

STUDENTS/RONIN

A character who starts play as a student or ronin has 1000 Eb, no matter what your Role is. You may gain 1D10x100 Eb for every point of pick-up skill you sacrifice; these count for time at part-time jobs or working on the Street.

CORPORATE/EMPLOYEE

This life is quite comfortable compared to the streets.

Corps and Employees (such as corp-owned Techies, Medtechies, Solos, or Medias) get 1d10+10% of the money he earned during his time spent in service as savings. You think this will give you a lot of money to spend on Cyberware, but, thinking about it, wouldn't Employees and Corps rather buy a car or house, rather than bulking up on cyberware?

Corps and Employees also get Medical Benefits. You only pay 10% of the cost of sicknesses or injuries suffered while employed by a corp, the rest is covered by insurance. Of course, you still get salary while recovering. If you are an Elite Corp or Employee (+7 or better Special Ability), your medical services are completely free. If you are a top Elite (+9 or better Special Ability), you get a free Trauma Team contract on top of it all.

Also, if you put in your 40 years of service, you get retirement pay. This is 5% of your total working salary. Note; if you are fired, you don't get it.

Medical insurance is only good for legitimate doctors and injuries. It doesn't cover "unnecessary" operations, and you can't use it at the ripperdoc's.

SPECIALISTS

If you are a Military Soldier (or SDF member) or Cop, see your respective sections for pay. Soldiers and Cops get medical service at 10% of cost, and injuries in the line of duty are treated for free. Cops also get backup similar to Trauma Team. See HoB and P&S for more info.

If you are a Freelancer, such as a Fixer or Freelance Media, etc., use the standard rules in CP2020 pg. 58-59. If you pay 50 Eb a month into National Insurance, you get medical coverage at 10% of cost. If you don't, then you may just as well be Pu.

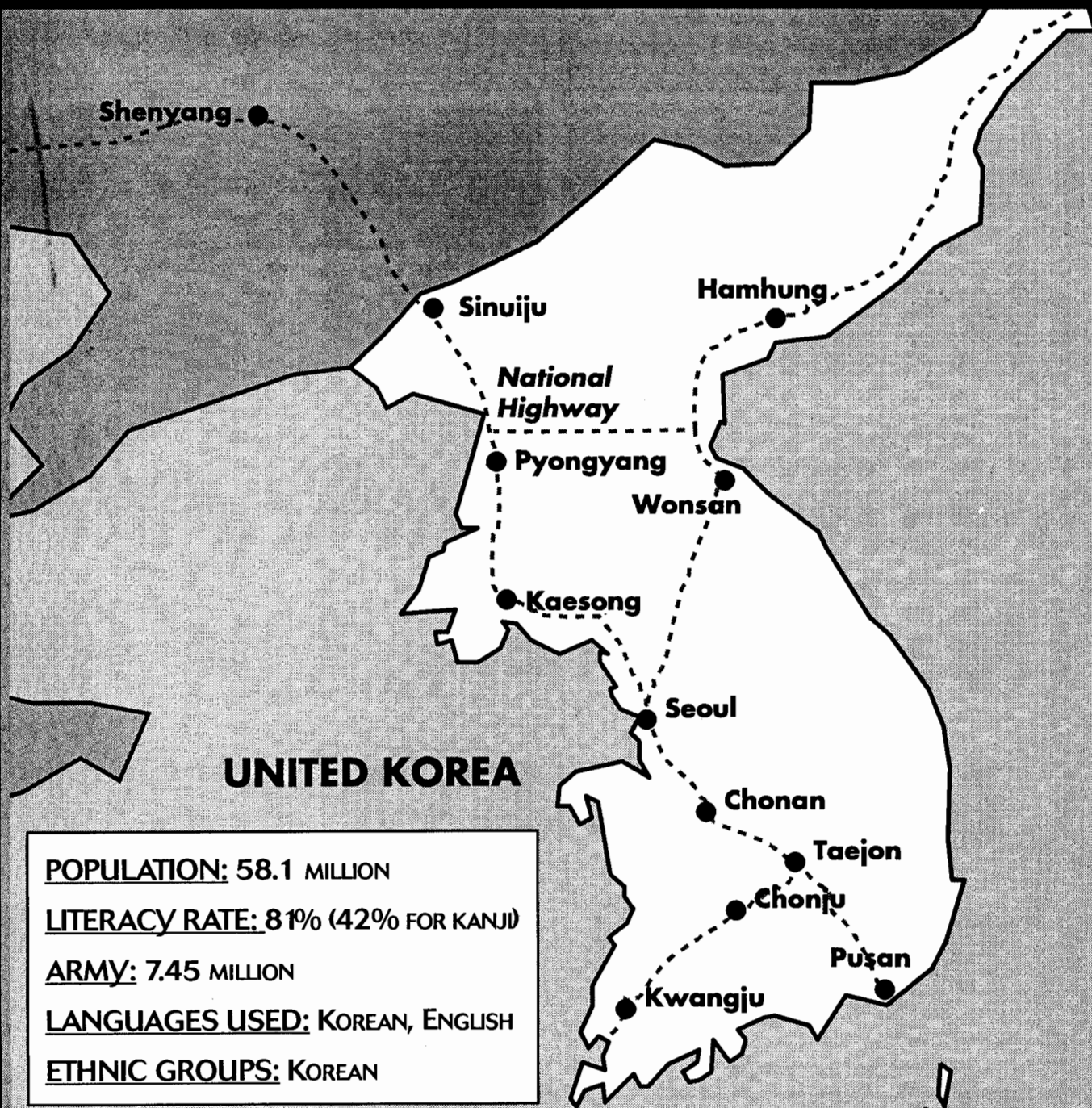
PU-TARO

You are the same as most American cyberpunks; see CP2020 pg. 58-59 for pay scales.

If you are a registered citizen of Japan or Korea, you may have insurance service at 30%. (Yes, if you don't have a job, you have to pay more. Life just ain't fair, neh?) Of course, if you aren't registered, then you cannot have National Insurance, and must pay 100% for medical treatment.



UNITED KOREA



KOREAN ZAIBATSUS "THE TWO KOREAS"

**Interview by Thomas Matthews,
WNS Special Correspondent in
Korea**

Everyone knows that as a result of their violent civil war, Korea was united at last. However, that doesn't mean all their days are now happiness and sunshine. There are still "Two Koreas," and an underground struggle between them.

**"But the cars aren't kimchi
tubs."**

**—Kim PakSun, Seoul
subway cleaner, 2018**

Early on the morning of 20 November, 2018, the body of an elite bureaucrat related to the Sungan Zaibatsu was found, disemboweled, in a Seoul subway car. One of the janitors commented "Ugh, looks like an overturned tub of Kimchi." (Kimchi is Korean hot pickled cabbage.)

At first, the Police said it was obviously murder, and started an investigation. However, the next day they said it was an "accident." A few days later, another corp was murdered, this one from the Tanson Zaibatsu, Sungan's main rival. The dead body had obvious marks of torture, but the only comment the Seoul Chief of Police would make was "It's under investigation."

Well, we at WNS don't just sit tight! We discovered that 24 hours after the second murder, a message was delivered to the Tanson offices. "This is revenge for your inhuman cruelty to our comrade. We will not rest until you make an apology. (Signed) Hengan-Pa, the revived Hwarang." Up to this point, it had seemed to be a regular corporate war, but the entrance of the Hengan-Pa group complicates the situation. Who are the "Hengan-Pa" and what do they want?

Considering how little we Americans actually know about Korean culture, I managed (after calling in some major IOUs) to get an interview with Ms. Sun UnSuk herself, head of Sungan Zaibatsu, to explain Hengan-Pa, Hwarang, and other aspects of Korean culture for us.

When I visited their main office in Seoul, I was ushered through the heavy Sungan security to Ms. Sun's office. A

young lady was already seated and awaiting my arrival in the clean, sparsely furnished office. This was Ms. Sun herself, and she urged me to have a seat.

WNS: Nice to meet you. I'm Thomas Matthews of WNS. Thank you for taking the time for this interview.

Sun: Ch'eon maneyo. You're certainly welcome.

W: I'm surprised at your youthfulness. I'd been warned of your beauty, but, well, I just imagined someone more...mature...to be running a corporation.

S: Oh, don't be. I just have a very good sculptor. Actually, I'm about the same age as the CEO of Arasaka.

W: You mean you're the same age as Saburo!?

S: No, no, I meant his son, Arasaka Kei. My surgeon would have to be a miracle worker if I was the same age as Arasaka Saburo! Everyone knows I've benefited from the advances of our time in cybernetics, which is why our self-appointed Conservatives hate me so.

W: Now, that doesn't make sense. What's wrong with cyber?

S: Well, basically, many Koreans don't like cybertech. There are three reasons for this, all of them irrational. First, the strong influential religious groups don't like cyber. They say it's an affront of God, in Whose image we are made. Then there's the fear of cyberpsychosis. And last, the fact that a lot of cyberware was developed in, and comes from Japan, does nothing to endear it to most of the people.

W: Well, I can sort of understand the first two reasons, but what's wrong with Japanese imports?

S: I assume *you* know, but for your readers who may not...At various times in our history, Japan has invaded, ransacked, and ruled Korea, the last time being from 1910 to 1946. I know, it's almost 100 years ago, but it's almost a cultural hatred of an old enemy. Even today, people fear most a re-invasion by Imperial Forces, and don't want open the doors by letting their corps get a hold of us. Frankly speaking, many say we are already half-invaded. Personally, I don't have any grudge against the Japanese.

W: In fact, isn't one of your sponsors...

S: I can't answer that question as it's an invasion of my privacy. I'm sure you'll understand...

As she said, the (bad) ties between Japan and Korea are old, and bad blood runs deep. But, she wouldn't confirm my suspicion that one of her backers is indeed Arasaka, and she's sharp enough that I couldn't trick it out of her. After a brief stony silence, I changed the topic. I asked her about the 'Yanganb."

W: Would you explain for us social ranking in Korea?

S: Well, currently, Korea has no official laws concerning social structure. There is no official caste system.



TIMELINE FOR KOREA

1994 World— Stock Crash of '94: Euro and US governments are paralyzed.

1995 Japan— "Grand Unification of Ministries and Agencies" is carried out. The political influence of Arasaka and Right-wing parties increases.

1996 Asia— The US military in Japan and Korea is withdrawn to the American mainland.

1999 Hanguk (S. Korea)/Choson (N. Korea)— The Second Korean War begins. The South claims that the North violated airspace. No foreign radar picked up any activity.

Japan— The Korean War brings tension, but also prosperity. Under the threat of the North's "Nodong 13" nuclear missile, Arasaka's "Family Kabuto" personal shelter made record sales.

2000 Hanguk/Choson— US, Japan, China, and Neo-Soviet Union take neutral stance on the surface. In reality, Cold War lines are redrawn, and behind-the-scenes aid is supplied, but sides are too evenly matched. The war becomes a stalemate.

Japan— A government official quoted as saying, "In the long run, the Korean War will only benefit us" is discharged.

2002 World— Food Crash wipes out wheat crops worldwide. Southern China's population explodes as everyone from the wheat-growing north moves to the rice-growing south. Southern China, Japan, Thailand, and Vietnam make record profits exporting rice, seafoods, and synthetic foods.

2004 Hanguk— General I (pronounced "ee") Ryong Yon gains control of South Korea in a coup. I declares his military junta "United Korea", and his private army takes control of sympathetic national army.

I HoTong, General I's brother, leads a bombing raid on Subunho dam. Its destruction cripples China's ability to aid the North.

Thomas Matthews, WNS Special Correspondent, reports participation by Arasaka troops in the war. Both Japanese government and General I deny the reports.

2005 United Korea— Victory for General I. The United Republic of Korea is born. General I is elected as the first president of the new country.

During a press conference (to deny rumors of an Arasaka alliance) at Ch'ongwa'ae palace, I and hundreds of media (and others), are killed by a bomb blast that levels the building. That same day, I HoTong is shot down in his F-16 by Korean Air Force pursuers, on his way to China. His F-16 crashes on Chinese soil and his body is never found. His reasons for fleeing to China remain a mystery.

Korea elects as new president, national war hero General Park.

2006 United Korea— The military and police are reorganized along the lines of the new American military.

2009 United Korea— A new terrorist group, led by someone using the name "I HoTong" starts attacking Japanese corporate installations.

2012 World— First viable nanotech developed jointly by Euro and Japanese labs.

2014 World— I-G Transformations redesign the Net.

2015 World— After 10 years of mutual sabotage and deception, Japan is kicked out of EEC.

2020 —NOW

"Poverty and Glory, how our lot is different; yet we are from the same Yangban. What a shame that you turned me away at the door without even asking my health! Someday, our standing will change!"

—From the Pangoli, a collection of Korean folktales

W: Then, who are "Yangban"?

S: That is a leftover from a kingdom in history called Rissi-Choson. This kingdom united the Korean Peninsula from 1392 until the Japanese conquest around 1900. The Rissi-Choson government instituted a four rank system: Noje, the slaves or untouchables, Sangin, the commoners, Chungin, the fallen nobles, and Yangban, the noble families. When the Japanese colonized us they eliminated the rankings. However, Koreans remembered their Ponkwang, their origin, by checking the census registers, and so can adhere to their rank. The descendants of Yangban families are especially proud of their heritage, and will fly into a rage if "commoners" should treat them as equals.

W: But, isn't *your* origin Yangban?

S: Yes, but I don't care. I'd rather be respected for my abilities. Swaggering around just because you're Yangban is like broadcasting your incompetence over a loudspeaker.

W: Ouch. That's pretty harsh. What does Yangban mean in Korean?

S: It means "Two (yang) Bans." The Koreans adopted the old Chinese Service Exams, called *Kako*, back when China ruled us. The only ones who could take *Kako* were the nobility, and the exams had two types: one for military officers, and one for bureaucrats. A passing score was called a *Ban* and a person who passed was a *Mu Ban*. The best of the best passed both, and became *Yang Ban*, and the term soon spread to all nobles.

W: I've heard that the Yangbans are pretty tyrannical; present company excluded.

S: Thank you for that; you've heard right. But that doesn't mean they're *all* *sasaenga*. There was such a high proportion of Yangban when the rank system was made, and the Yangban believed that physical work was beneath them, so many refused to do it. This unbalanced the law of supply-and-demand, so it was economically impossible for all Yangbans to live the easy life.



Some did work for a living. However, most of them, when hard up for cash, put the screws to the Sangin. People still have memories of those days, passed down through their families. Now, I'm not saying Yangbans now are like their ancestors.

W: Is it correct that almost all executives of Korean corporations are Yangban descendants?

S: Yes. Korean corporations are family businesses, so the top executives in a company are all members of the same clan. I think no other people values kinship as much as Koreans do.

W: If Yangban are the nobles, who are **Amhan-osa**?

S: Amhan-osa are the secret police from the Rissi-Choson era. Rissi-Choson was a centralized kingdom, but many of the local bureaucrats would become corrupt. When word got to the king about a certain bureaucrat, he would secretly send someone out to check on the locals. These were the Amhan-osa.

W: What about the rumor that President Park has Amhan-osa under his direct command?

S: I'm not sure...such political matters are no business of mine.

So to sum up, there are corporates, and others who puff up their egos with obsolete caste rankings, which seems silly to me. Certain Euros may disagree with me on this point. As for the Amhan-osa, who are they, really?

Korea has such a strong family system, I decided to ask more about this.

W: You told me that Koreans respect kinship before anything else. We have a saying, "A good neighbor is better than a distant brother." It would seem that Koreans believe just the opposite.

S: Yes, that's what my father believed, that a distant brother is much better than an good neighbor.

W: There are many complicated rules to this kinship thing, neh?

S: Not really. There are ranks in the clan, and you must speak with respect to a higher-ranked person, even if he is younger than you, or your subordinate in the office. The topmost person is the first son in the head family. Also, Koreans follow three pieces of advice: **Saengchi**, **Konchi**, and **Yukchi**. They mean "Respect, and learn from your parents," "Learn wisdom from the difficulties in daily life," and "Endogamy is taboo." Yukchi especially is followed, and there are laws on the books banning marriage between men and women of the same name. For example, I can't marry anyone named Sun.

W: Even if there's no blood relation?

S: If you have the same name, you have a common ancestor, and it's illegal no matter how far back the relation is. Also, Koreans put so much emphasis on their family name that there are only about 300 family names for a population of nearly 65 million. A phone book is pretty useless in Korea.

W: So, over 200,000 people will have the same name, if my math is right.

S: Well, if they were evenly distributed. However, over half the population has the name "Kim."

W: So there are over 30 million Kims in Korea.

S: Yes, but they aren't treated as the same clan if their **Ponkwang** is different. Still, there are an awful lot. There are so many people cohabiting because their marriage wouldn't be allowed. Of course, if they have children, the son will be illegitimate and his name won't be listed in the **Chokbo**, the Korean Family Register. This is a dishonor worse than death for men. If your name isn't on the Chokbo, you aren't really considered a person. Parents use this as a threat against unruly boys; that they'll remove the child's name from the Chokbo. It's very effective.

W: Wait, why did you say "for men," and "boys"?

S: Women have never been listed on the Chokbo, except for rare occasions, like very famous women, or women who died as virgin nuns.

W: This sounds a whole lot like sex discrimination.

S: It is. That's why I'm doing a lot to abolish discrimination in Korean society. It's an uphill battle because of the long traditions and history of Korea, and the extreme influence of **Yogyo**, the Confucian ethics that were brought in from China. Unless the Yogyo is broken down, things won't change much, unfortunately.

It always surprises me how much a modern country like Korea still follows old discrimination practices based on sex, or caste rank. However, the Idaho situation puts things into perspective. I must say I feel a lot of respect for Ms. Sun in her fight against the system.

W: Confucianism is difficult for many foreigners to understand. Would you mind explaining it for us?

S: Yogyo was brought from China as the national religion/philosophy of Rissi-Choson. They also brought eunuchs, the perfect political system to protect men in power, and many other things...

W: It sounds like a lot of damned silly things were brought from China.

S: (Laughs) Well, did it sound like that? Ancestor-worship was also brought from China.

W: Ancestor-worship?

S: Yes. The leader of the clan, the **Choson**, must hold religious rites on the anniversary of every ancestor four generations back; for his ancestors back to Great-great-grandfather. There will be over 10 of these festivals every year, and all relatives within the 10 degrees of relationship by blood gathers for these. Well, the **male** relatives within 10 degrees will come. As I said, there are many things women aren't allowed to do in Korea, and this is one of them. To tell the truth, the rites are bad in another way.

W: How so?

S: The fact that they cost a mint to have. It will hurt the clan reputation if the rites aren't held in the most grand manner, so the Choson will bankrupt the clan if that's what it takes to have a properly splendid rite.

W: From my point of view, that's going a bit far for your dead.

S: Yes, but it's Yogyo to respect your elders and the dead, and we



HANDLE: Sun UnSuk**ROLE:** Fixer**STATS:**

INT: 10	REF: 8	TECH: 6	COOL: 10
ATTR: 10	LUCK: 7	MA: 8	BODY: 7
EMP: 6	SAVE: 7	BTM: -2	

SKILLS:

Streetdeal +9, Awareness +7, Accounting +7, Anthropology +4, Education +8, Expert: Sungan Zaibatsu +9, Business Sense +6, English +8, Japanese +6, Mandarin Chinese +6, Cantonese +6, Rhetoric +7, Stock Market +6, Handgun +4, Driving +3, Intimidate +7, Teaching +5, Human Perception +6, Social +8, Seduction +7, Leadership +6, Persuasion & Fast Talk +7, Personal Grooming +6, Wardrobe & Style +5

CYBERWARE:

Neural Processor, Sandevistan, Interface Plugs, Chipware Socket, Skill Chips (MA: Aikido +3, Melee +3, Cyber Tech +3, First Aid +3, Stress Chip), Independent Air Supply, Toxin Binders, Cyberaudio (Bug Detector, Voice Stress Analyzer, Tight Beam Radio Link)

The leader of the Sungan Zaibatsu, Sun UnSuk is known for her exceptional ability to gather talents and bring them into her organization, more than for her management skills. While studying abroad in Europe and the US, she acquired her capitalistic ways and some powerful sponsors, including EBM, Petrochem, Militech, and Arasaka. She reformed Sungan into a revolutionary corporation when she became CEO and Chair of the Board, the only woman in Korea to achieve this level in business. The unexpected, accidental death of the Zaibatsu leaders shortly after her return to Korea certainly helped her overcome the gender barrier. In fact, the sudden extinction of the entire Sun clan, other than UnSuk, has led to many conspiracy theories, but nobody is willing to openly accuse or slander the master of the most powerful corporation in Korea.

Within Korea, where gender discrimination is endemic, UnSuk has no scruples about doing whatever is necessary to gain power over men and keep her position safe. Now she even influences President Park, but she will not relax. She knows full well that her opponents are waiting for an opportunity to extract revenge. Sungan is noted for taking in anyone with enough talent, regardless of gender, class, or nationality. Her thinking is very unique among Yangban.

UnSuk is very receptive to (and influential upon) the Cyberpunk movement in Korea. She Cybered-up herself while studying abroad, and has since had numerous upgrades, plus bodysculpting to look about 16 years old. She is actually 42.



put a lot of emphasis on them. Some people cynically say "Koreans never gain respect until they're dead."

W: That's a bit much, neh?

S: Yes, Yogyo is a great bane to our existence. However, there are some benefits. Yogyo was necessary to understand

the advanced Chinese culture and philosophy, writing, and science. Koreans consider themselves the true descendants of Chinese culture, especially after the Ming Dynasty fell to the Qing.

W: With just a change of dynasty?

S: Remember, the Qing royal family were horse-riding nomads called the Nyochin tribe. Every winter when the rivers froze, they'd cross and raid us for food and women. The Rissi-Choson people hated them, and called them Yain, or barbarian. They couldn't respect nomads as their sovereigns. The Korean **Hen** runs very deep. There is a theory that the ancestors of Koreans were hunter-gatherers also, so maybe there is a grain of self-hatred behind their dislike of the Qing.

W: Okay. As a woman, explain the social standing of women in Korea.

S: We're hardly standing. Most are still sitting behind the men. (Laughs)

Really, the social status of women is very low, because we aren't allowed to join in the rituals that bind our culture. Worst of all, the custom of arranged marriage still thrives in Korea. The Japanese stopped arranged marriages years ago. A Korean marriage is more of a merger of family businesses than a bond of love. It's mainly to keep strong bloodlines for the sons. I'd say it's probably pretty rare for a Korean woman to be happily married with her true love.

W: Don't they even have the right to choose their husband?

S: Yes, but it's a pretty recent phenomenon. For about 15 years before the Second War, love matches were becoming more common. But since Unification, arranged marriages have been making a comeback. Early marriage is encouraged again. As soon as a girl graduates from high school, she is under tremendous pressure to marry. So, many girls enter University, but as soon as she graduates, she is again pressured to marry. Many girls spend their school days looking for someone they like that their parents will let them marry. They shut their eyes to their boyfriend's tiny faults, only to see them all too well after marriage. But this is still better than marrying someone you don't know at all, who could be a maniac for all you know, but who is rich and has a name your parents want.



W: *Entering University is the only moratorium for women?*

S: *Well, they can study abroad, or become a graduate student, but the older they get, the more desperate her parents become, and the greater the family tension; so many find it's not worth it to fight to the bitter end. The proverb "Marriage is the grave of life." is very true for them. I wouldn't know; I'm single.*

W: *Why is that?*

S: *I have no family to encourage me to marry.*

W: *In fact, aren't you the only survivor of your Ponkwang?*

S: *For God's sake, those were inexplicable accidents! Where would this company be if I spent all my time bewailing their deaths!?*

S: *Anyway, the current system is an improvement over the past. The right to choose a husband is now a written law. Before 1900, parents with girls of marriageable age (14), searched for a partner for their child, one who would be profitable for their clan, and arrange a marriage on an auspicious day. The children had no say in it. In most cases, they never met until the wedding night. The wife from then on was left to the tender mercies of her husband's family. And, woe upon the girl who didn't produce an heir. Well, even now, it's expected for the wife to provide a male son as an heir. This is their prime mission as a wife. Women who didn't bear children, or only had daughters were divorced, or forced to allow concubines for her husband.*

W: *You have concubines in Korea even now?*

S: *Oh, no. You misunderstand. Things have changed; there are no concubines now.*

"Every time I meet a man in trouble, I cannot help seeing what I can do for him. But when I see him gain happiness, I suddenly feel jealousy at his good fortune.

Why must I wade in this undisconnectable Hen alone..."

—From Korean Legend

W: *A little while ago you used a word I haven't heard before... "Han," or "Hen," or something like that?*

S: *Oh yes, Hen! It is a way of thinking particular to Koreans. Hen is apt to be misunderstood by foreigners, especially those using Chinese characters, or kanji, like Chinese or Japanese.*

W: *Why is that?*

S: *Well, as you know, Chinese, Japanese, and Korean use kanji for writing. We all use the same one for Hen, but it has different nuances for each. For Chinese, it means a grudge, or hostility. In Japanese, the kanji means heartburnings, bitter feelings, or regrets.*

In Korean, it is bearing a grudge, or regret. These are similar meanings, as defined by the dictionaries.

W: *So the Korean meaning of Hen is different from those.*

S: *Exactly. I'm not saying that the dictionary is wrong, it just doesn't give the whole story. Hen in Korea is based on internalized feelings. It isn't a passion to do something, it is bottling up those passions inside oneself.*

W: *I would think those passions would be solved by exacting a little revenge.*

S: *But Koreans couldn't do that. Think about it. The Japanese and barbarians were always attacking and taking over, plundering us into poverty. When we did get control, it was in the hands of the Yangban, who bled the commoners dry. The urge for revenge was curbed by the realization that it was impossible, that one couldn't even defend themselves, much less exact revenge. They were burning for revenge, but couldn't do it.*

W: *Hmm...the thought cultivated by situations impossible to revenge...*

S: *After the age of Rissi-Choson, the meaning of Hen was differentiated by the classes. The dictionary meaning, feeling based on external elements is the Hen of the ruling classes. The commoner's Hen is from the desperate spirit trying to free itself from distress by resignation and compromise. I think this is the true Korean Hen.*

W: *Did the kingdom ever try protecting its own people?*

S: *The Yangban and government had no interests except for their profits. The goods stolen by outsiders were expendable, because the rulers could always get more from the peasants. This is the problem with classism, the people are seen as beasts or providers for the rulers.*

W: *If I were a peasant of the times, I'd try to revolt.*

S: *The reason they didn't is quite simple. They had no power, weapons, food, energy, what-have-you, left to do it. But no matter how bad it got, they persevered. They feared the power of the Yangban, yet they created wickedly satirical folksongs full of criticism, and they wrote didactic stories in Hangul characters.*

W: *Why Hangul? Isn't that the official script for Korean?*

S: *Yes, but it was created in the 15th century. The Yangban were still infatuated by China, and believed that kanji was the best, so they never learned how to read "peasant scratchings." So the people wrote vicious stories safely in Hangul, since the Yangban couldn't read it. I recommend the "Pangsoli." This is a book of stories dripping in Hen. There are many stories, such as a beautiful girl whose kisheng (licensed prostitute) mother refuses to give her up to a lustful official despite his abuse, along with satires of Court affairs, a dutiful girl who takes care of her blind father; all included in this book. Unfortunately, there were more stories, but some were lost in time.*

This Hen explains the wonderfully sarcastic humor of the Koreans, something especially unique when compared to the Japanese and the Chinese, some of whom don't seem to get sarcasm at all.



HANDLE:

Son AnAng

ROLE:Rockergirl
(Mudang/
Shaman)**STATS:**

INT: 7	REF: 7	TECH: 3	COOL: 9
ATTR: 10	LUCK: 8	MA: 9	BODY: 6
EMP: 9	SAVE: 6	BTM: -2	

SKILLS:

Charismatic Leadership (Shaman) +8, Awareness +6, Anthropology +4, Education & Gen. Know +6, Expert: Fortune-telling +8, Expert: Sungan Zaibatsu +3, Expert: Mudang life +8, English +6, Japanese +5, Martial Arts: Tae Kwon Do +4, Handgun +4, Driving +3, Streetwise +2, Oratory +7, Interview +5, History +4, Persuasion and Fast Talk +7, Performance +8, Social +6, Dance +6, First Aid +5, Personal Grooming +6, Wardrobe & Style +5, Trance +9

CYBERWARE:

Processor, Interface plugs, Vehicle Link, Machine/Tech Link, DataTerm Link, Chipware Socket, Chips (German +3, Cybertech +3, Stress Chip, Ambidexterity Chip), Cybereyes (Right: AntiDazzle, IR/Left: AntiDazzle, LowLite)

Son AnAng is the 19 year-old successor to a Mudang family. Due to the true successor's death by disease in childhood, AnAng was raised as the mudang-to-be, regardless to the lack of "mystic powers."

She is well aware of her deficiencies, and feels the role of Mudang as a heavy burden. If she hadn't been forced into the mudang-hood, she would have been a great singer, due to her beautiful voice and ample natural charisma.

Since her mother's death five years ago, AnAng has been under Sun UnSuk's wing, and feels more love and loyalty to Sun than to her family, which is rare in Korea. She resembled Sun UnSuk naturally, and has been biosculpted to look like a twin of the powerful fixer. Sometimes AnAng acts in Sun's stead, or as a decoy, since few can tell them apart.

S: I know a *mudang* who can sing the Pangsolli. I'll introduce you to her.

W: Wait, what is a *Mudang*?

S: A *mudang* is a practitioner of the native Korean religion. You'd translate it as "shaman." I'll bring her in and she can explain further.

(Ms. Sun clapped her hands and a woman who was her spitting image came in.)

AnAng: Nice to meet you Mr. Matthews, my name is Son AnAng. You know, you look much taller on the TV.

W: Nice to meet you Ms. Son. I'm honored you watch my show.

A: Oh, I've never seen your program. I suppose I should have said "monitor." I was watching you with the solo team in the next room. Please, call me AnAng.

W: Um...sure...good security, eh?

A: "A gram of prevention is better than a kilo of cure," isn't that the saying? But I don't think Master Sun would call me in to talk about our SecTeams, do you?

W: Of course not, although I would be interested in the setup. Would you please explain to me what you do?

A: Koreans believe in the existence of many gods, spirits, and forces. We especially worship the agricultural gods. The *mudang* is expected to hear the voice of the gods, and to guide our people accordingly.

W: You say you hear the voice of God?

A: The absolute command of "the voice of the gods" is what people want. It takes responsibility off of their shoulders. They don't care if it's the actual voice of a god, as long as it points them in a profitable direction. But if people aren't convinced of a divine source of the advice, they'll never follow it. The *mudang* requires the charisma that makes people feel they are in the presence of the divine.

W: Well, I'm impressed with your frankness on a touchy subject.

A: But it seems that my deceased mother and sister could actually hear the gods. As Mother would say "The gods are all around us. But asking the gods questions about piddling things is disrespectful. They have better things to worry about than your hangnail."

W: But the people worship because gods help them, neh?

A: You're right. Although I'm incompetent, people respect me because I have given some good advice. I know they accept me because I'm the successor of a hereditary *Mudang* family.

W: This is a genetic condition?

A: (Laughing) Yes, women in my family have been *mudang* for many generations. My elder sister would have taken my mother's place, but she died very young, and as I am the last of my bloodline, I had to take the job.

W: Is there another way to become *mudang* other than by succession?



"It was in the countryside, north of Hamhung, where I met the villagers. We were doing a human interest story on Communist North Korean enclaves. Anyway, these villagers worship bears even now! Although they'll scare away bears and curse them soundly, they'll never kill one.

One day, our team was attacked by a bear in the forest. Shotgun blew it away before I could say "Boo". At first, the people of the village were stunned by our actions. Their shaman announced we would be damned and struck down.

Three weeks went by and the worst that had happened was that we ran out of smokes. One day, I heard the shaman telling the villagers 'They could kill the bear, since they are *oein* (foreigners). If you people imitate them, the wrath of the spirits will surely strike you dead!'

They didn't listen to me when I tell them they won't be cursed even if they kill a bear. They just looked at me suspiciously."

—Thomas Matthews, WNS reporter

A: There are those who gain power by *mudangpyong* or shamanic illness. They become possessed by a spirit, and channel the messages of the spirit or god to the people.

W: You mean god gave them the power?

A: You'd think a shaman wouldn't say this, but I'm not sure. But even in foreign countries there are people who do incredible things through simple faith.

W: Yes, I've seen snake handlers in Alabama, and Indian fakirs do some phenom stuff.

A: You can't underestimate the power of a true believer, in religion or politics. They've changed empires before, and will again.

W: So, is business booming?

A: Actually, the social climate is moving against us. Over 60% of Koreans are Christian, mostly Baptists, and they try to shut us out as countryside superstition. But I think we'll survive. In Rissi-Choson, we were flooded with Chinese philosophy, and the *mudang* were demoted to *Noje* and *Sangin*. We survived that. We'll get by with the Christians, also.

So the native religion of Korea is facing extinction again. Ironically, most of the people who appeal to the *mudangs* are women, with questions for the gods as to how to deal with their life in the System. Only if equality is established will the *mudangs* truly die out. So the current system is preserving the religion it despises. Is this anarchic 'punk stuff, or what?

S: Well, our time is almost up. Are you going to ask me about the Hengan-Pa cases?

W: Yes, I almost forgot; y'all are such interesting teachers that I nearly forgot my questions. The Hengan-Pa call themselves "The Revived Hwarang." What is a *Hwarang*?

S: Hwarang was a system in the old Silla kingdom, before the Rissi-Choson.

W: I'm not familiar with the name.

A: Silla was the strongest of the three pre-Rissi-Choson kingdoms, from about 350 to 935 AD. The other two were called *Paekche* and *Koguryo*. Silla was always running short on talent, so the Silla court divided the *Wonha* system to solve the problem.

S: The court chose a pair of beautiful maidens, *ChunJo* and *NanMo*, from the leading noble families. The Court wanted to recruit people from their *rangdo* (admirers). But, with time, the two women grew insanely jealous of each other, and one night, *ChunJo* murdered *NanMo*. *ChunJo* was forced to commit suicide and the *Wonha* system was abolished.

A: It was still a good idea, but women were unfit for such a high post, so the Court chose beautiful boys, and cultivated them to the heights of elegance, and called them *Hwarang* (flower boys). The idea of *Hwarang-do* came from them.

W: What exactly did the *Hwarang* do?

A: They themselves did nothing. Their job was to attract youths as their *Rangdo* and foster their friendship. The *Hwarang* would

educate them, train them in the martial arts, and play with them. The Hwarang measured their talents, and recommend the exceptional ones to the Court.

W: So they were basically talent scouts.

S: Yes, but sometimes they themselves were the high-achievers, as they were the sons of the highest nobles.

W: So the guys calling themselves the "revived Hwarang" are descendants of the Silla nobles?

S: I'm not sure, but I believe most of them are Yangban of Silla lineage, rather than the Paekche or Koguryo Yangban. In fact, Tanson's Chairman is Paekche.

W: So the cases may actually be confrontations between lineages of over 1000 years old, rather than corporate strife.

S: That might be it. Or maybe it isn't. I can't tell, since I don't know the Hengan-Pa's objectives. There are many rumors about them, such as "They are raising the banner of revolt against Japanese economic imperialism." or "They are revenging the murder of President I." My guess (and I may be wrong) is that they want to stress that the Silla Yangban are the elites of the elites.

W: You mean, advertising the fact that none are superior to them?

S: Exactly. The Silla lineages tended to look down on the other kingdoms, especially the Paekche. All Yangbans were equal, just the Sillas were more equal than anyone else. I hope they are rooted out before it gets out of hand.

W: Lastly, do you think there's any relationship between the Amhan-osa and the Hengan-Pa?

S: I don't even think there is an Amhan-osa in modern Korea.

W: Well, thank you for your time, I've had a good time.

S: *Kamsa hamnida*. I hope your viewers find it was interesting, yet informative.

THE SECOND KOREAN WAR, AND PRESIDENT I, A TOTALLY HARD DUDE

By Victor Perreux, Freelance War Correspondent

The year was 1999, the fin de siècle. I was in Seoul, in It'aewon. It was a pretty desolate place since the Army base next door had been emptied out during the American withdrawal. Now it was a housing development, but it was the part of Seoul that still had some low-class action, the kind I like, and a lot of people who spoke English. Everyone was a little nervous because loony 'president' Kim had been massing troops for weeks on the border. The locals weren't too itchy tho', because the Northern dictator had been doing it yearly for over 15 years.

I was having a drink and dancing with Goh when the air-raid sirens went off. We all hit the deck, which was OK, because I'd

been trying to get her horizontal for 3 hours.

We heard later the Hanguk jets going overhead toward from Taejon to P'anmunjom, to blitz the commie troops. We heard over the news that Choson planes had come across the border. Being only 40 clicks away, we were in for a rough time.

Within days of the dogfight, the Chosos were spilling over, and were at the edge of Seoul in a month. The Sovs, Chinese, Americans and Japanese were "officially" staying out of the whole "Internal matter." Pure BS. I myself saw Chinese and Sov military advisors directing troops during the fall of Seoul in 2000. I was bunkered down in a secure basement with Goh. I figured we could ride this one out, especially since I knew the Americans and Japanese wouldn't let the Commies take the peninsula.

It went on a bit longer than I thought. We made a break for Kwangju when our bunker was discovered. I didn't know Goh was a Tae Kwon Master. She surprised the hell outa me!

We got through the lines in 2002, just in time to see that sannomu college boy Matthews show up and start spouting off for WNS, as I was getting my arm patched up. The war was deadlocked, with the Hanguk civilian leadership snapping at each other as to who got the credit, who got the blame, should we take aid from the uenomu, or not...

Finally, May of '04, General I RyongYon (a hard-drinkin' bastard that I'd always liked) got sick of it too, and blew the civvies away, and got things moving. All the time, Matthews-chan was whining about "military dictatorships." Frack. Dictatorships are the only way to get things done! I's boys surrounded the regulars and made them swear fealty, then started the march North. His "United Korean" army started the grind against the Chosos, who fell apart when their power and Chinese supply lines were cut by a bombing raid led by I HoTon on Subunho Dam and Yongbyon Nuke Plant that June. Brilliant piece of work, even if there was some radiation spread. It was mainly the Cho's who bought it.

By November, we were in Seoul again, and in March '05, they took the North. Unfortunately, they didn't get to do in 'president' Kim the Younger. The loony beat them to it by suiciding. Git.

Soon, rumors were flying that the Choson fighters who first crossed the border were only seen on Hanguk radar, and the whole war was manufactured by the Hanguk leaders with the Japanese. I say it's nonsense, and even if it were true, so what? The Cho's should've been nailed years ago.

In '05, General I was elected in a landslide, and I blacked out for four days after the celebrations. Soon the rumors were flying again, especially by the WNS people, that I was a "puppet of Nippon" and a "conspirator with the Zaibatsus in the starting of the war." The losers of the election, the Tanson group and their Conservative buddies, jumped on this like a rabid pit bull on a referee.

June 4th, 2005, a press conference in Ch'ongwat'ae palace was called, and Gen. I was going to set the bastards right. I (me)



was still recovering from the week before. Somehow, I had ended up in the hospital with two gunshot wounds and a broken leg. Damned if I can remember how.) Some Cho blew the whole freakin' place up! They got I, and about 100 medias. So it wasn't an entirely bad thing! Later on that day, I HoTon was shot down over the Hanguk/China border. The CCP say they've never found his body, but since 2009, a Cho group calling themselves "I HoTon" have been hitting the Zaibatsus.

After the Ch'ongwa'ae incident, they had to find themselves a new Prez. They elected General Park, who I'd always thought was pretty chill, but he proved to be a freakin' yono by throwing in with the Conservatives, and pronounced tightening of the Drug, Alcohol, and Firearms laws. That's when Goh and I left the place. The damn Cons are trying to take all the fun out of life there in the name of "Traditions and Family Values."

We've bought a nice place in Bangkok, with a villa in 'Nam, so we can hang out with some merc friends, who I let use the place when I'm not around.

SEOUL— A CITY TORN

The assassination we started this article with, and most of the high-power dealing in Korea, takes place in the capital, Seoul.

History

Seoul is on the western side of the peninsula, near the 38th Parallel. This put it at the center of the two Korean Wars, but it's been a focal point for strife its entire history.

It was a humble village until I SongGye, the founder of Rissi-Choson, built his capital city here. The first invasion was by the 16th-century Japanese warlord, Toyotomi Hideyoshi, who burnt the city. During the late 19th century, until 1910, Korea was center to the struggle between the Chinese Qing Dynasty, Czarist Russia, and Imperial Japan. And Seoul was the center of that maelstrom, but the Yangban just tried to make profit out of the situation. In 1910, Korea became a colony of Japan, and the Governor's House was built in Seoul. In 1945, after the Japanese surrender, Korea became the center of the Communist Chinese/Soviet/US battle, and Seoul was burned down twice during the First Korean War. But they rebuilt it again. Afterwards, as the capital of Hanguk, it made a tremendous leap into the corporate consciousness. Of course, it got trashed right away during the Second War, and General I based his command in Pusan. Being within 100 km of the former Hanguk/Choson border made it the prime target of every Choson soldier. Now they are rebuilding—again. Some blocks are untouched (but sooty) buildings from before the war, while the next block may be flattened rubble, or one of the brand-new towers.

Politics

As the largest city by far in Korea, and as the capital, Seoul is now the center of struggle between old and new powers, both on the surface and underground. Choson (and other) terrorists take advantage of the lack of reconstruction planning, and strike from various ruins. The police cannot find the terrorists in the confusion, and the people are unsettled. This struggle is not only a struggle for power, but one for culture as well. Korea hasn't really changed in the last 500 years; even the Communist North was still Yangban rule. Koreans are getting frustrated at the difference between their old, restrictive system, and the perceived freedoms of others. The Cyberpunk movement is being felt by the disaffected, and talented but lower-caste, youth. Caution is advised; if you are seen with the Yangbans, you may be attacked later by Cpunks. If you are seen with 'punks, you might be arrested for "aiding anti-state elements."

Transport

Being a city of around 10 million, Seoul has all the expected transportation problems. The entire traffic web of Korea centers on Seoul. Ironically, the recent destruction has given the civil engineers ample room to make improvements, and the Korean traffic system is one of the fastest and safest in the world.

Subways

Korean subways are incredibly safe. The security has been strengthened since the Sungan assassination. There had been violence before, but that was the case that got measures installed (to protect the corps and politicians; they don't care so much about you or I, or the Korean punk).

Every train is guarded by two or more well-armed cops, and the stations have a squad on hand at all times. If you make trouble in the subways, the cops will take any means necessary to keep the public peace. "Trouble" can be awfully loosely defined, though. If you are nervous around police, DON'T take the trains!

Freeways

The entire Korean highway system is centered on Seoul. It's an old habit; 400 years ago, they said "Even a footpath between rice fields points to Seoul." In the outlying areas, especially in the North, roads may still be unpassable. Also, sometimes you'll find roads that are incredibly straight over several clicks. These were designed as emergency runways during the Hanguk/Choson Cold War.

Planes and AVs

Private use of AVs is forbidden in Korea, due to their excellent terrorist capabilities. It's a "public security measure." There are a few





public taxi-type companies, and most corporations have their own AVs registered for business use.

KOREAN ZAIBATSUS AND THEIR CONFLICTS

By Kim YonSam

During the Japanese Occupation, Koreans learned many of the Japanese organizational structures, including the Zaibatsu. The Zaibatsu was perfectly suited for Korea's Confucianistic, family-oriented society, and they thrived after World War II. Let's look at United Korea's top two Zaibatsus: Sungan Industries, and the Tanson Group.

SUNGAN INDUSTRIES

Arms manufacturing and distribution, Electronics, Cyberware.

- **Headquarters:** Seoul, United Korea
- **Regional Offices:** Pusan, Kobe, Yokohama, Los Angeles, Night City, Berlin.
- **Name and Location of Major Stockholder:** Sun UnSuk, Seoul, holds 45% of total shares.
- **Employees:**

Worldwide:	Troops:	Covert:
400,000	50,000	1500

Sungan is the largest Zaibatsu among the pre-Second Korean War corporations. They supported General I even before he came to power, and helped him gain victory. After President I's death, Sungan was expected to fall from grace in the inevitable sweeping out of the old regime's favorites, along with the cabinet and congress. Korean business and politics are extremely close, and most of the cabinet are business leaders.

However, Sungan survived. Sungan's connections with many foreign businesses in Europe, America and Japan (who need a door into the Korean market) kept it afloat financially, and provided moral and PR support. Also, Sun UnSuk, the charismatic head of the corporation, wields considerable personal power. She is the only female business leader in Korea, and is under considerable criticism from many segments of society for not letting a man run the show. She also draws a lot of respect from the other half of the society, for the same reasons.

Sungan's business techniques are quite radical, and the advertisements are often shocking, and critical of Korean society. The conservatives blame her for corrupting the masses. This particularly endears this company's products to the growing Cyberpunk movement in Korea (students, women, former

expatriates) who are their main customers.

Tanson is the strongest of the "typical" Korean Zaibatsus. Chon

TANSON GROUP

Arms manufacturing and distribution, Automobiles, Electronics, Domestic appliances.

- **Headquarters:** Kwangju, United Korea
- **Regional Offices:** Seoul, Pyongyang, Los Angeles
- **Name and Location of Major Stockholder:** Chon Chung II, Seoul, holds 37% of total shares.
- **Employees:**

Worldwide:	Troops:	Covert:
200,000	50,000	2000

Chung II, the leader of Tanson, still dominates the zaibatsu despite his advanced age of 95. He has strong connections with both the Korean military and political worlds. Many of the Neo-Yangban followers of Korea are thought to be allied with Tanson Group. They are expanding their business activities to every industrial area and are becoming incredibly diverse, like IEC or CITIC. This is unusual for a Korean corporation, which usually specializes in limited areas. Tanson's hostile takeovers and belligerency towards "Noje" companies are a cause of great worry in Korean economic circles.

Chon Chung II is convinced that Korea is being corrupted by foreign influences, and the prime accomplice is Sungan Industries. He is building up to the day when he can declare an economic jihad on Sungan and Sun UnSuk. He also fanatically hates Arasaka Saburo. The mere mention of the name is enough to provoke a room-smashing fury from the Korean business leader. Rumor has it that the Chon family were former servants on the Arasaka estates in Korea during the occupation. Neither side will confirm or deny.

Neo-Yangbanism, Politics, and Business

1) The Political Setting

The political system of United Korea seems democratic at a glance. But there are large differences between the formal system and the reality; same as anywhere else, right?

The reason for the Korean schism is the course of recent Korean history. Until the Japanese invasion, Korea was ruled by an aristocratic feudal system. When Japan invaded in 1910, they were terrible and cruel masters, but all Koreans were equal in their sight, so the Korean caste system led by the Yangbans was abolished. As someone said when the Imperial Army proclaimed them all socially equal, "Yes, everyone is equal when




CHON CHUN IL

burning in Hell's soup cauldron." Koreans were put under the Japanese hierarchical, authoritarian bureaucracy.

When Japan fell in 1945, the Koreans were freed from the yoke, only to fall subject to the Cold War, by nature of their being between the US, Soviet, and Chinese forces. Korea was split in two along the 38th Parallel. The First Korean War gave birth to several problems: the traumatic split of a mono-racial country into North and South, the stationing of huge numbers of Soviet and American troops in the country, and the re-emergence of an economically powerful Japan. These three traumas kept tensions between the two Koreas: Hanguk (Republic of Korea/South Korea) and Choson (Democratic People's Republic of Korea/North Korea) very high, and both political systems became military dictatorships.

The collapse of both Soviet and American governments (and subsequent withdrawal of their troops), and the political changes in the Japanese government left the Korean peninsula as a power vacuum. South Korea finally had civilian presidents for a while and was thriving. North Korea had been suffering under their out-dated Marxist government system, and the people barely had enough cabbage to make kimchi. Rice and meat were only given out in small portions on special feast days. The new leader of North Korea, Leader Kim, decided to take advantage of the world confusion and massed troops on the border.

Nobody is really sure who actually crossed the border first, but the Second Korean War soon began. The Americans and Japanese surreptitiously helped the South, and China was quietly aiding the North. The Hanguk forces were ineffective, and the Choson troops were beginning to overrun the country. Finally, one of the Hanguk leaders, General I, tired of the confused civilian leadership, used his rogue army first to take over the Hanguk government, and then went on to win the war. He became the first United Korean President, but the new era of Korea began after his assassination.

As you can see, Korea has had no time to grasp the roots of democracy. If things continue on their current path, I see little chance of it ever happening.

2) Kinship Domination and the Military/Corporate/Political Ties

If Korea isn't a Presidential Parliamentary Democracy as they say, then what is it? It is dominated by nepotism and collusion in the Military-Industrial complex.

The rampant kinshipism (Nepotism has a nuance of close relatives, where Kinshipism is more widespread, and favors are granted to clan members, no matter how far removed) is based on the ethics of Confucianism. After W.W.II, the Hanguk government distributed American financial and military aid to specific clans. These clans were the beginnings of the current Korean Zaibatsus.

At the same time, bureaucrats and corporations were hand in pocket as the rapid expansion of the Hanguk economy was being directed along the policy lines of the military dictators. In the 1980's a major corporation was disbanded by the government because it wouldn't pay certain fines (read as "protection money") to the government.

This holds true even now, as many of the elite bureaucrats and corporates come out of the military. The elite officers are given the highest education, and so they rise to the top layers of society. If you look into the past, this is a mirror image of the way the Yangban in Rissi-Choson kept their domination; therefore, United Korean government customs are increasingly referred to as "Neo-Yangbanism."

3) Neo-Yangbans and their Internal Strife

All is not rosy in the Yangban compounds, however. The ruling classes are dividing into two factions: one group is trying to keep the growing cyberpunk movement out of Korea, and the other is trying to bring it in. The first group, the Conservatives, are sure that the movement will corrupt Korea, and cause social and economic collapse. They are pressing for austerity measures, and to make it "unhealthy" to spend money freely on flashy, unnecessary (usually foreign) goods. The Reformists believe that these new ideas



will give Korea a much-needed boost of creativity and self-confidence to design and promote new Korean products, as well as protect the peninsula from foreign domination, economic or military. Only future historians will know which system wins and how well it works.

Unfortunately, the Korean people are caught in the struggle from above; they are expressing their dissatisfaction in a new wave of "Hen" drama and music, much to the distaste of the ruling Yangbans, who are the target. But if the Yangbans aren't careful, the people may go beyond Hen to an actual physical struggle, and possibly, a Third Korean War—a war of reform.

WHO YA GONNA CALL? THE KOREAN MILITARY/POLICE

By Randall Patarapongwataka

Korea, being the hard-core place it is so soon after a major political shift, must have one of the most hard-core Armies and Police forces. Actually, like China, they're the same thing, Holmes. Korea still has plenty of Choson terrorists crawling out at night to cause a little ultra-violence, and then going back to their boltholes to

drink baby's blood in the name of the late Kim. I don't know who I'd be more afraid of—them, or the Guardians of Peace and Order. I mean, they've (the military) been running the place for the last 80 years, with a short break for experimenting with a civilian president (it didn't work). They own the place, unlike America, where they just rent it.

Truth be, the Korean military is much stronger than the Guys Across The Strait. They have tons of weapons left over from the Second War: Korean, Chinese, American, Russian, even some Japanese rifles are floating around.

The Koreans force all their boys to do at least three years time in the military, so they're never short on personnel. They have more guys in camos and armor, with rifles, on every street corner than my hometown in the states. Their budget's only 13.6 million Eb (over a third of their General Accounts Budget), but they keep around 950,000 full-time troops. In addition, there are 3 million militia, 1 million reserves, and 2.5 million students who have to do military training one night a week. If you do your math, that adds up to 7.45 million soldiers in a situation; or about 32 times the numbers of the SDF!

The United Korean military have been developing equipment by themselves since 2010, but most of their hardware is done under license from the best of the best, such as Militech, Sternmeyer, and the dreaded Boys In Black.



KOREAN ZAIBATSU AND WEAPONS

Sungan and Tanson, Numbers one and two in Korea, are the primary weapons-makers.

Sungan has production licenses with Arasaka, Militech(!?), Shirakawa, Remington, IEC, and Lockheed. Tanson contracts with the US Army, Colt, Federated Arms, Stemmeyer, and McDonald-Douglas.

Sungan provides most of the Army and Marines' weapons, Tanson supplies the Air Force. Tanson's contracts date from before Korea united, because many older designs are still used. Why does Sungan have the better customers? Their weapons are cheaper and better. They have deals to pay lesser royalties for their licenses, lower than the standard fees. They charge American-equivalent prices.

Tanson's weapons are nearly 10% more expensive. They are trying to produce their own designs, but the tech just isn't up to Japanese/American standards, and they're not about to ask for help, either!

Organization and Equipment

The UKM is split into three: Army, Navy, and Air Force. They have Marines, but they're under the Navy. Standard division of labor, folks. They have no Aerospace Force yet.

The President, General Park (ret.) is the Supreme Commander. He directly orders the Joint Chiefs, consisting of the top General of each branch. The Chairman of the UKJCS (usually from the Air Force) is also Secretary of Defense.

CREATING A KOREAN MILITARY CHARACTER

To make a Korean soldier PC or NPC, use the *Home of the Brave* tables on pages 72-77. Unlike the American Military, Korean Marines have Officer 5 (General) ranks.

The official Martial Art of the Korean Military is (you guessed it!) Tae Kwon Do.

Almost all male Koreans must serve in the Military for 3 years between the ages of 18 and 25. While serving their time, roll LifePath for Soldiers.

A character who is Yangban adds +2 to his promotion rolls

ARMY

The Korean Army has 65 Divisions, totaling 780,000 grunts. Each Division has a General in charge. Most of the generals were good pals of the late President I, and so he has a strong influence on the UKM from the grave. Most of the Army top levels are considered to be "Reformists".

The Army has 2000 Tanks, 1500 APC/IFV, 500 Hovers, 500 ACPA, 500 'copters, 200 AVs, and 100 Ground-attack Planes. A third of their vehicles are refurbished versions of older models such as the M1A1 or AH-1s. All attack planes are reformed F-16s and A-10s. The ACPA are for Special Elite Forces, and are usually older model Militech Commandos.

Equipment is basically the same as for our Army, but only the officers get to wear Field Armor; the grunts wear Kevlar. The local divisions and militias get second pickings of the gear, after the Capital and Border Guards finish plucking out the choicest niblets. The locals are still using pre-War stuff like M-16 and Kalishnikovs!

Most Korean soldiers won't accept cyberware, even for free. Only some reformist officers accept a little, as a badge of their beliefs.

NAVY

The Korean Navy has 6 "Fleets" and 3 Marine Divisions. There are 100,000 Navy on the payrolls, including some 32,000 Marines. Each Fleet is lead by an Admiral, and the Marines are lead by Generals.

The inner struggle in the government has the Navy in a bind. The Air Force is dominated by the Conservatives (boo! hiss!), and the Army has the Reformists. The Navy knows they are being scoped by both sides, and recently the Reformists have been gaining the upper hand and are trying to separate the Marines from the Navy.

The Navy's main duty is to keep Korean waters safe; they fight the pirates and smugglers. They get to carry out on-board searches of suspected ships. Sometimes they accidentally stop Japanese fishermen (in Japanese waters) by mistake. They've never apologized for the "accidental deaths" that have occurred, much to the irritation of the Japanese.

The Navy is equipped with 31 Destroyers, 64 Frigates, 12 Transports, 8 Missile Cruisers, 6 Subs, 40 Helicopters, and 10 AVs. The Marines get to play with 20 Patrol ships, 60 Hovers, 24 AVs, 100 'copters, 300 APC/IFV, and 50 ACPA.

The equipment is the same as ours, except they don't have any jet fighters. If they need air support, they get to ask the Air Force. The UKAF may even help them—if they're in a good mood.

AIR FORCE

The UKAF has 10 Air Divisions, numbering 80,000 troops. They are the wealthiest in the Korean Military. Most of the airmen are Yangban elites. Their main duty is the defense of Korean airspace, and aerial support for the Army and Navy.



I'm very sorry about the death of your family. It's undoubtedly our mistake. I'm sure that maybe some of your ancestors made the same mistake with our people. So you see, humans aren't perfect, we can all make humble mistakes..."

—Lt. Kim SonHo, UK Marines, after a boarding, speaking to Japanese fishermen

They have 600 Jet Interceptors, 330 Ground Attack/Bombers, 70 Transport planes, 60 AVs (and a partridge in a pear tree). Most of the Fighters are McDonald-Douglass "Wasps", but the low-ranked guys (read this as "Non-Yangban") still use F-16s and F-22s.

They don't believe in weighing down the plane with a lot of equipment. Most of them only use very Light Armor Flight Jackets, and Federated Arms X-9mms.

Non-Yangban soldiers aren't treated well in the UKAF. They receive a -2 penalty to all Promotion Rank Tests. If he is a Reformist and clearly shows it (has cyberware, uses Sungan products in his apartment, etc.) the penalty increases to -4. Maybe the Army would be better for you, neh, bwana?

POLICE

Since the War, the Military Police have been THE police. Working under their tight military codes, the UKMPs are strict in interpreting the law, and pretty unbribable. Not surprising, since accepting bribes is a Class One offense for the MPs, punishable by firing squad.

The MPs are solely Yangban (the MP Provost-General denies that it's discrimination, it's just that "Yangban are best qualified for the job"), and have priority over the other branches. That's right, the MPs get all the glory, and everyone wants to be an MP! Where I'm from, MP duty is punishment!

The MPs are under the direct command of the president, bypassing the Joint Chiefs; they're practically an Imperial Guard for the president. This is a big double-edged

sword for the Koreans. The MPs can arrest any criminal, even politicians and generals, except the president himself. It certainly restricts political conflict in Korea. None of that Taiwanese Parliamentary brawling here! It was an extremely powerful tool for the president and his backers, who had many of the top ranks cleared out after his election.

Most of the MPs are originally from President I's personal force, the Army. Generals have the most pull with the MPs. The Army might even be able to get away with assassinating President Park, if they really needed to. This is why the Army still has power, even though they're mostly Reformists working for a Conservative president. The MP generals attend all of the Joint Chiefs of Staff meetings, even though they aren't governed by the JCS. They go as "observers."

If there is one reason for the "all Yangban" policy, it may be for the safety of the criminals. In the grand sweep after the assassination of President I, many of the suspected Yangban members committed suicide rather than be arrested and interrogated by the lower orders. This is why MP soldiers are treated as one rank higher. Like, an MP Lieutenant will be treated by all the other branches as if he were a Captain.

One nice thing about this set-up is that they don't allow CorpCops or Mercs in their territories, so you don't find corrupt Arasaka and Militech goons lurking around every corner, trying to bust you so they can make quota. But, because of a "shortage of personnel" the government permits the corps to use their own cops in their private corporate zones, if they pony up the "Security Tax."

The MPs usually wear their uniform (SP 14) and helmets (SP 20, optional gas mask), and are armed with Militech Avenger 9mms, Viper SMGs, and a Monoknife. The gear is pretty much the same as American cops, but they can access any military equipment or cyber if necessary.

Weapons Controls in Korea

Basically, your average Korean doesn't get to use weapons except for non-lethal self-defense stuff, like Tasers or Mace Sprayers. Carrying knives, bows, and martial arts weapons aren't illegal, but will make the MPs perk up their ears.

You can find many weapons at your local black marketeers, usually stock scavenged from the War.—Happy shopping!

Availability of guns or heavy weapons on the street (remember all those ruined buildings?) rises one rank due to heavy penalties for possession and selling of unregistered guns. Japanese equipment rises two ranks in difficulty: to find an Arasaka Rapid Assault 12 on the market, you'd have to beat a Very Difficult (+25) skill check in *Streetdeal*!



MAKING A KOREAN MP CHARACTER

After being common soldiers, they must graduate from the MP Academy. Unlike foreign countries, the Korean Police Academy is a four year school (See *Japan/Korea LifePath*, p.33). They are half-Soldier, half-Cop. They use the P&S Lifepath, and their promotions are almost the same as Cops, except the requirements to be Provost-Marshall (Chief of Police), and the existence of the Provost-General. The Provost Marshal must be a Provost Chief, and is hand-picked by the Provost-General. To be Provost-General, he must be a Provost-Marshall, and is hand-picked by the president!

MP characters must have minimum stats of INT 4, REF 5, COOL 5, BODY 4, and MA 4. You are also required to have the Yangban background.

Basic Training: Special Ability +2, Awareness +1, Handgun +1, Interview +1, Interrogation +1, Streetwise +1, Human Perception +1, Expert: Law +2

AIT Skills: Rifle, SMG, Athletics, Dodge/Escapes, Melee, MA: Tae Kwon Do, Intimidate, Driving, Motorcycle, Pilot (AV or Gyro), Stealth, Shadow/Track, Forgery, Basic Tech, Elect. Security, Hide/Evade, Persuasion/Fast Talk, Social, Electronics, Disguise, Expert: Traffic Control, Expert: Narcotics, Expert: Criminology

Rank	Rank in MP	Rank in Cops	Salary (Eb)
Regular	MP Officer	Patrol/	1200
Soldier		Veteran Officer	
Noncom	Provost Sergeant	Sergeant	3000
Officer 1	Provost Lieutenant	Lieutenant	5000
Officer 2	Provost Captain	Captain	6000
Officer 3	Provost Chief	Deputy Chief	7000
Officer 4	Provost Marshal	Chief of Police	8000
Officer 5	Provost General	(LEDiv Asst. Director)	9000

MODIFICATIONS OF LIFE EVENTS FOR MPS

Make a Friend: Replace #5 to "Amhan-osa"

Make an Enemy: Replace #6 with "Amhan-osa", #7 with "Informant, Friend or Lover/ex-Lover", and #9 with "Military"

The Amhan-Osa are special operatives/secret police directly commanded by the President and given special authority (See Interview, pg. 45). In game terms, the Amhan-osa are treated as Spies (See WGF, pg. 46-47 for details.)

ROLES AND LIFEPAATH IN KOREA

See the **Roles Section** on pages 31 to 33 Character creation uses the *Japan Lifepath* on pages 33-41.

SLANG AND VOCAB

The lower-class, Cyberpunks, and Toseikai (Yakuza-style mobsters) use Korean, with Japanese influences, to make it more offensive to listeners, and because many are second or third-generation returnees from Japan.

Banchoppari	— Mixed blood Korean-Japanese
Cho/Choso	— Communist, ex-North Korean, Terrorist
Chongag	— Bachelor
Chap-sae	— Goons, hired muscle, bodyguards (lit: "caged birds")
Enyon	— Japanese woman (derogatory)
Kyonchari	— Policemen, Cops
Noje	— Slave, lower class, prole
Paekch'i	— Idiot, fool
Pu	— Money
Sannomu	— Idiot
Sasaenga	— Bastard, troublemaker
Tou	— Money
Uenomu	— Japanese man (derogatory)
Yain	— Barbarian, uncouth person
Yongsa	— Hero

THE RELATIONS BETWEEN JAPAN AND KOREA

By Alfred Haskins, Net54 Tokyo Correspondent

As can be expected, the relationship between these two neighbors is quite strange. Their cultures are actually rather similar at the base, but both sides will dispute this vehemently.

According to a survey WNS held in 2018, 52% of Koreans think of Japan as "the enemy," and 53% think that the SDF is the dangerous, metal-clad reincarnation of the Imperial Armies. This is in spite of the fact that the Japanese government has donated 8.5 billion Eurobucks to help reconstruct United Korea since 2005.

It seems Korea is also a sore spot for the Japanese. The Korean media seek out possible slanders and Imperialistic

"When I have a Japanese passenger, I always tell a sad story of the invasion of Korea that I heard from my father. They almost always give me a good tip."

**—Kang Hee Keung,
Seoul Taxi driver, 2016**

"I hate going to Korea. Everyone tells me horrible stories on how their grandfathers were taken away and killed during the Occupation...It is because of their kind of influence that I could write this book."

**—Takahara Kei,
retired Kiroshi executive, at the publishing party for his book,
View from Korea, 2019**

statements in Japanese politics and media like bloodhounds; once they find something, they lash out with vigor about the impending invasion. The light side of Japanese life, such as aid by the government, or nice stories about good relations between Japanese and Korean students are ignored due to lack of sensationalism.

Many Japanese feel repugnance for (rather than hatred of) Koreans. A corporate told me with a sour smile that negotiations between Japanese and Koreans always begin with apologies for W.W.II by the Japanese. While it's true that the Japanese put off officially apologizing for the colonization of Korea, and when they did, they weren't sincere, but they resent having to keep saying "I'm sorry for what we did 80 years ago." The Japanese seem to feel that as the government paid compensation to the Korean government, it's the Korean's fault if they still have bad feelings.

Then I had an interview with a Korean staying in Japan to certify Korean media reports that Japanese treat immigrant Koreans with cruelty. I contacted a famous Korean (he asked to remain anonymous) who has lived in Japan since the late 1980's. The old restaurant owner told me with a cynical laugh "I don't say that there's no discrimination in Japan, but it's far better than back in Korea. Koreans in the peninsula treat us like traitors or untouchables. I'm pretty satisfied with life in Japan." He runs more than ten restaurants in the Tokyo area. Most of his customers are Japanese. If you truly hate/discriminate against Koreans, do you dine at a Korean restaurant owned by one? The man has many Japanese friends and some of his children have married with Japanese. But he told me that he always attends anti-Japanese demonstrations. "It's true. Most Japanese-Koreans attend. In Korea, a person who befriends 'evil Japanese' is treated as a traitor. So, we tell our families that we are running our businesses in desperate circumstances. Anyway, they wouldn't believe it if I told them that most Japanese aren't cruel barbarians. It's all one of the most impressive affectations we learned from the Japanese...I learned how to use Honne and Tatemae!"

Takahara Kei, author of *View from Korea*, says the ones who suffer discrimination are the Japanese, not the Koreans. "Their hatred of Japanese existed before W.W.II or even the invasion by Toyotomi Hideyoshi. They believe the Japanese are an inferior race, so they can't admit the fact that we've beaten them both militarily and economically. Japanese are a really nice scapegoat for Korean politics; by using the 'holy' phrase, 'Remember the 36 years of domination by the Emperor' they can silence most 'demonic' Japanese."

After the Second Korean War, the relationship between the two countries officially became better. But under the surface, dark resentments still lurk in the hearts of "Mr. Tanaka" and "Mr. Kim".





CHINA



CHINESE TIMELINE

- 1992:** —MLC is formed in Hunan Province by Hua Yuchi.
- 1995:** —The MLC conquers Guangzhou Special Economic Zone, working its way towards Hong Kong.
- 1997:** —Hong Kong officially reverts from Britain to China. There are no celebrations, as China is in the middle of a civil war.
- Mid-East Meltdown sends Moslem tribesmen over the border from irradiated areas into Western China.
- 1999:** —Hong Kong riots. MLC agitators take to the streets in battles with Triads and Corporate security firms. Many corps pull out of Hong Kong. Martial Law is declared.
- 2002:** —Food crash wipes out wheat crops worldwide. The north of China becomes deserted as everyone flees to the embattled South.
- Renewed vigor in the civil war, as both the PLA and the MLC make money selling rice, seafood, and artificial foods at inflated prices.
- The PLA forms a Bio-Research center to try and neutralize the plague.
- 2004:** —Golden Triangle drug plantations nearly wiped out by DEA virus attack.
- 2005:** —MLC effectively controls all of Southern China.
- Second Korean war ends when Hanguk wins, depriving China of one of its markets.
- 2007:** —MLC enters Hong Kong in force and start the pogroms.
- Mongolia and Northern-China food riots break out among those who were forced by the government to stay.
- 2008-2010:** —The Second Corporate War takes place in the South China Sea. China, formerly the major claimant to the Spratlys, is too tied up in the MLC war to do anything.
- 2008:** —Taiwan officially declares permanent independence from the mainland, hires Arasaka to retrain their military. Again, China is still too involved in internal problems.
- General Jiang Xiapi is elected to the head of the Chinese Communist Party, and signs the 2008 China-US Mutual Aid Pact.
- Militech buys into a joint-venture with CITIC.
- 2010:** —Corps and Triads in Hong Kong-Victoria make an alliance against their common foe, the MLC, which has complete control of the former colony up to Kowloon bay.
- 2013:** —Hua Yuchi assassinated by Cyber squad.
- Brief dispute between Arasaka and Triad boss Big Len, before invasion of Kowloon.
- 2014:** —The PLA retakes Canton, and is well on the way to victory over the MLC.
- 2016:** —Sino-Euro-American Treaty is signed, allowing visitors in the various countries to drive on their license for up to six months. Hong Kong was excepted because of a need to keep numbers of cars down (and prices of licenses high) by the Triad-backed dealerships.
- 2019:** —South China Golden Triangle drug lords start producing opium and heroin again from virus-resistant plants.
- 2020: NOW**

CULTURE

By *PacRim Journal* Special Editor
Eric Xie

Society

Chinese society is a pyramid with strict classes in a "classless socialism." Go figure. There are five basic classes: Cadre, Military/Corporate, Artisan/Merchant, Peasant, and Refugee. If a person might be in two levels (Cadre and Military or Refugee and Merchant), they are treated by everyone as if they are at the higher level.

Cadres are the CCP apparachiks; government workers and Party members. They are all card-carrying Party members with special privileges, from the Party General Secretary down to the clerk at the licensing office. They handle the political machinery and bureaucratic ministries. They get massive perks, including things like spacious housing, cars (with drivers at higher levels), good food, free education and credsticks.

Military and Corporates, obviously, are Army members and businessmen. Guns and cash always earn *my* respect. The Corporates run the countless joint-venture businesses and deal with foreigners. They get company housing and company vehicles. The military get military housing, good medical treatment, food, and lots of weapons. They also get a good education for free.

Artisans and Merchants are the small businessmen and craftsmen that make baskets, rugs, statues, etc., and who run the various food shops and stores. There is a lot of variation in this level, from the near-beggar *mantou* vendor to the richest importer. Even some farmers in the South-East SEZs qualify. They get to keep some of their profits and live somewhat independent lives. If they are rich enough, they can send their kids to school.

Welcome to the Middle Ages! Peasants are the vast majority of the population. These people work in Third World conditions in state-owned rice fields and factories. This also applies to minorities who are still on their tribal lands. They are grouped into work units that decide every aspect of their lives and live in crowded conditions, with poor food and minimal state health care. On the farms, they may be using the same techniques that their great-grandfathers used. In cities, the peasants may be packed 6 to a room on factory grounds. The children also have to work, so schooling is minimal. What you spend on a box of ammo is two week's pay for the common worker.

Refugees are those displaced by disaster or warfare. They also include minorities kicked off their land for various reasons. They cluster around the cities hoping for work, living in squatter camps, surviving with maybe a small garden or a goat, or by petty crime. Your basic street trash; considered non-human by most. They're definitely Third-Worlders.



Habits and Taboos

A few words for the non-Chinese adventurer in China. In the countryside, you will stick out like a sore thumb. Before 1995, foreigners, and their cash, were becoming more accepted into Communist China. The civil war discouraged most tourists, and so once again *gwailo* became rare. Expect people to crowd around you, stare, and touch you. They will be especially in awe of any visible cybernetics. Most of the cybered Chinese are high-level Army, and many people only saw them while someone was being decimated. If you dress well, they'll assume you're a rich businessman and ask for money. If you don't dress well, expect anything from near-religious awe, to extreme hatred on sight, and even the occasional exorcism in the backwater regions. Many in the country have never seen mirrorshades, mohawks, or light tattoos either. Remember, most of the peasants are growing rice and raising animals with the same techniques used 400 years ago.

For 'punks of Chinese descent, you will be expected to speak Chinese. If you don't, they'll think you are retarded. As for affectations and cyber, it's the same as a *gwailo*. Language chips come in real handy. Of course, you can only get Mandarin chips in the People's Republic, but Singapore has a thriving trade in dialect chips. Also, if you can't read the signs (and even if you can) chances are that most of the locals can't either.

Of course, in the big cities like Beijing, expect things to be similar to any other large city, except for the fact that Chinese people spit all the time.

Oh, yes, the spitting. In the summer, Chinese spit red from chewing betel nuts. In the winter they spit green from the endemic respiratory infections, which get spread to everyone else via the spitting, on planes, trains, in restaurants...

DAILY ROLL VS. REF TO AVOID GETTING 1D6 GOBS ON YOU:

If country, EASY. If town, AVERAGE. If city, DIFFICULT. If Beijing, VERY DIFFICULT. Hope you didn't like that new Takanaka suit too much.

Guanxi is similar to the Japanese *giri*, except that the Japanese *giri* is from duty or position, and *guanxi* is mutual gift-giving. This "back-scratching" helps people to avoid red tape because if they go to someone who owes them *guanxi*, that person will get them the goods they need. However, **never** give gifts in fours, because the Chinese word for four and death are very similar. In fact, they won't buy goods or go to places with death in the name, which is why CITIC names their guns things like "Golden Lotus," and "Peaceful Rest"

It's very important for Chinese to have big "face," acting or looking rich even if they aren't. Thus, expensive imported goods are the best gifts. Even if they can't drive, everyone wants to have that big car. So the better chips, suits, etc. you can give, the more *guanxi* you can build up. And, unlike America, one always

refuses a gift at first, and the giver will insist that one takes it. This can go on for some time before it's okay to grab the gift. If you accept right away, you look greedy.

If you want to have good face yourself, get name cards made up with your name and a flowery description of your profession ("Logistical Crisis Operative", not "Solo") in English on one side and Chinese on the other. Not having any cards (*meishi* in Japan) is a sure loss of face. Also important is a Name Stamp or *Chop*, (This is where the Credchip slang "chop" came from *Hanko* in Japanese), preferably in Chinese. Chinese use chops rather than signatures, and often have many. Say, one for each banking account or business that they have.

Chinese tend to be rather superstitious, even in the cities. Many go to temples and have shrines in their homes to influence the gods and gain joss, or luck. Why leave luck to chance when you can influence it? Fortune telling (palm reading, astrology, geomancy) is always popular, and fortune tellers will be consulted when people are low on joss. If you see a business moving a door or wall, a geomancer has told them to do it because a spirit was offended. In Taiwan, they burn ghost money and paper cars to provide for the dead, and truck drivers throw ghost money out the window to appease the road spirits and avoid accidents.

See **New Roles** for Shaman class; for the Daoist and Buddhist fortune tellers. Shamans make a very good living here.

Lastly, as in Japan, harmonious social relations are necessary, so nobody speaks their minds. They will tell you what they think you want to hear. They tell you the proper thing to say (*tatamae*) and not what they really feel (*honne*). Chinese smile if they are uncomfortable, and polite Chinese never explode with anger. Also, they take their time in saying what they mean, often talking in circles of politeness. Of course, if they are trying to bargain down (or up) a price, this politeness all gets thrown out the window. Everywhere in China, but especially in Shanghai, you'll see vicious haggling, at full volume, for a 2 Yuan discount.

NEW SKILL

Rhetoric Skill (INT), See **New Skills and Roles**, pg. 153.

Transport

Most of the transportation is by train. Yes, by electric or (more usually) diesel or coal! Although in Beijing, Shanghai, and Hong Kong you can see normal people with small cars or motorcycles, in most cities, buses, pedicabs and bicycles are still the norm. Big cars and AVs are reserved for cadre members, or military usage.



Government

Warning! Getting anything done involves the government—and this is frustrating as hell! This is Bureaucratic Communism at its very best—after all, the Chinese invented bureaucracy 3000 years ago, along with the paper and writing to go with it. See the "Chinese Government" Chart.

China is ruled by the General Secretary of the 25 member Committee of Communist Party Politburo (CCPP), which is made up of the highest ranking cadres. The CCPP oversees both the Central Committee and the State Council, as well as various Communist Party groups.

The Central Committee makes the laws and decides foreign policy. It also forms investigative committees if things start to go wrong. It then submits its bills and findings to the CCPP, who may accept or reject the Committee recommendations. Its 210 members are young cadre members and provincial party leaders. One of the long-standing committees it chairs is the Central Military Commission. Many of the committees are in permanent flux.

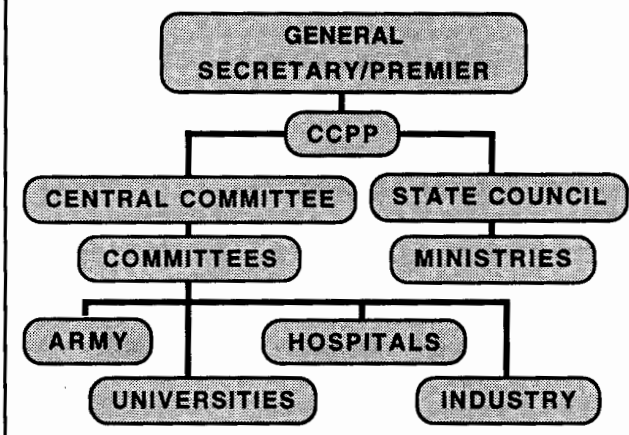
The State Council is also chaired by the Politburo General Secretary, here known as the Premier. It is made up of his four Vice-Premiers, 10 Councilors, and Ministers for the 45 Ministries that make up the Chinese Bureaucracy Machine. These ministries include Industry, Family Planning, Interior Development, etc. The Council and Ministries control the day by day running of China, form internal quotas, and control the finances.



The CCP also has a parallel hierarchy established in the four state-run systems: Army, Universities, Hospitals, and Industry (CITIC), which is copied on each level from National down to the village level and the 100-person work groups. These work units decide a peasant's pay, who he can marry, where (or if) he can travel, etc.

All these ministries use the cadre to carry out the extensive paperwork and make decisions. No matter what you want to do, you'll have to fill out a mile of forms in quadruplicate to get permission to go to another office and get the forms for the actual activity. And yes, corruption runs rampant in direct proportion to distance from Beijing. The farther away you are, the more *guanxi* you need. Also there are more levels of government to go through in the provinces than in the capital. Is it any wonder the peasants keep rioting?

CHINESE GOVERNMENT CHART



HANDLE: Li Jiawen

ROLE: Administrator (New Roles, p154)

INT: 6	REF: 6	TECH: 4	COOL: 7
ATTR: 6	LUCK: 6	MA: 6	BODY: 6
EMP: 5	SAVE: 6	BTM: -2	

SKILLS:

Admin Resources +4, *Bureaucracy* +4, *Education* +5, *Rhetoric* +5, *Social* +6, *Calligraphy* +4, *Intimidate* +7, *Expert: Party Ideology* +4, *Expert: Office procedures* +5

CYBERWARE:

None.

EQUIPMENT:

Old office computer, big stack o' forms, sleevebands, visor, 15 rubber stamps, small used Japanese car, open hand for "gifts."

Li is an average clerk in a small city in Anhui province. He has a car, which is unusual and marks him as a cadre. He is 28, and dreams of being promoted to Beijing. He'd like to live an adventurous life, but this job has security, even if you do have to deal with peasant's complaints all the time. Otherwise, he is rather average.

Law and Order

China is still a Communist police state. It just has a more relaxed business sense than the strict Maoists. As a dictatorship, political dissidents and democracy seekers are still put in psych wards and work camps for "counter-revolutionary activities". To make sure that everyone follows the infinite rules, licenses and permits are required for everything—from opening a shop to buying a TV to traveling abroad. And even though you pass all the tests, you still may not get it. More backdoor *guanxi* is needed to cut the Orwellian red tape.

Even though the MLC is dead in the water, China is still under semi-martial law. Capital punishment is used for everything from murder to theft. Public Security often acts like judge and jury, especially if the offenders are only refugees. Real people might make it to the courts before they are hung or beheaded, but cadres can usually walk off with a Party reprimand for anything short of murder (and sometimes even then). Public executions are the norm, with the bodies displayed afterwards as a warning to others. Those who aren't executed may be put in prisons, work camps, or prison factories to make goods for export. Like the Chinese say, "Make one thing serve two purposes." The most popular place for prisons is in the "Three Furnaces" area in Xijian, where the extreme heat keeps the inmates sedated. All Chinese prisons are high-security.

Weapon laws are also very strict. For civilians, nothing more than a 10 round capacity handgun and minimal (SP 10) body armor is allowed, and just cause must be shown; i.e., you're a cadre. Most cadres and some corps are allowed pistols. Peasants, Merchants, and others must buy theirs illegally. Also, licenses are required for cyberware and usually only the rich or the military have cyberware. Of course, you might be able to *guanxi* your way to a license...

Money

China also tries to control its currency. China uses the Yuan (YY) and mainly uses paper money. The official exchange rate is 1Eb = 4 YY. The actual rate is about 12 Yuan for a Eurobuck. All Chinese companies must pay their people in Yuan. Most businesses in China deal only in Yuan script. Only in the big cities, in the international banks and Gwailo hotels have CTD's and can change Eb, American Dollars, or Yen. Two hours into the countryside and the locals may not even recognize a Yen note. Shanghai bank, Sumitomo, and American Express-World have offices in Beijing, Shanghai, Hong Kong and Chengdu. China would like to establish a cred system, but the logistics of cred-chipping over a billion peasants is nightmarish, and most people make too little to bother. The only ones who have cred chops now are the cadres and corps, and some rich Army and merchants.

By the way, it's illegal to take Yuan out of China. You have to change it back (usually at gomi rates) to Eb, Yen, or Dollars.

The Black Market

Almost everyone uses the black market from time to time. There you can get almost everything from imported food, to guns, Cyberware, satellite dishes, sex, and Japanese braindance.

There is, of course, a thriving illegal money trade. Here, fixers buy foreign currency or Token chips, and sell them (at profit) to other Chinese. The buyers use the cash to buy foreign goods from companies (most of them) that won't accept the Yuan, or for imported/smuggled goods. The rates aren't as good as at the banks, but if it's 11 p.m., and all you have is a 400 Eb credstick—and the merchant only takes Yuan script, the Black market moneychangers become real convenient. There are also quite a few Face Banks set up in the Hong Kong and Shanghai net nodes, and are Triad affiliated. The techs and hackers in HK also do chopping, but Bangkok is better for that.

Another hot item is black market language chips. In mainland China, the only legal language chips are Mandarin Chinese, English, and Japanese. However, there are illegally produced chips for most of the minority languages such as Lijiang, Turk, and Tibetan. It is rumored that some of these chips have lethal programs written in them and are released by the government. Caveat Emptor! As we've said before, get them before you come in.

HISTORY

By Dr. Carl Gruber, Professor of Asian Studies, Singapore U.

China has a 5,000 year old history, filled mainly with revolutions, famines and plagues, so really, the last 25 years are not out of line. However, now everything changes so quickly that this brief disruption has put China light years behind everyone else. The Chinese invented writing, paper, astronomy, etc.; they also invented the bureaucracy that suffocates everyone in the country today with paperwork for permits, licenses, etc. Yes, you can thank the Chinese for your paperwork.

Throughout most of their history, the Chinese kept to themselves. They considered themselves culturally superior to everyone else, and for most of the time they were. Those culture seems similar to Japan and Korea because their cultures are actually Chinese culture, just modified. China's cities were far greater than those of contemporary Imperial Rome or Constantinople. Marco Polo, 1000 years later, wrote of cities richer than Europeans could dream of. The Chinese court received foreigners as barbarians who had come to offer tribute. However, in the 1500's things began to change.

During the Qing Dynasty, the Portuguese, English, and French had started colonizing Southeast Asia. Naturally they took an interest in the vast markets of China. The Manchu (Qing) rulers, themselves invaders from the north, didn't much care for

this, and kept them in the south, far from court, in Macau and Canton, with all the other riff-raff, such as the anti-Manchu secret societies, or Triads. Most of the trade was in the favor of the Chinese, as they traded silk and spices to the Euros, and demanded silver in return. Of course, the Euros didn't like this and the Brits evened the trade by selling Indian opium to the Chinese in 1773. (Man, the more things change...) Soon the flow of silver was away from China.

In 1839, the Chinese government confiscated and burned 20,000 chests of British opium, thus starting the first of four "Opium wars" from 1839 to 1860. Anyone who wanted a piece of China took part, including the French, Dutch, Germans, Japanese, and even the Americans. The Euros and their allies won them all, and each time took more concessions from the Chinese, such as cash, land, legal immunity. Later on, the Euros took Southeast Asia from China; the French got Indochina (Vietnam, Laos, Cambodia), the British got Hong Kong and Myanmar, and the Japanese got Korea and Taiwan. By 1898, China itself was almost balkanized to the Euro powers and Japan, but instead they made all of China totally open for foreign exploitation and trade.

In WW 1 and 2, the Japanese conquered Northeast China, and made it into a colony. This was the beginning of the Far East Co-Prosperity Sphere. Meanwhile, in the West, Chinese warlord

armies were still robbing peasants, which decreased productivity, which increased poverty, which made more enlist in the armies, who robbed more peasants, and so on.

The Maoist Loyalist Cabal

Into this atmosphere, rose the two key players for the rest of the century, the CCP and the KMT (Chinese Communist Party and Koumintang), who fought a vicious civil war throughout the WW 2 era. The West, including the USSR, recognized the KMT as the government of China. In the mess that followed WW 2, the PLA (People's Liberation Army), lead by Mao Zedong, drove the KMT to Taiwan, and many countries recognized the CCP as the government, considering Taiwan a "rogue province." Some of the KMT Warlords set up in the infamous "Golden Triangle" (northern Burma, Thailand, Laos) and started producing most of the world's heroin. They were almost wiped out by the DEA bio-agent attacks in the early 2000's.

After decades of mismanagement, repression, and the so-called "Cultural Revolution," Mao Zedong finally died, and his successor, Deng Xiaoping, tried to implement a "Socialist Market Economy," i.e., free trade, while still adhering to the Communist government system. Naturally, this caused disruption as some areas became richer than others, and government officials became "Economic Warlords", charging taxes as they pleased. The added taxes, along with the loss of the "Iron Rice Bowl", or lifetime care, alienated many peasants, and riots broke out. Jealous Chinese stormed their richer neighbors in the SEZs (special economic zones), stealing and looting.

In 1992, from Hunan Province (Mao's home province and traditional hotbed of revolution) came the Maoist Loyalist Cabal, led by former High School teacher, Hua Yuchi. Hua preached an agrarian policy and a strict Maoism that the world hadn't seen since the Khmer Rouge killed millions of intellectuals in the 1970's. The disaffected countryside swarmed to the radical Maoists and soon the movement had swelled to over 2 million strong, mainly illiterate peasants.

By 1995, the MLC had taken over the Guangzhou Special Economic Zone (SEZ) and were threatening Hong Kong. Infiltrators began terror attacks within Hong Kong itself, as it was seen to be the greatest source of Capitalist pollution. This, along with the planned Restoration in 1997, drove out most of those who could escape, and many companies pulled out to the safer cities of Bangkok and Singapore. What few corps remained teamed with the local Triads to fight off the MLC, while the PLA were fighting them in Canton (Guangdong). However, with aid from the Khmer Rouge, and Myanmar, the MLC continued to grow and by 2005 held most of southern China, from Nanjing to Chengdu. Along the way, they burned temples, destroyed "capitalist monuments" such as tourist areas (Macau burned to the ground!), and forced academics and industrialists into the fields to harvest rice by hand.



HUA YUCHI



The PLA was fighting a three-front battle, with the MLC in the south, a massive Tibetan uprising in the West, and Muslim extremists (funded by the USSR/SovOil) in the Northwest, as well as having internal problems arising from the death of the CCP leader. After the food crash of 2002 wiped out the northern wheat harvests, the MLC started smuggling rice into the north to gain sympathy from PLA-controlled areas. Also, both sides made arms money by selling abroad. People were so desperate they would have dealt with Maoists (or anybody).

In 2008, during the confusion of the 2nd Corp War, Taiwan finally announced permanent independence from the mainland. Both the PLA and the MLC claimed sovereignty, but with the mainland war taking most of their efforts, the MLC only managed some light shelling. The Taiwanese, in the meantime, contracted Arasaka to manage and train the armed forces (see the Taiwan section). At about this time, General Jiang Xiaoxi took control of the Communist Party, and signed a Mutual Aid Pact with the US, opening the way for military joint-venture businesses, as well as help with the MLC and other rebels. First on the boat was Militech, eager to jump into the giant Chinese market.

Early in 2013, Hua Yuchi was assassinated by a cyber strike team. The PLA deployed tanks and troops (financed by the US and overseas Chinese) into Hong Kong, and reclaimed the nearly empty city. Since then, the PLA has reclaimed most of the MLC territory except for Hunan itself. There are, however, many MLC members hidden in the countryside, working as peasant farmers but with weapon caches hidden away, waiting for a chance to strike again.

WHO TO WATCH OUT FOR: TRIADS AND OTHER GANGS

By Christine Sinha, CIA/LEDIV
Security Consultant

Triads

Japan has Yakuza clans, Italy has the Mafia families, and China (and most Overseas Chinese communities) has the Triad Gangs. Triads evolved from the secret society, neighborhood-watch groups or Tong. There have been secret societies in China for over 2000 years, but only recently did they evolve into the criminal gangs we know today. In the Qing Dynasty, the Tong would act as a local council and help keep the community safe from the corrupt government. The Triads were secret societies that engaged in crime. Soon, many Tongs became influenced by the Triads, and the names became interchangeable. Triads have no central location, although they are most numerous in HK and Taiwan. However, where there are Chinese communities around the world, the Triads are also there.



**"Look what you did to my new suit! Wo you shahdiow nii!"
(extensive gunfire)**

**—Ken "Lung Chai" Pixiao, a
Lotus-Eaters hung kwan**

The Triads have a personal code of honor, but nothing as defined as the Yakuza or Mafia. They also have no internal hierarchy or organization; each Triad is separate from the others, only owing allegiance to its own leader, often the local boss. Thus, while all Yakuza look back to Osaka, and the Mafia to Sicily, the Night City Triads look only to their own "Dragonheads", and deal with other Triads as they would any other group. The lack of a definite code of behavior also makes the Triads some of the most violent and trigger-happy organized crime groups around. Where Yakuza and the Mafia would break legs or burn a building, Triads have been known to dice people and spread the kibble-sized pieces around the neighborhood as a warning. There is also the ability of Triad members to do a lot of side work, which Yakuza and Mafioso can't do. Some of the most famous gangs are the Taiwanese "777", San Fran's "Wong Wandeun" (Yellow Chaos), New York's "Ghost Shadows", and "Sun Yee On" (New Righteousness and Peace) and



the "14K" in Hong Kong. Triads like to use a lot of mysticism and Martial Arts techniques to solidify the group. While they are not families, they are usually all from the same region, and have the same obscure dialect. They tend to go for the "Big Suit" look, which is both fashionable and hides a lot of armor, guns, and other goodies. Triad members tend to live hard and die young.

All the chaos in China has helped the Triads get enforcers, prostitutes, and mules into other countries as "refugees." The Triad numbers exploded in Canada in the 90's, and New Zealand is facing a growing threat. They recruit from the overseas communities by "standing up" against racial tensions, bringing in the easily misguided and/or violent youth to the gang. Usually, turf wars from back home are exported also, complete with nightclub shoot-outs. The scary part is that some elements of the CCP leadership have called them "patriotic" and "noble" for helping with guns, cash, and bodies in the fight against the MLC. Sun Yee On's boss, Big Len, got a government award for his work in Hong Kong, if you can believe that!

The various Triads have kept up with the new technologies and are in the forefront of face banks, credstick chopping, black market cyberware, designer drugs, and shoemaking (counterfeit passports and ID cards). They also follow old business lines such as slavery, smuggling (usually through Thailand or Myanmar), personal extractions, intimidation and protection rackets on almost every business in the Chinatowns. An old trick is "House Invasions"; find a businessman in their community who is receiving "gray" funds, break in, terrorize the family, and blackmail them into sharing the undeclared moneys or else be exposed. Media corps are also a target, with the Triads extorting cash, and threatening to kidnap/kill their new talents if not paid. Often, Triads will hire thugs, other gangs, even Yakuza or Mafioso to make raids for them across borders or outside of the Chinatown; and if someone who was smuggled into Canada doesn't pay the fee, the debt is sold to the Mafioso, who collect on it. Not fun boys and girls...

Other Gangs

The lack of cyber and guns, and the willingness of the police to shoot on sight keeps Boosterism to minimal levels. Granted, the Triads do their best to capture the feel and violence of American Boostergangs, but they usually have a (flimsy) reason for their violence. However, there are plenty of youth gangs in China, from Chromatics in the Metal bars in Beijing to Poli-clubs and Posers. They can't generate the firepower of Boosters or Triads but are just as annoying to the powers-that-be. Some youthgangs do evolve into Triads but many burn out, or are busted and shipped off. The PLA considers the Policlubs to be the most dangerous as they preach alternative social systems. The last thing the government wants is another MLC rising up, so these clubs are extremely persecuted.

There are also numerous pirate packs operating out of Chinese waters. Some work for the Triads, some are indepen-

dent, and some are actually working for the government! Using yachts "liberated" from HK, and cigarette speedboats, they attack ships just outside of China's coastal waters and run back in. Same as everyone else in the PacRim.

For more info on Pirates, see *New Roles* pg. 153.

GEOGRAPHY

Because China is so huge (some of its 26 provinces are the size of France; the country itself is bigger than Europe), and because access is so limited, we can only give the briefest of descriptions here. China has something of everything, from the highest mountains in Tibet, to flat plains, swamplands and rainforest. We sent various staff members and guest writers out to give us their review of the regions.

SOUTH-CENTRAL

By Tristan Wood, *Military Ordnance Quarterly*

GUANGZHOU SEZ, GUANDONG, JIANGXI, HUNAN, HAINAN, HUBEI, HENAN, AND SHAANXI

South-Central China was the first point of contact with the outer world, and many of the overseas Chinese are from this area. Guangzhou (Canton) cooking is found everywhere around the world, as are the Tong and Triads that also arose from the south. Now Guangzhou is a city in recovery. As in China itself, it took more damage from the MLC-PLA war than its neighbor, Hong Kong. At least Hong Kong had some defenders in its foreign companies. Now, most of Canton's huge hotels, colleges, and factories are being rebuilt by the PLA to once again host foreign enterprise. This city on the Yellow river will be open for business in a year, according to the government. Until then, it is off-limits, to prevent terrorism.

Most of the area is in the same boat as Guangzhou. The cities are shattered, industry's ruined, and the shell-shocked populace is still recovering from their hellish experiences. There are still monthly skirmishes between PLA and the remnants of the MLC, as well as the occasional lynching of MLC collaborators. All in all, foreigners aren't welcome. With a few exceptions, the South-Central region is screwed. Cities and factories are slowly being rebuilt, with priority given to military and mining. The area, as well as being fertile farmland, is also rich in iron, coal and oil (oil that SovOil would love to control). The only foreign presence is the joint-ownership Militech plants, under the China CyberMilitary Manufacturing Co. Ltd. (CCMMCO name). Most of the workers at these plants and research labs, in Nanchang and Zhengzhou, are Chinese, with a few foreign specialists. Militech and the government view the area as a prime testing ground, as MLC members keep "volunteering" their services as test targets. Also, Militech was happy to get the Chinese contracts



because they won't have to waste money on pollution controls, and can even use coal if they want to. The Chinese use it to heat in the winter. Needless to say, it is only a matter of time before the oxy-trucks become a common sight in these drab, gray cities.

This was Mao's homeland, and the hundreds of statues and museums and shrines to Mao were untouched by the MLC. However, the government is now replacing all of them with statues of Deng and General Jiang. Everywhere you go, you see these two.

The PLA troops here are mainly from the North and West. It is a long-standing policy to use troops from different areas, so the Army doesn't feel like it's shooting its neighbors and families. Many of the soldiers here are minority Tibetans, Mongols and Uighurs. They are isolated from their home communities, fighting Maoists (whom the minorities especially hate) and being paid well. In fact, the Uighur troops are even allowed to use the Grand Mosque in Xi'an! Of course, in Mongolia, Tibet, and Xinjiang, soldiers from the South are being used.

The MLC is dispersed in the countryside, waging guerrilla war for the most part. However, they do still control Hunan province. This is some of the richest land in China, which is how they can survive by growing rice by hand. The MLC headquarters is rumored to be in the village of Shaoshan, Mao's hometown. The city of Changsha is a shattered wreck, first from the MLC tearing everything down, and then by the daily bombing runs of the PLA Air Force. Most Chinese feel it is only a matter of time before Hunan is overwhelmed. However, they also don't expect the MLC to give up easily, or indeed, at all.

The cities of Zhengzhou and Xi'an were the turning points of the Northward March of the MLC. In Xi'an, the minorities were fighting especially hard to save the mosque, as it was sure to be torn down by the Maoists.

Zhengzhou, a city of 100 million, resisted the MLC for 6 months, until the first Militech tanks could arrive. The main reason they resisted so long was the layout of the city itself. Their defense system design is brilliant! It defends both against physical and psychological attacks. Zhangzhou is divided into small walled complexes, each having 8 to 10 small apartment blocks, gardens, clinics, stores, everything a small village needs. There are dirt plots front and back for playgrounds and gardens. Everyone knows everyone, so it is psychologically difficult for saboteurs to infiltrate and cause strife. Also, the 4 meter walls are topped with barbed wire and broken glass, and each compound only has one or two gates. Needless to say, the government and Militech are keeping this excellent arrangement.

The first city rebuilt was Zhanjiang. This port city serves as both a naval port supplying Hainan, and as a base for South China Sea oil exploration. Of course, the problem here is that SovOil won rights for the area in the 2nd Corp War, while China was conveniently occupied. Rumor has it that the PLA has targeted SovOil for revenge, and this will be one of the bases to

carry it out from. Needless to say, the PLA presence here is thick.

Hainan island was the one part of South China that the MLC didn't infect, mainly because it has been strictly a naval base for years. As the closest point to Vietnam, the west side of the island is thick with warships, missiles, and guns, all pointed over the Gulf of Tonkin. Of course, in the last 15 years, the eastern side has come to match the west, all pointing toward the Spratly Islands. There used to be some minority tribes in the mountains, but they have probably all been exterminated. What little ecology that remained has been wiped out by the Slick.

THE EAST

By Elena Calvero, *PacRim Journal*
Shanghai Correspondent

FUJIAN, ZHEJIANG, ANHUI, SHANGHAI SEZ, JIANGSU, SHANGDONG, AND HEIBEI

Smell that cash in the air! "Socialism...What's that?" We must be in Shanghai! Shanghai is one of the major ports in China, and the most popular entry point for the 'punk. The Shanghai sprawl covers over 8000 sq. km., with a population over 25 million friendly people. It's very renao; reminds me a lot of Osaka/Kobe. It has a population density in the core that is one of the highest in the world, behind



Tokyo and Bombay. The army did its very best, and kept the MLC clear of Shanghai, although there were some internal sympathizers who did minor damage before they were executed.

This is the main manufacturing center for China, and has been for 150 years. Of course, back then it was mainly slave labor for foreign corporations, so I guess this is progress, even though you can hardly breathe the air. The foreign corps are still here, mostly Asian companies. When Hong Kong blew, the Euros went south or home, but many Japanese, Malaysian, and Singaporean companies moved their operations to Shanghai. The largest foreign company is Baoshan steel (Japan) who employs 100,000 Chinese, and contributes greatly to the lack of air quality. Other megacorps with regional or main offices here are World News Service, Princess Group films (formerly of Hong Kong), and Tiger Medicines, Inc. Most corps have at least small field offices here.

The place is LOUD. Most vehicles are motorized hybrids of scavenged parts, moving at a snail's pace through the rush hour. Yes, they still use gas here. China has oil reserves that it uses only for internal purposes, and hasn't gotten licenses for CHOOH2 production yet. From 4 am the place is buzzing. There is martial arts practice in the parks (600 people practicing Tai Chi Chuan is

an impressive sight), hawkers, hookers, workers, and street people going full speed making cash from 4 am until 2 am.

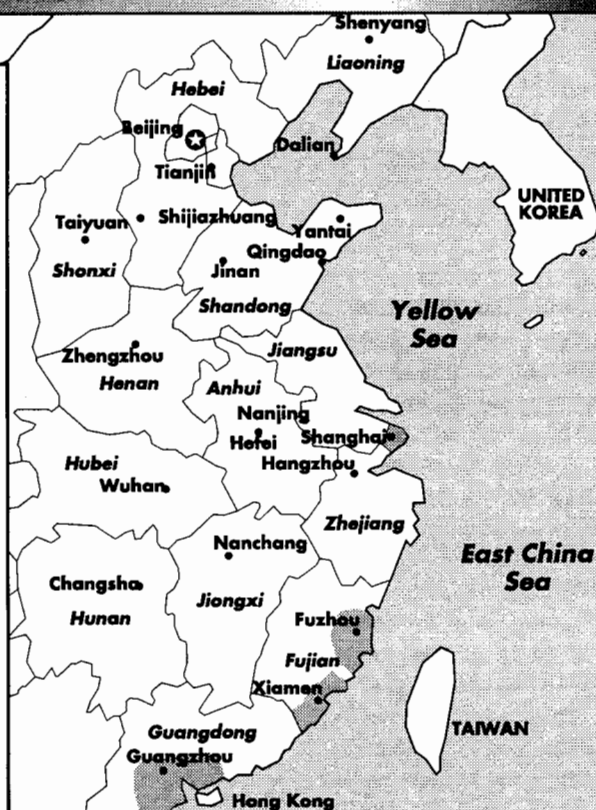
That's another thing that 'punks will like about Shanghai. Unlike most other Chinese cities, including Singapore, the action goes late-night here. Most cities are dead by 10 pm, being good comrades, resting for tomorrow's activities. This place has a night life! Yapi!

Shanghai has a city net, but no public uplink. Everyone who's anyone has a private link, or a corporate line. Many people actually prefer to use phones or faxes! They say it keeps the FACS and Triads one electronic step away.

In Shanghai, go downtown (the Foreign Concessions) to the Bund (Zhongshan Donglu) for nightlife and to meet other foreigners. This is where the light action is. In the mornings they have martial arts. By day, the trading houses and info banks are open, such as Shanghai bank, CITIC, Kadar and others. At night, a medium-class "strip" of mild drugs, prostitution, and contraband dealers opens up, along with various bands and street performers. All of this is officially frowned upon, but allowed because of the cash that is separated from the foreigners that makes its way, via kickbacks and taxes, to the official coffers.

REGIONAL MAP: EASTERN CHINA

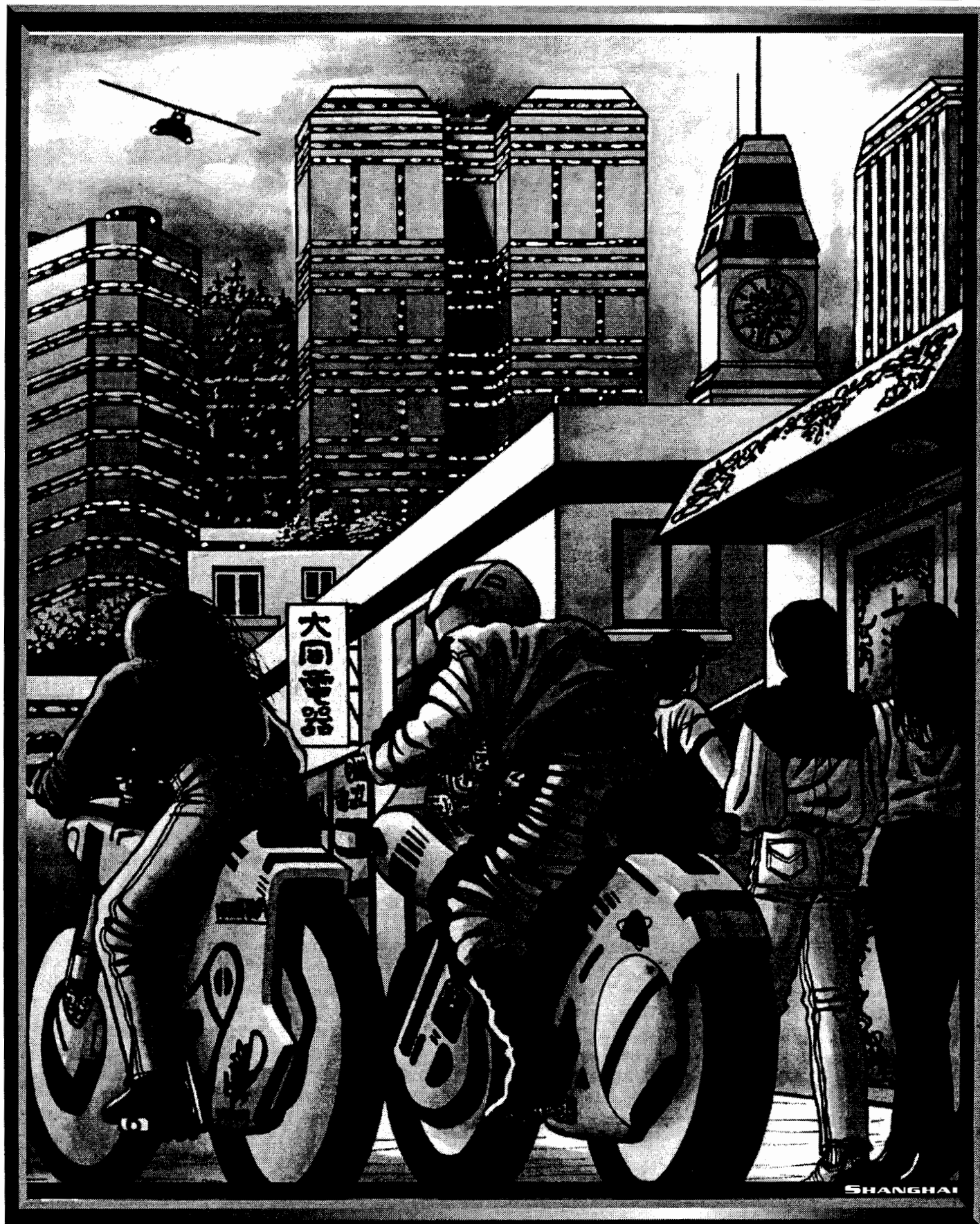
**FUJIAN,
ZHEJIANG,
SHANGHAI SEZ,
JIANGSU,
SHANGDONG,
HEIBEI**
■ = SEZs





CHINA

PACIFIC RIM SOURCEBOOK



CYBERPUNK 2.0.2.0

DATASCREEN 69



The Docks area is where the poor 'punk makes his landing, and where shipbuilding (commercial and military) is mostly done. Also, in the blocks around the docks are the various import/export (smuggling) companies. At night, some of these open up into gambling casinos, fight arenas (with everything from cockfights to full-contact martial arts), weapons markets and brothels. The locations change, so keep an eye open. All of these are at the low class end of things, but this is where the penniless beginner can get his first job and start a rep. Fixers often come down here to scout new talent, and many have made it big off of the docks. Of course, many more die a violent death (either in matches, deals gone wrong, or police raids), but hey, that's all part of living on the edge.

For the high-class business types, the western-style hotels downtown, near the Bund government offices, have clubs in the basement levels that cater to businessmen, techs, and high-price solos and call-girls. Try the Sheraton Shanghai, the Yangtse Hotel, or Murayama Mansions. Ties are required.

The rest of the city is mainly markets, worker's housing, and factories. Might as well be in an arcology or beaverland back home. From here though, you can catch boats to Beijing, Hong Kong, or Japan, and planes and trains to internal cities such as Beijing, Xi'an and Nanjing. Service is still disconnected to Canton, and no pictures from the windows please, for security reasons.

Pretty much everything to the south is in the same condition as South-Central: wiped out and Army-infested. Heibei, which used to be pretty rich, was wiped by the MLC. Fujian was retaken ASAP by the Army, and is already renovated. The MLC didn't damage Fujian too much, as it faces Taiwan. When Taiwan declared independence, the MLC shelled them a bit, but the Taiwanese Air Force, with Arasaka help, rebuffed them. Now it looks like the PLA, with Militech help, are eyeing the retaking of Taiwan. This is a military restricted area, but I hear that mercenary units are being hired on both sides of the Strait. I've seen a huge jump in the market.

To the north it gets better. Heavy industry is located in Nanjing and Wuxi, and light industries (cloth, machinery, electronics) are scattered around the canals that irrigate the area. Japanese tourists are starting to come back to the luxury hotels to the south of the Yangtse river, to view the extensive rice fields! God knows, that's what I want to see when I go on vacation!

To the north of the Yangtse are a proliferation of coalmines and steel mills. This area is pretty backwards and grungy. Farther north, in Shangdong, they still haven't found a way to control the Yellow river, which keeps flooding the coal mines and breweries. Qingdao, (Tsingdao) is the major brewer for China and export (all you Ozzies and Kiwis listen up!) and is one of the few places where the water is safe to drink, when it isn't flooded. Qingdao brewery has started to send armed men to guard the dikes nearby which kept getting blown up. Otherwise, it's pretty lifeless until you get to Beijing-Tianjin.

NORTHEAST CHINA

By Jim Hubbard,

PacRim Journal Editor

LIAONING, JILIN, AND HEILONGJIANG

Also known as Manchuria, it is here that the Japanese began their Co-Prosperity Sphere 100 years ago. Now here, as in the North, are big corporate-style mechanized wheat farms, owned and run by the government. With the global warming, it's not quite as cold as it once was, but it's still not easy living. Aside from the state farms on the prairies, they have a lot of mining: primarily coal, oil, gas, iron and magnesium. There are also some industrial areas. If this area didn't border the USSR and Korea, it would be entirely boring.

Yanji is the main border point for Chinese-Korean overland trade. Not much comes through here because the Koreans are still angry about the support the Chinese gave to the former North Koreans during the Unification war. Now in this area, there are many strongholds that the Korean Communists use for cross-border attacks; the I Ho Ton group is especially active. The Chinese government won't admit to giving any aid to the Koreans, but they classify the Koreans as refugees, and not as the heavily-armed terrorists that they really are.

Another controversial border crossing is with the USSR at Heihe. Heihe and the Soviet city of Blagoveshchensk face each other on the tundra. Both sides are heavily garrisoned, with "exercises" being carried out by Chinese and SovOil troops. The Sovs have an eye on the oil and gas deposits in the area, while the PLA keeps an eye on the Sovs and prepares for the eventual dispute. In the meantime, tons of civilian trade comes across the frozen river every winter, with Russian clothing and furs being traded for Chinese electronics and toys, all under the watchful eyes of the respective militaries.

.....AND THE NORTH

By Jim Hubbard,

PacRim Journal Editor

Inner Mongolia, Ningxia and Gansu

Here, along the heavily guarded border with the USSR, the Chinese get timber, coal and iron, and the remaining Buddhist Mongols and Islamic Hui raise camels, sheep, horses and cows. A lot of their former grazing land has, however, been converted to vast irrigated wheat fields under PLA guard. In Inner Mongolia (facing the SovOil puppet Mongolian Republic), out of a population of 30 million, only 2 million are ethnic Mongols. The rest are PLA and support personnel. This area is high in elevation, flat, and rather cold. Reminds me too much of Northern Canada. And we all know how exciting a place that is.



THE SOUTHWEST

By Chen Longwai,
PacRim Journal Field Agent

GUANGXI, GUIZHOU, SICHUAN AND YUNNAN

This is the main hot spot, literally. Down here is what's left of China's rainforests and jungles. To the west are steep mountains and cliffs from the Tibetan Plateau, which sweep down to the forests. This area has many of the minority populations such as Thai, Tibetans, Hui, Miao, etc., and is very independent-minded because of their isolation in the jungle. Even now, about the only way to get in and out is by train. The trees make it hard to get even AVs in unless a landing space is hacked out of the jungle for them. At the Tibetan refugee settlement at Kunming, there is one runway for flights to Bangkok and Yangson. After the Cultural Revolution in the 1960's, the residents learned their lesson. Since then, they have become heavily armed to resist assaults on their culture. For this reason, the MLC found few allies among the tribes fighting the government. In fact, the MLC only made the minorities and PLA come together, and the tribes got some decent concessions from the government (which the gov't keeps reneging on).

Sichuan SEZ, the size of France, has 200 million people with an almost autonomous land system, where the farmers make most of the decisions as to what to plant and where. They also keep the surplus for themselves. The MLC only managed to take half of the province before the farmers, after realizing that the MLC wanted to reinstate centralized control, stopped them. Sichuan also has the most industry and artisans of the region. China Chengdu Aircraft Ltd. makes fighter jet nose cones and AV hulls for BMW-McDonnell-Douglas. In the west of the province are several well-armed monasteries, but along the Tibet border are PLA outposts.

Lijang is a strong PLA base to guard against the Khmer Rouge soldiers in the south as well as the matriarchal Naxi tribesmen. The Naxi signed no treaty with the government, and remain elusive in the jungles. There are an estimated 100,000 guerrillas left, aided by such groups such as Amnesty International and Earth First, usually out of NZ.

At the triangle border of Laos, Myanmar and China is the Golden Triangle. Deep in the jungle here were the well-fortified poppy farms that supplied most of the world with its heroin and opium. During the SouthAm war, the DEA let loose their bio-plagues here and wiped out the poppy fields. Since then, the Triads, KMT warlords, and smugglers have been using their complexes to turn out synthetic drugs, much to the annoyance of the pharmaceutical companies that want to penetrate the market. The CIA has been trying to help the Chinese track down the drug lords, but without much help from the PLA. While the Chinese execute drug dealers in China itself, they are more than willing to turn a blind eye to drug shipments to America and Europe. This is one part of their revenge for the Opium Wars 400 years ago. Remember, people hold a grudge for a long time in the East.



Adventure Hook!

Golden Triangle opium has started to be shipped out again, much to the surprise of the pharmaceutical corporations. Rumor has it that the drug lords have developed a new, viral-resistant strain of poppy. The players may be approached to break into one of the compounds to bring back a sample of the plants for a new plague to be designed on. These places are heavily fortified, and help the economies of three nations. How badly do your players need cash? (See Myanmar and Laos, pg. 85 & 89).

THE WILD WEST

By Angela Ling,
PacRim Journal Field Agent

XINJIANG, TIBET AND QINGHAI

The West was the last part to be added to China. It is full of minorities who have little in common with the ethnic Chinese, and in fact, dislike them a lot for the destruction of the minority cultures and the environment. The two main minority groups were the Islamic Uighurs and the Lamaist Tibetans. For the last 100 years there have been uprisings against Chinese control. For a while, the Chinese were shipping people into the areas, to populate it with ethnic Chinese and reduce overpopulation in the East.

The Mid-East meltdown stopped that plan. After the bombs stopped, the migrations of Mid-Easterners began. Many in Turkmenistan and Kazakhstan funneled through the mountains into China. The PLA stopped as many as they could, but sealing the borders in this area is difficult at best, especially since they brought with them all the weapons they could muster for their Uighur brethren. The western slopes of the Himalayas are littered with the skeletons of those who died from the radiation sickness--and from PLA bullets. The migrations stopped within a year.

The Himalayas and Tibetan Plateau protected most of China from the fallout out from Iran. However, Tibet took quite a bit of radiation. This is in addition to the nuclear waste that the Chinese had been dumping in the Himalayas, and the nuclear bomb tests performed in the Tarim basin and Taklamakan Desert in Xinjiang. Needless to say, the government evacuated the Chinese, kicked out some of the minorities, and moved in the PLA wholesale. There are rumors of riots and guerrilla war by the remaining population, but nothing official has been heard since 2017.

In 2017, three Buddhist monasteries had gathered enough smuggled weapons to fight their way down the mountains. The terrain is rugged enough that tanks and planes were ineffective. The government authorized tests of first-generation Militech/CCMMC prototype powersuits. The tests were declared a success, with a 95% kill ratio against the monks. Since then, these three provinces are declared closed. Only authorized per-



sonnel are allowed into the high security area. Observers have noticed a pick-up in activity, with a lot of trucks and heavy cargo transports going into the Tibetan mountains. What they are working on or testing is still unknown, and rumors are very quickly suppressed.

Rumor has it that the CCMC and the government is working on a massdriver to rival Kilimanjaro, somewhere in the Himalayas. This would be an important equalizer for China and the US to use against the Euros and USSR. Together with their combined nuclear arsenals, this scenario looks bad for the Euro-crowd. Many people and corps would pay a fortune to find out if the rumors are true.

BEIJING AND TIANJIN

By Kevin Shinkoda, Net 54 Beijing Correspondent

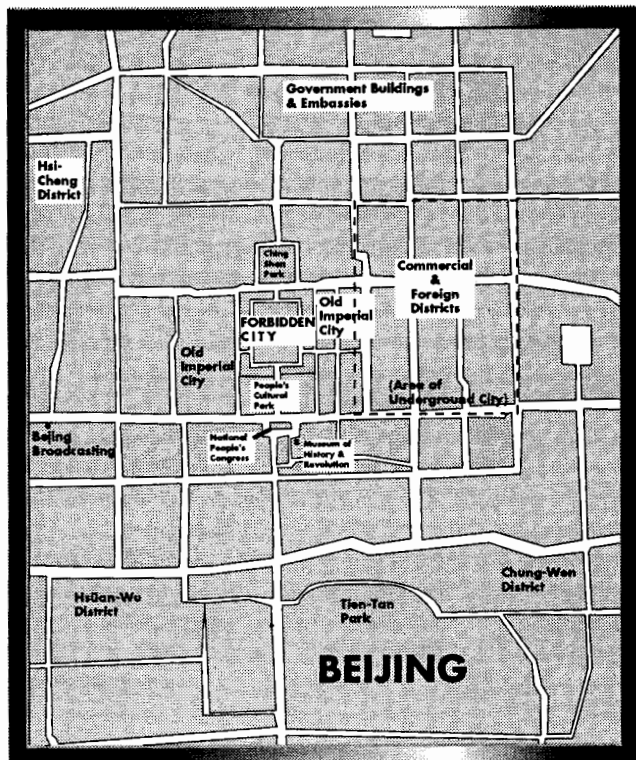
This is the Chinese capital sprawl, the size of Belgium; independently administered from the provinces (like Washington D.C. or Sydney). This sprawl is huge, mainly factories and industry, with a central area for the bureaucratic and government offices, corporate embassies and foreigner residences. Residents will claim that it has the best of everything China has to offer, except weather. Of course, Shanghai people will disagree—except for the weather. Cadre members from the provinces dream of being transferred to

the renao "utopia" of Beijing, with its Moscow-style buildings, pollution, and horrid weather. Of course, they ride around in limos, so what do they care? The city is like a target, going from the upper class/cadre center radiating out to the refugees on the edge.

The weather is incredibly awful! In the winter it drops to -20 C with winds off the North China plains, in the spring they get yellow dust storms from the Gobi desert, and in the summer it's stifling hot with acid rains. Thus, people in Beijing wear hats, mesh bags, or rain hats with masks depending on the season. The Forbidden City and Tiananmen Square have domes over them to keep out the brown air. Despite the conditions, because it's the capital, many corps have regional offices here, such as WNS, Worldsat, and of course, Militech. IEC is setting up a plant for "Air-in-A-Can" production; their projections say they'll make a mint.

The streets are filled with young rockers on motorcycles, cadre limos and workers on bikes. The center is a neat grid pattern filled with non-moving ground traffic, and the outlying areas are mainly hutong alleys filled with vendors and walled compounds. In the alleyways one can find small shops selling pretty much anything a punk could want, from top of the line chipware to fried dog for lunch, if they can find the right shop amongst the miles of mazelike streets. These are also good places to meet fast Chinese pickpockets or big Uighur mobsters. Though mostly a low-rent area, you never know what you'll find behind those walls. The sensible(?) punk goes underground to avoid the pollution and heat.

The Underground City covers 3 square km and is 10 meters below ground under the central area of the city.



The Underground market is indeed safe; many of the shop and bar owners are ex-solos or otherwise well connected. With discrete questioning, one can find most black-market items, even ripperdocs in the tunnels. Expect things to cost 25% more than above ground, but it will be of equally higher quality. Availability is about equal to America, you just have to have the right introductions. All high-class Beijing comes here to shop.

TYPICAL RADIO ADVERT:

"See Beijing in all its glory with Xian Tours! For 10 Eb (Eb only!) you can tour the Forbidden City and Tiananmen Square in the comfort of an armed escort, just like ambassadors and corporate heads! See the wonders of the Forbidden City's ancient architecture-closed to the public until 200 years ago! See guards at the Tiananmen square flag-raising ceremony march exactly 108 paces per minute, 75 cm per step! The kind of precision to make even the Japanese envious! For just 2 Eb more, you get your own picture in front of Deng's portrait! Sign up today at any Xian Tour office! (English, Japanese, German and French tour chips available.)"

GM's Note: This is indeed a tour of these sights. However, 25% of the tour explanation chips (the guides speak Chinese only) have a virus that temporarily hardwires the user to become nauseous if they try to attack PubSec or Cadres — Difficult BODY save to avoid incapacitation.



Entrances to this former Civil Air Defense Shelter system is via selected shops in the central district, and by the Subway, or "Underground Dragon." Here they have hotels, warehouses, restaurants and shops, all cool, clean, and well guarded by the locals. The subway station is actually graffiti-free, and decorated with Chinese calligraphy. Most of the stores are legal, but may be running black-market goods behind the scenes. A good fixer will introduce you to the right people. The Cave Carp Bar is considered to be the best place to pick up high-level work. The bars and restaurants here are usually considered neutral ground, and are often used for high-level negotiations. Violence is heavily frowned upon by the locals as it would bring in a strong Public Security presence, and invite close inspection by the government. As long as it stays calm, and illegal goods are kept quiet, the PubSec men are willing to stay out of the tunnels.

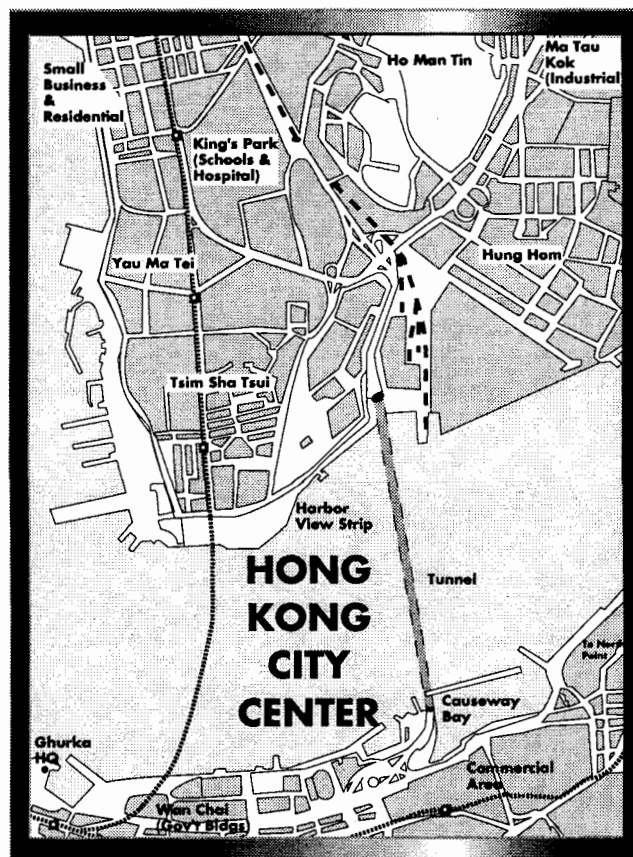
HONG KONG, THE LIMPING DRAGON

By Rochelle Ng, *PacRim Journal* Editor

Hong Kong ain't half the city it used to be. Stress built up from the signing away of HK by the Brits in the early 80's, especially since China would only recognize the citizenship of pure Chinese. All the HK-born Indians, Gwailo, Malays and Vietnamese would be countryless. Canada, the USA, and Australia got a whole lot of talented immigrants in the late 80's and early 90's as people fled first from the idea of CCP domination, and then from the increasing attacks of the MLC. This pressure also led to the nihilistic Zen comedy *Mo lei tau* which is still popular today. From the moment of birth, the MLC targeted HK for takeover. First, they had infiltrators sabotaging banks with smuggled bombs. Then they progressively built up a presence, using the non-unionized labor as an ideological base. The corporations tried to exterminate the MLC meetings, but this only backlashed. By 1995, most of Kowloon was in a state of civil war, and the MLC army proper, using guns from PLA defectors and the Khmer Rouge, had taken over Canton. The remaining Corps tried sealing off Hong Kong Island itself, and the civilian and skilled population that could flee, did. Many of these refugees went to Singapore or Taiwan.

HONG KONG NAMES

It's been a long-standing fashion to name children in Hong Kong with gwailo first names. Unlike the mainland and Taiwan, HKers won't choose a name based on lucky kanji, but a Euro name they like. Then they assign kanji that approximate the pronunciation. This is why you get Ken Tong, Jenny Xian, and Danny Peng (and Bruce Lee and Jackie Chan!) Of course, they write the names in western order when in letters, but in the Chinese order in kanji.

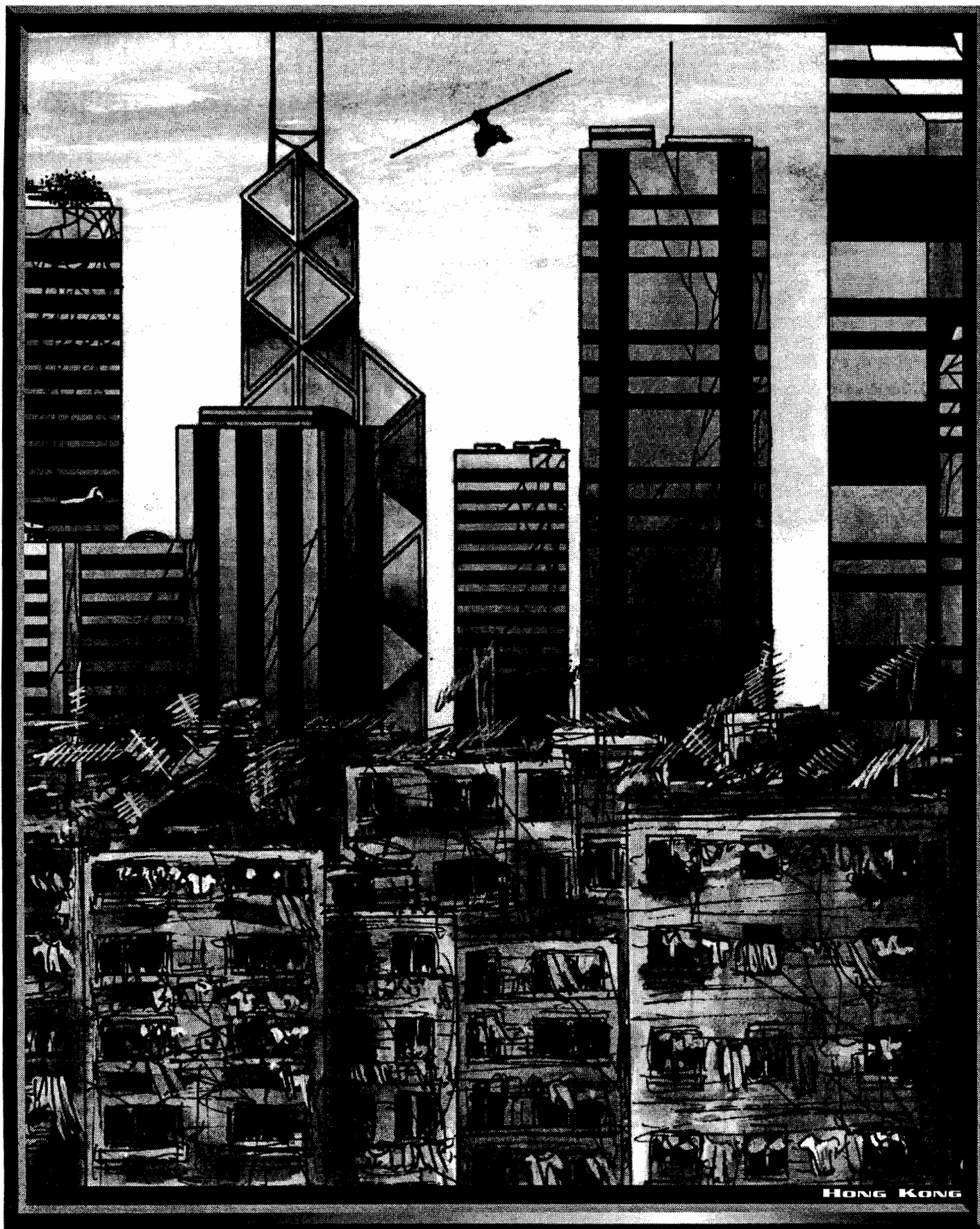


In 1997, the MLC spilled over into the New Territories and swept through the countryside to Kowloon Bay. The various Triad mansions in the hills held out as long as possible, but were cut off from fresh supplies of ammo. In addition, the Nepalese Gurkha troops were mostly wiped out, although they massacred many of the enemy. Many of the Triads helicoptered out what they could to Lantau island.

For the first time, many of the Triad leaders put aside their differences in the face of their common enemy. They turned the Wan Tuk shipyard into a miniature naval base to carry out attacks on the mainland. By this time, the HK Island forces, including those Gurkhas remaining, had demolished all the tunnels and bridges linking the island to Kowloon. With the ships they could muster, they kept the MLC limited to the peninsula. The MLC blew up or burned down many hotels, but mainly they just destroyed the power systems, and shipped off the remaining people to the New Territories and northwards to work the farms.

The corps and the Triads could keep the MLC to the mainland, but couldn't counter-invade, just watch the fires. Even the regional forces of WNS, Arasaka, EBM, WorldSat and the Triads could only do so much against nearly a million invaders. After long negotiations, the corps and Triads joined forces and started building up a re-invasion force in 2010, led by Gurkha Col. Gaje Gurung. Of course, there were some glitches, such as when Sun Yee On's Big Len "accidentally" captured an incoming shipment of Arasaka arms.





HONG KONG



Through arrogance, a lack of tech understanding, and a focus on getting people to the countryside to grow rice, the MLC actually didn't thoroughly trash the businesses in Kowloon, or at least didn't get below the first basement level. Thus, many sub-basement Corp mainframes from Tsimshatsui East to Lai Chi Kok were left intact for Bartmoss's AI friends to set up house in after the Liberation. (see NET, pg. 30) Also, his map is slightly wrong, not surprising when you're frozen. Switch Militech and EBM, and realize that the bay runs between Arasaka and Militech (Militech's on the Kowloon side).

When Hua was assassinated in 2013, the Neo-HK army raced across Victoria Harbor and fought their way through Kowloon. They did find long-standing pockets of resistance to the MLC, such as the Walled City, and in 2014 caught the MLC between themselves and the PLA, who retook Canton. After Liberation, the Neo-HK army ghurkas privatized; the Triad-Corp alliance disbanded, and everyone went back to their old system of covert trade.

The New Territories is pretty much a PLA occupied no-go zone; not that the gangs had anything left to go back to. Lantau island is still the Triad stronghold, but with the Taipans sectioning it off among themselves. The large corps who stayed have pretty much taken over Hong Kong Island with corporate housing on the mid-levels of the peak and offices on the Bay. Workers use the Travelator (escalators and moving walkways going down the 60 degree slope of the peak) to get from their beavertowns to the corporate center. Arasaka has Chai Wan and Shau Kei Wan, WNS owns Quarry Bay and North Point, WorldSat has the Peak, Pok Fu Lam and Mount Davis, and EBM owns everything from Kennedy Town to Central. Wanchai and Happy Valley is reserved for the Neo-HK Mercs, and Causeway Bay is the business center of the island. The need for more space in Victoria has led to the reclamation of land in the Harbor, and Arasaka has their office on the new land. The island is VERY well guarded.

After Liberation, Militech (along with the PLA) set up a regional HQ on the peninsula in Kowloon City, with company housing in Jordan Valley and Ngau Tau Kok. Their building is directly across the narrowest part of the bay from Arasaka. There are occasional skirmishes in the bay between Arasaka and Militech, but it stays at a low level. Returning businesses get to choose between the various wrecked districts on the peninsula. Even if they had offices on the island before the invasion, they are considered to have given up their land rights when they fled. Cheun Kong Holdings, Kadar, the various CITIC divisions, Mitsubishi and the banks are in the process of divvying up the areas from the Kowloon Tong district eastwards. The west side of the peninsula includes the Walled City, and many small businesses and res-

idential areas. This is where the Triads have rebuilt, and is under their influence. This is the main cyberpunk area, but keep your head down whenever the Sun Yee On and 14K start shooting it out.

Tsimshatsui is the location of the infamous Harbor View Strip. A variety of unlicensed businesses have sprung up since Liberation, with a plethora of black-market doctors, ripperdocs, arms merchants, etc. The Public Security forces are still rather weak here, and somehow the locals usually know when crack-downs will occur. Rumor has it that there are powerful Netrunners (AI's?) who help out the Triads. No official confirmation of this rumor has been made.

THE WALLED CITY

This solid cube of residence blocks and stores 12 stories high had long been an eyesore to the more glamorous surrounding apartment complexes. For most of the 20th century, it was a legal gray zone, not under the jurisdiction of either the Chinese or the British, so its population swelled with people seeking refuge. Over the 3 hectare area, buildings 8 to 15 stories tall grew, with every inch of usable space occupied, except for the old mansion of the Qing imperial legate. Shops, apartments, drug dealers, dentists, hookers, medics all lived cheek to jowl. It was scheduled for demolition in 1993, but the MLC threat distracted the demolition crews. The residents accumulated smuggled arms and waited. When the MLC rolled through, the slender buildings around the City soon collapsed under grenade and LAW rocket fire. However, the MLC only managed to damage the outer layer of the City, which the residents soon sealed. Invaders had to enter through narrow hallways where they were easily trapped and slaughtered. There were no inside sympathizers, and since everyone knew each other, spies had no chance. A siege ensued, but the defenders had stocked up enough rations. By 2010, it was the only part of peninsular Hong Kong to be free. After Liberation, they've maintained their independent stance, and only allow outsiders into the newly patched-up outer layer.

Neo-HK Merc Force

The Ghurkas who defended HK for years under the Brits, and then under the Corps, privatized after Liberation. Every year they recruit 200 teen-agers from their native Nepal, and train them in the fighting style that made them legend for the last 300 years. Ghurkas are small, fast, and fierce as pit-bulls. There have been many recorded cases of Ghurkas practically shredded from shrapnel and bullets still killing people in hand to hand combat, beheading them with their Kukri knives.





HANDLE: Colonel "J. K." Gurung, leader of the Gurkas

ROLE: Solo (Special Forces)

INT: 6 **REF:** 9/11 **TECH:** 6 **COOL:** 10
ATTR: 6 **LUCK:** 7 **MA:** 10 **BODY:** 10
EMP: 8/4 **SAVE:** 10 **BTM:** -4

SKILLS:

Combat Sense +9, *Awareness* +7, *Melee* +9, *Martial Art: Tai Chi Chuan* +6, *Fencing (Kukri)* +9, *SMG* +6, *Endurance* +9, *Rifle* +7, *Stealth* +7, *Pistol* +8, *Expert: Small Unit Tactics* +7, *Interrogation* +5, *English* +7, *Mandarin* +6, *Wilderness Survival* +6, *First Aid* +4, *Leadership* +8.

CYBERWARE:

Kerenzikov +2, Processor, Gun Link, IF plugs, Adrenal booster, Motion Detector, Muscle and Bone Lace, Toxin Binders, Pair of CyberOptics (Infrared, Targeting Scope, Image enhancement, Anti-dazzle).

EQUIPMENT:

Standard field kit, Pair of Kukri, Arasaka Minami 10 SMG, Arasaka Bullpup Assault Weapon, 4 Hand grenades.

NOTE: As head of the Gurkas, Col. Gurung has a wide selection of weapons at his disposal. Treat Gurkas as Special Forces Units, as per HoB, pg. 79.

Currently there is one battalion (450 troops) on HK island, under the command of Col. Gurung. Another 1500 are on assignment around the world as bodyguards, in small tactical units (in Cambodia and Australia), and even a full battalion guarding the Sultan of Brunei. Gurkas are known by their short stature, their Cybereyes that turn red in battle, and the kukris that they all wear.

THE KUKRI

The kukri is the wickedly curved short sword that Gurkas use. It is hooked forwards (like a boomerang) and end-heavy, and in the right hands can decapitate a person in a single stroke. People used to straight knives often wound themselves with these 2.5 foot monsters. And no, they don't make mono-kukris; they wouldn't have the right weight and balance. Don't be a Wally.

Melee +0 **L** **P** **3D6** **NA** **NA** **NA** **1m**
200-600 yy (50-150 Eb)

THE MILITARY AND INDUSTRY

By Jay Liu, HK Correspondent

Business

Even before Deng died, the Army was cheek to cheek with business in China. In fact, it was business in China. To stay self-sufficient, military factories were set up all over China. Whereas the Soviet soldier during perestroika sat around smoking cigarettes and watching his prestige plummet, the Chinese soldier, between skirmishes and drills, was kept busy making clothes, steel, refrigerators, radios, etc. for use in China and for export. This made the Army financially self-sufficient, and kept public resentment low (for the Army), as few taxes went to Army upkeep. In the late 1980's, the Army had enough cash to set themselves up in other businesses, and formed CITIC (China International Trust and Investment Corporation, Ltd.). Most internal-use goods are made by divisions of CITIC, such as CITIC Manufacturing, CITIC Technologies, and CITIC Trading, which make everything from rifles to bicycles. When Deng died, during the ensuing search for a successor, the head of the Army (and CEO of CITIC), General Jiang, eliminated the competition in one way or another, and took the Chairmanship of the CCP. Thus, the CCP and PLA are nearly interchangeable now.

Wholly-owned foreign businesses are still rare in China, because of the strife, but mainly because the CCP wants to maintain its share of profits. Most foreigners do business in joint-venture enterprises, where each side pays a percentage and gets a percentage of the profits. Of course, since the PLA owns the land, they get a pretty high percentage. Most corps, eyeing



A NOTE ON CITIC EXECUTIVES

Of course, there are a plethora of black-market businesses, including the money market, all of which are highly illegal, but which everyone uses anyway. (see "Black Market," pg 63)

BASIC CITIC EXECUTIVE

HANDLE: Corp
ROLE: Netrunner

STATS:

INT: 7	REF: 7	TECH: 6	COOL: 7
ATTR: 6	LUCK: 5	MA: 6	BODY: 7
EMP: 6/?	SAVE: 7	BTM: -2	

SKILLS:

Resources +5, *Leadership* +2, *Education/Gen. Know.* +4, *Rhetoric* +3, *English or Japanese* +2-4, *Expert: CITIC products* +2-8, *Business Sense* +2-8, *Stock Market* +2-6, *Pistol* +2-4, *Rifle* +3-5, *Martial Arts: Tai Chi Chuan* +3

CYBERWARE:

Various, usually restricted to Neuralware, Chipware, and Implants.

These are the guys who run the management and marketing for CITIC products. Many have past military service.

the eventual buying power of 1.25 billion people, don't complain too much. Militech entered into a joint-venture with CITIC to form CCMMC, thus gaining huge sales to the PLA, cheap labor, low overhead, and plenty of testing space. The PLA got bulk discounts and US tech support. CCMMC weapons are not as good as Militech label equipment, but are much cheaper. The Chinese don't want much to do with the Euros, and nothing at all with the "rogue province" of Taiwan (or Arasaka, who helped them). They also avoid the USSR, and tension is especially high between SovOil (who has the South China Sea) and CITIC Oil (who has the domestic Chinese oil market, but can't expand to foreign trade). Analysts are watching for a CITIC Oil/Petrochem deal soon.

Other companies include many former joint-ventures with Hong Kong, such as Cheung Kong Holdings Ltd. (an overseas land and stock firm), Dai Lung Firearms, Kadar Holdings (resorts), and Shanghai Silks and Textiles. The owner of Cheung Kong, Li Huaihai, has returned to Hong Kong, after bailing out to his mansion in Singapore during the MLC occupation, and is funding a large part of the HK restoration. In fact, joint-ventures with the government are the only large scale businesses allowed. Private ventures are limited to small businesses only, such as restaurants and shops. These can set their own prices, within a government established range.

CCMMC WEAPONS SAMPLE

CCMMC Goaxing Xiuxi CM-3

The Civilian Market (CM) pistol which is the maximum firepower that a civilian can legally own in Mainland China. Cost is 250 YY (75 Eb).

P	0	J	C	2d6+1(9mm)	8	2
ST	50m					

IMPORTANT NOTE: None of the following weapons are available for civilian export; they are all designed for official end-users only.

The CCMMC Jinhua M-7

A battle rifle along the lines of the FN-RAL, firing similar caseless cartridges but not as reliable. Identifiable by the gold flower on the stock. This is the standard rifle of the PLA. Cost is 500 YY (125 Eb).

RIF	0	N	P	6d6+2(7.62)	35	25
ST	400m					

CCMMC Qi-15

The assault shotgun favored by the PLA and Public Security for quelling riots. Bullpup configuration, feeds from a top-loading helical magazine—full auto preferred. Cost is 600 YY (150 Eb).

SHT	-2	N	P	4d6(00)	15	10
ST	50m					

CCMMC Tuzi-7

The heavy submachine gun used by the army (and favored by cheap hoods) for fighting in confined spaces. Semi-Auto/Full Auto switch standard. 500 YY (125 Eb).

SMG	-2	L	P	3d6(11mm)	30	15
ST	200m					

Army

The People's Liberation Army is split into three branches: Army, Navy, and Air Force. Unlike the US, they don't work together much. They don't need to. By the way, Gen. Jiang has been sending his top generals and majors to the Lazarus Institute since it opened its doors. One thing to remember is that troops in an area will not be from that area. You will not find Tibetan soldiers near Tibet; they will be in the Northeast or Southeast. This keeps them from sympathizing with the locals.



For rolling up Chinese military PC's and NPC's, use the tables in HoB, pg. 72-77. For Chinese Army, use the American Marine stats. And remember, the Chinese services are still separated; no Army pilots or Air Force soldiers.

The Army is the overwhelming majority. Most of China's battles have been internal land wars. The infantry does everything from working in factories, to guard duty, to the quick-response attack of the American Marines. The size of divisions, battalions, etc. is the same as the US, just the Chinese have a lot more, and they use slightly inferior equipment (CCMMC stuff is two generations behind Militech brand weapons). The PLA prefers to use heavy cannon and howitzers to pound from a distance, and then send in overwhelming numbers of soldiers for close range and even hand-to-hand combat. Chinese soldiers are good over a variety of terrain, and at hand-to-hand, much better than the American soldier. Remember, troops are quartered in regions different from their own, so for example, a Mongol soldier in Kunming would be excellent at high altitudes and flat plains (Mongolia) and also in dense forest and swamps (rice paddies). Chinese soldiers are more likely to have martial arts than Americans or Euros; usually Tai Chi or Guonghu (Kung Fu). The PLA-Army is literally everywhere.

Because of the variety of land, the PLA mixes light and heavy cavalry. In Mongolia and the northern plains, expect to see heavy cavalry and tanks. In the swamps and paddies of the south, light cavalry is the norm. In the jungles and mountains, it is usually man-carried artillery and powersuits.

Many PLA are stationed in the cities and towns as Public Security Officers. They don't carry the heavy armor and rifles of Infantry but otherwise have all the same skills, plus knowledge of laws and regulations. As China is still in a state of semi-martial law, they are authorized to shoot to kill. (see "Crimes

SQUAD ELITE

ROLE: Solo

INT: 6	REF: 9	TECH: 5	COOL: 10
ATTR: 5	LUCK: 5	MA: 8	BODY: 8
EMP: 6/?	SAVE: 8	BTM: -3	

SKILLS:

Combat Sense +6, *Awareness* +4, *Endurance* +6, *First Aid* +2, *Heavy Weapons* +3, *Martial Arts: Tai Chi Chuan or Kung Fu* +6, *Melee* +3, *Rifle* +5, *Handgun* +2, *Stealth* +2, *Wilderness Survival* +4, *Tactics* +4, *Hide/Evade* +4, *Demolitions* +3, *Swim* +4.

NOTE: If a *PA Trooper*, substitute the appropriate skills. Generate an Elite character with the HoB Special Forces tables.

EQUIPMENT:

Field Armor, Personalized kit, Militech MK4 with Mini-GL -or- M-12 CAW, 4 grenades, LAW or HLAW, garrote, and mission-specific equipment.

and Punishments") Chinese medical technology is not high, so don't expect to see many cyber-grunts. Those Chinese who are cybered are usually in high level Squads.

Elite Squads

A Squad is a 5 man team, all of whom are Sergeant or above. These are specially trained units, usually assassination, demolition, or power armor. They get to test out the new Militech/CCMMC toys and their standard equipment is all Militech label. They will be faster, stronger, and more accurate than even some cybered troops.

Squad members are picked out of elementary and middle school. The Army scouts attend school athletic meets, and pick the cream of the crop. When you have almost 2 billion people to choose from, the cream is pretty rich. At their lowest level (Sergeant) they are about equal with a US Special Forces trooper of equal rank. Not to be messed with.

Most elite Chinese troops, because of the deal with Militech, are outfitted almost the same as their US counterparts.

Navy

China has a lot of coastline, but not many good ports. That is why they make the most out of the ones they have. The main ports are Beijing, Shanghai, Fuzhou, Hong Kong, and Hainan island. These are full of ships, and are making more every day. Many ships are out zealously patrolling the Chinese waters, trying to keep out pirates, smugglers, and encroaching SovOil ships.

The Chinese have mostly surface ships. They do have some submarines, but not as many as the US or Japan. The Chinese mentality is that ships are for carrying its armies and planes, but not much else. This is why Fuzhou is full of transport ships, with artillery on shore. To invade Taiwan, the PLA will use the Navy to race across the Formosa strait to land as many troops as possible, while the long-range artillery and anti-aircraft guns provide cover. However, they are realizing that to take on SovOil, they will need more deep-sea naval power and subs.

On the whole, Naval equipment is on par with the US.

Air Force

This is where China really drags behind everyone else. For many years, the West had a military trade embargo on China, so their fighter planes just aren't up to snuff, and they don't have many of them. Three years ago, CCMMC started up an aeronautics division, but it will be another year before the new planes are ready. What they have is a lot of missiles. They have the full range of unmanned craft, from small spy drones to Nuclear IRBMs. They have some medium range (3200 km round-trip) fighters and conventional bombers for internal use. Military AVs are at a premium and usually reserved for Cadre use.



The Chinese have plenty of Apache-style attack helicopters for Army support. Nothing goes through the mountains better! Also, the Chinese Air Force is responsible for the long-range conventional and nuclear missiles, both cruise missiles and IRBM. They were the ones, after all, who supplied all that missile tech to Iran, Syria and Libya, who promptly turned around and made the Mid-East a glass parking lot. Cruise missiles have a 2000 km range (one way, of course), and stay low to the ground to avoid radar. Perfect for those pesky oil platforms and rebel settlements (20% detection chance with radar). IRBMs could well hit Moscow from Beijing. Where the US and USSR have kept status quo about their nuclear arsenals, Beijing continues to have yearly nuke tests in Lobu Bo, the large salt lake in the Tarim Basin. Why not, the area is irradiated anyway.

The one thing the Chinese military do not have is space craft; no scramjets, attack shuttles, Deltas, or EVAs. However, the AeroSpace division of CITIC has lift rockets to carry satellite payloads into space, and are working on spaceplanes for commercial use. They hope to have an Orbital Workstation up in the next five years. This would enable WorldSat and Militech to bypass Orbital Air in getting satellites and military hardware into space. Orbital Air is watching closely from Australia and Singapore.

Air Force characters are as per USAF, except for the lack of space-related skills. Replace them with *Pilot* (AV, Plane, or Helicopter), *Air Tactics*, and *Missile Tech*.

Public Security

This is the police force. Public security has at least one office in every town and village, and oversee everything from trade disputes and traffic problems to political dissent and violent crime. Since the MLC uprising, they have been heavily armed, and can use summary execution if necessary. Amazing how often it becomes necessary, neh?

Basically, they are the same as Army troops, but with the skill *Expert: Law* +2-6, no body armor, and pistols and shotguns instead of rifles. The uniforms are black, as opposed to the kakhi that the PLA uses. Public Security has no C-SWAT or riot teams yet. If things get out of hand, they call in the nearest army unit who'll show up ready to rock n' roll within five minutes.

The most terrifying of all is the Secret Police, the "Black House." They riddle the overseas Chinatowns as badly as the Triads, and there is rumored to be at least one BH agent in every work group in China. They watch for unrest, plots, dissidents, anything that might hurt the CCP. They keep people quiet in the Chinatowns, because they know where the family back home is. They also pump overseas Chinese for industrial secrets when they can get them, again, through the "homeland hostages." The CIA and Interpol have found the Black House even harder to crack than the Triads, and no admitted member has ever been arrested. Without a SIN system, the government has to have some method of watching the populace, neh?

TAIWAN

POPULATION: 32 MILLION

LITERACY RATE: 90%

ARMY: 400,000 (+55,000 ARASAKA MERCS).

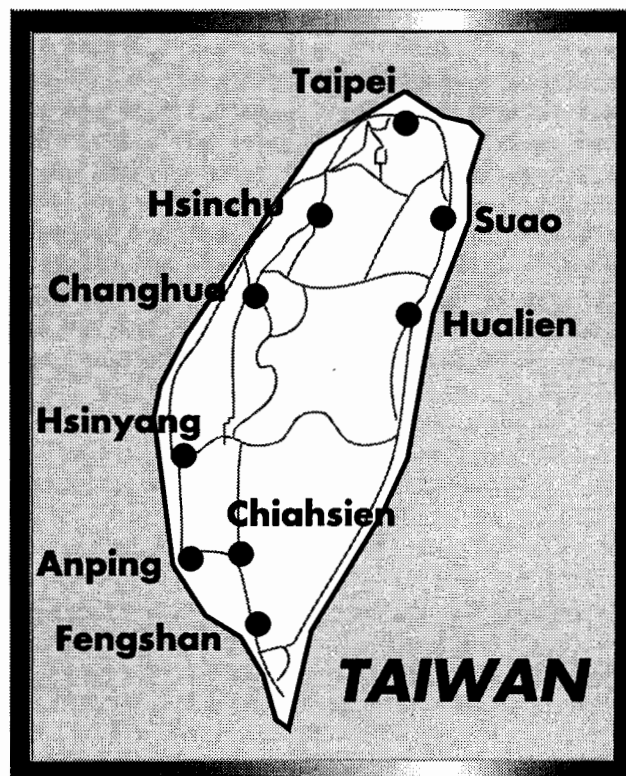
LANGUAGES: MANDARIN, JAPANESE, ENGLISH.

ETHNIC GROUPS: CHINESE, JAPANESE.

JAPANESE OR CHINESE? EVEN THEY DON'T KNOW ANYMORE.

By Araki Kae

Taiwan has been colonized at least 5 times: in the 1400s, Fujian farmers settled here, moving aside the aborigines, in 1624 the Dutch invaded, in 1682 it became a part of China's Fujian province under the Manchus, in 1895 it was ceded to the Japanese who developed it, and last, the KMT fled here in 1949 and continued the Japanese financial development.



The Chinese Republic of Taiwan was formed in 2008, while Communist China was conveniently occupied elsewhere. The culture is much the same as the mainland, so imagine keeping the bureaucracy, ditching the Socialism for rampant Capitalism, make everyone richer, and sell out to the Japanese; and you have a fair idea of Taiwan today. Also, everyone is slightly paranoid about the ever-threatened invasion from the mainland, only 160 km away across the Formosa strait, so *Mo lei tau* comedy has caught on here, too.

The Taiwanese have been buying planes and weapons like mad, and has hired Arasaka to plan its defense. Most of the anti-ship, plane, and missile defenses are on the Kinmen and Matsu islands, and at Hsinchu, Chanhua, and Anping. These are swarming with Arasaka troops monitoring the Communists (and Militech).

The geography of Taiwan makes it a convenient colony for Japan, being only two hours away by plane from Osaka, and very close to Okinawa. The west side is flat plain, with steeply-rising mountains in the east. These mountains help protect the island from the typhoons that come in from the Pacific. Unfortunately, they also hold over the populated side the acidic monsoons from China. The north-east shore is a popular tourist resort for Taiwanese and Japanese.

Taiwan is a manufacturing haven. Kang Tao is based out of Taiwan, and is still independent. Most other companies have been bought by the Japanese. Hmm... Almost all of the farmland was given up to factories, and the cities are filled with banks (legal and face), trading houses, smugglers, gangsters... well, it's not just convenient for the Japanese. Taipei is a major stopping point for the guns, drugs, n' girls trade to Japan. Before independence, most of Taiwan's trade, legal and other, was with China via HK. Now its switched to Japan. They have opened up the free-trade doors to Japan; some might say it's now just an economic colony of Japan. In fact, the main point of strife in Taiwan is between the Yakuza and the Triads over who controls what. From time to time the body count gets very high as the Triads lash out at everything.

Taiwan is led by a President who oversees the 5 branches of government (or *Yuan*): Executive, Judicial, Legislative, Examination, and Control. Access to jobs, licenses, education, everything is judged by tests administered by the Examination Yuan. The Control Yuan is the watchdog group (now heavily influenced by Arasaka) to check on the others. Below the President is the Premier who oversees the ministries and the bureaucracy. Taiwan has massive controls and social programs, with government spending on education, pensions, and medicine. It's almost a nice place to live, except that all food has to be imported, the laws are as draconian as the mainland, and its impossible to read the street signs. The illegal alien laws are therefore very harsh.

Taiwan uses Mandarin Chinese also, but like most overseas Chinatowns, they use the old-style complicated kanji for everything, rather than the reformed, simplified kanji that the mainland uses. So if you are from abroad and you go to the mainland, you won't be able to read anything, and vice-versa. Also, unlike the

mainland, the street signs are not written in English letters, as well. They are in Chinese and Japanese only.

For culture, Taiwan is much like China, but with Japanese influences. They are just as superstitious as the mainlanders, with fortune-tellers on every other street corner. The Taiwanese use Eurobucks and Yen. Unlike China, Taiwan has a nightlife. You can find bars open until 3-4 am. They make up for the lack of sleep with a nap (*xiuxi*) from 1-2 pm.

ROLES IN THE CHINAS

Roles in China and Taiwan are much different that in America or Europe. With a stronger State presence, and a lot of cultural uneasiness about saying things directly, it's not easy being Cyberpunk. If it were, then every panpei would be one, neh?

Rockerboys

Well, music is music everywhere you go. Whether playing chromatic punk in Beijing or pop love songs in Shanghai, you say what the people need to hear. However, you have to really watch your step. Private releases are banned in China, and in both countries, Big Brother is listening, and PubSec is only a couple of minutes away. Still, you play the underground clubs, release disks with well disguised lyrics, and try to get on the multinationals and get outta here!

Shamans do *really* well, feeding off of the superstitions of the populace. Of course, you might not feel very comfortable just telling people what they want to hear. Maybe you should start telling them about reality...

Solos

Retired military, rebel soldiers, Triad goons or martial arts experts. You don't use as much cyberware as the Westerners do, but you have higher skills. After all, you've been watching wushu movies since you could turn on the vid (Taiwan) and been practicing in the park every morning since you could walk. There's plenty of work around, with MLC cleanups, Triad jobs, security for the new corps. You can do it, and show these gwaio how it's really done. Now, if you only got paid in real money, like they do, then you'd be set.

"Who needs guns to kill people?"

—Geongfu master

"Especially when grenades work so well?"

—Squad leader

Netrunners

You are few and far between in mainland China. In both China and Taiwan, if you weren't recruited straight out of grade school by the government, you probably picked it up and found work with fixers arranging trades in the Singapore database, and fighting the FACS



(an uphill battle if ever there was!) on the side. In mainland China, you're hampered by the primitive tech of the Wilderspace, and the FACS oppression. However, you are one hell of a theoretical programmer, and if your stuff rocks these clunky systems, imagine what it would do on a *real* datafortress! If only you could get your hands on a microwave transmitter, you'd be set

Techs

Man, you do the best you can. If you are in Taiwan, you have easy access to the best of Japanese parts. After all, you're practically a Japanese colony again. If you are unlucky enough to be on the mainland, you get to work with stuff one step up from Soviet ware. Even if you don't want to work for Militech, you are always in demand in your street stall or back room. New stuff doesn't get here very quickly, so most of your work is fixing fridges, TV's, and installing illegal cyber and satellite dishes. You keep waiting for the big fix that will get you out of here.

Medias

Those Americans don't know what pirate media is! China is even stricter than Indonesia and Singapore for censoring news. "Production levels are up for the tenth year in a row." What a bunch of gomi. You know for a fact that the cold summer has trashed the rice levels. But if you let it out, you probably won't be here tomorrow. But those are the stories that are worth reporting. You've learned how to memorize details, because you can't afford to be found with notes, and you're saving up for a black market recording cyberoptic. Press pass? Get real.

Of course, you get side cash by selling the truth to Info Bros for overseas Chinese and Shanghai gwall. That's how Ken Tong made it out. And there's Yuan to be made in dialect tapes for chipmakers.

Cops

You're an army man. But then you screwed up and got sent down here. Or perhaps you actually wanted to get away from the fighting for a while. Now you're in the Public Security division. You get to wallow in the lower classes, and maybe help them out if you can. Mainly, you're watching your back. PubSec is a convenient target for radicals and Triad hitters, and you're not as well equipped as you were in the military.

In Taiwan, you might be a corporate cop, probably for Arasaka.

Corps

You are looking out for the CITIC, trying to get that upward promotion, and the limo and private apartment that comes with it. Or you are in a small company looking for a product for the market that will interest a corp in a joint-venture, so you can make some real cash. You scout around Shanghai, Hong Kong, and Beijing searching for the new product, or overseas, looking for foreign corps willing to join up with your company. How well can you sell your country? Also, always be on the lookout for foreign industri-

al secrets and tech. No matter how insignificant seeming it is, the boys back home should be able to make something of it.

Fixers

"Duoshaoquian?" Everyone needs something, and Guanxi is the name of the game! You work in everything from chips, to satellite dishes, to third-manning the Triads, to the best H you've ever tried—all at the right price, just c'mon down to the godown. If you pay the small toll, you can get anything or anyone out of China through Myanmar, or down the Mekong river in Thailand.

Pak tsz shih are always in demand between families, corps and gangs. Info Bros, Pimps, Managers—everyone is making Yuan everywhere you turn. For more info, see *Wildside*.

Nomads

In China, the peasants are tied to the land and they don't need outsiders. The people who move are displaced by war, natural disaster, or they are minorities kicked out of their homelands and trying to get back. You are Refugees, camped outside the cities, making a minimal living from the small garden your family has, and occasionally working construction. Most of the time, people would just as soon shoot you as look at you, but you've been shot at before, and at least the cities aren't irradiated ... yet.

In Taiwan, the nomads are mainly Pirate packs floating off the east side of the island (where there aren't as many guns pointed over your heads). The Japanese and Chinese corps bought your land out from under you, and with nowhere to go, here you are.

LIFEPATH CHANGES FOR CHINESE 'PUNKS

Compared to Japan and America, Chinese style is somewhat subdued. Lack of tech means cyberware gets a LOT of notice (not all of it favorable). Ritual scars are popular gang signs, but are usually animal-shaped brands on the forearms. This is where tattoos are popular also, just be careful not to use a Triad's design. (Remember, tattoos on the upper arms, shoulders, and back-Yakuza. Tattoos or scars on the forearms-Triad.)

The androgynous look continues to be popular in both extreme feminine and uni-neutral. Also, the old "coolie" look—kung fu pj's and braided ponytails, and SovUtilitarian work clothes and bowl haircuts are back for the retro crowds.

Tech hair is also making inroads into China, with extreme pompadours, shelves, and Patti laBelle style fins being most favored. When combined with the High School middle-blouse uniform, it can't be beat.

For Taiwan, consider all the above, plus Japanese style and tech possibilities. In fact, you're so invaded, use the Japanese LifePath charts, School and all! Make proper Chinese substitutions half the time. For example, if you roll "Make a friend-Yakuza" roll a D6. Evens, it's Yakuza; Odds, it's Triads.



PERSONAL STYLE

For mainland, unless in Taiwan. Roll or Choose.

ROLL	CLOTHES	HAIRSTYLE	AFFECTATIONS
1	Jeans	Mohawk	Tattoos
2	Corp suits	Short + spiky	Shades (Mirrors)
3	Big suits	Long + ratty	Ritual scars
4	Jumpsuits	Bald	Nose rings
5	Miniskirts	Box fade	Earrings
6	High Fashion	Colored	Fingerless gloves
7	Camos	Neat + short	Combat Boots (Heels)
8	Kung fu pj's	Neat + long	Long fingernails
9	HS Uniforms	Braided ponytail	Androgyne makeup
10	SovUtilitarian	Tech cut	Weird lenses (Preppy)

FAMILY RANKING

Mainland only, Taiwan uses Japan's Chart (see pg. 34)

ROLL	RANKING
1	Cadre
2	Corp Exec
3	Shopkeeper
4	Artisan
5	Triad family
6-7	Peasant-Factory
8-9	Peasant-Farm
10	Refugee

CHILDHOOD ENVIRONMENT

ROLL	CHILDHOOD
1	On the streets with no supervision; guttersnipe, child prostitute, etc.
2	Cadre compound; the life of luxury
3	Refugee pack; life of absolute squalor, desperation
4	Revolutionary camp; armed paranoia
5	Small village; Chinese beavertown
6	Triad family/Pirate pack
7	Buddhist temple compound
8	Farm work unit; working for a living at 8AM
9	Factory work unit; ditto
10	Family small business; ditto

GET LUCKY

ROLL	RESULT
1	Government connection! 1-4 Cadre clerk, 5-7 PLA commander, 8-10 CITIC admin.
2	Windfall! 1d10x100 YY / Eb.
3	Score a deal! 1d10x100 YY / Eb.
4-5	Gain a Sensei! Pick up Tai Chi Chuan or Animal Kung Fu at +2, or add +1 if you already have the skill.
6	Foreign corp owes you a favor.
7	Refugee group befriends you; maybe you saved their camel. You can call on them for one favor a month, equivalent to Family SA +2.
8	Make a friend on Public Security. Use him for inside info as +2 Streetwise on any PubSec situation.
9	Triad/gang likes you. One favor a month, equivalent to Family SA +2. But don't overdo it.
10	Find a teacher. Pick up any INT skill at +2, or add +1 to an existing skill.

SIBLINGS

You may have up to 2 siblings (due to population control laws [China] and the expense of education [Taiwan]). Roll 1D6; on 1-2, that's the number of siblings; on 3-6, you're an only child.

Sex of siblings— roll 1D6:

On 1-2, its a girl.

On 4-6, its a boy.

SLANG AND VOCAB

Amah (HK) — Household servant, such as a maid or babysitter.

Bun/Bun dan — Stupid, stupid guy

Che hai — Fixer dealing in illegal goods

Cherkuay — Disadvantaged, such as at a disadvantage in a business deal. "I'm cherkuay in deals with Arasaka. They're much stronger than we are."

Chuchi — Fixer dealing with information

Duoshaoquian? — How much is it?

Fan piao — (Lit. "rice ticket") A foreign spouse, which is one of the few ways to get an emigration permit to a (hopefully) richer country.

Godown — Warehouse

Guanxi — Mutual back-scratching and gift-giving.

Gwailo (HK) — (Lit. "ghost man") Foreigner—sometimes an insulting meaning, much like the Japanese "Gaijin."

Hong (HK) — Big company

Hung kwan — Triad enforcers and hit men

Hu tong — Narrow alleyways that make up most of a city.

Joss — Luck, which is not left to chance.

Lushe — Cheap hotel. Warning for the security conscious! In most Lushe around the Rim, the walls stop a foot short of the ceiling, and only have wire mesh, for ventilation. The walls are also only 1cm thick. If you have any "special business", DON'T conduct it in a 3YY-a-night Lushe.

Mei you — (Lit. "not have") may be used as a greeting, ie, "We have nothing, go away." Mei you can have many reasons which are unstated—because nothing's in, because I don't want to get up, because you're gwailo, etc. Opposite is You, or "have."

Mo lei tau (HK) — Nonsense comedy popularized in early 90's. Almost Zen in incomprehension. Standard greeting, "Drink a cup of soup, have a bun, let's chat" which is uproariously funny for Mo lei tau practitioners.

Pak tsz shih — Negotiator

Putonghua — (Lit. "common tongue") Mandarin Chinese, the official dialect.

Qi pao — Traditional "dragon lady" dress with the high collar and slit up the thigh. (In Cantonese, it's called a cheongsam.)

Renao — Festive, exciting or noisy. The loud music that plays everywhere, the traffic noise, and the fireworks at festivals are very renao. The Chinese prefer the cities because they are renao.

Ren qing wei — "Warm feelings," hospitality.

Sze kau — Services broker (sex, chopping, ripperdoc, middleman)

Tai guay luh — Too expensive.

Taipan (HK) — Big boss. Saburo Arasaka is his hong's Taipan.

Wai guaren — White devil, foreigner. The Mandarin version of gwailo.

Way shien — Dangerous.

Wo yao... — I want...

Wo you shahdliow ni! — "I'll kill you!"

Wushu — Martial Arts.

Xiao chi — The everpresent snack stands

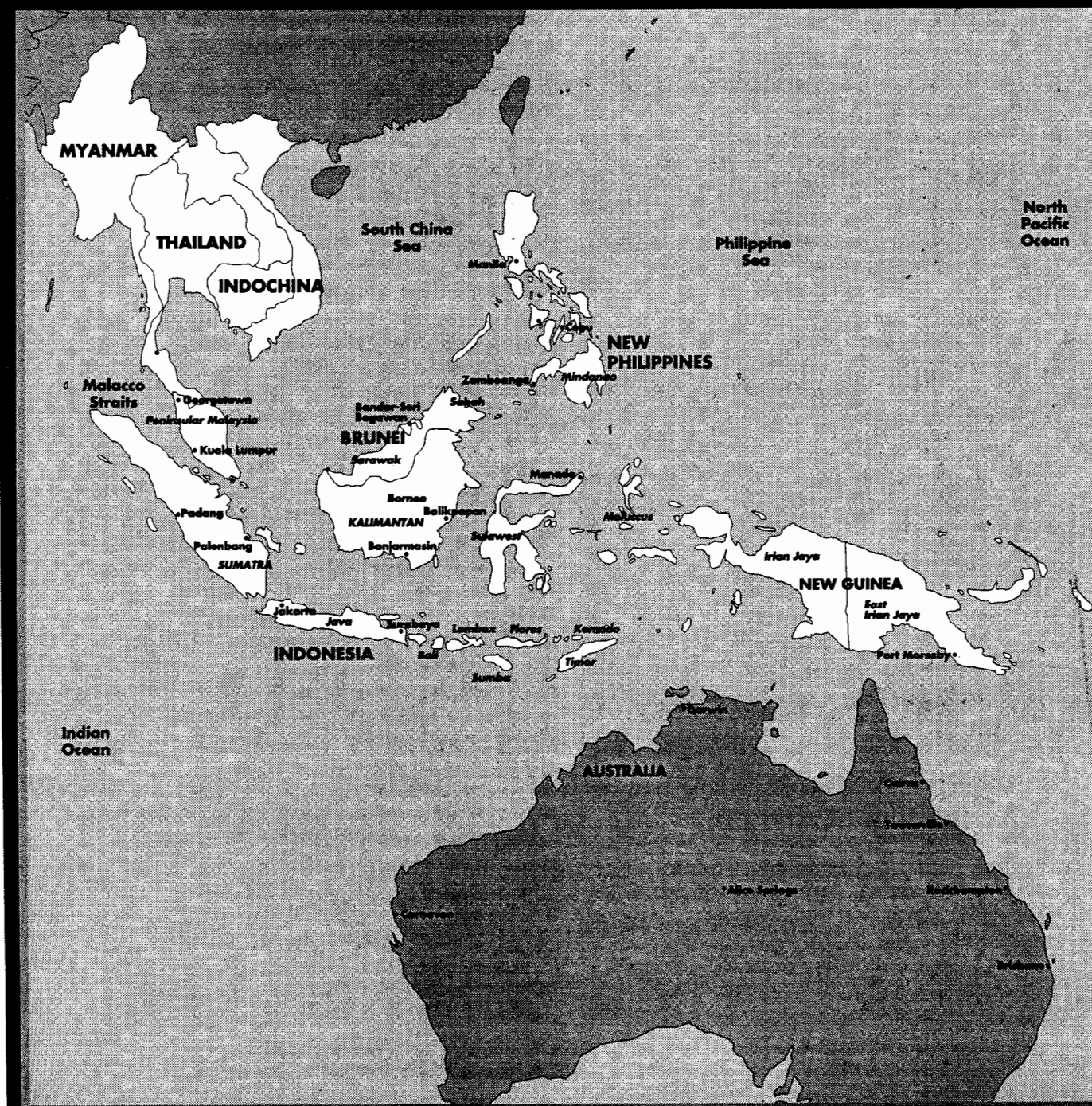
Xiuxi — The 1pm-2pm afternoon siesta.

Yang guay dz — White people

Yo mau bing — Broken or screwed up. "This dataterm is always Yo mau bing!"



SOUTHEAST ASIA



SEA TIMELINE

1988 *Burma* — SLORC takes power in a coup, and changes the country's name to Myanmar. Most countries around the world start a crippling boycott.

1992 *Vietnam* — Doi Moi policies (and giving up on Socialist Economics) opens the door to foreign investment.

1994 *World* — Stock crash sends industrialized nations scrambling for bigger markets and cheaper labor. SEA countries thrive.

1997 *World* — Mideast Meltdown sends millions of Islamic refugees swarming to the Islamic countries of SEA, compounding population problems.

Thailand — Rama XX repeals the anti-drug and smuggling laws, making it a true open market.

1998 *Indonesia* — President Suharto dies. Factions start infighting.

2002 *World* — The food crash sends rice prices skyrocketing. SEA countries make a fortune on rice, seafoods, and synthetic foods.

2003 *Cambodia* — Army drives the Khmer Rouge out of Cambodia, into Laos.

Laos — Khmer Rouge deposes the government.

Golden Triangle — DEA tailored virus attack wipes out the poppy farms and the local economies. The warlords decide to switch to synthetic drugs, and smuggling/Merc services.

Hong Kong — HK falls to the MLC, sending thousands of Chinese refugees overseas.

2006 *Vietnam* — joins ASEAN.

2008-10 *South China Sea* — Second Corp War breaks out between Petrochem and SovOil. Pollution fallout destroys thousands of miles of coastline in Vietnam, Malaysia, and the Philippines, as well as destroying millions of people's livelihoods.

2009 *Indonesia* — Invades and conquers Papua New Guinea, renaming it "East Irian Jaya".

SEA — ASEAN disbands.

2011 *Philippines* — President Ramos is killed; Pres. Aguilar is elected, promises new constitution.

2012 *Philippines* — President Aguilar is killed for cheating in the election. Pres. Lopez is killed on his way to the inauguration.

2013 *Philippines* — President Tiapan is elected and stays in power.

2014 *SEA* — ASEAN reforms at the diplomatic urgings of SovOil.

2019 *Golden Triangle* — Limited production of opium and heroin begins again from new, virus-resistant poppy plants.

2020 — NOW

HISTORY AND OUTLOOK

The countries of South-East Asia (SEA) have very old native traditions, often with a Buddhist or Islamic veneer. During the European colonial era, most of the native sheiks, bagwhans, kings, etc., were replaced or bought out. Thus, they have early experiences with international corporations (the East India Trade companies), and a distrust of the EC.

The main political alliance in the area is the Association of South-East Asian Nations (Thailand, Cambodia, Brunei, Vietnam, Philippines, Singapore, Malaysia, and Indonesia), but not all SEA countries are in ASEAN. ASEAN is not a strict framework organization like the EC. There is no central police, foreign policy, or unified legal system. What ASEAN does provide is an economic bulwark against Euro-US expansion in the area, a forum for settling internal trade disputes, and an opportunity for cooperation in developing markets in areas ignored by the Euros, such as India and Africa. This is their purpose on paper.

The truth is much different. The members also keep a unified eye on the activities of China and Japan. They fear the Chinese armies, and now with the MLC suppressed, they are building up power to fight the awakening giant. Also, they keep an open eye on the Japanese, remembering the last invasion in the 1930's. However, while watching the military moves in each country, they do most of their trade with the two regional giants, and are nominally allied with one or the other. China and Japan also use these countries to try to gain an advantage over the other, through use of business incentives, military aid, etc. China has a slight advantage in South East Asia due to the huge numbers of Overseas Chinese in ASEAN and their equally huge bank accounts, but Japan has a greater advantage in the power of the FACS and their Netrunners, who plague the region.

All is not quiet in ASEAN. The members still fight amongst themselves, as seen by the 2nd Corp War fighting between Malaysia and Philippines, the absorption of Papua New Guinea by Indonesia, and the take-over of Laos by the Cambodian Khmer Rouge. Cross-border fighting and civil unrest over pollution, minority rights and religion, to name a few, keeps the action lively down here near the equator. Internal warfare is keeping most of these governments busy quelling sections of their populace. They are all watching each other—as well as China, Japan, and the corps—to see who is funding the various rebel factions. It is this dissent and mutual suspicion that makes this area so vital, exciting, and lucrative for the cyberpunk.

CLIMATE

Most of South-East Asia is hot and humid. It straddles the equator, so SoAm vets should feel right at home here. Every year



there is a two month-long (at least) continual rain/ monsoon, dragging in all the radiation and atmospheric gunk from the India subcontinent. This all gets dumped on Indochina, and then the monsoons go on to stir up the oil in the South China Sea, which also gets dumped on the islands. Is your cyber waterproof, and will your clothes shred in acid rain?

The Great Oil Slick has destroyed many of the fishing communities, and causes more havoc with every monsoon. (see SEA map) A lot of the jungle coverage is gone, due to forestry, mining, and acid monsoons, so flooding and landslides are common in the SEA, with an occasional killer typhoon thrown in, just to liven things up.

CULTURE

Every country in ASEAN has a different culture, many of them dating back at least 1000 years. However, there are two areas that make it easy to generalize. First, there are generally Chinese-influenced cultures or Malay cultures, and secondly, there are Buddhist or Islamic. In fact, we will split them up between Buddhist Indochina and the Muslim Island States.

Indochina is primarily Buddhist. The form of Buddhism (Theravada) is more ascetic than the Buddhism practiced in China, Korea, and Japan. In these countries (Myanmar to Vietnam), the head is the holiest part of the body, so don't touch people on the head unless you really want to torque them off. Also, the feet are the lowest, naturally, so don't point your feet at people, and especially not at Buddha images!

The Islamic island countries (Indonesia, Malaysia, Philippines, and Brunei) have seen a population explosion since the Mid-East Meltdown, as Arabs, Iranians, et. al. have fled the radioactive fields for South-East Asia. The new arrivals were of course shocked at the laissez-faire Islam of Asia, and have been trying to get stricter Islamic laws passed. These countries are starting to be considered as the new center for Islamic thought. Follow the standard codes when dealing with the Muslims.

For a good description of Muslim culture and language, refer to the excellent sourcebook, *When Gravity Fails*.

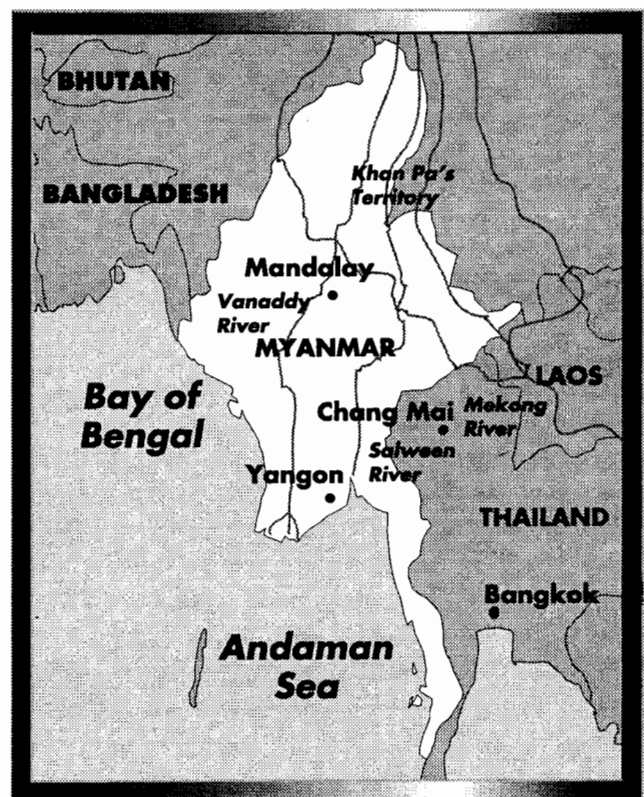
Either way you look at it, many ASEAN countries, aside from certain areas, are still rather conservative. The Cyberpunk movement is still new to SEA. Most governments abhor the scruffy, cybered-type punk, and will hassle you if you don't fit their "polite" image. Singapore even has dress-code laws on their books. Think about your style before going to SE Asia.

Most of the countries are suffering from internal upheavals, due to political differences, economic policies, and the destruction of traditional lifestyles. This is especially true of those countries bordering the South China Sea, the site of the 2nd Corp War and subsequent pollution. All those groups that depended on the sea for food fish and tourism beaches have had their

lifestyles destroyed, and are as restless and angry as the American Nomad. Also, in Indochina, the peasant populations were hard hit by AIDS, AIDS II, and the various plagues that made their way over from India. Much of the countryside is depopulated, defoliated jungle occupied by rebels.

We've asked various staff and guests to review the countries, as we did for the Chinese Provinces. We asked them for an overview, the Government, economy, and main cities. Some have had very little comment, while others have rambled on. Enjoy.

INDOCHINA



MYANMAR (FORMERLY BURMA)

By Miguel Miyake

POPULATION: ABOUT 3.5 MILLION

LITERACY RATE: 35%

ARMY: 300,000

LANGUAGES: BURMESE AND ENGLISH

ETHNIC GROUPS: BURMESE, VARIOUS HILL TRIBES (KAREN, MON, KACHIN, ETC.)



Overview

Sad to say, Myanmar is a hole. In SE Asia, it is 2nd poorest, only behind Khmer Rouge Laos, simply because the SLORC doesn't wholesale slaughter the populace and send them to slave farms. However, it does oppress the hell out of them.

The SLORC (State Law & Order Restoration Council) has been running the show since 1988. At that time, the old government which had won independence from Britain was ejected because of widespread corruption. The Army took over in a military coup, created the SLORC (Man, sounds like wading through sticky mud that pulls on your boots. Step, SLORC. Step, SLORC. It's a good analogy to what they do to the country.), and promised new elections. When it looked like their pet Ne Win party might lose, they did everything from repainting Yangon to moving entire villages around to screw with the process. When SLORC lost, they arrested the winners and many of them "disappeared". The current atmosphere in the capital, Yangon, is just quiet desperation and resignation to fate.

As for culture, the Myanmar people are Theravada Buddhists to the core. The hill tribes are mainly Animists, and the communists are, well, Maoist Communists.

Government

"Jesus Christ said when He came through Myanmar on his way to Tibet, 'The strength of the Nation lies within',...If someone asks me what flavor ice cream I like, I want to say 'vanilla'."

—SLORC Commander Ni Maung, at a political rally

The SLORC and Army (Tatmadaw) run everything they can. This is a martial law state. Government workers risk getting fired or even arrested for talking politics with each other. Yangon has a 10 pm curfew, and terror tactics and/or torture are freely used. The media is strictly controlled. Foreign medias and pirate broadcasters are messily executed. Bribes are required to get anything done. SLORC makes the Dixie governors look like Amnesty Int'l activists.

The only real opposition is from the Maoists on the Laos border, and the ex-KMT drug warlords and ethnic tribes in the north. See Myanmar map. These two groups control most of the remaining timber areas and gem mines. SLORC fights them for

control of these resources so they can buy more guns and tanks to control the people; the rebels sell off the resources so they can buy more guns and rockets to fight the government. Khan Pa and his friends pay both to let him bring guns, drugs, whatever, through Myanmar, and down the Mekong river.

By the way, the SLORC gets their weapons at "friendship prices" from the Chinese. This keeps the Myanmar government from turning to the Japanese, and keeps the Khmer Rouge busy with Myanmar rather than south China.

Economy

In one word—screwed. SLORC controls the big monopolies: oil, rice, timber, and gems. Unfortunately they are corrupt and incompetent. When the world food crash hit, Myanmar exported all the rice it could at the higher prices, starving the populace. With the cash in hand, they restocked their armories with the latest Chinese and American weapons—the latter having been routed through Thailand. The commanders also bought new Japanese cars to be driven around in. However, outside of SLORC offices, there is a nationwide shortage of light bulbs! The government is so incompetent that they thought having everyone drive on the right would bring in foreign companies, never mind the fact that most of the surrounding countries drive on the left.

The official currency is the Kyat (pronounced "chat"), and the government values it at K5 for one Eb. They also randomly change the designs of the large denominations, figuring that if you have a bunch of big kyat bills stuffed under the bed, you got it illegally, so it's your own fault if you lose everything.

Surprisingly, though the government controls the monopolies and the currency, small businesses are not regulated, and the black market does actually thrive. After all, this is the only way most goods could enter the country. The black market rate for kyats is 1Eb=K75. Quite a difference, neh? If you can get it past the border, **anything** will sell, from batteries to whiskey to medicines. This country would be a fixer's dream if only the locals had real cash or something to trade.

If dealing with the Maoists (always dangerous) or tribes, you can get gems (emeralds, diamonds, jade), drugs, and teak hardwood for weapons, food, medicines, and communications equipment. If you like jungle and hill fighting, the tribes are always looking for help. You'll probably be paid in gems, but watch out for fakes!

For the Burmese punk, Family Status rolls are made at +3 to reflect the gomi state of affairs in this backward hole.

Yangon (Rangoon)

The only major city in Myanmar is a picture of desperate decay. Every couple of years, Tatmadaw gives it a paint job to make



everyone feel better. It doesn't work. The city is full of wide, empty streets, and exhausted looking, crumbling buildings. Big rats take over at night.

The worst eyesores are hidden behind bright red banners with bilingual slogans (which few can read anymore) such as: "Only When There Is Discipline Will There Be Progress" and "Crush The Minions Of Colonialism."

The one bright spot in the city, literally, is the Shwedagon Pagoda. This Buddhist temple is on a hilltop site in Yangon, and is the most sacred in Myanmar. The pagoda is 100m high, covered with gold plates, 5000 small diamonds, and 2000 other gems. It is illuminated with spotlights at all times. And yes, it's very heavily guarded.

HOT SPOTS

The Karen hill tribes in the Northwest work with the druglords to make cash and to keep out the fanatical Khmer Rouge from across the Laos border. They also help the druglords get their goods to market. The poppy fields were almost completely destroyed by a viral agent from the DEA in 2004, but there were enough other items (guns, gems, wood, people) to smuggle out that the Ex-KMT warlords and their "patriotic" Triad cronies kept in cash. Soon, the 'lords started designer and synthetic drugs, and have finally developed a viral-resistant strain of poppy. The China White is starting to flow again. See **South West China**, pg. 71.

The top warlord is the Sino-Burmese Khan Pa. He's moved everything from Black Lace to Tibetan Dissidents, and has people and officials on his payroll all the way down the Mekong river.

HANDLE: Khan Pa ROLE: Fixer (Black Marketeer)

STATS:

INT: 8	REF: 9/6/8	TECH: 9	COOL: 10
ATTR: 4	LUCK: 8	MA: 5	BODY: 10/8
EMP: 7/3	SAVE: 8	BTM: -3	

SKILLS:

Special Ability: Streetdeal +10, Awareness +8, Persuasion +5, Intimidation +9, Brawling +7, Melee +8, Handgun +8, Rifle +8, Chemistry +7, Resist Torture/Drugs +8, Pharmaceuticals +8, Language: Thai +7, Language: Burmese +8, Strength Feat +4, Interrogation +7, Martial Arts: Thai Kick Boxing +6

CYBERWARE:

Processor, Kerenzikov +2, Interface Plugs, Weapon Link, Nanosurgeons

EQUIPMENT:

Usually has only a 12 mm pistol. His guards, however, carry full special forces kits.



Khan Pa was the child of a Burmese woman and her Chinese husband in Sichuan Province 75 years ago. His father was the KMT Warlord of the area, but was driven to the Burma border during the Cultural revolution. There, the family joined the other Golden Triangle groups, and young Khan Pa worked his way up the ladder.

He is an impressive man, even at 75. He stands 6'2", with a long white ponytail down his back. He started off as a guard and fighter, and still is in good shape. (His reduced stats are due to age, and he's bought reflex boosts to keep himself quick.) He is quick to lash out, and surveys all with the same unreadable gaze. Occasionally, he will break out in a laugh. Half the time its real amusement, and half the time, someone will die. His followers hate to hear him laugh.

Now, he is sending troops across the China and Laos borders to help drive back those he hates most, the Maoists. While he won't risk his business, he will send as many guns and troops as he can. This also keeps him in the good graces of the Chinese and Myanmar governments.

CAMBODIA (FORMERLY KAMPUCHEA)

By Goran Cirjanic, Freelance Media

POPULATION: 10.7 MILLION

LITERACY RATE: 55%

ARMY: 190,000

LANGUAGES: KHMER, VIETNAMESE, FRENCH, ENGLISH

ETHNIC GROUPS: KHMER, VIETNAMESE, INDIAN, VARIOUS HILL TRIBES

Overview

This country, half the size of Vietnam or Italy, has been torn by civil war for over 70 years. During the Vietnam war, the fanatical Khmer Rouge took power, changed the name from the Kingdom of Cambodia to the Kampuchea Republic, and set about changing the newly independent country into a Maoist peasant enclave. Within a month, the Khmer Rouge emptied the cities and sent everyone to work in the rice fields as slave labor. Disobedience was punished with death. "Parasites," also known as educated people, including monks, foreign language speakers, and those who wore glasses, were tortured to death. In their four years of rule, the Khmer Rouge killed one-seventh of the population through torture, disease, starvation, and executions. They also tried to destroy all pre-revolutionary culture and buildings, including many of the *wats* (Khmer temples).

In 1979, the Vietnamese invaded, drove the Khmer Rouge from power, and set up their own government as the Cambodian People Party (CPP). The CPP drove the Khmer Rouge to the Thai border, and imported many ethnic Vietnamese. Soon the CPP found themselves besieged by a royalist uprising demanding the return of Prince Sihanouk. Finally, all three sides agreed to a truce to hold elections, whose voters were threatened by all parties, but came out in record numbers. They elected the United Front for an Independent, Neutral, Peaceful and Cooperative Cambodia (FUNCINPEC—a French acronym for the royalists, led by Prince Sihanouk's son), by a small margin, and shut out the Khmer Rouge. A compromise was called, with the leaders of the two parties acting as co-Prime Ministers, with Prince Sihanouk coming back as King.

Within a year, there was bitter infighting about corruption and the direction of the country. Also, FUNCINPEC was demanding the deportation of most of the imported Vietnamese, the CPP was insisting they stay, and the Khmer Rouge were killing all the Yuon they could find. The only thing the ruling coalition could agree on was the elimination of the

Khmer Rouge. With the help of corporate aid in 2003, the government drove the Khmer Rouge north, out of the country. The Thais wouldn't take them, so the KR poured into Laos. They swiftly took over Laos, and have been planning their return.

Since the expulsion of the KR, the two coalition partners have been battering each other in a low-intensity conflict involving a lot of disappearances, assassinations, and backstabbing. Not enough to scare away any determined corps, but enough to keep the economy weak. Some say that the corps are playing the sides against each other. They might be right. In the meantime, the Cambodians are pulling themselves into the 21st century as best they can.

Government

Cambodia is a constitutional monarchy, headed by King Sihanouk II (the grandson of the last king). The 15 year old king has very little power, but does get the love of the people, if for nothing else, for having to be king. The government is parliamentary, with two Prime Ministers, one from each party. One of the Prime Ministers is the King's uncle, and head of FUNCINPEC. Each side, with their backers, is pulling on the king for approval of their plans. While this struggle is going on, and various supporters, MP's, and cabinet ministers are assassinated, blackmailed, or disappeared; regulation of industries is unchecked, thus leaving the corps to do as they please.

Economy

Not bad, considering. The corp's wages are better than the workers would make otherwise, but the health damages are greater, and do you really want to work in a factory from age six? The corps keep things up in the air and divided (like picking at a scab so it won't heal) to keep the overhead low.

Slang

Rougey —	Fanatical, dangerous, crazy
Suom —	Please
Yuo —	Vietnamese (derogatory)

**"If Bangkok is the cesspool
of the orient, then Cambodia
is the septic tank."**

**— Adam Smasher, full 'borg
solo**



LAOS

By Bina Theriault

POPULATION: 1.5 MILLION

LITERACY RATE: 20% (AND FALLING)

ARMY: (KHMER ROUGE) 95,000

LANGUAGES: KHMER, LAO

ETHNIC GROUPS: LAOTIANS, KHMER, VARIOUS HILL TRIBES

Overview

Welcome to the country that makes Myanmar look advanced! This mountainous country has been backwards and isolated since independence in 1953, preoccupied with infighting between various factions. During the Vietnam War, it had more bombs dropped on it per capita than the entire world during W.W.II, making it the most bombed country in the world to that point. After the war, it became a client state of Vietnam. The laid-back communist government could even explain how Buddhism and Communism were compatible. In the 90's, the Lao People's Revolutionary Party (LPRP) formalized private trade and started inviting foreign companies to help exploit the natural resources. The Lao People's Democratic Republic (Sathalanalat Pasathipatai Pasason Lao) was set to try and enter the 21st century.

The Khmer Rouge invasion of 2003 changed all that. The KR realized that, since they couldn't fight the *Yvon* in Cambodia, taking Laos would hurt the Vietnamese and put them that much closer to the Vietnam capital, Hanoi. They haven't been able to cross the Vietnamese border very often due to the squadrons of American mercs guarding it. They haven't been able to hit the Myanmar fascists either, due to the intervention of Khan Pa.

However, they have predictably started wiping out the Vietnamese and moved as many people as they could find down into the 1/3 of the country that is farmable. They've also wiped out as many temples as they could find. In the hills, the hiding tribal Thai and Hmong *Sayasat* (folk magic) priests are being hunted by the KR. Anyone caught using English or French is also executed. The KR has taken control of the Laotian drug trade in the Golden Triangle, and trades with

Laotian characters rolling on their Life Path (pg. 107), on "Parents", change to .1-3, both parents are living, 4-10, something has happened. On "Something happened to your parents", first roll 1d10. If Even, Parents were murdered by Khmer Rouge. If Odd, roll as normal on the **SEA LifePath**.



Myanmar, Thailand, and the MLC. KR and the MLC helped each other fight their mutual foes, but now that the MLC is in remission, the KR are bracing for an attack from the Chinese in the next few years, and are buying all the weapons they can.

Government

Khmer Rouge chaos. The surviving former Vietnamese-installed government is hiding in Vietnam. The KR is rumored to be led by Pol Pot still. However, since this would make him about 120 years old, only the KR toadies buy it. Orders come from a central source, but nobody knows who that person is (plenty of people would like to know, however).

The Khmer Rouge are sane enough to know that Thailand is the only country who will supply them, and try to stay on good terms. Therefore, they let Khan Pa and the other KMT druglords ship down the Mekong river with no interference. What they don't know is that Khan is smuggling out Laotian citizens as well, for a hefty price.

Economy

Yeah, right. Read about Khan Pa above. The KR sell rice to Thailand in exchange for guns. That is the economy. These are fanatical Maoists, neh?



VIETNAM, THE RETURN

By Greg Barlow, SOF Correspondent

POPULATION: 70 MILLION

LITERACY RATE: 90%

ARMY: 70,000 (+ 15,000 FREE-LANCE MERCS)

LANGUAGES: VIETNAMESE, FRENCH, ENGLISH

ETHNIC GROUPS: VIETNAMESE, CHINESE (HOA), VARIOUS HILL TRIBES

Overview

If you've studied your Military History, you already know about the war in 'Nam 50 years ago. Amazing that our government pulled the same stupid stunts in SoAm, ain't it?

Vietnam isn't a big country. At its narrowest, it's only 45 km wide. Under the "Socialist" government's famed 1990's Doi Moi (Reconstruction) policies, Vietnam jumped from Third World socialist poverty to nearly modern wealth. When the state decided to get its hands out of the pot, everyone wanted a piece of this pristine market. The Japanese came for hardwoods, the French and Hong Kong built resorts on the magnificent beaches around Na Trang, and the Americans came to sell everything they could. The Vietnamese were showing their Chinese roots, with every home having a workshop, store, or tea room in the front. This small-business spirit kept them going strong through the World Crash, as they didn't have a dependence yet on corporations and stocks.

During the food crash of 2002, the Vietnamese made a big pile of cash, along with China, Japan, Korea, and Thailand, selling rice and they soon joined ASEAN. Over the feeble protests of divided China, and the stronger protests of Malaysia and the Philippines, Vietnam Oil (one of the few state companies left) started to explore the Spratlys with the help of their old sponsor, the USSR. When oil was discovered and war broke out, Vietnam (busy guarding against the Khmer Rouge and MLC on their borders) stayed out of the physical battles, but took a lot of environmental damage from the Slick.

Now, their picturesque beaches are oil-ruined, their fishing is shot, the hills are being over-logged, and the people are being squeezed into the cities. Yet, the profits roll in. Vietnam has some of the best food in the region, almost definitely the best-looking women, and the cohones to keep fighting the big boys with their small companies.

Government

The government is still Communist by name. However, the Socialist system has been almost entirely discarded. Free

speech is still frowned upon, but as long as you are getting rich, who cares about that? This is a basic People's Congress setup like China's, but without so much bureaucracy. The only state company is Vietnam Oil, which provides space and workers for SovOil refineries from Hoi An to Phon Thiet.

CAODAISM

Caodaism is a modern religion blending Eastern and Western secular and religious philosophies. It is the "perfect religion" in the words of the founder Ngo Minh Chieu, when he revealed it during seances in the 1920's. There are over three million Caodaists in Vietnam. The head temple is in Tay Ninh, 100 km northwest of Saigon. The priest/esses are Shaman. See *New Roles*, pg. 155.

Economy

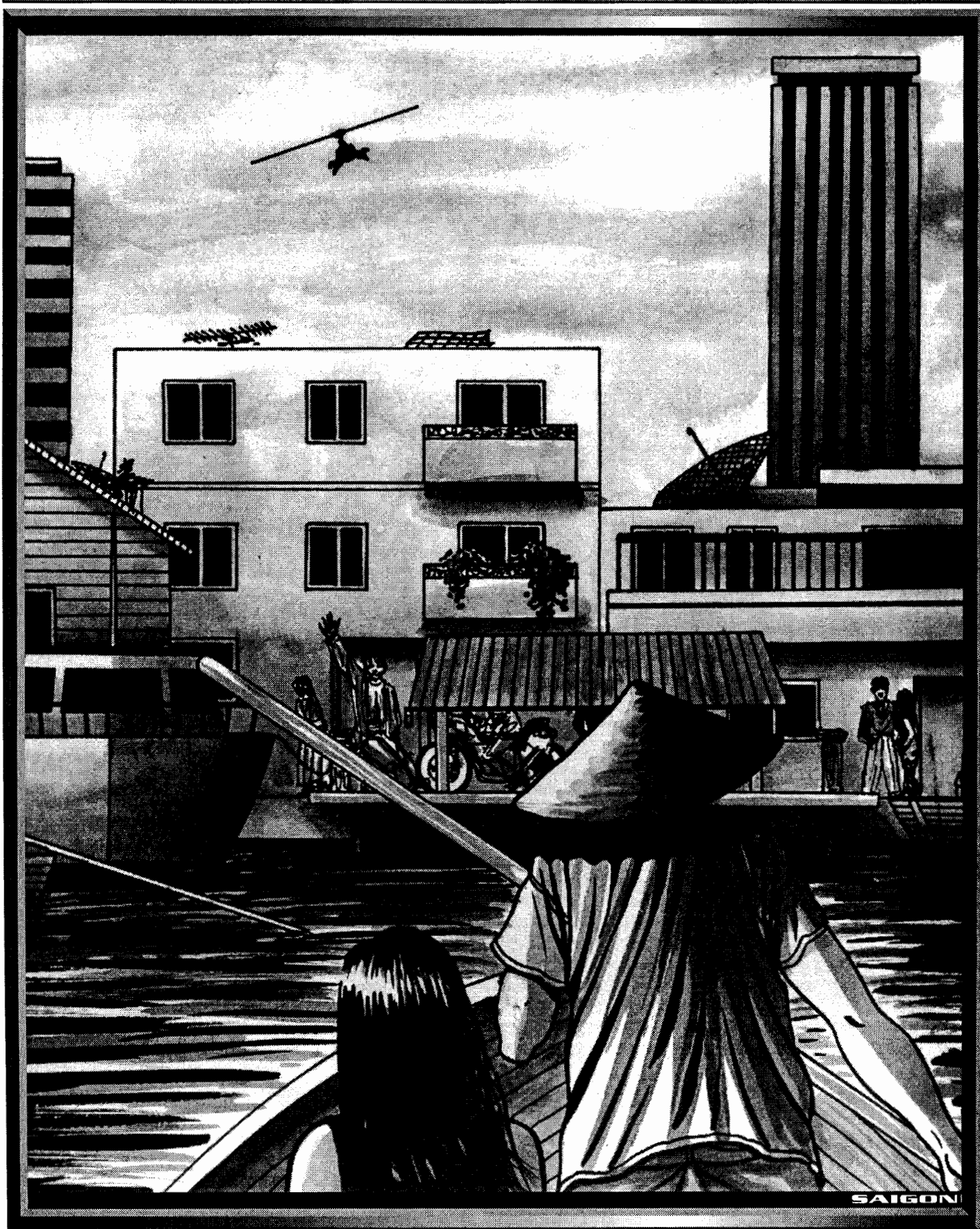
This is the real powerhouse of Vietnam. It's not so much the big corporations, although they're there in force, but the small businesses. Everyone is searching for the next money-making idea. Several R&D firms are working on oil-eating nanos. Techs are all over the place, running mini-factories, and doing custom work. Vietnam is well-known for custom tool making and electronics. Since nobody in Japan can make the tools anymore for traditional arts (or the traditional arts themselves!) many Vietnamese are making bucks creating Japanese wood-carving, lacquer-ware, kimonos, etc. The Hoa and some Vietnamese have small import and export shops, and are usually the richest in the area. The sign of "comfortably wealthy" is your own house. These are one room wide, but five or six rooms deep, and three or four stories high, painted all sorts of bright colors, with the business sign in front, of course. Vietnam land tax is street-frontage, not size-based.

Vietnam uses the Eurobuck, but you can easily get change in dollars and yen. Surprisingly, all the American mercs don't depress the economy, but actually boost it! They usually end up spending all of their pay ASAP when they get to town.

Hanoi

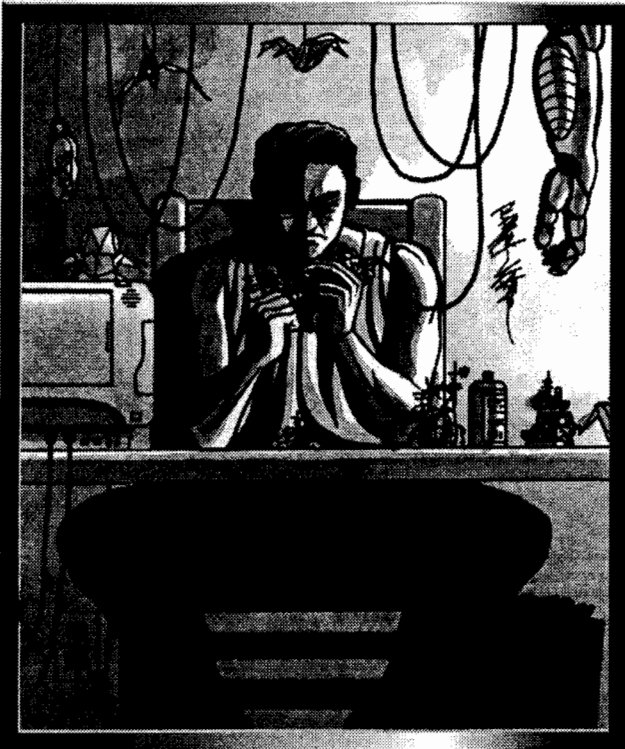
The capital of Vietnam is actually a fairly cheery place. Most of the buildings are old Socialist-era, and nothing to look at, but the people are happy, not poor, and busy making cash. The beaches up here are still clean (this is north of the Slick), so fish and rice is abundant. Fisher families still live year round on their small boats near the shore. It's renao and loud; all signings and celebrations are accompanied by massive fireworks. Hanoi has a happy, nouveaux-riche atmosphere, very di choi. All rather shocking to the more cynical of us.





SAIGON





HANDLE: Le "Mr. Wizard" Pham Dinh
ROLE: Techie

STATS:

INT: 8	REF: 5	TECH: 10	COOL: 5
ATTR: 7	LUCK: 6	MA: 6	BODY: 8
EMP: 8/5	SAVE: 8	BTM: -3	

SKILLS:

Special Ability: Jury Rig +8, Aware +6, Basic Tech +8, Cyber Tech +7, Teaching +4, Education +3, Electronics +7, Weaponsmith +9, AV Tech +4, Origami +9, Rifle +4, Handgun +6, Heavy Weapons +3, Motorcycle +5

CYBERWARE:

Processor, IF Plugs, Smartgun link, Machine link, Right Cyberoptic (Micro-optics, Digital Camera, UV)

EQUIPMENT:

Techscanner, Tool kit, Electronics Toolkit, Laptop computer

The 35 year-old Mr. Wizard is one of the top Techies in Hanoi. It's most amazing because he's mainly self-taught. Several Merc squads have contracts with him to fix their cyber, weapons, vehicles and AVs. Wizard isn't the most stylish or outgoing of people, in fact, he's rather shy. However, he does break the ice with his hobby: origami. Wizard's specialty is aircraft. In five minutes, he can transform anything from a bar napkin to a Smash can into a Delta, F-33 Wasp, or even 20th century planes.

Saigon

As you head south from Hanoi, right around Dang Ho, you cross the border into the familiar, the dark, the just-like-home. This is the North Edge of the Slick, and from here, it's dark, polluted, and has attitude. Finally, you get to Saigon. Traffic is bad, the air isn't much better, bikers, *Khontityaa* and whores abound. And Saigon is making even more cash than Hanoi! They have the more practice of the two cities. The biggest strip is in Cholon, the Chinatown. Here you can find your Triads and Yakuza. Restaurants, casinos, repair shops, and more open every day. The Mekong river keeps the bay free from oil, so the water is almost drinkable; well, there's no oil in it at least. Where do they make this cash from? They make and export goods that are illegal in other countries (satellite dishes, Cyber, guns) and sell it themselves, or send it through Thailand. Saigon techs also take special orders, and they're closer to the market. Saigon is like any other typical SEA city, except more successful.

Slang

American and French slang are the most used, with Japanese a close third. Here are some Vietnamese words you'll probably hear a lot, too.

- | | |
|-------------------|--|
| Ao Dai — | The traditional Vietnamese dress, a tight-fitting shirt with long dress panels in front and back, and loose-fitting pants, usually all in white. |
| Ba Xi De — | The harsh Vietnamese rice whisky. |
| Cyclos — | Pedicabs. |
| Di Choi! — | Have a blast! or Go for Fun! |
| Doi Moi — | Reconstruction. |
| Lien Xo — | (Lit. Russian) Corporate foreigners, oil workers. |
| Ngoni My — | (Lit. American) Any scruffy, non-corp foreigners, mercs. |
| Non La — | The traditional flat cone straw hat. |

THAILAND

By Victor Perreaux, Freelance War Correspondent

POPULATION: 65 MILLION

LITERACY RATE: 75%

ARMY: 250,000

LANGUAGES: ENGLISH, THAI, MALAYSIAN, CHINESE

ETHNIC GROUPS: THAI, MALAY, CHINESE



Overview

I only have one thing to say about Thailand: I love this place! Okay, I'll ramble on a bit more. After clearing out of Korea, my girlfriend, Kim Goh, and I moved over here to Bangkok. These people have had the Edge for centuries! While everyone else was being colonized by Euro-trash, Rama IV and V kept the Kingdom of Siam (Thailand) out of their grubby little palms. In fact, they managed to play the Euros against each other, so they got all the cash and infrastructure that the colonies were getting, without the Euro control. They're doing it again with the corps.

Everything goes here. You can paint your ass blue and sing bad opera on your head if you wanted to. Well, there are two things you can't do. You can't say anything bad about the King, Rama XXI, or dis the Buddha in any way. You can call the government a bunch of svoluches, and say that Thai culture was invented by inbred chimpanzees, and that would be okay. But man, pick your nose in front of a Buddha, or don't sing the King's anthem at the Muay Thai matches, you're likely to get the snout kicked outta you. This includes everyone from the President to the lowest junkie hooker. Girls, don't touch the monks or hand anything to them directly! Luckily, other than these two areas, Thais are incredibly laid back and mellow. Otherwise, I'd have gotten my 'nads kneed through my lungs by now, or spent time in jail (It's seven years for dissing the king!).

"Ah, Victor-Khun, what can I get you today?"

"Gimme 100 9mm rounds, and 5 grenades. Jii khah're buggin' me again."

"Jing-jing? Will they never learn..."

**—The author and
Surachart Yattamawarodon,
arms merchant, Bangkok**

MUAY THAI

Also known as Thai Kick Boxing, this is a vicious sport and Martial Art. Punches are considered weak, and kicks are for softening up the opponent. The real damage is done with elbows and knees. In the officially sanctioned tournaments, at least five people die every year. This doesn't include Spike Bouts, where they use spiked elbow and knee caps.



Government

British-style parliament with Prime Minister, and a President (confuses the hell outta me too). But, everyone listens to the King, who opens Parliament, oversees it, and signs laws with the President. Same boring stuff, I know. But, and this is the beauty part, the King isn't elected, neh? So he can ram stuff through that is good for the country, but politically hazardous. F'rinstance, Thailand used to have anti-drug laws, anti-smuggling laws, etc. When the Crash hit, business and tourism started drying up. What to do?

The King said "get rid of these restrictions; let's make it a *real* free market and tourist paradise!" Now, is that chill or not? So now we have a government that won't try to legislate morality on us, but will bust people for fraud (say, if they sell you some low-grade yaa, or weapons that don't work very well), and have a special Tourist Police (from the Thai Authorities of Tourism) to watch out for y'all.

As for the drug market, they had just legalized the growing of opium, to save the economies of the hill tribes that grew it for the druglords (and to take a slice of the action) when the DEA released their custom virus, and wiped out most of the crop. This fracked off the king (Rama XX at the time), and the Thai government has had a bad relationship with Washington ever since. A lot of Thai bio-techies are





BANGKOK



working on R&D for Khan Pa on a new strain of poppy, since growing it is cheaper than synthesizing, and provides for the tribes.

Economy

Welcome to the Pleasuredome! If someone somewhere else wants it, it can be found, made, and bought here. Fixers run guns to Laos for timber which they sell to the Japanese; they buy Myanmar gems from both the government and the rebels, and order to Vietnam for custom gadgets. Any type of sordid good time can be found here, and some of the best vaccine researchers in the world are here trying to find cures for the diseases that go with good times. It's a giant, open free market. WARNING: No one will sell you one, even the lowest Svouluch will report you, and you cannot bribe your way out if you are busted for trying to smuggle out one thing: it's frighteningly illegal to take Buddha images out of Thailand!

The official currency is the baht (B), but Eurobucks, New Yen, American Dollars, gold, trade, anything can be used. So, there is no black market trade for baht and Eb, but Thailand does have a thriving market for restricted currencies of other countries, such as Myanmar. By the way, its 30B=1Eb.

Haggling is a way of life, and is done for even the smallest things. Of course, Fixers are rife here, and the competition is cut-throat. Due to the intense free market, *everything* is cut-price. The difficulty lies in getting it back home. Having "Thailand" on your passport is a sure ticket for a real good shake-down at the Aerospace ports.

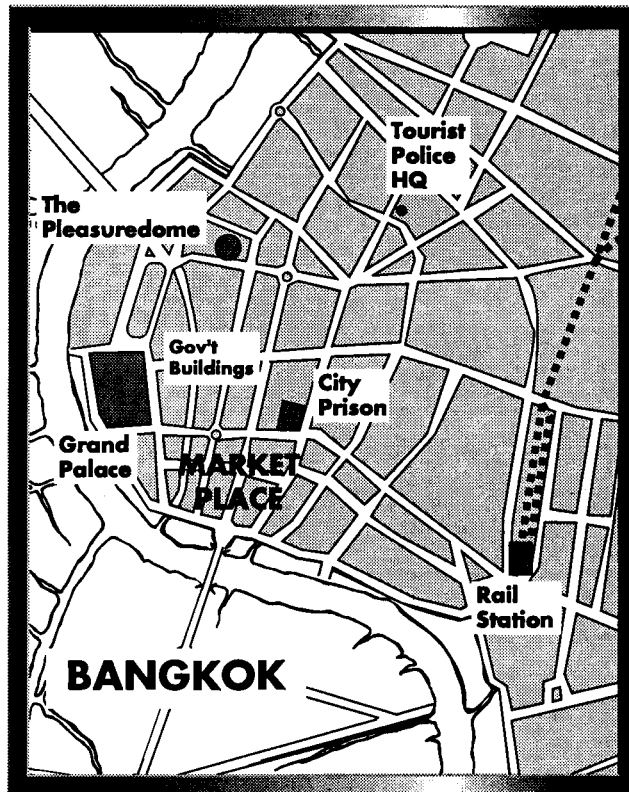
Theft is by stealth or con, not by force. Razor artists (bag-sliters) and pickpockets are out in droves. Watch for drugged food and drinks bought for you by "friendly" Thais. Most Thais are genuinely friendly, but never trust anyone completely (like I have to tell you that!)

Bangkok

Sin City SEA, neh? The infamous Pleasuredome is in the Banglamphu sector of Bangkok, near the Chao Phraya River. One stop shopping for anything sexual. Gotta love it, neh? Bangkok (*Krung Thep* to the natives) is probably the dirtiest, noisiest, worst traffic-havin' city in the world. "Monks, Punks, and Hawkers." is how I describe it. You want it? They can get it for you—natch'.

THE THAI CALENDAR

Like the Japanese, the Thais use a different calendar for their years. Rather than from the time an emperor takes the throne, the Thais count from the time the Buddha attained nirvana, or enlightenment. By Western counting, this event was in 243 BC, so now it is 2463 BE (Buddha's Enlightenment) to the Thais.



Slang

The main problem with Thai is that it's incredibly tonal, even more-so than Cantonese. We've not even tried to give you the tones here. Get a chip, Kaibi.

Anicca —	Impermanence, from Buddhism.
Chaokhao —	Hill tribes.
Farang —	Foreigners.
Fin —	Opium.
Jao phaw —	Mob leaders.
Jii-khoh —	Teen rebels without a clue, usually drunk and rude.
Jing-jing —	Really, truly, hon to.
Ka-toey —	Transvestite.
Khlong —	Canal.
Khon khaw thaen —	A beggar.
Khon tit yaa —	An addict. For example, Khontityaa Black Lace (adjectives follow nouns).
—khun —	Mr./xxx, or xxx san.
Luuk khaa —	Client, John.
Nong —	Younger brother/sister, used with anyone of appropriate age.
Phaasii —	Tax, fees.
Phii —	Older bro/sis, used with anyone of appropriate age.
Samlor —	3 wheeled cab/ pedicab.





HANDLE: Tippawan "Vic" Vichitsaihaew
ROLE: Solo (Tatsujin)

STATS:

INT: 7	REF: 9	TECH: 4	COOL: 8
ATTR: 8	LUCK: 5	MA: 7	BODY: 10
EMP: 8	SAVE: 10	BTM: -4	

SKILLS:

Special Ability: Combat Sense (Geonghu) +5, Diagnose Illness +4, Strength feat +5, Athletics +4, Human Perception +6, Martial Arts: Thai Kick Boxing +7, Martial Arts: Sambo +4, Awareness +5, Social +3, First Aid +5

CYBERWARE:

NONE

EQUIPMENT:

Spiked Leg & Knee covers, combat knife

This young Martial Artist thought that with just his Muay Thai skill, he would be able to beat his enemies, and gain geonghu. He was wrong, as he found out when he challenged a Russian SovOil engineer, and lost. Believing in force and strength, Vic found a style to complement his Muay Thai, and has been studying with his new master, Viktor, ever since. He can be found in downtown Bangkok, fighting to help keep the Triads out of the Pleasuredome. See *New Roles*, pg. 157.

Sin-khaa —	Cargo.
Soh-phehnii —	Prostitute.
Tuk-tuks —	Motorized samlor.
Wai —	Thai greeting, with palms held together.
Yaa —	Drugs.

The Island States

SINGAPORE - THE LION CITY

By Ali ibn Mohammed, *PacRim* Malaysia Editor

POPULATION: 20 MILLION

LITERACY RATE: 95%

ARMY: 85,000

LANGUAGES: ENGLISH, CHINESE, MALAY, TAMIL

ETHNIC GROUPS: CHINESE, MALAY, INDIAN, NON-ASIANS

"Lion City, chigau yo! Beaver City is more like it. If I wanted to be a brushhead, suit-wearing, corp clone, I woulda stayed home."

—"Wildman" Kazeyuki, Techie, Bangkok

The "Lion City" was originally developed as a British port by Sir Stamford Raffles in 1819. It grew steadily under colonial rule until the brutal takeover by the Japanese during WW II. After achieving independence, it joined the Malay Federation, but pulled out two years later due to racial differences between the Malay-chauvinist Malaysia government and the predominantly Chinese island. When HK fell, many companies and people fled to Singapore, but only the ones with college degrees or usable skills were allowed in. Of course, they get plenty of people sneaking in, but usually the police find them pretty fast.

Singapore is run by a freely elected (but iron-fisted) government. The government, the People's Action Party, has ruled with an overwhelming majority since the 1960's, and has made Singapore a model city, with a minimum of crime and pollution. The down side is that the press is tightly controlled, dissent is highly discouraged, and individual freedoms are suppressed. They have dress codes on the books, and even chewing gum is banned. The corporations actually don't interfere very much, since the government always has the corporate interests in



mind, much more than the individual Singaporean. Of course, since the Singaporeans themselves keep voting for the PAP, one must assume that the sheep enjoy their pen. Imagine a beaver-town that covers a whole island, and you have Singapore.

SINGAPOREAN LIFE PATH

In fact, Singapore is so corporate, use the **Japan and Korea Life Path** (pg.33) when rolling up a Singaporean character. Be sure to substitute appropriate terms, such as Triad for Yakuza, etc.

For **Slang and Vocab**, use the Chinese slang on pg. 82.

Economy

Singapore is second only to Japan for wealth in the Rim. Trade, shipping, banking, and high-tech industries dominate this strategically located island. The Straits of Malacca is the prime shipping route between the PacRim and Europe/Africa. When HK bit the big one, most of the companies that weren't already here followed Merrill, Asukaga & Finch's lead, to feast at the banking haven and powerful stock market in Singapore. The government has been pro-business from the start, and it has everything that a corp could want (and punks hate).

Everyone is pretty well off (at the very least!), and anything that's not illegal (guns, drugs, gum) is easy to get, so there's very little black market trade going on in Singapore. What little there is takes place on the north end of the island, where the newcomers live.

However, NetCrime and data smuggling are the lucrative markets. The government has found it near impossible to regulate Vid broadcasts, much less the Net. The sheer volume of activity makes policing unfeasible. Every company has its uplinks for teleconferencing, then there is travel between companies, companies and their suppliers, and so on, and so on. How else are the company beavers supposed to get their illicit kicks and side money other than selling secrets to each other?

The espionage trade is so heavy that there is a story of a company's Acquisitions unit unknowingly buying off the black market their own R&D's pet project, after it had been turned down by 6 other corps. Strange, but true.

The other side of the Net black market is Net Fixers acting as middle men for outside deals. For example, some Samoans are looking for Solo work. They post on an appropriate BBS in Singapore, and a "talent scout" may fix them up with Medias who need bigger bodyguards. Japanese looking for drugs can get them from Bangkok via Singapore. There are several black market BBS for specified fields.

The government runners don't try to guard against this type of traffic. In fact, some of the BBSs may be government sponsored (hey, it's more Eb for them). The runners do watch for FACS and Netwatch interference. Singaporeans still have bad memories from the Japanese Occupation, and are trying to split away from Pacifica, to form their own region, including HK, Bangkok, Beijing, and even Calcutta. See NET, pg. 32.

TIGER MEDICINES CORPORATION

- **Headquarters:** Singapore
- **Regional Offices:** Hong Kong, Night City, Kobe, Bombay, Bangkok, Shanghai, Hanoi.
- **Major Shareholder:** Haw Xiong, Singapore
- **Employees:**

Worldwide:	Troops:	Covert:
19,872	880	250

Background: TMC started out as the two Haw brothers, Chinese immigrants in Burma, who learned many herbal remedies, and started marketing them in the late 1800's. The main product, Tiger Balm, became very popular as a cure-all ointment in the region—and in the US. They branched out into other herbal medicines, using traditional Chinese remedies. Their sales among overseas Chinese alone keep them rich, and their goods are very popular in Europe and America.

Now, TMC is the main competition for Biotechnica in the medical field. TMC has bought large tracts of Borneo and South China rainforest, for the biodiversity, and have been consulting with local tribes as to uses. TMC had to abandon its Laotian research center in the face of Khmer annihilation.

They are always on the lookout for the next big product.

Equipment and Resources: TMC has 8 AV assault capable vehicles, for guarding its jungle research centers. Most of the troops are off in the jungle, as well. TMC also has 4 helicopters and 3 small jets for corporate travel. This company prefers the quiet touch of covert troops when dealing with problems, especially in tightly-controlled Singapore, thus their proportionally high number of Black Ops units.

Be sure to visit Tiger Balm Gardens when in Singapore.

Admission to the Amusement Park is only 20 Eb!



BRUNEI DARUSSALAM

By Niklos Vladamirvich, SovOil Engineer

POPULATION: 300,000

LITERACY RATE: 90%

ARMY: 2,000 (+5,000 ARASAKA MERCS)

LANGUAGES: ENGLISH, ARABIC, MALAY

ETHNIC GROUPS: MALAY, CHINESE, BORNEO TRIBES, INDIANS, ARABS

This Sultanate reeks of oil money (and oil!), and is home to some of the world's richest men. The place is gaudy, over-built, and underpopulated. The capital, Bandar Seri Begawan, looks like it was taken out of an *Aladdin* story chip, with its golden minarets and mosques. Even though the country is a mix of Chinese, Malays, local tribesmen, Indians, and Arabs, you can't tell who is who 'cause they've been Islamic for centuries, and all wear the bathrobes and headgear. After the Meltdown, a bunch of (very rich) Saudis and Kuwaitis arrived with all their Eurobucks, as if Brunei wasn't rich enough before. Everyone has free health care and education, pensions, and pilgrimages to what's left of Mecca (decontamination thrown in!), all courtesy of the government. They eat real food, including beef from Brunei-owned farms in Australia! They thrived on higher oil prices during the Crash, and with the Saudi royal family, bought back from cash-strapped Malaysia the land between Kampung Sakang and Bangan.

Why would you want to go to Brunei? Extraction of rich dudes, perhaps? Smuggling? I'm sure clever guys 'n gals will think of something.

The Bruneians are strictly Islamic, and thus the "no fun cops." If a local is busted, they have a penalty worse than death: Banishment. This keeps most of them in line. Those who can't stand it, of course, leave as soon as they can, to go out and have fun in the real world.

Punks born in Brunei (!?) subtract -4 from their SEA family background, and -5 from Childhood Environment.

Of course, there's a price to be paid for all this. This is the most boring country in the world! No night life, no booze, no girls, no dirty vids, no simstim, no fun. "The Haven of Peace" has plainclothes police roaming at night to make sure no locals break Islamic law, and to keep an eye on the few non-Islamic foreigners here. The place is crawling with Arasaka goons, and the border is fortified with the small Brunei army and Arasaka ACPA to keep out refugees. The coast is ruined with oil sludge from the 2nd Corp War. The

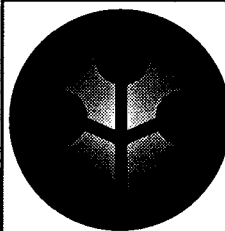
current Sultan (30th) has a battalion of HK Ghurkas guarding him and his family. The people are sheep, but they are damn rich sheep, so they don't seem to mind.

Few of us gaijin are let into Brunei and they only let us in because they need us. The main foreign companies are Arasaka, who specially provides Muslim employees for national defense, and SovOil, who has a partnership with Brunei Shell Petroleum for gas and oil. These two companies have the only LDLs for Net use, along with one for the royal family.

Most of us Sovs were at the refinery complex in Muara, in six month shifts. I was into the vodka before our AV even left the ground!

SLANG AND VOCAB

Like Indonesia and Malaysia, Brunei uses a lot of Arabic. For these, see WGF, p. 38.



ARASAKA SECURITY

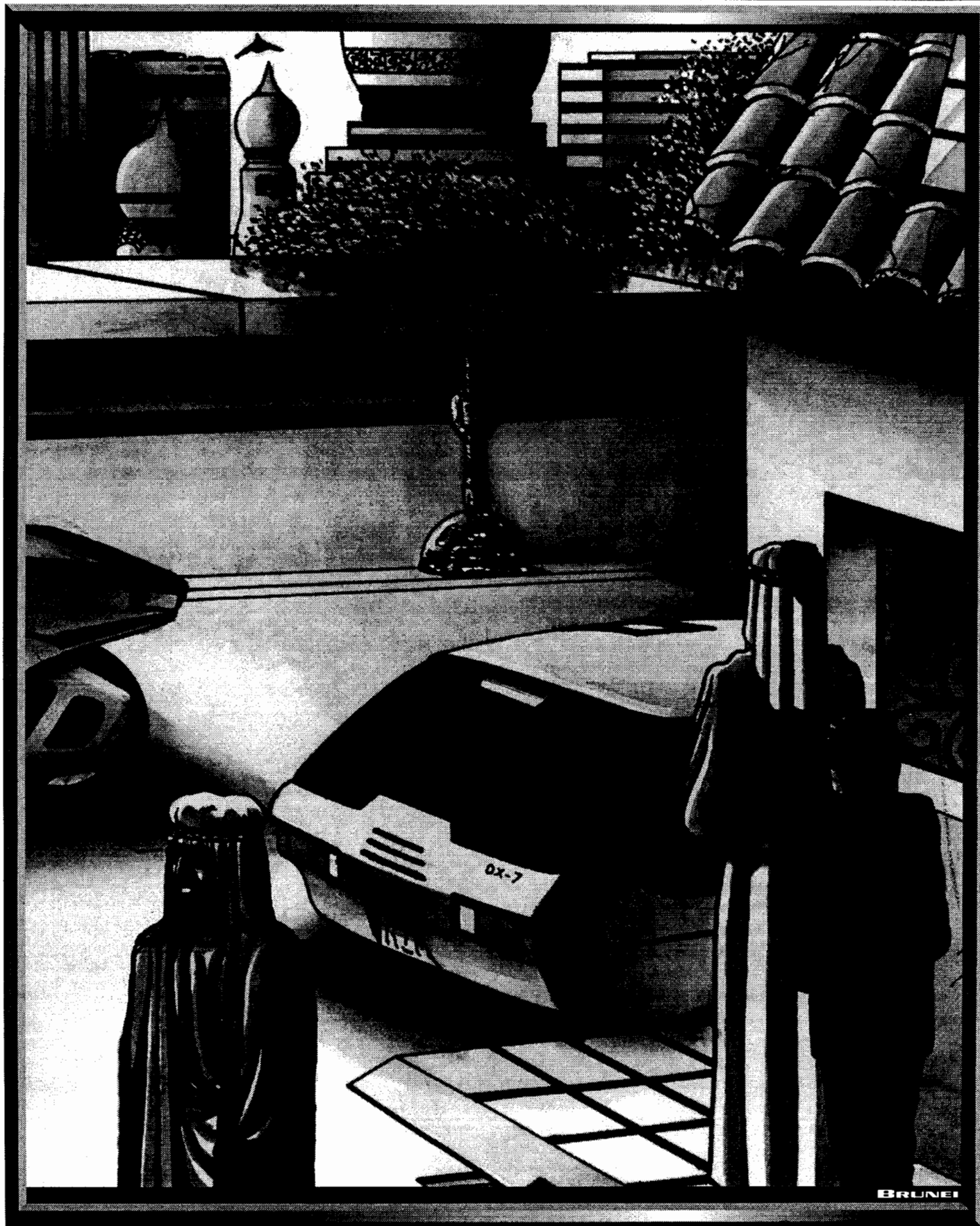
Are you a member of the Islam faith? Tired of employers who don't understand the special needs of your belief? Are you looking to work for people who share your faith? If you have prior experience in power armor, jungle defense, or corporate security, we may have a position for you in the Sultanate of Brunei Darussalam. Benefits are excellent, and include a paid trip to Mecca.

Similar positions are available in Indonesia and Malaysia. Pilgrimage isn't included with these positions.

Send us your application via the Net and you will be considered for an interview.

Arasaka Security: The last career move you will ever need to make.





BRUNEI



INDONESIA

By Shari Kiang, *PacRim* Editor

POPULATION: 190 MILLION

LITERACY RATE: 75%

ARMY: 1.2 MILLION

LANGUAGES: BAHASA, INDONESIAN (OFFICIAL), ARABIC, ENGLISH, TIMORESE, PIDGIN, ETC.

ETHNIC GROUPS: MALAY, CHINESE, BORNEO TRIBES, MIDDLE EASTERNERS, INDIANS, TIMORESE, NEW GUINEANS, ETC.

Overview

Indonesia is the big gun of ASEAN, literally. This long island chain has the largest land and sea forces available, and the willingness to use them, as anyone in "East Irian Jaya" will testify. During the 2nd Corp War, they took advantage of the turbulence to take over PNG. The public explanation is that they wanted to stop cross-border incursions from Irian Jaya rebels taking sanctuary in the PNG jungles. However, since they've been in they've made a fortune off of the jungles, selling teak wood to the Japanese, leasing rain forest areas to pharmaceutical companies, and leasing most of the eastern cities to SovOil for refineries and repair docks.

The navy is split into two areas. One half is off the coast of Australia, ready to destroy any attempts at aid for PNG and to help West Australia, and half guards the Malaccan Straits. This is the main shipping route between Japan/China and the Indian Ocean.

The three main ethnic groups in Indonesia are: Indonesian Malays, Chinese, and Arabs. The Indonesian Malays are guaranteed the best jobs and housing. Due to threatened past invasions from Chinese communists and internal economic dominance from Overseas Chinese, Indonesians have passed laws to keep the Chinese under control. Since the 90's, Chinese education opportunities and government jobs have been severely restricted. Also, materials written in Chinese are banned. The majority of Chinese left in Indonesia cannot read or speak Chinese. There is underground net movement of Chinese texts and learning programs which the government is desperately trying to stop. Needless to say, the Indonesians encourage Chinese to go to Singapore, and many take them up on the offer. However, the Triads still do business in Jakarta, and so do the Shanghai banks.

The Arabs (or Middle-Easterners for the precise) are refugees from the Meltdown who were too poor to go to Brunei, but not so poor as to be moved to Mindanao. Mostly they are Iranians and Turks. They came expecting Islam like they had

back home, and were stunned to find the laissez-faire Islam, with native influences that exist in Indonesia and Malaysia. Many have joined the radical, anti-Chinese Sarekat Islam (Islam Association), and are working towards the enactment of Islamic law. The Jakarta army and businesses are trying to stop this quickly. The Sarekat Islam is based mainly in Irian Jaya.

Government

Where the Military is strong, the Government is weak. With the death of President Suharto in 1998, the strong dictatorship that kept the military, Moslems, and corporations balanced against each other fell apart. President Alkatiri sided with the military, as thousands of Moslems poured in from the Middle-East. During the struggles between the Muslim United Development Party (PPP) and the Military's Indonesian Democratic Party (PDI), local industries began to collapse. Soon, the FACS slipped in by funding the PDI, and investing heavily in the country. Many PPP members left the party and joined Sarekat Islam.

Now, the Army is in Timor and East Irian Jaya (PNG), and the Navies are at their respective posts. The Moslems are fighting among themselves about whether or not to fight the government openly, and the local industries have been bought out by the FACS and SovOil has the oil industry. Sound screwed to you?

The government is trying to relieve population pressure on the cities and main islands by relocating people out to Timor, Irian Jaya, Kalimantan, and other distant, untamed lands. Needless to say, many don't want to go, and sneak back as soon as they can. Also, every so often, the government shows what little power it has by doing a "crime sweep." This is the rounding up of criminals, and those that look like criminals, and shooting them. One of the ways of determining criminality is by the presence of tattoos. Remember, watch your style when going into the SEA.

Economy

Despite all of the political problems, the economy is pretty good. The foreign corporations pumped quite a bit of Yen into infrastructure, ports, and airstrips, especially in the more backwater areas. Of course, these are to facilitate the stripping of the forests, mining of the mountains, and delivery of crops, but it has added a lot of cash to the country. Unfortunately, a lot of the cash went into the pockets of local administrators.

Indonesia is at the edge of the Slick, so fishing and aquaculture hasn't entirely died here, and quite a few of the islands (Bali, Lombok, Sumba) have posh resorts for Corps on holiday. Half of Irian Jaya and East Irian Jaya has been leased outright, along with parts of Kalimantan, to Biotechnica and Tiger Medicines for biodiversity research.



The black market does quite well with drugs, guns, Chinese learning guides and software, communications equipment, etc. being smuggled in through the various islands. The pirates that lurk in the various coves and bays raid ships when they can, but mainly just carry contraband.

Jakarta

The capital city, on the island of Java, is pretty unpleasant. It's hot, dirty, and squalid, full of people who have moved in from the countryside looking for work. Beggars are plentiful, especially from areas bought out by the corps.

Some of the areas of interest to the Cyberpunk are the Chinatown area of Glodok, and the docks at Sunda Kelapa. Menteng is the Corporate HQ and residential area. Unless you have business, and/or look respectable, you'll get hassled by the guards. The best area for picking up info, jobs, and "necessary items" would be in Monas. This is a pretty standard city, unfortunately.

East Irian Jaya (Formerly Papua New Guinea)

This used to be a territory of Australia, and locals and expats were treated rather equally. After independence, the new government started an anti-expat campaign, which unfortunately drove out most of those best able to help run the country. As a consequence, the government floundered, and became an easy target for Indonesia. (This is also the area where "cargo cults" came from, as the tribes were isolated until the late 1800's) The area is still under tribal alliances, and hordes of young men go to the cities, especially Port Moresby, looking for work and not finding any. They end up living with their *wantoks* (families), and becoming *rascals* (violent troublemakers).

EIJ's highlands are being ripped up in some locations for the gold and copper, where other areas are under Bio-Corp control. Either way, the tribes are displaced. When they try to go back to their lands, the Army settles it. Quickly. The corps in the cities stay behind guarded barbed wires in aircon offices, ignoring as best as possible the declining situation outside their walls.

SLANG

The multitude of cultural groups on all the different islands each have their own languages (over 300!) and their own slang. The official language is Bahasa Indonesian, which is very similar to Malaysian. For Arabic and related slang, see WGF pg. 38.

Angkot —	A microbus, or bemo.
Bajaj —	Motorized Pedicab.
Becak —	Pedicab

HANDLE: "Shark" Muharti

ROLE: Pirate

STATS:

INT: 8	REF: 9	TECH: 7	COOL: 9
ATTR: 6	LUCK: 7	MA: 8	BODY: 7
EMP: 7	SAVE: 7	BTM: -2	

SKILLS:

Special Ability: Family +6, Awareness +9, Navigation +7, Seamanship +7, Brawling +5, Rifle +5, Basic Tech +5, Sailpower +4, Pilot:Speedboat +7, Swimming +3, Seduction +3, Melee +4, Pistol +4

CYBERWARE:

None

EQUIPMENT:

Dai Lung Streetmaster, Refurbished M-16A, compass, Black Cigarette high power speedboat

Shark is a Pirate working out of Gorantolo on the island of Sulawesi. His family operates a ferry service between Kalimantan, Sulawesi, and Maluku. On the side, they also run drugs, guns, and anything else to these islands and Mindanao in the Philippines. Shark's specialty is the high-speed chase, when things have to go really fast, or to draw pursuit away from a slower ship that actually has the goods. His nickname has nothing to do with his boat, but is a sarcastic reference to his low swimming ability, and the fact that he is always trying to pick-up girls ("Sharking"), usually with little success.

Bemo —	A pickup truck with two rows of seats, acts as a small bus.
Campur —	Anything, odds and ends, whatever's available. Ex; "What do you want for dinner?" "Campur" (whatever's around)
Enak —	Delicious.
Gang —	Alleyway.
Kawang —	Friend.
Kosong —	Available, ready. Often used by prostitutes, and fixers.
Losmen —	Cheap, Chinese-style hotel.
Pasar —	Market.
Pasar Malam —	Night market, black market.
Perahu —	Outrigger boats.
Setia —	Nice, OK.
South Irian —	Australia. This is particularly used by the military, to make the Ozzies nervous.
Warung —	Food stand.

MALAYSIA

By Shari Kiang, *Pacific Rim* Editor

POPULATION: 27 MILLION

LITERACY RATE: 80%

ARMY: 206,000

LANGUAGES: BAHASA, MALAYSIA (OFFICIAL),
ENGLISH, CHINESE, ARABIC

ETHNIC GROUPS: MALAY, CHINESE, INDIANS,
MIDDLE EASTERNERS, BORNEO TRIBES

Overview

Malaysia has become the spiritual partner of Indonesia. The two separate parts, Peninsular Malaysia and Bornean Malaysia (Sabah and Sarawak) provide for quite a bit of diversity, and conflict. Before the Meltdown, the main conflict was between the Chinese and Malaysians. The Chinese were dominating the economic landscape, as they do in other countries. Malaysia then enacted several laws giving Malaysians preference in employment, education, and housing, but they never went as far as Indonesia in anti-Chinese laws.

After the Meltdown, the hordes of refugees came in. Malaysia tried settling the new Moslem immigrants in Sabah and Sarawak, but they didn't want to go out to the jungle. They were forced to go to the islands, where the Malaysian branch of Sarekat Islam is building up strength.

During the Second Corp War, Malaysia sided with Petrochem, and lost. They now have an land lease agreement with SovOil for refineries along the North Borneo Shore and the East Coast of the Peninsula. These coastlines are totally ruined by the Slick, causing more problems with the residents of the areas. Feeling alienated because of losing their traditional work, many have turned to radical Islam.

Government

Malaysians run the government, with heavy Sov backing. It is a grouping of 13 states (Sabah, Sarawak, and 11 more on the Peninsula), and the capital Kuala Lumpur (KL).

Nine of the Peninsular states have Sultans, and every five years they have an election as to which will become "King" of Malaysia. These sultans run the largest companies, and are immune to prosecution for anything up to and including murder.

Sabah and Sarawak have a limited degree of autonomy, which is slowly being eroded by the needs of SovOil and their refineries.

Economy

Where the Malays run the politics, the Chinese still have the economics well in hand, supplying the refineries, and running most of the stores and businesses. Most fixers in Malaysia will be Chinese. And yes, KL has a strong Triad Influence, under the Red Spear Gang.

The major cities are all on the west side of the Peninsula, where the water is still okay. A high mountain range runs down the center of the Peninsula, isolating the settled west side with the polluted east side, formerly the Islamic stronghold.

Kuala Lumpur

The capital is a curious, small city. Skyscrapers stand next to colonial buildings. It's a Malay city, definitely, but with a strong Chinatown (and all the problems that follow that) and Indian quarter (ditto). They still play Cricket in KL, and sometimes have tests against Australia and New Zealand. The best area for shopping, and what-have-you, is the Pasar Malam in Chinatown's Jalan Petaling district.

Slang

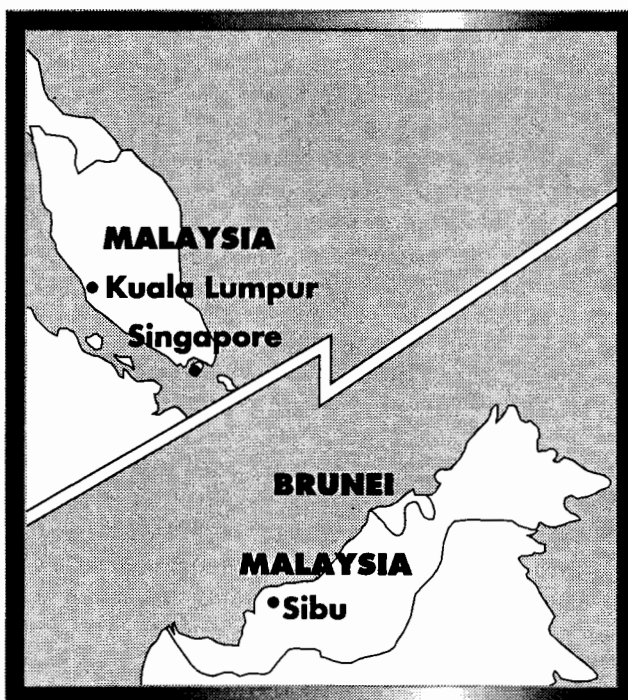
Most is the same as Indonesia's; refer to that section.

Bumiputra — "Sons of the soil", ethnic Malays.

Dadah — Drugs, possession of which is death in Malaysia.

Dayak — Indigenous Borneo tribes.

Mamak — Malaysian with Indian heritage, considered derogatory.



NEW PHILIPPINES - THE WILD EAST

By Rik Nygaard

POPULATION: 103 MILLION

LITERACY RATE: 85%

ARMY: 425,000

LANGUAGES: PHILIPINO (TAGALOG), SPANISH, ENGLISH, CEBUANO (IN VISAYAS AND MINDANAO), AND ARABIC

ETHNIC GROUPS: FILIPINO, SPANISH, MIDDLE EASTERNERS, CHINESE, PACIFIC ISLANDERS

Overview

The New Philippines isn't really all that new. It's the same corrupt, disorganized, fractured place it always was, except more so. 60% of the people used to make a living by fishing and aquaculture; that's been pissed away. The cities are packed with poor and gangs living in garbage and breathing opaque air. The countryside is full of Communist and Muslim rebels. The government is making money off of SovOil and FACS, but little of that money goes past President "The bucks/yen/rubles/whatever stop here" Tiapon. Most of the Archipelago is either corporate run (Negros), or captured by rebels (Mindanao).

The good part is that if you like chaos and disorder, then this is the place for you. Manila has become a homing beacon for many a punk. There's just a certain surrealism in the place. B-girls are readily available in a 90% Catholic Asian nation. *Paltik* makers will craft for you a pistol that looks exactly like a Colt .45, but fires 5.56 assault rifle rounds, all out of bridge girder bolts; if you bring him a scope, he'll mount it too, and for under 5 Eb. A bar in Manila called the "Hobbit House" is staffed entirely with midgets. AV taxis so overdecorated with mirrors, lights, signs and hood ornaments that they look like a disco ball chug along past slums. If you want weirdness at *pinakamura* prices, it's here.

Government

In reality, the Government only controls the main island of Luzon, and it's having trouble even with that. The north of Luzon, from San Fernando and Bontoc north, is the home of the New People's Army (NPA), yet another tiresome Maoist group. The islands of Mindanao, Palawan, and the Sulus are full of Moro National Liberation Front (MNLF), the Moslem faction, who really don't like being under the same government roof as a bunch of Catholics.



The pre-Corp war President, General Ramos, and his aristocrat/military cronies had, with some outside help, stabilized the situation. When oil was found in the Spratlys, he jumped on the SovOil side, hoping this would placate the NPA. It didn't work though the constant warfare and attacks on land sites by Petrochem did keep all three sides busy.

After the war, when the extent of the pollution hit home, Ramos was assassinated by angry ex-fishermen. President Aguilar was elected, and declared the New Constitution for a New Philippines in 2011 and elections. All three sides agreed to vote, but Aguilar was caught cheating, and given the axe, literally. The Army had allowed troops to vote where they were stationed, and as they were all stationed in rebel territories. . . The next president, Lopez, was blown up in his inaugural parade.

Finally SovOil stepped in and helped General Antonio "Tony" Tiapon hold on to the presidency, and his head, in 2013. The rebels were pushed back, away from Manila, to their home territories by SovOil troops, who also make up the bulk of the Presidential Guard. Also, Tiapon has opened the door to FACS, for their massive investment abilities. Japanese like the Philippines. It has excitement, which in my opinion is missing in *geriatric Nippon*; it's cheap, and the girls are second only to Vietnamese in beauty.





HANDLE: "Zorro" Zobel

ROLE: Ganger

STATS:

INT: 6 **REF:** 10/8 **TECH:** 4 **COOL:** 9

ATTR: 8 **LUCK:** 3 **MA:** 8 **BODY:** 8

EMP: 8/3 **SAVE:** 8 **BTM:** -3

SKILLS:

Special Ability: Gang Rank +5, Awareness +6, Streetwise +7, Intimidation +7, Dodge & Escape +4, Handgun +4, Melee +7, Brawling +5, Wardrobe & Style +5, Tattooing +4, Fencing (knife-fighting) +5

CYBERWARE: None

EQUIPMENT:

Switchblade, Paltik pistol (WA 0, 12mm, #Shots 10, ROF 1/5, ST), handmade Tattooing tools, 4 doses of Black Lace, 2 doses of 'Dorph.

Zorro is a standard Bahala Na member. He is covered in hand-done tattoos, and has done extensive body piercing (bone through the nose, the works). He is only 17 years old, but he has already killed 15 people. 15 scars run across his chest and shoulders.

His reduced stats are due to his drug use. He's not addicted, and mainly just sells. That is how he got the money for his paltik. He might be able to get out of Tondo, but he doesn't care. He might die tomorrow. He doesn't care. He doesn't care about the circumstances of any of his actions. The Bahala Na's aren't a Nihilism gang, although they have the attitude. It is more of a cultured apathy.

Non-members only get approval if they can show the same apathy in a critical situation, such as when surrounded by armed Gang members. Other than not caring about anything, many of them are quite personable, and they are all polite.

Manila

The capital is the biggest, and nastiest city in Philippines. Forbes Park is where the corps and politicians live, but I much prefer Tondo, the main slums area. Tondo (and most of the city, actually) is gray, worn, and defeated-looking, just like home. The Criminal Investigation Service (CIS), the *pulis* of this burb, are easily bribeable, greasy little guys. Granted, their goons are huge, but they're polite, even when brutalizing someone. The gang members are polite as they shoot up places with their paltiks. The raunchiest B-girl joint in the Pilar district has a nice hunt club ambiance. No wonder the Japanese like it so much here. Everyday in Pilar, you'll see Yakuza recruiting B-girls for "hostess" bars back in Nippon.

If you can, make friends with the gangs. These are pretty much your streetpunk kind of gang (they really can't afford cyber here to the point of boosterism), with tattoos everywhere, and ritual scars on their chests, one for each kill; they're really big on the Modern Primitive look. The biggest gang is *Bahala Na Zoku*, the "I Don't Care Club." They know all the best fixers, haunts, and scams. They are also willing to do insane jobs for low prices. They don't care, as long as they get paid. The living is cheap out here. The quality may not be great, often things are "recycled", but it's usually half price compared to the States (another reason for the Japanese to like this place!), but our *mura* is their *mahal*.

I thought *nothing* could be worse than Calcutta. I was wrong. Even the most hardened punk will be shocked by Smoky Mountain, on the north side of Manila. This is the city dump; a literal mountain of smoldering gomi. The poorest of the poor swarm all over this place, like flies on roadkill. Ex-fishermen, Lepro II victims, whole families live in the filth, picking out edible(!) bits, drinking the run-off, and looking for scrap to sell to the techies and fixers. It'll make anyone be thankful for their relatively nice combat zone back home. / almost lost it out here!



THE MANILA NET

Sure, they have one. But almost everyone you'll find on it is either a government or corporate runner. There aren't too many cyberdecks on Smoky Mountain, neh? Those few private runners are usually kids of the above corp/administrators, getting kicks by raiding dad's files. Who knows? They might decide to go punk and do something constructive—or is that destructive(?)—with the files. Beware, the two big guns are FACS and SovOil, two groups not known for their sense of humor.




MANILA

Negros

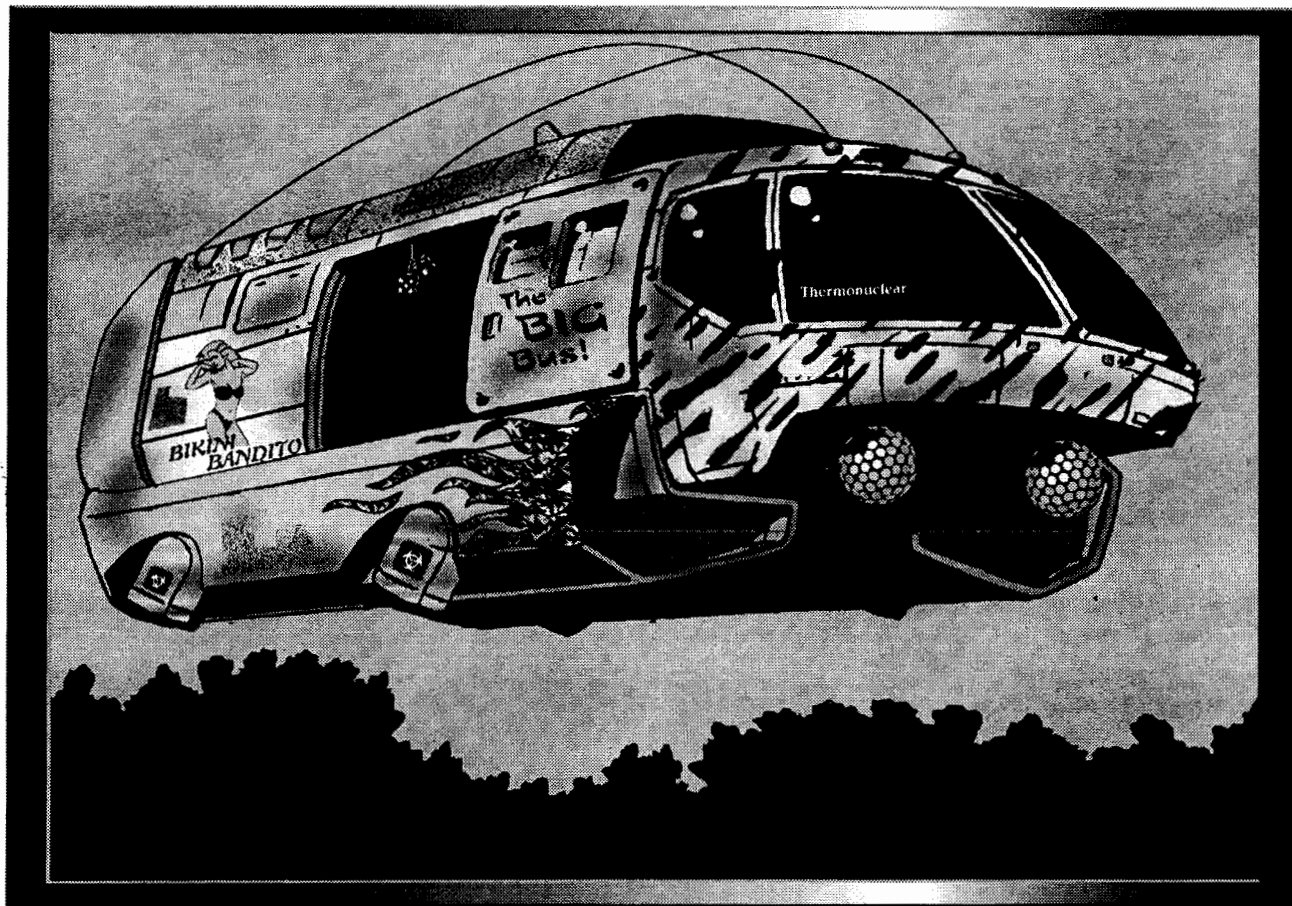
This is the corporate island owned by Anderssohn A.G., a Euro chemicals corp, through their local subsidiary Manong Inc. Since 2012, they've been hassled by locals and the MNLF. They have a salt refinery in Bacolod, and a sugar cane plantation in La Carlota. The refinery stinks to high heaven, and just adds to the oil smell that permeates everything. Since the corp war, the locals have been targeting any corp, because all the corps are the same. They may be right, there. The rebels get guns donated by the Mindanao guys, and buy others with the bits of gold they pan from the rivers when they're not shooting farang.

Anderssohn A.G. has been hiring Solos for years, but the MNLF guys are pretty good at what they do, so the life

expectancy isn't high. Besides, I'm not one who wants to guard a pile of salt and sugar on a polluted piece of rock, surrounded by a huge oil slick, without at least a good strip-joint/bar nearby. There isn't one. The population are Muslims, remember?

Negros is split into East and West by a high mountain chain down the middle. The salt is on the west. The sugar cane plantations are on the east side. The MNLF is in the mountains, where they can strike either side. Since the corp isn't about to give up any of the little good farm land left, the people have taken to the hills as Nomads.





An AVney

Mindanao

This is the next largest island in Philippines, and is mainly Moslem. They gained a whole bunch of troops after the Melt-down, when all the refugees who were too poor, or ill, or radical for Indonesia and Malaysia got sent over here. All factions want this island. The MNLF want it as a separate nation. The government wants it for the farmland and taxes (but not very much; Tiapon said he'd be willing to negotiate a limited autonomy). The corps want it for the refinery space and shipping security (SovOil) and for the minerals and gold (FACS). This last asset hasn't been exploited much, as the MNLF don't want to dig the whole place up. They just use what they pan from the rivers. FACS is looking to turn the whole place into a mining center.

If you're not Moslem, definitely watch your step out here. Again, no good bars over most of this island. The one exception is the main port, Zamboanga. It's like all of the Philippines compressed into a polluted port town. This is a wild place, where every ship and tramp steamer with names like "Osimar", and "Lalathazzomar" docks. Badgao and Indonesian pirates

mix with Chinese Triads in bars guarded by huge Tongans and Samoans, while Malay fixers sell batiks, spices and guns. Shootings and stabbings are a daily occurrence. This is where all the MNLF's guns and supplies come in from Borneo, and all other ships go to deep sea through the Makassar Straits, so they have to leave it open and free from Koran Law. All of the ships have armed guards on deck at all times here, and every grocery store has guards too. The city guard have cannon and heavy machine guns mounted on their boats, to break up battles too close to shore. Everything goes, as long as it doesn't hurt business too much. Aside from fun and action, Zamboanga's most famous export is assassins. If you grow up here, you start learning your trade *real* young, neh?

Slang and Vocab

The main language used is Pilipino, and reminds you of the pidgin spoken in various areas. English and Spanish are also heavily used. One hint: *p* and *f* are interchangeable. For example: "How much money did you make in Jafan (Japan)?"



Alik —	Alcohol, booze.
AVney —	Gaudy, overdecorated AV used like a jeepney. (see Jeepney)
B-girls —	Bikini girls (In bars where the "help" wear small bikinis), prostitutes.
Badjoa —	Sea gypsies and pirates.
Bahala na —	"I don't care."
Bakit —	"Why?"
Barya —	Cash, Spare change.
Flips —	Filipinos
Hacienderos —	Plantation owners, Corporates.
Jeepney —	Gaudy, overdecorated taxi (capacity 12) on a fixed route, or, gaudy, overdecorated bus.
Kaibi —	Friend, pal, tomo, choomba.
Laban —	Struggle, rebel.
Maganda —	Beautiful.
Mahal —	Expensive.
Mura —	Cheap. (Cheapest is "pinakamura")
Paltik —	Cheap handmade guns made from junk metal; copies, and custom jobs, such as revolvers that use 5.56 rounds, and pistols with 24" barrels.
Pinsan —	(Lit. "cousin") Bro, homeboy.
Pulis —	Police, cops.
Sabong —	Blood sports, pit fights.
Salvaging —	Political killing; "He was salvaged from communism."
Tuta —	(Lit. "lapdog") Yes-man, toady.

ROLES AND LIFEPAATH IN SEA

The style and life of many of the countries in SEA are not as alien from America as the Japanese, Chinese, and Koreans, thus the short Lifepath Modification Charts. Chinatown Chinese can choose to use either the SEA or the China Lifepaths.

If you are rolling a character from SEA, check the sidebars of your country for any country bonuses/penalties to your rolls (ex: Singapore, Myanmar).

LifePath

See tables next page.

Roles

Solos

You are always needed in almost any country down here. Whether it is bodyguarding VIPs, COIN Ops, fighting on one side or another of the various low-intensity conflicts, or just pit-fighting, you're almost assured a paycheck. Watch out though; the laws and customs change with every job, and one job where you can use your favorite hand-cannon, the next you'll be in a country where you can't. Either become well-rounded at various killing techniques, or invest in really well hidden cyberlimb holsters. And the competition from the Asians, Ozzies, and even other Americans, will be intense.

Corps

Fact: Most of SEA is run by and for SovOil and the FACS. These are the two big foreign guns, and if you are farang, you'll probably be working for them. You are here to watch the plants, investigate resources, and placate the locals, as well as look for new markets. Beware that many people hate SovOil for the pollution from the Second Corp War. Ironically, many SEA people like the various FACS companies, for the jobs and Japanese structure they bring. Naive, ain't they?

You might be working for a local or gaijin small company, in which case you are also looking for markets and resources, but you also have the shadow of the two giants looming over you. But some companies do make it, such as Tiger Medicines, and most of Vietnam.

Media

This is one of the most news-active areas in the world, with cultural and value clashes occurring all the time. Unfortunately, most of the countries don't want their people to see the truth, and one country has even banned satellite dishes! And if you say good things about one government, their rivals may take it as an insult, and ban your product from their country. Even "Human Interest" stories about a different country entirely, have been used as excuses for boycotts, tariffs, and even battles. You really have to watch what you do around here. Remember, you have more governments in the same area than most other places, and more governments mean more hassles.

Nomad

Mostly you are boat people and refugees, fleeing various actions and pogroms in your home countries. Maybe you are Vietnamese and fleeing Cambodia, or Chinese escaping Indonesia, Moslems trying to live a better life than their "host" governments will give them. Or, you might be any one of hundreds of mountain tribes, fighting the government troops for the right to live on your land. The poor, the tribal, the farang; these are the Nomads of SEA.



Techies

Like the Solos, you provide necessary services. You repair weapons, you make desperately needed equipment, and tools to make more equipment. You may be in a Joint venture with a fixer, and even have your own small company. The problems are that you can't always get the parts you need. You've improvised before and it's always worked...

Appropriationist Tech (see WS pg.82) and recycling is alive and well in SEA.

Cops

With the exception of the TAT in Thailand, people universally hate you for protecting their lives and property. You are probably an Army soldier assigned to MP duty. Of course, you might be a corporate cop, or even secret police, but those are pretty harsh jobs. How would you know what was the right thing to do?

Rockers

You are a bit in the same boat as the Medias. Rock music is banned in Brunei, and the censors in the islands watch you closely. However, you can rock on in Thailand, Vietnam, and the

Philippines. You might even be playing the local traditional instruments, trying to make them popular again.

Shamans can find many followers, especially in Indochina. How do you look with a shaved head and in orange robes? Monks are rockers, too. Sometimes they die for their message. Would you do the same? Are you a true believer?

Fixers

Thailand is a wonderland for you; you can get everything so cheap, and then sell it for profit back home. They will always be a need something in SEA. Be it guns, drugs, chewing gum, or Chinese books, you will be there. You have as many operating styles as the solos, from the Net-only fixers in Singapore to the boatmen.

Netrunners

You may have one of the most difficult jobs. Many of the countries don't have the communications systems to get a good net going. Also, you are on the edge of the Wilderspace, and are dominated by FACS runners on the net. You can take up Bartmoss's call, and try to fix that, in favor of the Singaporeans and other SEA folk.

1 — ORIGINS AND PERSONAL STYLE

ETHNIC ORIGINS AND LANGUAGE

Look up Ethnic Groups and Languages Used under each country. Choose an ethnic group, or be expatriate kids. Pick one language as your mother tongue (+8), also, because of the diversity in the area, you may pick another language to speak at +4 (this is usually English, or in some cases, French).

2 — FAMILY BACKGROUND

FAMILY RANKING (Choose or roll one)

Roll	Result
1	Corporate Managers
2	Corporate Technicians
3	Military/Police/Government Bureaucrats
4	Factory workers (+3 to Childhood Environment)
5	Farmers/Fishermen (+3 to Childhood Environment)
6	Store owner/Artisan (+3 to Childhood Environment)
7	Religious Fanatics/Radicals
8	Highland Tribe
9	Pirates/Gangs/Smugglers
10	Urban Homeless/Street Trash

Go To PARENTS (CP2020 p35).

SOMETHING HAPPENED TO PARENTS (Choose or roll)

Roll	Result
1	Parents were murdered
2	Parents died in warfare
3	Parents died in an accident
4	Parents committed suicide
5	You never knew your parents
6	Parents are in hiding to protect you
7	You were left with relatives
8	Parents gave you up for adoption
9	Parents became fanatics/radicals
10	Parents sold you for money

Go To FAMILY STATUS (CP2020 p35).

CHILDHOOD ENVIRONMENT (Choose or roll)

Roll	Result	Roll	Result
1	Spent in the dorm of a school	6	Small village or town
2	Safe corporate suburb/arcology	7	Martial arts/religious training
3	Corporate farm/research facility	8	Gang/Pirates/Smugglers
4	Normal city life	9-10	Worked in factory/store from age 8
5	Street, with no adult supervision		



AUSTRALASIA

AUSTRALIA 2020

POPULATION: 193 MILLION

LITERACY RATE: 56%

ARMY: 650,000

LANGUAGES: ENGLISH (OFFICIAL),

GREEK, TURK, ABORIGINE,

VIETNAMESE, CHINESE, ITALIAN

ETHNIC GROUPS: SEE LANGUAGES



AUSTRALIAN TIMELINE

1993-4 —The Australian Government announces intention to recognize Aboriginal ownership of traditional lands. Pressure from mining and farming interests prompts Government to give priority in land claims to holders of existing leases. While most Aboriginals protest peacefully some begin quest for foreign recognition and aid for their cause.

1994 —World stock market crash. While most national economies collapse, the Australian view is of a steeper part of the decline that has been happening since the mid-80's.

1997 —Mideast Meltdown. Australian economy rallies slightly as oil prices rise dramatically. In Europe, border skirmishes as Greek troops try to stem the flow of Turkish refugees fleeing the spreading fallout of the nuclear exchange. In suburbs of Melbourne, Greeks and Turks riot as protests get out of hand and several square kilometers of inner city suburbs are burned to the ground by a fire started during the riots.

2000 —Sydney's attempt to stage Olympic Games fails due to bankruptcy and boycotts by nations supporting Aboriginal cause. New Zealand is one of the boycotting countries.

—ESA/Orbital Air purchases large portion of Cape York Peninsula for construction of a spaceport. Environmental activists violently protest the destruction of vast areas of rainforest.

2001 —Collapse of the British monarchy and the imposition of martial law in England removes the last objection by Monarchists to the formation of the Federal Republic of Australia. The new Republic's constitution does little to address Aboriginal land problems. Koorie Nationalist Front becomes the first of several native groups to take up arms to fight for an independent Aboriginal homeland and the return of sacred lands to their traditional owners.

—Western Australia secedes from the Federal Republic declaring itself to be the Republic of West Australia. Sales of mining rights and vigorous expansion (in conjunction with Indonesia) of the North West Shelf oil fields makes West Australia quite wealthy over the next decade.

—Federal Republic of Australia refuses to recognize West Australian independence and declares a trade embargo against the new nation.

—Brief naval encounter at North West Shelf oilfield between Australians, Indonesians and Arasaka-backed West Australians.

2002 —Food Crash wipes out most of Australia's grain crops. In New South Wales Angus Youngblood, anticipating the development of resistant strains, buys vast areas of farmland at bargain prices.

(continued next page)

HISTORY

**By Angus McBurk, PacRim
Australiasia Editor**

Australia may be located in South East Asia but the dominant culture is less Asian in style than bankrupt European with American vidshows. The continent was colonized by England in 1788 and the native population met the same fate as natives of other lands conquered by the British Empire. England remained the prime influence on the nation's cultural development for most of the next two centuries.

In 1901 the Australian colonies became states in the Commonwealth of Australia—a self governing federation which retained the monarch of Britain as its formal (but mostly symbolic) head of state. Xenophobic immigration laws kept Australia quite British until after the Second World War. The influx of immigrants and refugees from Europe and the increasing influence of America on Australian culture started Australia on the way to becoming a multi-cultural society. The generally prosperous conditions not only encouraged immigration but also helped people from otherwise antagonistic cultures to co-exist peacefully. There was enough for everyone. Until the crash of '94...

Australia was hit hard by the crash. The economy had been in a steady decline since the early 80's, making much of the country's assets easy pickings for predatorial foreign investors. The Australian view of the collapse was of a steeper than usual decline, rather than a crash. Though one of the world's largest primary producers Australia could not compete in the new economic climate. Australian mineral resources became more expensive than those from the newly opened up Russia, which was closer to the enormous European market. Australian textile sales (mostly wool) had been declining for decades because of cheap synthetics. Australian oil enjoyed a larger market share after the Mideast Meltdown but the profits went mostly to the foreign investors who bought the companies cheap in the early days of the crash. Australia's vast grain crops were all but wiped out by the food crash of 2002. Most Australians don't suspect that the crash of '94 was engineered—they know it.

In the second half of the twentieth century the nation began to question its ties to England. The nations had been growing apart for decades. The war against Japan in the 1940's caused Australia to move more into the American sphere of influence. This and the growth of non-English immigration in the post-war years started some to ponder the appropriateness of having the British monarch as head of the Australian state. Debates on Republicanism versus Monarchism and the design of the national flag went on for decades and were not fully resolved until 2001. The dissolution of the British monarchy removed the final impediment to the formation of the Federal Republic of Australia.



Several groups of monarchist Australians refused to be a part of the Republic, swearing loyalty to the country of their ancestors. On several outback properties they have isolated themselves from the government they claim has illegally usurped power from the rightful King of Australia. When the British monarchy was disbanded it was widely rumored that the House of Windsor was liquidated to prevent a royalist uprising. Such rumors do not concern the most fanatical of Australian monarchists and some claim that Prince William, son of King Charles III, is living under an assumed name on a property in Queensland, surrounded by several other peers who escaped the post-coup purges in England.

Australia in 2020 is a confused and divided country. The state of Western Australia, never entirely comfortable as part of the Commonwealth, seceded from the Republic shortly after it was formed and is now the Republic of West Australia. The rest of Australia is divided between foreign owned wealth and slums where the 20th century experiment in multi-culturalism has fallen into a ruin of feuding ethnic groups and gangs divided along racial lines.

THE AUSTRALIAN CHARACTER

What is it that separates the Australian from the American and the Euro? Just who are these gaijin in the Pacific region? They like American fashions and vids, why are they so different?

Sport

Australians are very enthusiastic, even fanatical, about competitive sports. By far the most popular single sport is Australian Rules Football ("Footy". Other codes are known by their more specific names—rugby, soccer, etc—but Aussie Rules is just football, abbreviated to footy by most.) Originally the football season was just the winter half of the year but its popularity is such that each year's competition series has grown to fill the whole year.

Unlike most professional sporting competitions in other countries, the Australian Football League (and the other lesser leagues) do **not** permit the use of cyberware in their competitions. While skinweave is allowable to reduce injuries, the use of even the simplest reflex booster will earn a player disqualification and a ban from playing until the offending enhancement has been removed!

The ban on cyberware in the main national competition does not mean that football in Australia is not violent. The game is very fast paced and its rules are designed to keep play moving quickly for the whole 100 minutes of the game. Combat drugs are common. Hardly a game goes by without serious injury. The rules of the game do not allow for violent players to be sent out of the game—they are dealt with after the game by

(Timeline continued)

—Tasmania quarantined in an effort to keep virus from spreading there.

—New Zealand begins its self-sufficiency programs, and doesn't export or import any food.

2003-2007—Hong Kong refugees start flooding into New Zealand.

2007 —NZ legalizes Marijuana. Starts using it for textiles, fuel, and many other things.

2008 —During Euro-American orbital conflict Tycho massdriver fires rocks at strategic US targets on Earth. As well as much-publicized Colorado Springs hit, several other sites vital to US space communications network are obliterated. The near miss at Pine Gap in Australia's Northern Territory destroys the town of Alice Springs with the loss of nearly 25,000 lives.

2009 —Indonesia invades Papua New Guinea. Australian government decides not to send troops, favoring diplomatic means of persuading Indonesians to leave. Larger military forces are moved to Darwin and North Queensland in case of Indonesian invasion of Australia.

—Papua New Guinea's government-in-exile sets up in Wellington, NZ.

2010 —The Ecoterrorist group EcoAction starts a campaign against Spaceports and other large construction projects in the region.

2011 —Experimental nanotech package designed to clean up radioactive contamination grows out of control at Maralinga in South Australia. European nanotech engineers go back to the drawing board, but don't offer any solutions to the massive and potentially dangerous growth in the desert.

2013 —Youngblood family sells its land holdings to Petrochem in exchange for much Petrochem stock, a place on the Board of Directors and more cash than you've ever seen. Petrochem begins mass purchasing of farms and unoccupied land in outback New South Wales for CHOOH2 production.

2014 —Cape York Spaceport Stage 1 completed.

—Amnesty International is bombed out of their London office. They move and set up shop in Christchurch, NZ.

2016 —Water Riots in Adelaide as drought, industrial pollution and river salinity reduce the city's water supply to a brackish, muddy trickle. Construction of desalination plant financed by Arasaka Bank.

2020 —NOW



a disciplinary tribunal which punishes offenders by banning them from playing in later games. Umpires have been issued with tasers for breaking up brawls since the 2007 season.

For those who like more violence in their sport there is the Cyberleague Football competition. Developed in 2009 by a media consortium and contested by corporate sponsored teams, this variation on Australian Rules Football allows the use of augmented players. Blade weapons and implanted firearms are illegal but anything else is allowable, so long as the referees and commentators are notified of all enhancements being used and that teams keep their enhancement costs below the 150,000eb per game maximum budget (this rule was introduced in 2011 when an entire Militech sponsored team was used to field-test a prototype linear frame and their opponents were all hospitalized without scoring by the end of the first quarter). A Cyberleague final makes a food riot look tame.

Purists dislike the Cyberleague but among the younger generation of sports fans it is one of the highest rating weekly vidshows.

Cricket has lost much popularity since the collapse of international competition. (India, Pakistan & Sri Lanka and South

"Cyberleague Footy isn't sport. It's just borgs beating each other up and the winner's the one who spends the most on spare parts...still, the kids like it and anything that keeps them out of my way can't be all bad."

—Curtis Waddington, unemployed, Sydney

Africa haven't fielded a team since the beginnings of their respective civil wars, England quit the competition when martial law was declared. Only New Zealand, Australia and the West Indies remained). Slow moving test matches have all but disappeared and the annual series of one-day matches only lasts a few weeks in mid-summer. Most people blame the summer series of Cyberleague Footy for the decline in cricket's popularity. Cricket has never had as fanatical a following as football and its low level of violence and slow play caused its failure in the ratings and loss of sponsorship.

Beer

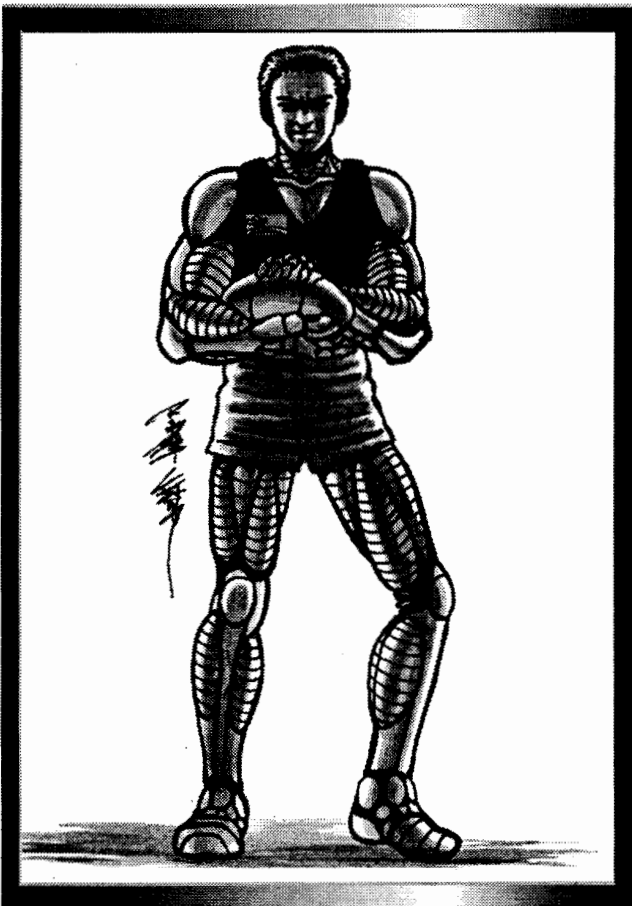
Beer is the most common drug in use in Australia. Australians are not the world's greatest beer drinkers (no matter what they might say) but the amber fluid is a vital part of Aussie culture—of similar significance to wine in France.

Attempts to market Smash and other beer substitutes in Australia failed utterly. Sure, Smash is yellow and foamy but it isn't beer. **Especially** it isn't Australian beer. Australians consider their beer to be the best in the world. They may be right. So why should they bother with a foreign-made beer substitute? Most bars and liquor stores in Australia don't stock Smash, so if you're a visitor to the country who's hooked on the stuff, you had better bring your own supply.

Important fact: Australian beer is stronger than American beer; in fact, the standard American beer could be sold as light beer in Australia. Regular Australian beer contains about 5% alcohol, around twice that of most American beers.

"Why is American beer like sex on the beach? It's fking close to water."**

—Very old Australian Joke





"Every so often ya gotta put one of these yank solos in 'is place. Ya shout the bloke a few beers—yanks always think they're great beer drinkers—and before ya know it 'e'll be so pissed 'e won't know where 'e is. Then ya punch the sh*t out of 'im."

—Sergeant J. Edwards, Darwin Police, explaining the standard Darwin response to U.S. mercenaries ordering Smash in a local pub

ADVERTISEMENT

"Been drinking and not sure if you're safe to drive? If you answer wrong it could cost you more than your license. It could cost you your life. Why risk your life when for only 100 dollars you could have the BoozeMaster™ blood alcohol monitor implanted? It's even less to have the BoozeMaster fitted to an existing biomonitor.*

"BoozeMaster™—there's no sense in dying for a beer."

*That's 100 euro dollars plus 20% tax (see note on Aussie dollars). Only 75eb if you already have a biomonitor.

Game Notes: BoozeMaster will give you an extra +1 to resist drug rolls (but only if the drug is alcohol). Also handy for resisting unwanted seductions where the pickup involves trying to get the victim drunk—just look at the read-out (on your biomonitor display or Times Square Marquee) and see exactly how alcoholic that cocktail is... BoozeMasters are popular in drinking competitions, too.

Ethnic Diversity

Once upon a time Australia was a country where people of all races could live together peacefully. Well, that's what the textbook said, the aboriginals would disagree. On arriving in Australia most immigrants left their cultural disagreements behind. In the larger cities it was possible to see Jews and Arabs, Greeks and Turks, Croats and Serbs all living and working beside each other with no riots, no political murders. It sure don't look that way now...

When the depression hit in '94 Australia became a poor country. Where there was once food, clothing and housing for all, shortages occurred. In the hungry times of the late 90's wars and political unrest in the old countries and competition for scarce jobs, food and shelter sparked ethnic troubles in Australia. Greeks fought Turks and Italians, Serbs, and Croats reenacted in miniature the wars that raged in their former homes. The Vietnamese, among the last to arrive, were attacked by almost everyone and fought back as violently.

While full scale riots are rare in 2020 there are still places where it is dangerous to venture if you are of the wrong race (Just like Idaho, Ed.). In most cities the trouble goes little further than skirmishes between racially different gangs but Melbourne bears the scars of a larger conflict.

Although the official language of Australia is English it is not the first language of many Australians. If you were born in Australia there is a good chance that you were brought up to speak a language other than English. During the creation of Australian characters players should roll to see if they get a second language free of skill or IP points.

Roll a percentage. If it's 20 or less, Congratulations! You've just won a free second language. If you rolled less than 10 you speak it like a native and understand English just as well (both at +8 as per CP2020, pg 24). If you rolled between 10 and 20 then you speak your second language at +1d6. Choose any language you like. The most common non-English languages in Australia are Italian, Greek and Chinese. English doesn't have to be your first language. Feel free to take another language at +8 and English at +1d6 if you like.

POLITICS

By Kirsten Dmitriopoulis, *PacRim Journal* Correspondent

National

Officially, the Federal Republic of Australia has a three-level system of government based on the Westminster System. The federal government, based in Canberra, is led by a President elected independently of the Parliament. The President's function is more ceremonial and representative than executive, the real political head is the Prime Minister—the leader of the Parliamentary majority.

The reality of political power in Australia in 2020 is much like in most other nations. The economic difficulties that began with the crash of '94 have never really disappeared in Australia. Many claim that this is due to corporate manipulation. But that is as far as it goes—manipulation from outside, not outright control.

While there is a lot of evidence that foreign trade and economic policies in Australia are being manipulated by the large corporations, apart from Orbital Air's hold on the north of Queensland and Petrochem's land holdings in New South Wales, there is very little megacorporate presence in the Federal Republic of Australia (West Australia is a different matter entirely). The government is determined to rebuild the economy without selling out to non-Australians—a policy which is being undermined by West Australia's willingness to deal with anyone who has the cash.

In West Australia, in the early days after the secession, the government openly made trade agreements with the larger corporations. The West Australians recognized early that the megacorporations were effectively nations in their own right and signed treaties with them to jointly exploit the vast mineral wealth of the new nation. West Australian people are, on average, richer and enjoy a better quality of life than people from the Eastern half of the continent due to their friendlier treatment of the corps. To a certain extent corporate desires take precedence over the will of the people in government matters but few complain too energetically.

In most countries one would expect there to be large scale protests and rioting about such blatant corporate manipulation

"Sure, we've got Arasaka cops patrolling our streets. That don't mean we're less free here, it means were more safe. You don't get terrorists blowing up mines and historical monuments and you don't have drug wars or homeless people as thick on the streets as flies on s*t. We don't have protests and riots every day. And we've got enough to eat.

Yeah, there's a few abos who haven't learned their place yet...but that's another thing Arasaka are good for."

—Paul McCormack, West Australia Oil, Perth



of a supposedly democratic government, but that is not the case in West Australia. Most Australians don't give a damn about politics. They seem to feel that it is out of their control, and so long as the beer and footy are not interrupted, there's nothing to complain about.

"Things are worse in other countries and shouting at the government and the corps never got us anywhere. Pass us another stubby, will ya? Thanks."

—Sheila Kirkpatrick, Hairdresser, Perth

"Of course no West Ozzies complain about being livestock on a bloody corporate farm. The police are half-Arasaka and armed to the teeth. Would you complain?"

—Brian Goodchild, unemployed, Melbourne

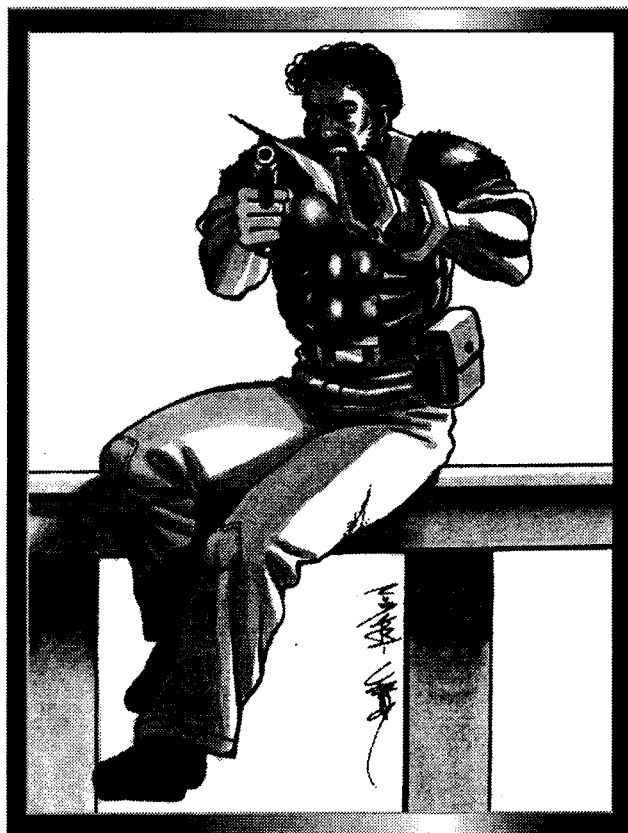
International

The Australian government maintains friendly relations with most other nations. The only significant exceptions are Indonesia and West Australia. The Indonesians earned the ire of the Australian government when they invaded Papua New Guinea in 2009. West Australia committed the heinous sins of secession from the Republic of Australia and of befriending the Indonesians.

Since the military coup in Britain, relations with them have been fairly cool but not hostile. The United States has been a close ally since the 1940's. The 2008 incident in Alice Springs hurt relations with the EC only briefly. The Australian Government threatened to take action against the Euros. The Euros actually kept straight faces while asking what kind of action and then offered to pay reparations. No amount was ever settled on, and no payments have ever been received.

While the government is friendly with the EC, they do not go to any great lengths to help the Euros. Most Australians are wary of the EC. When Australians look at the world beyond their shores (and to the west), they see most other countries becoming extensions or property of Europe. Although most Australians are of European descent, many see their old countries selling themselves out to the EC. Australians like to support underdogs and have a distrust of those with wealth and power. To an Australian, the EC is a power and wealth-crazed bully intent on buying out (or taking over) everyone else. The government will never admit this, it's not policy, but it is a fundamental part of the mindset that formulates the policy. As a result, European activities in the Federal Republic of Australia are quite controlled.

Interpol and Netwatch access is very limited. If Netwatch want you, they have to deal with the Australian Federal Police. Australians will arrest you and you'll be tried and (if found guilty) you'll do time in Australia. Australian hacking laws are less harsh than European laws (just breaking into a system isn't a crime in Australia, and unless you steal or alter data, the police don't care). Likewise, if Interpol wants you for crimes in Europe and you're wanted in Australia, the Australian Feds will fight extradition to Europe no matter how minor the local offense.



"What really pisses me off is Euros who call themselves edgerunners. What a pack of wankers! How can you say you're living on the edge when you're sure you'll have a next meal? Most days I don't even have enough ammo to fill a whole mag and I know blokes who are far worse off than I am. Eurosolos have homes to go to after the job. They've got soft edges."

—Stanley Death, Melbourne Solo



THE AUSTRALIAN DOLLAR

The Australian dollar is not the healthiest currency in the world. Eurodollars are not legal tender in the Federal Republic of Australia—Australia never adopted the Eurodollar—and the rate of exchange between the two currencies varies a lot. On average, the Australian dollar is worth about 0.4eb. Referees who want to keep things simple can just divide the cost of anything in the rule books by 0.4. Also they should keep it at this rate while players are first rolling up characters (assume they shop around before the start of play). Once play has begun referees may add a bit more uncertainty to the value of the dollar by rolling 1d20 for the percentage change in the dollar's value for the day. Toss a coin (an Australian dollar would be appropriate). Heads and the dollar rises, tails it falls, giving a dollar that ranges from 0.2 to 0.6 Eb. This should be done at most once per day. Any day a fixer deals with overseas suppliers or someone orders goods from outside of the country, they should check the day's exchange rate.

For example: Henry Krinkle, fearing his ex-wife, decides to invest in a firearm. The Militech Home Shopping Network offers the Avenger 9mm pistol for 250eb (special for the next dozen callers—free postage anywhere in the world and 100 rounds of ammo at no extra cost). Henry punches in his ID code and Visa card number and cowers under the sofa until FedEx knocks at his door. Alas for Henry, his referee rolled a 19% drop in the value of the Aussie dollar—today it's only worth 0.21eb! His 250eb bill translates as \$1190.48 in Australian currency +20% tax = \$1428.57! Henry only has \$400 in his account. The bank, concerned at the bouncing Visa transaction, cancels his card, every credit reference agency in the world finds out within minutes and puts Henry on their blacklists, and his ex-wife dumps the kids on him for another weekend.

Of course this only applies to items made outside of Australia. Food (except imported gourmet items), fuel, clothing (except high fashion items) and housing all cost about the same number of Australian dollars as they cost elsewhere in Eurobucks because they're made locally.

The exchange rate difference would be tolerable if Australian pay rates were as high as elsewhere in the world. They're not. That number you got for your pay during your character's LifePath...that's in Australian dollars! Living on the edge in Australia is more desperate than in the USA—you make do with cheaper equipment and stolen equipment and you hope the bad guys aren't corp-funded. And you accept that job offer, no matter how suspect, especially if it pays in Eurobucks.

If you're West Australian ignore all of the above. WA has sold out so bad they use Eurodollars instead of real Aussie money.

Law and Order

In some ways Australian law in 2020 is more strict than American law, in others, it is more permissive. Weapons are a good example. Australia has nothing comparable to the US Federal Weapons Statute. It is prohibited to own fully automatic weapons, grenades, implanted firearms, and EMP weapons (it is assumed that, since offensive implants are illegal, that EMP weapons can only be used against innocent people). In reality all these items are readily available if you have the money and know the right fixers. Prices are a bit higher for the more powerful guns, but given time almost anything can be arranged. To legally purchase a gun a license is needed but once the appropriate permit has been obtained there is no requirement to register the weapon.

Another deterrent to the legal purchase of firearms is tax. The Australian government, presumably in a misguided attempt to bolster the non-existent Australian firearms business and to line government coffers, collects a 20% import duty on all firearms and Cyberware. There is a thriving business in smuggling weapons around customs.

NATIVE AUSTRALIANS

By Zhao Zhuyun

**"All they seemed to want was for us to be gone."
—Captain James Cook, 1770**

**"Pay the rent!"
—Koorie Activists, 1990's**

The natives of Australia, usually called Aborigines (most of them prefer the name Koorie, and loathe the derogatory "Abo") are traditionally tribal hunter-gatherers. When the whites came, there were hundreds of tribes, each with their own language or dialect. Their technology was simple—spears, boomerangs, traps and canoes—and they relied on the land for all they needed. Their laws and religion described behaviour which allowed them to survive and thrive in all the varieties of Australian climate, living off the land without depleting its resources. Their traditional society was based around extended families, run by elders. They lived peacefully, in harmony with the land and each other until 1788.

When the Brits first came to Australia they considered it to be an empty land. Sure there were native inhabitants but to British Empire of the 1700's, the natives weren't *humans*; after all, all they had were spears and canoes. And, worst of all, they weren't White. As the colonies grew the natives were forced off their land. Some tried to resist, but spears were no match for guns and tens of thousands were massacred.

The British colonial attitude to native Australians persisted well into the twentieth century. Aborigines were not counted as a



part of the nation's population until 1967. Laws prohibiting racial discrimination were not adopted until 1975 and even then the law did not recognize any native claim to land title until 1994. Laws that recognized natives as humans equal to Australians of European descent were often (and still are) disregarded or interpreted in ways that favoured mining and farming interests when the rights of the natives would affect trading profits.

By the mid 90's the government had begun taking steps to correct two centuries of injustice. While, on paper, the new laws granted natives title to lands traditionally owned by them and sacred to them, in practice the situation was hardly changed. The requirements of the Native Land Title Act (which recognized that natives owned the land prior to the arrival of British colonists and allowed compensation for lands taken from them) were frequently disregarded after the crash-provoked sale of Australian companies to foreign corporations; corporations who didn't care whose land they tore up, and had more money than any government who might dare stop them.

The responses of Aboriginal Australians to the failure of the Land Title Act were many. While the Council for Aboriginal Reconciliation and the Aboriginal Provisional Government continued the fight through political and legal means, a number of other groups adopted more confrontational methods. Members of several tribes reoccupied their traditional lands, regardless of who the government said owned them. Since much of the disputed land was used for farming and mining there were violent confrontations with police, farmers and miners. Many people, white and black, died. Some lands, mostly mining areas, are still disputed, and a campaign of sabotage and squatting continues. Some farms have been abandoned by whites (particularly in drought affected areas where farming was becoming unprofitable).

Even more extreme are the methods of groups such as the Koorie Nationalist Front. The KNF is financed and equipped by governments and political organizations in a number of formerly British dominated African nations. Their goal is to establish a self governing Aboriginal nation within Australia. Their campaign of low-level terrorism has been both inspiring and entertaining. Despite the past massacres of their people the KNF have vowed never to sink to the level of their oppressors. Their targets have only been buildings and monuments. Taking the list of historically significant objects and places protected by the National Trusts as a guide they have begun a campaign of "evening the score" of desecrated sacred sites.

The campaign began spectacularly on January 26, 2003—the 215th anniversary of colonization—with the demolition of the old Sydney Harbour Bridge. Since then, anything the National Trust considers to be of historical significance but which is not of Aboriginal origin has been on the KNF's target list. The KNF's methods have earned the admiration of many white Australians, particularly among the homeless and unemployed, who resent the government spending money maintaining ancient buildings that could be used to feed them.



HANDLE: Pemulwy Ngangawilla

ROLE: Nomad

INT: 7

REF: 5

TECH: 8

COOL: 7

ATTR: 5

LUCK: 6

MA: 6

BODY: 8

EMP: 5

SAVE: 8

BTM: -3

SKILLS: *Family/Brotherhood* +5, Awareness/Notice +6, Brawling +4, Endurance +6, Demolitions +3, Rifle +3, Stealth +4, Shadow/Track +4, Wilderness Survival +8, Expert-Tribal Lore +4.

CYBERWARE: None.

EQUIPMENT: Army surplus FN FAL rifle (nearly 30 years-old but well-maintained), occasional packages of high explosives (plastic when available—whatever the fixers can turn up), CHOOH2 converted 1987 Mitsubishi 4 wheel drive, rusty jury-rigged spare parts collection.

"I grew up in a community where the average man was dead before he was thirty and was an alcoholic before he was twenty, where mining companies got more rights than people. The white government said they'd give us our traditional land back. They lied. They said we were equal under their law. They lied. When we complained, they told us change takes time. They've been here two hundred and thirty two years. The time to change is now.

We don't have the kind of equipment they do. We make do with what we find, what the whites don't want any more. We teach ourselves how to fight back. I lost these two fingers learning explosives. I'd give the other eight if the white government would keep their promises."

NOTE: The various native liberation groups do not have a large population base to support them, nor do they have much money or material resources, but what they do have they use well. The *Family/Brotherhood* special ability is the measure of the amount of support the person or group has within the larger native community. It can manifest itself in caches of supplies, weapons, food and aid. It can allow the character to vanish, to go to ground and hide for as long as necessary from the law. The higher the score the more widespread the support. A character with a low ability might only be able to receive help from immediate family and tribe on their land. A high score means that the person is well respected within the Koorie community and can find shelter and assistance wherever there are Koories (and maybe even from whites sympathetic to the cause).



THE STATES, AN OVERVIEW

By Phil Grant

This continent-sized nation is a vast empty space with a thin band of people that doesn't even stretch all the way around the edge. Despite large, densely populated cities, this country is mostly an enormous, empty desert. The land area figures can't properly convey the idea, but they help.

Queensland

AREA: 1,727,000 sq km

POP: 4,302,747

CAPITAL: Brisbane (Pop 1,936,236)

Queensland has long been the resort and holiday center of the country. Since the crash many of the older resort towns have become cheap slums. During the collapse the spaceport project attracted more prospective construction workers than were needed to build it. Many of the unemployed chose to stay in the state, some hoping for more job vacancies on the spaceport project, many figuring it didn't make sense to be unemployed in a dustbowl when there were tropical beaches just to the north.

Queensland has always been the most politically conservative of the states and the government was not pleased with the huge increase in the unemployed and homeless people drifting there from other states. Despite brutal anti-vagrancy laws (and very enthusiastic police) there is still a large itinerant population in the state. Many former resort towns have become slums. The climate is such that little shelter is required and (except for the summer wet season) many thousands live all day on the beaches.

**"Surfer's Paradise?
Bludger's Paradise more
like! Used to be a beaut
place to take the family
for a holiday and now you
can't see the beach for
the no-hopers camped
there instead of looking
for jobs."**

**—Quoted in Brisbane
Courier Mail
"Vox Pop" column**

In the more expensive resort towns, where the police managed to control or drive out the undesirables, the leisure industry is still thriving but many places have become tacky neon-baited tourist traps (imagine Las Vegas as a beach resort).

The Spaceport

The spaceport on Cape York is the largest single industry in Australia. It is owned and operated jointly by Orbital Air, ESA and the Australian Government, providing heavy-lift ground to orbit transport for all of South East Asia. Since launches commenced in 2014 most of eastern Australia's wealth has moved north to be closer to the country's main source of income. Consequently many of the luxury resort islands off the Queensland coast, bankrupted during the crash, have been taken over as corporate headquarters. Orbital Air/ESA began this trend by purchasing Hayman Island in 2008 in a deal that gave the island independent sovereign status, exempting Orbital Air management from any possible legal interference from Australian government.

The construction of the spaceport on Cape York was expensive both in financial and environmental terms. The spaceport and the towns, roads, airstrips and factories needed to construct it are in an area that was once rainforest. Many square miles were cleared for the construction project and more will be cleared to extend the growing towns that support the spaceport.

From the start of the project there was opposition from environmentalists which has not lessened since the spaceport commenced business. The environmentalist groups, most notably EcoAction, object to the clearing of the rainforest, the pollution by launching and landing spacecraft, the use of force to purchase native land and the complicity of the government and police of Queensland.

EcoAction are a well organized, armed, and dedicated group based in New Zealand responsible for eco-terrorism all over the Pacific Rim. This has not helped the tense relations between the neighbors. Over the last ten years they have conducted a terrorist campaign against Orbital Air and ESA in Australia and at spaceports and offices around the world. Favoured tactics include spiking trees, blowing up construction equipment, putting hallucinogens in water tanks and sniping at ESA/OA management. They prefer not to attack construction workers or people who are only trying to feed their families. They prefer striking at the policy makers and obstructing work. They have assassinated the last three state Ministers for the Environment, causing the job to remain unfilled for the last five years. In Queensland, membership of the organization is illegal and the Queensland police regularly use suspicion of being a member of EcoAction as an excuse for arresting people they don't like. The result is that the north of Queensland is a virtual police state run for the benefit of the people in charge of the spaceport.



Deep Space also says there are spaceports at Melbourne and Sydney. Well that's mostly true. Tullamarine Airport in Melbourne was extended to allow spaceplane landings and launches and Sydney's airport even has a rocket launch facility. These were installed by state governments with the misguided belief that space transport facilities would attract space business to the state. Each port receives at most one spaceplane flight per month and that is more full leaving than arriving. The Sydney rocket facility has never been used. Cartoonists still make jokes about cargo cults.



ADVENTURE HOOK

Orbital Air is planning to build a major spacecraft construction facility to complement the spaceport. The facility, the power station, roads and related support industries (in whole a small city) will require the clearing of more huge areas of rainforest. The plans have been leaked to EcoAction who have threatened violence if the associated clearing of rainforest, road construction, etc. goes ahead.

OA is looking for a few good solos to infiltrate EcoAction. Their mission will be to evaluate EA's strength, report on their plans and movements and help co-ordinate a joint AU/Police raid to arrest or wipe out the terrorist group.

Alternatively the players could be members of EcoAction conducting sneak sabotage raids against OA while trying to find who the mole in their organization is.

New South Wales

AREA: 802,000 sq km

POP: 8,456,255

CAPITAL: Sydney (Pop: 5,327,441)

One would expect the source of much of the world's fuel grain to be a prosperous state. It is for some. Mostly it is for the Youngblood family.

The history of New South Wales since the turn of the century is the history of the Youngblood family. Once the Youngbloods were known for their banking and industrial interests. The food crash changed that as banks found themselves owners of vast areas of land defaulted to them when the 2002 wheat crop died and took mortgage payments with it. The Youngbloods were not badly hurt by the crash of '94, in fact they came out of it wealthier than they went into it. Angus Youngblood, sure that crops resistant to the food crash virus would soon be produced, set out to corner the Australian grain market by buying up farmland at rock-bottom prices with the proceeds of a savage campaign of asset stripping. In less than a year he had acquired nearly two million hectares of land (almost 5 million acres—three quarters of the state's grain growing area at that time (about the size of Massachusetts for US readers)).

The next stage of the coup was obtaining the exclusive Australian license to import and distribute the first of the plague resistant wheat strains. Competitors had to choose between zero production or buying seed (at an enormous markup) from the Youngblood family. Those who got out of the business still benefited the Youngblood scheme as most of their land was bought by the Youngbloods. By the time Petrochem started shopping for farmland in the Asia-Pacific region there was only one person left to deal with.

In Australia, particularly in NSW, no-one thinks the conspiracy theory of the food crash is improbable.

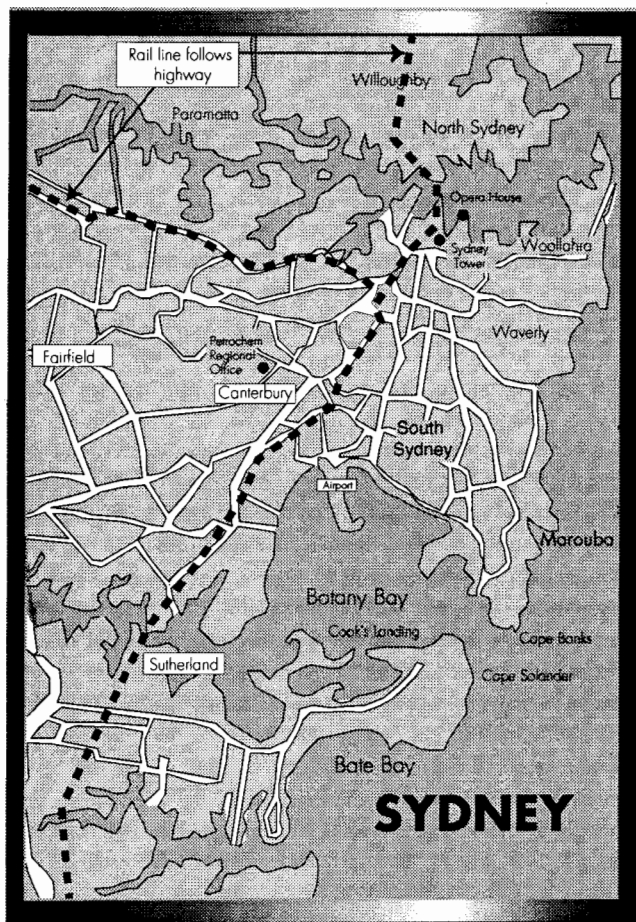
Seven years after Angus Youngblood joined the board of Petrochem, many tens of thousands more square kilometres of the state have been converted to growing *Triticum vulgaris megasuavis*, the grain from which CHOOH2 is produced. The farms are mostly automated, the only employees are security guards and maintenance techs. The security guards are necessary. When their land was bought up not all ex-farmers moved to the cities. There are nomad bands living in the grainfields, feeding on plundered grain and supplies intended for the farm staff. People to whom the schedules of the giant automated harvesters and planters are like the tides to fishermen. (Well, once upon a time, before you were born, fish were edible, but that's another story.)

The conversion of outback New South Wales to CHOOH2 production has caused a migration to the cities on the coast. Sydney, which once prided itself on being the cultural and economic centre of the nation (Melbourne claimed the same, now both are wrong) is now an over-crowded, over-polluted, decaying city. Its corporate center is slowly being abandoned. Even the Youngblood family has relocated overseas. The Petrochem regional office is only a five story building on the outskirts of the CBD. A small but well fortified establishment which is little more than a relay point for conveying data to and from the big offices out of the country.

The rich have fled the once fabulously wealthy bayside suburbs of Sydney in favor of the less polluted Gold Coast and Barrier Reef islands of Queensland, now owned by Kadar Holdings. The decaying grandeur of the multi-million dollar mansions lining the eroding shores of Sydney Harbor has been appropriated by juvegangs and boosters who don't mind the stench of the dying bay.

Sydney's outer suburbs, the parts of town closest to the farmlands are filled to overflowing with farmers who have been bought out and pushed off their land. There has been little new construction in the city in the last decade. The government has no money to build public housing and the private investors have moved north or west to where the money is. A recent Red Cross report estimated that over a million of the city's inhabitants were living on the streets or in housing unfit for human habitation. The poorer suburbs were compared unfavorably with Calcutta.





ADVENTURE HOOK

A virulent new strain of typhus is claiming thousands of lives on the streets of Sydney. Biotechnica has a cure for it but the Australian license holders are charging a fortune, citing taxes, import duties, local labor and freight costs as justification for a 2000% markup. Any fixer who can get a cheaper shipment past customs will find hospitals and a black market beating a path to his door. The police too probably, but a good fixer knows when to leave.

A halfway decent netrunner should be able to find a dozen possible sources for the drug in Southeast Asia (maybe even in West Australia). Getting the stuff into the country will be the difficult part. There's the military watching for Indonesians in the North and blockading the West Australians. Bringing it in on a regular flight or boat will attract unwanted customs attention. Bringing the stuff down from orbit in secret would cost more than buying from the local suppliers. Once the drugs are here the fixers will then have to pay the local police to look the other way (as a prescription drug it's illegal to transport or distribute without the appropriate license) as well as trying keep everything hidden from the legal local distributors.

Victoria

AREA: 228,000 sq. km

POP: 7,317,328 (estimated)

CAPITAL: Melbourne (Pop 5,085,303 estimated)

Victoria is the most densely populated and culturally varied state in Australia. Once a prosperous industrial and agricultural region it has, in the last few decades, fallen on hard times.

The causes of Victoria's ills were many. Rampant debt in the early nineties ruined many Victorian industries and the government. Drought in the north of the state combined with increasing salinity of the Murray river ruined huge areas of farmland. With much of northern Victoria and Southern NSW having become a dustbowl, thousands of farmers and those who supported farmers - whole towns in many cases - were left without work and, once the banks took back what was mortgaged to them, without homes. Larger towns and cities further south (mostly Melbourne) developed a fringe of shanty towns as dispossessed people made their way south in search of work. These shantytowns, known as Kennettsville, are a constant source of irritation for the police and the government.

The government is at a loss as to what should be done about the Kennettsville problem. Neither the state nor the federal government can afford to build decent housing for so many people (they can barely afford what little is spent on food for those living there). The people cannot return to their old homes as they have been swallowed by the desert. Something must be done though. Bands of nomads and criminals terrorize nearby communities, raiding them for food (aid from the government, Red Cross and other charities is never enough), for weapons, for vehicles and for political reasons. Attempts by the police to arrest people in Kennettsville usually end in riots.

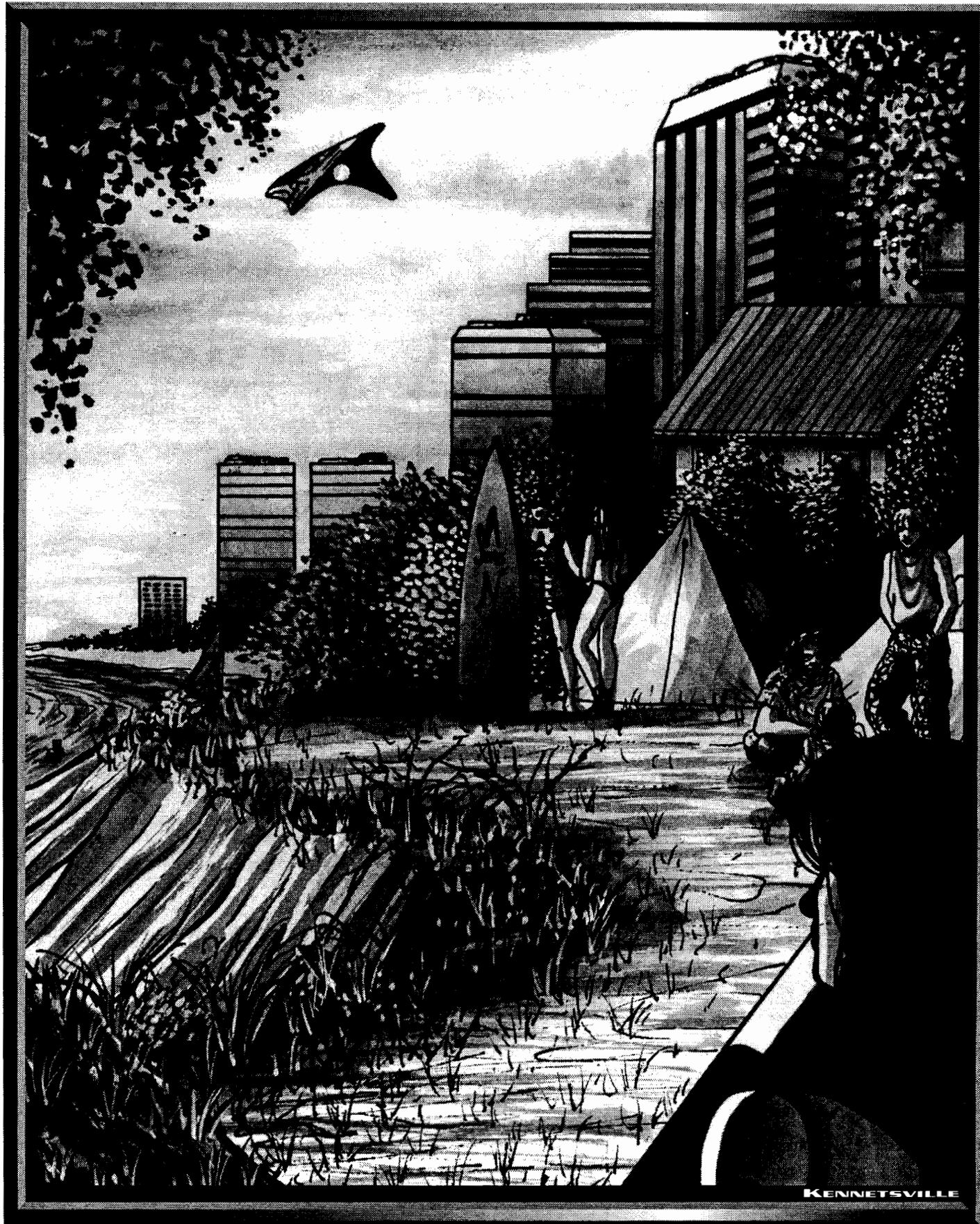
No-one is even sure how many people are in Kennettsville. During the 2016 census over a hundred government workers went into the settlements to collect information. One returned bearing a message that the government should feed its people before it counts them. The rest were never heard from again.

KENNETTSVILLE

Named for Jeffrey Kennett (1948-?), former Premier of the state of Victoria. Kennett was elected on a deficit reduction platform and began slashing government spending on education, transport, and welfare after granting himself a pay rise. These days few people remember who he was but his name lives on.

Near the center of Melbourne, where the suburbs of Brunswick and Coburg once were, there is an area of several square kilometers where everything has been burned. In 1997 the Greek Army tried to use force to turn back the flood of refugees fleeing Turkey ahead of the radiation that followed their neighbors' nuclear exchange. Suburban Melbourne has a very large Greek population and a large Turkish population. Protests





KENNETSVILLE



NETRUNNERS NOTE

Rache Bartmoss neglected to mention one very important point about netrunning in Australia. Australia's only long distance link to the global level of the Net is in Melbourne. What he forgot to say is that power shortages can result in the LDL crashing during busy times, cutting you off from the Worldnet. He did once mention the possibility of a private, hidden and very secure LDL somewhere in OA's spaceport data fortress but few runners would have the guts to do a run through there.

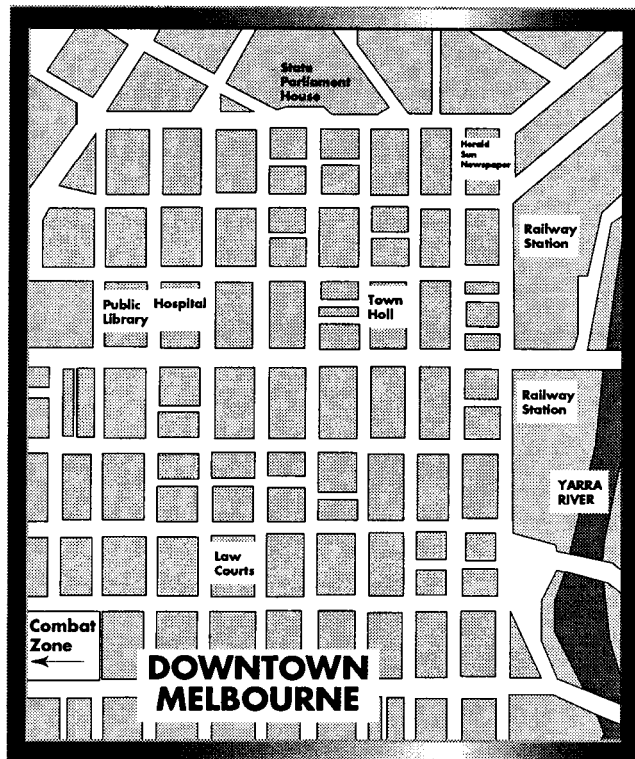


ADVENTURE HOOK

Melbourne is a great area for police adventures. The city at night is dimmer than street level in Blade Runner and has a crime rate that would scare off New Yorkers. The center of the city still has many expensive stores (very well secured) but the most unpleasant of urban combat zones in the country is only a half hour away on foot. Add to that the habit criminals have of running to Kennettsville if they are ever IDed and you get a lot of problems for law enforcement people. Try some of these ideas.

Drug distribution territories are changing hands in the Prahran-St.Kilda Free Fire Zone. Normally police ignore such happenings (that's what a free fire zone is) but the fighting is beginning to spill over into the central city area with drive-by shootings along St.Kilda road. The media are blaming police and government inaction for the loss of innocent lives and there is an election due in a few months. The Premier has ordered hundreds of extra police to the area (weakening most other Melbourne police forces) and wants a large scale assault on several known and suspected crime bosses' headquarters despite the slaughter of cops that will inevitable follow (think of the first big raid scene in New Jack City then scale it up by a factor of a hundred).

The players can be: (1) Cops—uniformed and preparing to meet their makers or undercover trying to find the people most responsible for the trouble so that they can be arrested or taken out before the shit hits the fan, (2) Fixers in the drug trade trying to grab as much of the action as they can before the cops come down on them, or (3) the Arasaka Black Ops unit that are arming and provoking the turf wars to cause wholesale mayhem and a police massacre and put the Victorian Government in a position where they won't be able to refuse Arasaka's offer of a police/defense contract with the corporation. (iv) Media covering the story following rumors of corporate involvement in the troubles.



turned into riots, shots were fired, petrol bombs thrown. After several weeks of fighting hundreds were dead, thousands wounded and billions of dollars of property were burned to the ground. In the depths of the depression no-one could afford to rebuild the battle zone and the center of the area is still in ruins, inhabited by the least pleasant of the country's boosters.

Victoria was once one of the country's largest fuel and energy producers. Oil fields in Bass Strait and vast coal deposits in the south-east of the state provided cheap and plentiful power and gasoline...until they began to run out.

The last of the Bass Strait oil ran out in 2003. It was known that the reserves were running low in the late 90's but the sudden rush of buyers after the Mideast meltdown caused the oil producers to pump faster and cover up the fact that the oil was running out. They spent the profits on further exploration which, alas, turned up nothing.

While the Latrobe Valley coal supplies are good for quite a few years the power demands of the state have increased since the last generators were installed. To continue operating at its desired rate of power consumption the state of Victoria needs to build more power stations and find more fuel for them. The government has been unable to gain any private or corporate interest in funding the project (electricity generation has been a great money loser for decades) and they can't afford to build a power station themselves. In addition there are environmentalist objections to more coal mining and the building of hydroelectric stations. Consequently most of Melbourne operates in a near constant brownout.



South Australia

AREA: 984,277 sq. km

POP: 1,064,324

CAPITAL: Adelaide (Pop: 686,313)

The state of South Australia is mostly desert and that desert has been growing rapidly in the last 20 years. Many of the state's towns have been swallowed by the desert and many more are dying as their people move to more habitable areas. Adelaide used to depend on the Murray river for much of its water but in recent years the river has become too polluted and salty for use. The other rivers and reservoirs that supply the city are drying up - at the height of summer it would be possible to walk most of the way across the Torrens river if it wasn't for the stench.

Adelaide's salvation came in the form of a large water desalination plant constructed in 2016 by the state government. Taxes and water rates had to be increased to pay for it but the city now has a supply of fresh water. The only drawback to the plant is that the government borrowed some of the money from the Arasaka Bank and couldn't afford the repayments. When visiting Adelaide it is wise to remember that every drop you drink is bought from Arasaka and they can turn off the tap any time. Water prices rise regularly. The government can't afford to build more desalination plants as no-one will lend them the money. When there are protests against Arasaka the water supply becomes erratic until people become more respectful.

Adelaide's main industry is illegal. As the closest major city to the West Australian capital of Perth it is the a center for smuggling operations to supply the black markets in West Australia. The cities are separated by nearly 3000 km, mostly desert on the vast Nullarbor plain.

The hazards of crossing the Nullarbor to West Australia are many. Adelaide police usually question trucks heading west into the desert. Fuel stops are hundreds of kilometers apart and spare parts just as distant. The plain's ghost towns sometimes play host to nomad gangs and Aboriginal separatist guerrillas who prey on unwary and unprotected travelers for food and fuel. At the border there are military and police roadblocks and checkpoints. The police can be bribed (unless they're expecting an inspection) but most people prefer to try to drive around them, across unpaved desert. If there isn't a satellite above and the army don't spot your dust cloud and send up a gunship you can rejoin the road immediately after crossing the border. The last time an Australian Army unit crossed the border in pursuit of a smuggler, they found the hard way how vicious Arasaka troops can be when made to watch a patch of empty desert for long enough to get bored!

In the 1950's the British government was given the use of land at Maralinga to test nuclear weapons. No-one asked the aborigines living there, not all of them were moved before the tests. Australian army personnel were also on hand to observe tests (i.e. to stand real close to an exploding nuke). For decades



ADVENTURE HOOKS

- (1) For nomads & solos—smuggling across the SA-WA border. West Australia doesn't produce many vegetables, South West Victoria still does produce some but WA pays better (there aren't that many rich people in Victoria). A refrigerated truck load across the Nullarbor is worth a fortune if it reaches Perth before the food spoils.
- (2) For suicidal characters—many people would pay a fortune for a sample of the Maralinga nano. Euro nanotechs are curious about what went wrong (was it a bug, a radiation-caused mutation or both?). EcoAction wants to use it to threaten nuke power stations. They figure it could eat a reactor while containing the radiation. Several nations and corps would like to examine it for similar reasons—it could make a fine weapon. (Referee's note: the nano eats things—there's nothing that can contain it. If the cops hear that someone's going near it though they'll do everything they can to stop them. They can't afford to let any of it get loose somewhere inhabited. That doesn't stop people who know little about the nano from wanting samples.)

after the tests England was asked to clean up the area or at least pay for the decontamination (they used very dirty bombs...there's plutonium in the dust there). The best they did was bury the obvious pieces of debris until 2011, when they sent a package of prototype nano to do the job properly. The nano was supposed to be attracted to certain radioisotopes which it would bind in a fullerene matrix and gather for disposal.

Something went wrong with the nano—probably a bug in the replication error detection/correction software. Instead of producing a collection of one kilogram hexagonal blocks of waste material, handily packaged for disposal, the nano started growing a vast structure with a hexagon-based fractal shape. For the first few days the structure grew at an almost exponential rate but then slowed suddenly. It is now over 75 kilometers wide, centered on the bomb test site, and visible from orbit. It is also intensely radioactive.

Northern Territory

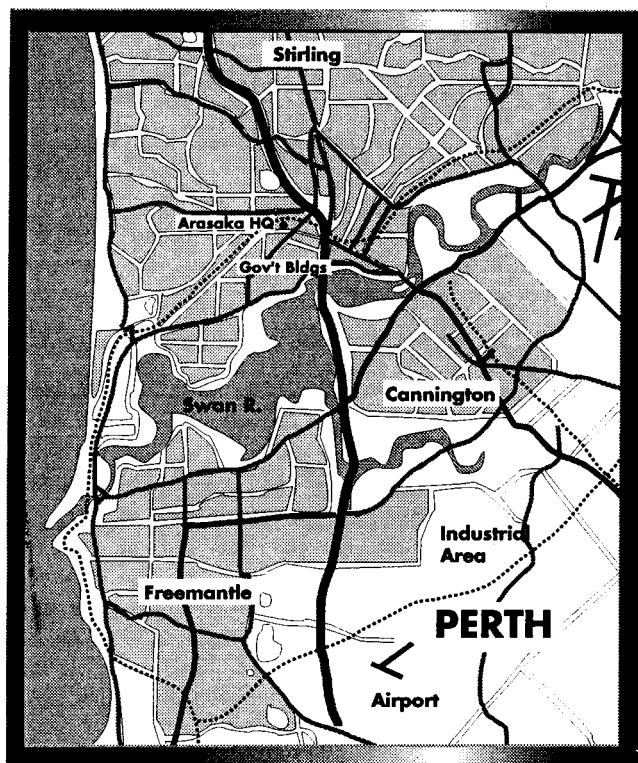
AREA: 1,346,000 sq. km

POP: 248,724

CAPITAL: Darwin (Pop: 115,657)

In 2009 Indonesia, having finally pacified the population of East Timor moved troops into Papua New Guinea, a former Australian territory. Fearing that the invasion may have been a prelude to an invasion of "South Irian", large numbers of troops were moved to Darwin and the north of Queensland. In Queensland, Australian troops were supplemented by ESA and Orbital Air security to protect the newly purchased spaceport site.





Weakened by the collapse and unsure if it could win a war, the Australian Government elected not to send troops to repel the invaders. Diplomatic pressure in the form of trade sanctions and anti-Indonesian speeches in Parliament was the limit of the official reply to the invasion. Twenty years later the Indonesians are still in New Guinea, the Army is still in Darwin.

Though there has still not been any official military response to the Indonesian atrocities in PNG there have been many non-government responses to the invasion. Darwin has become the center for the organization of many New Guinean resistance groups and many mercenary units who have joined the fight against the Indonesians. The streets and bars of the small city are filled with soldiers from many countries, many of them independent solos, some from larger corporate forces hired by the New Guinean government in exile. Most of the Australian defense force stationed in town envy those who, unrestricted by the government, are allowed to join the battle. Many desert and join solo teams.

Another side effect of the numbers of military personnel passing through Darwin is a burgeoning trade in military weapons. Fixers working the streets of Darwin can provide almost anything from military cyberware to armored vehicles and (on rare occasions) powered armor. Military equipment is not only being purchased by the people fighting for the liberation of PNG. Many other military organizations are sending representatives to Darwin to buy "liberated" weapons. The inhabitants of the town, scared both of potential invaders and wandering bands of drunken mercenaries have taken to buying military weapons for protection...and sport.

"Even if we did get the go ahead to liberate New Guinea I don't know if I'd like to go with our troops. Most of their weapons are antiques. The Indonesians have been using the Militech Home Shopping Network and Canberra's given us Steyrs and F-111's that were second-hand when they were bought in the 90's. The Merc unit I signed up with gives its men smart M-31's. Which would you rather?"

**—Lieutenant R. Knight,
Australian Army**

Overpopulation, political oppression and wars in South-East Asia have produced a large number of refugees. Australia, being the most politically calm, free and peaceful nation in the area attracts many of them. Most arrive in the Northern Territory or Western Australia.

Although Australia is having trouble supporting its own population, the government believes that conditions are even worse in some other nearby countries and so will accept limited numbers of refugee immigrants. The number of refugees entering the country is far in excess of the limits set by the government but the Navy and Air Force have too few resources to patrol such a large coast and most get through.

The overloaded refugee boats have provided a new sport for some Northern Territory people, a variation on spotlight hunting. Boatloads of drunken, heavily armed people head out to sea to try and sink incoming boats. Naval patrols don't always try to stop them. The hunters are often better equipped. Boats often carry LAW's, LMG's and assault rifles as well as more beer than fuel.

"Yeah Constable, I did take the boat out with Davo and his mates on Friday arvo. Yeah, we took a few shots at a boat of refos...so what? Yeah, OK...but bring your own gun and a slab..."

—Overheard in a Darwin pub

While the average German may out-drink the average Australian there is no group of people who can out drink the average inhabitant of Darwin. The capital of the Northern Territory has one of the hottest and most uncomfortable climates on the continent and this inspires some of the most prodigious feats of drinking known to man—and an average consumption of around 230





"We get a lot of fatalities from bar fights up here. The main problem is the heat. A lot of these merts passing through are just kids and they can't take the weather. So they take their body armor off."

—Sergeant J. Edwards, Darwin Police

liters of beer per person per year. This level of alcohol consumption and the availability of major personal firepower makes Darwin a dangerous town.

Once upon a time, close to the geographic center of the Australian continent was a town called Alice Springs. About 40km south of the town was an American military base at a place called Pine Gap. Pine Gap was a communications and tracking station crucial to coordinating US military space traffic until 2008. Everyone has heard of the rocks dropped on Tampa and Colorado Springs—they were close to media and hit big cities. There were other, less publicized, rocks dropped on US command and communications centers that didn't make headlines because of the relatively low loss of civilian lives compared with the two hits in the US. One was aimed at Pine Gap until the final course correction when the rock's guidance system targeted Alice Springs airport instead of Pine Gap's radar. A town of 25,000 people was completely wiped out.

Tasmania

AREA: 68,000 sq. km

POP: 671,527

CAPITAL: Hobart (Pop 268,610)

An island state separated from the mainland by Bass Strait, Tasmanians often jokingly refer to mainland Australia as the North Island. Their feeling of superiority is matched by being made the butt of jokes by mainlanders. Many Tasmanians wanted to secede when the West Australians did but the vote was lost by only 2%. Among Tasmanians there is much resentment over this and visiting mainlanders are the preferred target for violent crimes.

Tasmanian independence and their backwardness as perceived by mainland Ozzies was strongly reinforced by the five years that the island was quarantined during the food crash. When the first reports of a plague that affected food crops reached Australia the Tasmanian government immediately put a stop to all incoming cargo and passenger transport until the plague's method of transmission could be identified. Most mainland states took several days to decide what to do in which time the plague had spread over most of the continent. When it became apparent that the Tasmanian quarantine had halted the spread of the plague to that state, the federal government lent its assistance and sent naval patrol boats to turn back anyone trying to cross Bass Strait.

For five years, even after resistant crops had been established, the quarantine was maintained. The Tasmanian people had seen too many reports of people starving to risk a mutant strain starting the food crash over again. Tasmanians are now more distrustful of mainlanders than before and much more self-reliant than other states. They are far more conservative than even Queenslanders.

Tasmanian laws are fairly strict by comparison with other states (and nations). Legislation designed to reduce resource consumption during the quarantine years is still in force and most Tasmanians feel that the enforced austerity makes them better people.

Cyberware is quite controlled. Interface plugs and processors are allowed as are machine links (including gun links) but cybernetic replacement of any limb or organ is only legal for medicinal purposes. There is a small black market in illegal cyberware but more lucrative for the fixers are covert trips to Melbourne ripperdocs. Once the cyberware is installed, there is not much the law can do about it. It's difficult to get a conviction when it is almost impossible to prove that there wasn't an accident that required prosthesis while the patient was out of the state. There is some risk in this as many Melbourne organ banks need donors and there are stories of some customers of ripperdocs returning to Tasmania a piece at a time.

Australia Capital Territory

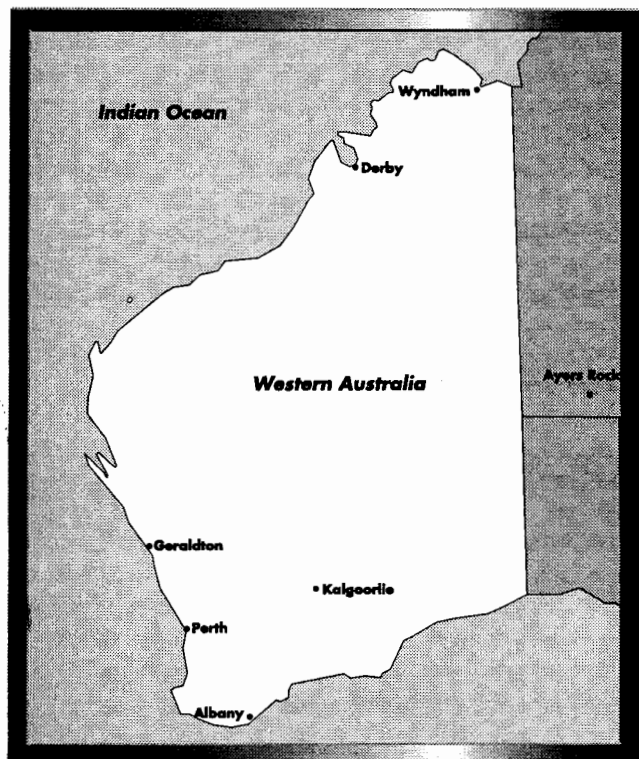
POPULATION: 422,813

A separate administrative area within New South Wales was created to keep the national capital outside of state level politics. The city of Canberra occupies the entire territory and the names of the city and the territory are virtually interchangeable. Most of the city's population is employed by the government, making it a prime target for protests and terrorist attacks.

Since the collapse, the number of protests violent and otherwise has increased to the point that the police cannot cope with them. The city has virtually become closed—all roads have checkpoints where incoming vehicles are checked for weapons, all people are ID checked. No one suspected of any association with any terrorist organization or act or with a criminal record is allowed past a checkpoint. Nevertheless weapons, protesters and terrorists still manage to enter Canberra and the city is a very strange and paranoid place to live. All politicians and public officials have bodyguards, strangers are always viewed with suspicion and Parliament House has been fortified against attack.

While law enforcement in Canberra is the job of the Australian Federal Police there are so many Arasaka operatives hired by individuals and companies based in the ACT that the corporation is considering opening a regional office there. This has been the focus of many protests by Canberra residents as well as people from the rest of the country. There is a strong belief that the Japanese corporation is an enemy of the Federal Republic of Australia and that there are already too many of their troops in the capital.





THE REPUBLIC OF WEST AUSTRALIA

POPULATION: 2.3 MILLION

LITERACY RATE: 70%

ARMY: 50,000 (AND A LOT OF MERCS AND ARASAKA)

LANGUAGE: ENGLISH

ETHNIC GROUPS: EUROPEAN WHITES, VIETNAMESE, PAPUA NEW GUINEANS, MALAYSIANS, ABORIGINES.

The state of Western Australia was never entirely happy with its place in the Commonwealth of Australia. West Australians voted against joining the rest of the colonies in the first referendum on federation at the end of the nineteenth century and since the early days of Australia as a unified nation there has been a secessionist movement. (They tried to secede in the 1930's, but when they took their case to the British government they were told no.)

Part of the reason for West Australian discontent was geographical. Most of the population of Western Australia is clustered on the far west coast of the continent, separated from the rest of Australia by thousands of miles of desert, and a time zone difference of up to three hours. By road, Adelaide, the nearest state capital to Perth is 2750km (1708 miles). Imagine driving from San

Francisco to Dallas...now imagine that 90% of the road runs through empty desert. Every other major city is even *more* distant.

Throughout the last half of the twentieth century Australians debated whether or not they should throw off the last vestiges of British colonialism and become a republic. In the 90's, as the debate reached its conclusion, the question of what form the republic should take came to the forefront of discussion. Many suggested that in a nation of less than 20 million people (as it was at the time) there was no need for three levels of government - that Australia should lose the states as administrative areas and become one nation. This idea was, of course, shouted down by politicians in state legislatures who would be out of a (very lucrative) job if such a thing came to be. The suggestion also revitalized the West Australian secession movement.

Western Australia has almost everything it needs to be self sufficient. Iron, Aluminum, oil, gold, diamonds, uranium and vast areas of land. With the economy and social stability of the rest of Australia going the way of the dodo and the altruist, the Westerners had nothing to lose by refusing to join the Republic.

In 2001, when the Republic was declared, the West Australian government announced the creation of the Republic of West Australia and declared their independence from both England and Australia. Having previously been offered very favorable trading deals on West Australia's natural resources, Japan and the EC immediately recognized the new nation. America and the rest of Asia followed suit. By the end of the year the only nation not recognizing West Australia was the Federal Republic of Australia, whose government still claimed to represent the West Australian people...despite all the empty seats in Parliament where their representatives used to sit.

In 2002 the West Australian government signed a treaty with Indonesia to jointly exploit the vast offshore oil reserves of the North West Shelf (with military protection from the young Arasaka corporate army). The Australian government claimed that the treaty was invalid and illegal as the territory was theirs and sent a naval force to block access to the Indonesians. The skirmish was short and one sided. The Australian navy has been without an aircraft carrier since.

The next day the Australian government commenced trade sanctions against West Australia. No transports were to enter West Australia from the eastern states, no West Australian exports were to be allowed out. West Australia ignored the embargo—one less trading partner was no loss. South Australia became a staging area for a great number of smugglers who regularly run the 2000km route across the Nullarbor Plain transporting the small range of goods that cannot be produced in the West or cheaply imported.

Unlike the Federal Republic of Australia, West Australia is quite wealthy, though not politically powerful. Since the Mideast meltdown WA has become one of the worlds biggest oil producing nations (it is still possible to buy gasoline burning cars



and fuel them) and the discovery of the legendary Lassiter's Reef brought a fortune from gold mining.

West Australia is a great starting point for Australian players discovering the country in 2020. On the West Coast the lifestyle is similar to that of all Australia prior to the crash, except for a little more paranoia about the eastern states. Life is relatively comfortable, most have jobs, law and order are maintained by Arasaka supplemented police. Everything is fine...unless you're Aboriginal. From there, via tourism, job requirements, whatever, characters can be dropped unprepared into the mess that the rest of the continent has become (but if you're planning on doing that it's best not to let the players read the book yet).

THE AUSTRALIAN LANGUAGE

By "Davo" O'Maile

Officially, Oz is an English-speaking country. Many non-Ozzies may dispute this. As well as a distinctive accent, Ozzies have a unique slang which can be almost incomprehensible to those that haven't heard it before.

Abbreviation is very common in Australian speech. Many colloquial terms are abbreviated or diminutive forms of more common words. The most common way to do it is by adding "ie" or "y" or "o" to the end of a word (if the word has more than one syllable, then some should be dropped). Thus a can of beer is a "tinnie", mosquitoes are "moszies", a barbecue is a "barbie" and (this is extreme but not uncommon) Christmas presents become "Chrissie prezies". Afternoon is "arvo". Professional and interest groups of people are often abbreviated: Motorcycle riders are bikies, surfers are surfies, dock workers are wharfies, truck drivers are truckies, environmentalists are greenies.

A person's name can also be abbreviated by close associates. As with other words trailing syllables are dropped in favor of a "y" or more often an "o." David will become Davo and Jack, Jacko, rather than Davy and Jacky. This habit is not limited to speech among friends. Prominent public identities will often be referred to in this manner in newspaper headlines.

Some words you will hear a lot are:

Barrack—To cheer someone on, especially a sporting team. A common question (especially in Melbourne—footy capital of the entire universe—is "Who do you barrack for?" Not supporting a football team is so uncommon that it usually isn't necessary to explain the question further—of course the person being asked supports a team. Not having an answer is a minor faux pas in most pubs.

Bastard—Probably has more shades of meaning than any other word in the English language. Depending on tone of voice it can be a term of endearment ("G'day ya old bastard") of awe or admiration ("You bastard! Where'd ya get a smart M31A1?") of disgust ("Bastard cops took me M31!") an insult ("You goddamn

c**k-sucking, one-eyed bastard! The ball was not out!") or just as a general pronoun ("Give the money to that bastard over there and he'll fix you up with some dorph.") Tone of voice is very important. If an Australian calls you a bastard it might just be because he's forgotten your name. If he calls you a bloody bastard, shoot back.

Bloody—More commonly used than bastard, "bloody" is the Great Australian Adjective. It is used as an all-purpose qualifier ("Bloody hot", "bloody good beer", "bloody useless bastard") and can be inserted just about anywhere for emphasis.

Bludger—a lazy person.

Bush/Up the bush—Anywhere outside of the cities. It doesn't have to be forested but it can mean that too. Also to 'go bush' = to leave the city for the country.

Chuck/Chunder—common result of getting too pissed, i.e. to vomit.

Crook—either sick, or substandard, or a criminal.

Dinkum/Fair Dinkum—honest or genuine.

Dag—Originally this meant feces caught in the wool at the back end of a sheep, now it's also the closest equivalent in Aussie to a nerd.

Dob/dob in—to inform on someone.

Dunny—toilet, especially an outhouse.

"Life's like a hair on a dunny seat—sooner or later you get p*ed off."**

—Australian Proverb

Fair go!—Give me a break!

Footy—Australian Rules Football. Other football codes are known by their more specific names—rugby, soccer etc.—but Aussie Rules is just football, abbreviated to footy by most.

G'day—Good day. Standard Aussie greeting.

Grouse—very good.

Jeff (Victoria only)—To really screw something up—especially by the government. "I've been Jeffed," was a common complaint of teachers retrenched by the Kennett government in the 90's. Originally it only referred to the effects of rampant government cost-cutting, but was heard so frequently that the term became more widely used.

Knock—to criticise, often unfairly.

Mate—Friend, pal, buddy etc. Mostly used among males and often as a form of address for someone whose name is not known. ("scuse me mate, can ya spare a buck for a cup of coffee?"). One word you won't ever hear a true-blue Aussie use is chombatta (or any abbreviated form of the word). Ozzies are mates. If you call them choomba then you're obviously a foreigner, probably a no-good Euro.

Piss—Beer or urine (it saves time to have the one word for both). You take *a* piss in the dunny, you drink *some* or *the* piss. Got it? You'd better have. It's your shout and I'll have a beer.



Pissed—legless, plastered, sloshed, drunk. Do not confuse with “pissed off” which means either annoyed or departed suddenly.

Pom/Pommy—someone from England. Frequently extended to “Whingeing Pom” or “Bloody no-good whingeing pommy bastard”.

Put in the boot—to kick someone when they’re down. Used metaphorically to mean adding insult to injury or to make something unnecessarily severe.

Ratshit—bad.

Ripper—Beaut, good.

Ropable—very angry.

Shout—To buy a round of drinks.

Stubby—A short-necked 375ml bottle of beer. A “Darwin Stubby” is a 2 litre bottle of beer from Darwin with the same shape as a regular stubby. Tourists think Darwin stubbies amusing, Darwinians don’t intend them as a joke.

Tinnie—a can of beer. Stubbies and tinnies are both packaged in boxes of 24 called slabs.

Whinge—To complain annoyingly.

NEW ZEALAND

Background By Sean Illiadis, Kiwi Correspondent

POPULATION: 3.9 MILLION

LITERACY RATE: 87%

ARMY: 130,000

LANGUAGES: MANDARIN, JAPANESE, ENGLISH (OFFICIAL), MAORI (OFFICIAL), VARIOUS PACIFIC LANGUAGES, CHINESE.

ETHNIC GROUPS: EUROPEAN WHITES, MAORI, SOUTH PACIFICERS (SAMOA, FIJI, TONGA), CHINESE.

History

New Zealand (Aotearoa) is possibly the last refuge of “Old World” culture, i.e.; pre-corporate domination. Where its neighbor, Australia, has fallen to the corps, NZ still holds out. They’ve isolated themselves behind an anti-corp, anti-nuke, anti-exploitation stance. NZ hasn’t allowed a Nuclear-powered ship in their ports since the 1970’s! Greenpeace is now headquartered here, as well as the remnants of Amnesty International after they were bombed out of their London headquarters in 2014. EcoAction is reported to be HQed here, but they’re too hot even for the Kiwis to trumpet about. New Zealand boycotted, along with New South Africa and many other African countries, the failed Sydney Olympics in 2000. It still has the dole (Welfare)! And unlike its neighbor, it has been promoting native Maori culture and language, and lets in quite a few refugees.

If a person is important enough, they will help extract him/her. Thus, they have their own large population of “conscientious scientists” who they’ve rescued from Military projects. And the strong Kiwi Defense Force to ward off attacks

from foreign countries and companies. They remember the French bombing of Greenpeace’s *Rainbow Warrior* ship in the ‘80’s.

When the food crash came, New Zealand started exporting more food. Then someone pointed out that their own people were going hungry. In an unprecedented move, the government stopped exports and kept the food. Since then, this two island nation has become self-sufficient in food and materials; and with the imported talent, do quite well without outside corps, especially in the new technology. Before the computer-lathes and all the other miniaturized factories, NZ would have followed in Oz’s footsteps. Unfortunately, with their open-door refugee policy, Chinese Triads have become very active in New Zealand, and their “perfect society” may fall apart.

Culture

The culture is very similar to Australia’s, except less of an American emphasis. NZ is still a constitutional Monarchy to the Kings of England, mainly because they never got around to changing it (some say for sentimental reasons). The main cuisine is lamb (there are 50 sheep to a person! Yes! Real Meat!), and Fish ‘n Chips. While the mix was just White and Maori, things went well. There were common intermarriages, and little discrimination. The Polynesian and the Chinese influx has thrown a bit of a wrench into the works. Much of the racial/ethnic tension is between the Maoris and the newcomers, rather than the Pakehas and the newcomers.

On the whole, the attitude is one of caring. They even hold human rights conferences. There is of course, the willingness to fight to the last to preserve their pastoral playgrounds. And it’s all very British. Visiting Poms may feel a bit weepy and nostalgic.

Popular sports are Rugby, Cricket, and Squash. The government has also legalized Marijuana for personal use, leading to even more...creative...sports. Blood sports such as pit-fighting and Cyber-ball are banned (Priority 2 offense). The weapons laws are also as strict as Australia’s, and more stringently enforced.



**ADVENTURE HOOK**

Gee, you don't think any corporations would want their dissident staff back, do you? And wouldn't the Triads like to have some better weaponry? Real meat sells well overseas, too. Enjoy your stay in New Zealand.

Maoris

The Maoris are the first settlers of Aotearoa, probably coming from the South Pacific. They were farmers and cannibals before the Pakeha arrived. Their artwork was mainly expressed in tattooing and woodcarving (boats and houses were all elaborately carved).

At first, the Pakeha treated them like the Aborigines. Soon, they gave the Maoris equal rights and voting privileges, and tried to integrate them into Pakeha life. At the same time, the Pakeha helped the Maori to preserve their traditional ways (Maoritanga).

When the recent wave of Chinese and Pacific Islanders hit, friction occurred because the newcomers ignored the Maoritanga customs that the Maori and Pakeha observed, and went about life as they did in their old homes. The levels of violence have been rising, aided by the Maori warrior tradition, and the Chinese Triad tough-guy acts.

North Island

The North Island, with the capital Wellington, and the "big city" of Auckland, is the "cosmopolitan" half of NZ. As you go south from Auckland, the country gets more and more clean, and pastoral—and White. Auckland has the highest number of South Pacific Islanders in the world, especially considering the effects of the rising water levels, and the vicious storms that have been devastating them. It's also the biggest Chinatown in New Zealand.

In the last year, there have been more and more fights between the Chinese Triads, and the Samoan/Tongan gangs, mainly along the strip along Queen street, and K road. This is also the main urban Maori area. The three-way tensions are starting to heat up fast into sectarian violence.

Wellington looks like the old pictures you see of colonial buildings. The parliament looks almost exactly like the old Singapore buildings.

South Island

The Southern lands of New Zealand are even more pastoral than the North. This is where most of the Whites live, in the small city of Christchurch, or up in the hills with all those sheep. There are a *lot* of sheep. Not really much else to be said, frankly.



New Zealand Slang

Kiwi slang is in many ways similar to Ozzie. These are terms that are lexically different from Ozzie slang. The accent is also quite different, although to the American ear they sound similar; there's a certain, oh, je ne se quois that defines the difference.

Bog—Toilet, dunny.

Bollocks—BS. "I've never heard such a load of bollocks in me life!"

Coromandal Green/Tapanui Thunder—Medicinal herbs. Legalized in 2007.

Chipie—Fish 'n Chips shop (The national food)

Dag—Funny, "He's a real dag." means he's a funny guy. "It was a good dag, aye?"; it was cool. Doesn't mean nerd, like in Australia.

Foo aye—Well (deep sigh), wow, Uff-da/Oy-vey.

Git—Idiot, fool, wally, gorm.

Get in behind—Come here. (A sheep farmer's gruff command to his dogs.)

Gorm—Nerd, wally, git; equivalent to the Australian "dag".

Kiwi—New Zealander

Mana—Charisma, Cool

Moko—Tattoos, especially Maori designs, and on the face.

One short a six (pack)—Mentally deficient, slightly crazy. Can be extrapolated to larger numbers; "Poor Bob. Since his stint in the Navy, he's been five short a six."

Not quite the full quid—Something's missing, not a good thing.

Pakeha—Maori term for whites.

Shag—sex

Shagged—had sex, very tired.

Rugby/Footy—Rugby; both terms used equally.

Twat—Bastard (never a term of endearment; for that, Kiwis would use "bastard").

Wally—Fool, idiot, git, gorm.

Wop wops—Middle of nowhere.

Yo wag—Skip school, skip out of a meeting, run away.

ROLES AND LIFEPATH IN AUSTRALASIA

And you thought America was bad off...

Rockers

OZ: In a country this poor it is tough to make a living making music. Sure, some Aussie bands make it big, but for every *Vollverstärker* or *Funhouse* there are thousands of musicians who will only see the inside of a recording studio while pushing a broom. Musicians who do make it big usually spend most of their time out of Australia, that's where the money is. That's where the money is worth something.

When a rocker hits 9 on his special ability he can take up to half of his pay as Eurobucks. At 10 you can have all of it in Eb...but that means spending all your time performing outside of Australia.

NZ: You're a techno-poet or protest rocker, supporting one of the various ecological, anti-corp causes. There's no money in it and little recognition beyond your corner of the world, unless you strike some sort of righteous chord with the 'Punks in U.S. and Europe. Hell, even *SIM* (Stranger Inside Me) played here once.

Solos

OZ: If you're operating legally you have, at most, a semi-auto rifle and a pistol. That's all they'll let you have. If you have the kind of equipment a solo needs, you don't want to have anything to do with the police. You carry that kind of hardware and they don't ask questions even after they've finished shooting. The really good Aussie solos don't advertise, they don't give quotes to *Solo of Fortune* about what they carry on a job and they usually work through a fixer...or they work for a corp or the Mob. The weapons laws are usually enforced fairly strictly—the cops want to stay alive too. You could go to Darwin, but personally, I'd rather eat at MacDonalds.

If you're really hard-up for cash (and you're good) you could try to get to Perth. Smugglers are always after protection and when you get there you should be able to get a job keeping Koories out of the mines...or helping them take them back, whatever side you want, both are hiring and there's Eurobucks to be had there.

NZ: Kiwi solos usually end up in one of two places if they want to see action. They can be in the Military, guarding the motherland and her VIPs. Or, they go overseas for extractions and eco-terrorist strike teams.

Of course, some just work illegally in NZ as Triad and Samoan hitters.

Techies

OZ: You're always in demand. Bucks are scarce, prices are high, and the environment is tough on machines. Repair is cheaper than replacement and you usually have to jury-rig around a lack of spare parts. If you're good with vehicles, head for Adelaide. There are smugglers there trying to run pharmaceuticals across the WA border in trucks that are older than your parents. If you're good with guns they can use you in Darwin and Melbourne...and Sydney and Brisbane and the top end...

NZ: What you have in New Zealand, you make yourself. Scraps are never thrown out, but are recycled. Shipworkers and Electronics people are always in high demand.

Medias

OZ: Forget the crusade for truth, there aren't any freedom of speech laws here and unless you want to publish yourself, you'll



never get the truth to the streets. The networks will pull your story off-air rather than risk a point of ratings or a political favor, no matter how brilliant it is. All the news people care about is sports, tits, ass and sports. Every so often they'll want an "Isn't it awful how people live on the streets of Sydney" story to make the few wealthy types feel more comfortable but that's about your only hope for a shot at real reporting. That doesn't stop us hoping...what we can't show here we can sometimes flog to an overseas network for a tidy pile of cash.

Basically, in Australia, you work freelance or you cover the footy.

NZ: You have it easy here. There really is little strife. Up to now, most Medias have ended up overseas, reporting for *New Zealand Herald*, covering major events and Kiwi groups. Finally, there is action in Auckland, but you can't fully exploit it; the Race Relations Conciliator division of the National Police Service would be all over you in a heartbeat. Remember, all is sunny and bright in NZ, even when it isn't.

Corporates

OZ: You worked damned hard for this job. You did manual labor—lifting and carrying in a warehouse without air conditioning in midsummer to pay your way through university. You kissed asses from the receptionist in personnel to the managing director to land a job here and you're still kissing asses to keep it. You work twenty-hour days some days just to meet deadlines and still have to take work home.

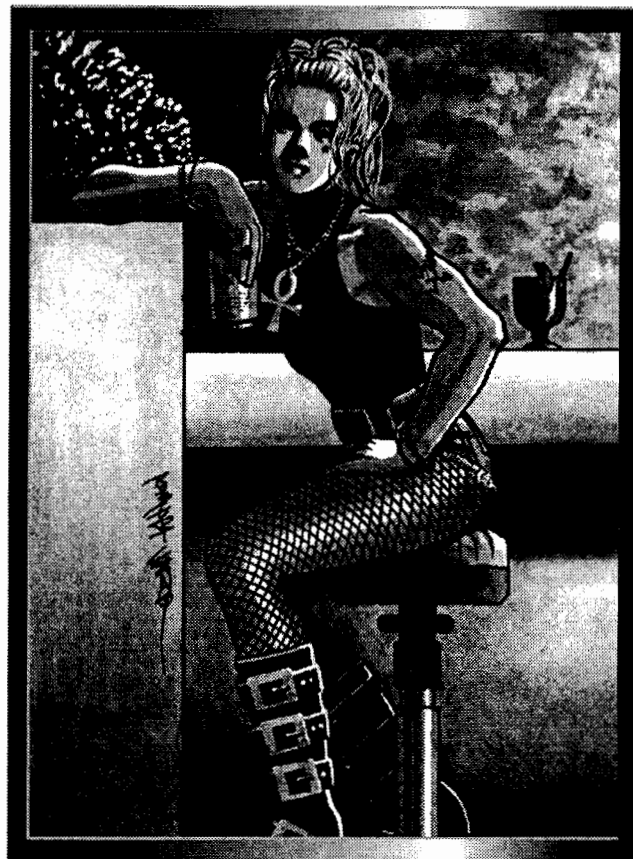
There are damned few Australian-owned corporations any more. You are the Australian economy. But you don't dare walk the streets without at least three guards. The people think businessmen sold out the country. The average guy in the street thinks corps care more for personal profit than for the good of the country. If people like yourself don't rebuild the economy, then who will? If it was personal profit you were after you'd have sold out to Arasaka and retired years ago. But of course, nobody believes you when you say that.

NZ: You work in Amnesty International, helping keep communications open in an increasingly closed-up world. If you wanted money and power, you'd go overseas. There are no Zaibatsus or Megacorps with offices in New Zealand. It's like being a corp in an Arcology. Kind of pointless.

Nomads

OZ: You probably used to have a farm. Most of it dried up and blew away. What's left belongs to the bank now. They can't use it either. Didn't matter to the bank, they threw you off anyway. So you can't go back to the farm, there's nowhere to live in the city. You spent three years in Kennettsville and you're not going back. There's no hope for people from the land down here. What have you got to lose?

Maybe you are a refugee who thought to make a better life for yourself in Australia. Boy, were you wrong! You're trying to



make payments on your extraction fee, but there's no work. Pretty soon those Triad heavies are going to find you...maybe you can make it to Darwin. Maybe you'll die in the desert, but it's better than letting them kill you slowly.

NZ: Everyone is taken care of as best the government can. The only people who are Nomads are those who choose to be; either roaming around the islands, or sailing to sea. Not a whole lot of angst with a welfare state, neh?

Netrunners

OZ: Sure, Oz is a long way from everywhere else and the line delays can be annoying, but sometimes it's worth it. Down under is one of the safest places on earth. Netwatch can't touch you here except through the local cops, and a little cash in the right place and a watch on the right systems will let you know they're looking at you before things get too hot. It's probably good we don't have a reliable LDL. If we did, every runner in the world would be hanging out here and crowding out the locals.

It's just a pity there aren't more corps here to plunder and more cash to liberate.

NZ: This is pretty much the same as Oz, due to their joint Netwatch Treaty. NZ Netrunners tend to get hired by Eco-groups to scout out information and crash the systems of known polluters.





Fixers

OZ: This country is a fixer's dream. We've got tariffs on just about everything and a coast we couldn't patrol with a navy three time the size of what we have. There's a million people just outside that door who need something that they just can't get here. Guns, food, drugs, you name it and there's someone out there who will pay you to get it. All you have to do is make sure you can collect that money, until the Australian dollar becomes worth more than shit there'll be a good chance the customer will be hoping to rip you off.

If you want to retire early we've even got a plan for that. It's only a few thousand k's to a whole other country, where they have real euro type money and the will to spend it. All you've got to do is get what they want past a police roadblock.

NZ: You get to arrange for illegal shipments of guns and hard drugs past the Navy, for the Triads. There just isn't much call for Fixers in New Zealand. Info Bros and Owners are the primary types. They keep the government and advocacy groups up on what's happening in the real world.

"So what do you reckon? I'll provide the ammo and pay you ten percent. You just have to drive the truck and keep the cops out of the way when we hit the border..."

**—"Fingers" Malone,
Adelaide Fixer**

Cops

OZ: You wanna be a cop? Look at that street. Most of those people you see there now will still be there when the sun sets. That's their home. You wanna try and keep the peace there? It's a permanent floating riot. Sure, it's fairly calm now but just walk out there in uniform and see if you can cross the street without getting hit by half a brick. The problem is that most of them remember when this was a rich country.

If you go out there as a cop you've gotta realize that they hate you. All of them. You're the face of the government to them. You have to enforce the law that says they can't steal food to feed their starving kids. You have to enforce the law that says that they can't steal money from the people that own the companies that won't give them jobs. You have to arrest the people who have to step outside the law to survive. They'll throw rocks at you, they'll shoot at you, they'll call you names you'd never hear from a drill sergeant. And they'll expect you to protect them if some borg goes psycho and starts killing people.

And you'll put up with it if you want to wear this badge.

NZ: Your life had been easy up to about 10 years ago. You'd walk your beat, not needing a gun; report and investigate the few crimes there were, and go home. If there was a racial problem, you turned it over to the Race Relations Conciliators. Now, in Auckland, it's getting close to a full-out race war, the first cases of Kiwi cyberpsychos are showing up, and they've issued you your first gun. Let's be careful out there.

Basically, while Australia is a trouble-filled, violence-wracked, cyberpunk kind o' place, New Zealand has morphed into a late 60's commune atmosphere. There isn't much for a punk to do in NZ (although things are looking up in Auckland!), which is why so many of them emigrate to exciting (read: dangerous) countries like Australia, Japan, and America.

However, those of you who like popping children's balloons and hate politically-correct niceness may want to sneak in and stir up the Kiwi pot a little. Plenty of fracked-off governments and Megacorps would love to help.





MARTIAL ARTS

VIEW FROM THE FAR EAST

By Randy "Ripper" Yamashita,
Samurai Spirit magazine editor

"From the times of the ancients, the Way of Martial Arts has had five points. Practice, Practice, Practice, Practice, and Practice. Well, what are you waiting for? Go ahead!

Me? It's my siesta time."

—Favorite words of the Master

Preface

Of course, there are more martial arts in the world than just those from Asia, although for space reasons, we'll mostly cover those in the Rim. The Chinese, Japanese, and Korean martial arts are the most well-known in the world, but people forget that these aren't just combat techniques. They are also ways of thinking, true "ARTS", ways of life for the martial artist. Hints for living a better life are the last thing you expect to hear in this decadent age, neh?

Martial Art Spirit

Battles overflow onto the street. Gangs without codes or morals struggle for the most meager scraps. Nomad packs fight for territory with corps who are at war with each other. Lovers fight with words while drunks swing empty Smash bottles at each other. Not just Friday night, but every night of the week, battles occur.

Martial arts are simply techniques to defend yourself and/or win a street fight. They inflict much more damage than simple brawling. A Master can kill with one strike; it's easier than cooking breakfast. These are the "Fine Arts" of conflict.

You thinking guns are easier? Okay. When your gun jams, or breaks, or you drop it because your palms are all sweaty with fear, what are you going to do? Panic? Run away? Can your simple brawling skills defeat that psycho with the BigRipps? Those are the plans of a soon-to-be-dead fool. These are the reasons why the clever Solo learns Martial Arts. And if you join the military, they'll even pay you to learn!

Sure, nowadays anyone can buy Martial Arts skill chips. Have a nice day! Even if you're some pasty Wirehead, you can still swing Nunchakus like the old action movie stars. If not, you can still have a chipped friend do it for you. Well, choomba, I have a message for you—don't underrate the old-style learning.

I'm not saying that chips are useless. They were developed to suit a need. But, Martial Arts are not a trend, or performance. They aren't just "good moves." They are an Art. The Art of Murder; The Art of Survival.

For millennia, there was no concept of guns, or cyberware, or all we take for granted now. Martial arts were developed for a time when fighting was up-close and personal. Also, the Martial Artists were the doctors of the time. When you learn how to cripple someone, you learn anatomy, and how to fix what you break at the same time.

What about zero-G highriders? Sorry, they know the Way too. They have their own killing/healing art: Rei Ju Ryoku Ryu (See *Deep Space*, pg. 25 and 76).

Martial Arts are also mental schools to learn patience and self-control. If you want to win, you must keep your cool, make good decisions under the worst of conditions. Desires and urges lead to panic and chaos, which are useless in a fight. Through control, you live longer and "healthier," even when casual. The old-timers call it "winning yourself."

If you study Martial Arts the old way, you hear this kind of boring preaching from your Sensei. Chips never annoy you with mental effects. Mecha have no minds (eh,...unless you include AIs, but an MA chip is a chip. They don't have the MU and CPUs needed for AI thinking). And someone with a mini-Sensei plugged in their head is going to get wasted by a human using all of his mind, and maybe his 8 feet of muscle, too!



The reason Arts are usable for killing and healing is the spirit of the Artist! You don't need to be tensed up 25 hours a day with control. Sometimes you ought to relax, too. But you must learn *when* to relax, and *when* to be tense. The higher you get, the easier it is to recognize the *when*. If your patience gets lost, you'll either be hungry, or dead.

"On street, those like me permitted.

I'm a psycho; won't repress urges.

And you're a fool; love to murder.

We are a wild kind of brother."

**—Stormy Tyrant singer
Kisaragi Juri (lyrics translated from
the Japanese)**

Birth of Martial Arts

Martial Arts were born to serve a need: the need to fight and defend yourself. Many Martial Arts were created by those without weapons. In Old Japan and China, peasants could be killed for owning swords, so they developed ways to kill without them. Capoeira was developed by Caribbean slaves in manacles. This is one reason why there aren't many Martial Arts from Europe. (There, the peasants were expected to have weapons, and fight for their lords. Granted, they didn't have much armor...Fencing became the MArt of Europe.)

They've evolved through trial and error (killing and being killed). But in the 20th century, many Arts became Sports; the moves were important, but not the thinking. Slowly, the old ways are returning. However, the main emphasis is still on killing techniques. People forget, you can heal, too.

New styles are created every day. Some, like the Sovs and the Highriders, have already created new styles. But someday, Martial Arts created by Cyberpunks, for Cyberpunks, will be born. Will you be the one to do it?

NEWS SPECIAL!

"A ripperdoc charged with illegal body development escaped while under arrest. Witnesses say he clubbed the cops and bystanders dead...er, sorry.

He kicked them dead while running. The seven victims include the two arresting NCPD officers, and five bystanders. The Police have confirmed that the suspect is known to be a high-level Capoeirist..."

Martial Arts in PacRim

You can say that PacRim is a melting pot for the Martial Arts. Most of the well-known Martial Arts come from Japan, Korea, and China (see pg. 144, 146). Of the 18 listed Martial Arts, 12 are from the PacRim area. However, there are more Martial Arts than just these. Many may have been passed down in secret through the generations. Ninjutsu only became exposed in the last 150 years, after being a secret for nearly a thousand.

**"Bodies are scientific; Minds
are wild."**

**—Horibe Seishi, the
Creator of Kenkagei-Koppo**

JAPAN (NIPPON)

For such a small country, Japan has a lot of Martial Arts. It's like a Martial Arts heaven. Many exotic weapons such as Katanas, Shuriken, Naginatas, Kusari-gama, etc. come from Japan, and were developed from agricultural tools because of the strict weapons laws.

Most Japanese will say that Sumo ("Fight for Resist") is the oldest of their arts. This is almost true. The oldest is actually called "Tegoi" (Pray with Hands; to pray to the 8 million gods and goddesses for power. The Arts started with two wrestlers in the old Japan, but the stories also say that the winner kicked the loser to death. Sumo don't kick. Tegoi was an all-purpose style, and allegedly, a master could kill a man in armor with one strike.

Deadly maneuvers (thrust, kick, punch) were forbidden under the laws, and Sumo became the art of grappling, although their Ram can be quite deadly. This is the national sport now of Japan. The deadlier arts retreated to the shadows, and were called "Koppo" ("Knack of Bones"). This was used by the secret Ninja clans. Recently, it was split into two branches. The Ninjas, with their exotic weapons, use Ninjutsu ("Ninja tech")-Koppo, and Kenkagei ("Rumble Arts")-Koppo, with bare hands. Both were secret until the 20th century.

From the 12th to the 16th century, in the Warring States Period, quite a few other styles grew in the political chaos. Aikido (Way of Coordinating Spirit) and Judo (The Elastic Way) were developed for self-defense. Weapon-oriented styles grew too, but weren't established as formal Budo (Martial Arts) until the 1600's. These include Kendo (Swords), Kyudo (Bows), Shuriken-jutsu, So-jutsu (Spears), and so on.

Before the 1600's, Okinawa was a different kingdom, with its own language and culture. They had imported Martial Arts from China, and developed Te (Hand) from the Chinese arts. Te was brought to Japan, and the Japanese developed Karate from Te.



"The two men stood opposite to one another.

Each raised his foot and kicked at the other,

when Nomi no Sukune broke with a kick the ribs of Kuyehaya

and also kicked and broke his loins and thus killed him.

Therefore the land of Taima no Kuyehaya was seized,

and was all given to Nomi no Sukune.

—Nihongi, Book VI (Suinin Tenno Chapter), Suinin Tenno Year 7, Autumn, 7th month, 7th day.

CHINA (ZHUNG GUO)

The history of the Martial Arts in China is probably the longest in the world. Certainly its civilization is the oldest. Because of the vast size of China, it may have numerically more styles than Japan. But many Arts rise and fall without leaving any physical traces.

There is no obvious evidence of when Martial Arts developed in China. Maybe even from pre-history, hitting styles like Boxing and Karate, or grappling styles like Sumo were being used. This is like Sumo and Koppo, but much earlier.

Evidence points out that most modern Arts are connected to the Shaolin Temples. Shaolin Kung Fu was developed after exposure of the Buddhist priests to the Indian Arts, like Kalari, etc. This is the root of the modern Choi Li Fut (named after the founder). Choi Li Fut is found mainly south of the Yangtze river, and so is a "Southern Style." Chinese Southern styles focus on physical power, quickness, and rapid combinations.

Tai Chi Chuan (Pole of the Whole Nature) is also related to Shaolin Kung Fu. Tai Chi belongs to the "Northern Styles", and stresses personal power, balance of energy, and the smooth flow from stillness to action, and vice versa.

Animal Kung Fu was developed around the 12th or 13th centuries; the origins are not clear. It has many substyles, using

the actions of animals as a model. Some sub-styles are Southern, and some are Northern. The distinction between Southern and Northern is for convenience's sake. These are only the beginning point; the Styles have been spread and changed throughout the world. The two streams unify at the Master level. Beginners tend to focus on the stressed techniques of each style, but Masters use both Southern power and Northern balance for incredible effects.

There are probably many more styles, but there are just too many, and they aren't always clearly distinct from another.

KOREA (HANGUK)

The best known Korean Art is of course Tae Kwon Do. It was developed, finalized, and spread like wildfire all in the 20th century.

The founder of Tae Kwon Do was inspired by Karate, but wanted to make something more practical and powerful than Karate. The true origin comes from Korean history.

In the old times, there were three kingdoms on the Korean Peninsula: Koguryo, Silla, and Paekche, all competing for dominance. Some texts say an Art called "Tekkyon" was developed in 7th century Silla. Because of this art and the squad of young men called Hwarang-do, Silla, the smallest of the three countries, ruled the peninsula.

After a while, Koguryo powered-up, and reconquered the land. Silla fell, but Tekkyon never really died. It was systematized and redeveloped in the late 1900s as Tae Kwon Do.

Chiropractic

Martial Artists were doctors in the old times, too. Many, if not most, of your Chinese doctors are Masters. Shaolin Kung Fu was developed by priests, who are doctors and morticians even now. The master of Kenkagei-Koppo in the 1900's wrote many books about practical techniques, Koppo-Chiropractic and hygiene.

Martial Arts are techniques for doing damage to someone and blocking damage from someone effectively. How to hit and break bones, and how to keep yours from being broken. For this, you need (or soon learn the painful way!) a good understanding of anatomy. From this, you can be awakened to Wushu, and the Way of the Universe. Understand, kaibi?

"Like Nature, Martial Arts must also evolve."

—Bruce Lee

"Bruce Lee was a real Martial Artist!"

Sensei created Jeet Kun Do from the other Wushu, and taught us the deadliness and virtue of Wushu! Even though he was killed by Murphy's Law at 32, he changed so much, by challenging things with all his power!"

-Anonymous Action Cinemaniac

FRIDAY NIGHT FISTFIGHT 2: THE SON OF FNFF!

"Damn cyberware! Humans can trash mecha by hundreds of techniques, using Martial Arts!"

"That's right. And, if you Martial Artists cybered up and chipped in, you'd be that much stronger—theoretically."

"Er...eh...to...that's...but..."

—"Stormy Terror" and "Shi-no-Migiude" (Death's Right Hand), Osaka, Japan

There are two types of hand-to-hand combat in FNFF: Brawling and Martial Arts. Brawling is any type of non-trained streetfighting. You clobber another guy in the bar. Two kids scuffle in the schoolyard. Any time when the participants have had no formal training in a Martial Art or fighting form, it's Brawling. Experience is gained the hard way—by getting in a lot of fights.

On the other hand, any time the participants have had some kind of training, they are considered to be using Martial



Arts (MArt). This would include any type of trained fighting: Boxing, Kung Fu, Karate, Savate...anything that requires training and study.

Why the distinction? Martial artists are trained not only in how to make attacks but also in how to cause the most damage. Rarely, if ever, does a schoolyard bully kill his victim with a punch. But a well-placed chop to the throat, or a boot to the head, can easily kill someone. You just have to know how to do it. As a result, MArt attacks are much deadlier than Brawling Attacks. In addition, they become deadlier still as a Martial Artist's level of ability goes up.

Remember, all Hand to Hand combat uses this formula:

**ATTACKER:
REF + SKILL LEVEL + BONUSES/PENALTIES
+ 1D10**

**VS.
DEFENDER:
REF+ SKILL LEVEL + BONUSES/PENALTIES
+ 1D10**

The side with the greater total wins, and if there's a tie, the defender wins.



Damage Bonus

You learned an MArt style, huh? Okay, write down your skill level on your hardcopy so you don't forget it. You can add this MArt level to the damage in appropriate Key Attacks (see below). Also, you add damage depending on your Body strength.

Say you have MArt: *Capoeira* +10, and you have gone 'borg enough to have a body of 15. If you have Hydraulic Rams in your cyberlegs, your basic kick damage is 6D6 (cyberleg kick of 2D6 x3 for Rams). You have an average damage of 39 points and a max of 54. If you should happen to have a Spike Foot as well, add 2D6 more damage...

Not all MArt attacks have damage bonus. Crush has no bonus; since this comes with cyberhands it's not an MArt attack. Defensive maneuvers like Parry, Dodge, or Escape also get no damage bonus, of course. If you use your MArt skills to throw an object, your Damage Bonus is halved (see below).

NEW DAMAGE MODIFIERS TABLE

BODY	HAND TO HAND	CAST WEAPON
2	-2	-1
3-4	-1	-1
5-7	+0	+0
8-9	+1	+1
10	+2	+1
11-12	+4	+2
13-14	+6	+3
15+	+8	+4
Key Attack	+Lv*	+Lv*

*level of MArt skill

Key Attacks

See the **MA Forms & Specializations Table** on pg. 146 and check out your styles. There are (+) numbers at some maneuvers like Punch or Kick. These are "Key Attacks." Key Attacks are fortes of the style. Numbers are To-Hit bonus. For example, Karate has Key attacks in Punch, Kick, Disarm and Block. These are the important attacks for Karate users.

There are 13 Maneuver categories in Hand to Hand combat. Within these 13, maneuvers with positive numbers are the Key Attacks for that style. If the maneuver isn't a Key Attack in your particular style, you can still try it, but get no bonus in either To-Hit or Damage. Someone with Boxing +5 tries a punch. He adds +3 (Key Attack Bonus) to hit, and +5 and his BODY Damage modifier. If he tries a kick (say, his arms have been shot off...), the only bonus he gets is his BODY Damage modifier. A Tae Kwon Do master gets all of her modifier for both punches and kicks, but not for Rams. A Brawler can try anything, but only gets his BODY Damage modifier.

If you are a Martial Artist, your Key Attack also gets some special effects! Read on!

Hand to Hand Ranges

Like missile weapons, there are ranges at Hand to Hand combat. The longest is Casting range, medium is Hitting range, and the shortest is Grabbing range.

Hitting range is the distance in which you can hit someone with a melee weapon. Some weapons such as Naginatas have a longer reach, around two meters.

Casting range is the distance beyond where you can hit them with a hand-held weapon. You have to Cast (throw) a weapon to nail them.

Grabbing range is where you can punch or grab them.

Each range has Key attacks that fit it (see below). If there is no Key Attack listed at that range, you can't do it. (Some key attacks are split as to what you use, such as Jump Kick (Kick) and Polearm Strike (Strike) that use the bracketed column in the Forms & Specializations Table.

KEY ATTACKS TABLE

RANGE	MODIFIER	KEY ATTACKS POSSIBLE
Casting	-0	Block, Dodge, Jump Kick
	various	Cast, Ram
Hitting	+5	Polearm Strike
	+3	Normal Weapon Strike
	-0	Punch, Kick, Disarm, Sweep, Block, Dodge, Ram
	-3	Grapple
Grabbing	-5	Cast
	-0	Disarm, Grapple, Throw, Hold, Choke, Escape
	-3	Punch, Kick, Sweep, Block
	-5	Normal Strike

REQUIREMENTS FOR RANGE CHANGE

Casting to Hitting: Charge! If you have the greater MA, you may be able to enter Hitting range (Referee's decision).

Hitting to Grabbing: Make Grapple roll.

Grabbing to Hitting: Make Parry or Dodge roll.

Hitting to Casting: Run Away! If you have the greater MA, you may be able to enter Casting range (Referee's decision).

Wearing Clothes or Not?

Some Martial Arts Styles are created for opponents who are wearing clothes or armor on their upper body. Thus, if an opponent is naked from the waist up (a full-borg cannot be grabbed like clothes), those kinds of Martial Arts have no (or less) effect. They are -5 for all attacks except Strike, Punch, and Kick against these opponents.



Clothes-based Styles: Judo, Sambo

For example, Japanese Yakuza throw off their shirts/Jackets for hand to hand combat, for two reasons.

- 1) It prevents Judo holds and chokes, and
 - 2) The flashing of their tattoos helps frighten opponents.
- They get +3 to Face-downs.

Also, if you're Yakuza, don't forget to wrap your abdomen in tight bandage wraps. Why? To prevent your guts from spilling in the street if you get stabbed in the belly by your opponent.

Key Attacks**STRIKE/CAST**

This is an attack maneuver using a Martial Arts weapon. To know which weapons are usable with which style, see the **Martial Arts Weapons** section on pg. 145.

Skills for Strike Attack: *Martial Arts, Fencing* (blades), or *Melee* (blunt and impromptu weapons*).

*Impromptu weapons: Items that can serve as weapons in times of extremity, like bottles, bats, frying pans, etc. Weapon stats are up to the referee.

Bonuses/Penalties for Strike:

+ KEY STRIKE + WEAPON ACCURACY

Martial Arts having Strike Key Attack: Te, Ninjutsu, Jeet Kun Do, Choi Li Fut, Tai Chi Chuan, Sambo.

Strike includes the Cast Attack Maneuver. Cast is used for Bows & Throwing weapons like Shurikens, Darts, and Spears. To use Cast Weapons, use the Firearms Target Numbers. But if Defenders are Martial Artists and they make an *Awareness* roll, they may be able to Dodge or Parry the Cast Weapon. If so, the Cast attack becomes an Opposed Task like melee. Remember to add your range penalties.

Skills for Cast Attack: *Martial Arts, Archery* (bows), or *Athletics* (throwing objects).

Bonuses/Penalties for Cast:

+ KEY STRIKE + WEAPON ACCURACY + RANGE PENALTY

Martial Arts having Cast Key: Ninjutsu, Choi Li Fut, Tai Chi Chuan

RANGE PENALTY FOR CASTING

Range	Penalty
Hitting	-5
Close	-0
Medium	-5
Long	-10
Extreme	-15

PUNCH AND KICK

Normally, humans have four weapons: Right hand, Left hand, Right foot, and Left foot. The basic Punch damage is 1D6/2, and Kick damage is 1D6. Cyberlimbs add to this damage. Normal Cyberlimbs are 1D6 Punch/2D6 Kick, Thickened Myomars are 2D6/4D6, and Hydraulic Rams are 3D6/6D6. See the **Martial Arts Weapons** section on pg. 145. for more about Cyberlimbs and Options.

Cyberpunk 2020 said that if you use two weapons together, you must add a -3 penalty for both. Brawling is included in this, but Martial Arts are excluded. For example, Boxing uses a Left Feint Jab to attack with a Right Hook. If you learn the Martial Art of Boxing, with hard practice you neutralize the penalties.

Yes, Martial Arts with Punch Key Attack can use both hands to punch with no penalty; Punch includes Jabs, Elbows, Knifehand Chops, Open Palm Slaps, etc. See the **Forms & Specializations** chart on pg. 146 for a listing of the Styles.

What about Kicks? Can Martial Arts with Kick Key Attacks use both feet to kick with no penalties? Usually not. Most of the Kicking Martial Arts execute a three-part combination attack of a Left Punch, Right Punch and Kick, in theory. With both feet in the air, you drop to the ground (watch a Wrestling Drop-Kick sometime), but as with all things, there are exceptions. There are four styles that can use both feet at the same time, with no penalties.

Styles using both feet to Kick Simultaneously: Savate, Capoeira, Tae Kwon Do, Thai Kick Boxing.

In this rule, both hands or both feet attacks are regarded as one action. But, a Punch - Kick combination is not. If you want to use a Punch and a Kick together in the same round, apply the -3 penalty to the second action, as per the Multiple Action Rule. You cannot combine the four attacks with no penalty, even if you are the god of Capoeira.

Also, weapons attached to the fists/feet (Brass Knuckles, Spiked Boots, Cyberhands) can use this Key Attack with no penalty. If they are held in the hand (Knives, Clubs, etc.) and can be dropped, they are used as per Strike.



Skills for Punch/Kick Attacks: *Martial Arts, Brawling*

Bonuses/Penalties for Punch/Kick:

+ PUNCH/KICK KEY ATTACK + WEAPON
ACCURACY (of attached/fitted weapons)

Martial Arts with Punch Key Attack: Karate, Tae Kwon Do, Te, Sumo, Koppo, Ninjutsu, Jeet Kun Do, Animal Kung Fu, Choi Li Fut, Tai Chi Chuan, Sambo, Boxing, Thai Kick Boxing, Capoeira

Martial Arts with Kick Key Attack: Karate, Tae Kwon Do, Koppo, Ninjutsu, Jeet Kun do, Animal Kung Fu, Choi Li Fut, Tai Chi Chuan, Sambo, Thai Kick Boxing, Savate, Capoeira

DISARM

On a successful roll, you knock or remove a weapon from your opponent's hands. The Attacker declares she's attempting a Disarm Attack. She adds her *Martial Arts/Brawling*, etc. Skill to her REF stat and a D10 roll. The Referee could add a size penalty to her roll (Small target -4, Tiny target -6).

If Defender is in All-Out Parry (see below), Attacker gets +6 bonus.

If Defender is in All-Out Dodge (see below), Attacker gets -3 penalty.

If you have no Disarm Key Attack (Brawling, Sumo, etc.), you add the Defender's BODY DAMAGE MODIFIER to the To-Hit roll. It's harder to disarm some strong guy with a heavy grip.

The Defender adds *Dodge & Escape, Athletics*, or *Martial Arts (Dodge)* to his REF stat and a D10 roll, but he can't use *Fencing* or *Melee*, since he's not trying to parry with his weapon.

Skills for Disarm Attack: *Martial Arts, Fencing, Melee, Brawling*

Bonuses/Penalties for Disarm:

+ DISARM KEY ATTACK (or -BT Damage Modifier) +
Attacker's WEAPON ACCURACY (if using a weapon for
the Disarm) + Defender's WEAPON SIZE PENALTY

Martial Arts with Disarm Key Attack: Karate, Te, Ninjutsu, Jeet Kun Do, Animal Kung Fu, Choi Li Fut, Tai Chi Chuan, Aikido, Sambo

DEFENDER'S WEAPON SIZE PENALTY FOR DISARM

Weapon	Penalty
Normal: Rifle, Sword	-0
Small: Pistol, SMG, Knife	-4
Tiny: Shuriken, Derringer	-6

Compare the Attacker's and Defender's results; if the Attacker's is larger, the Defender takes no damage, but loses the weapon. NOTE: Attached, fitted, implanted, etc. weapons that are not hand-held cannot be the victim of a Disarm Attack. Try to take away someone's Wolverines or Spiked Gloves, and you'll see what we mean. Only Strike/Cast type weapons can be Disarmed.

SWEEP/TRIP

Knock your opponents to the ground by using your feet. He'll suffer -2 to attacks until he stands (taking one action); you'll gain +2 to yours. But once he's down, you must wait for him to stand up, in order to sweep him again. Of course, you can always kick him when he's down...

If you also have a Kick Key attack, you can make a Sweeping Kick at a -3 penalty. The To-Hit roll is Sweep (not Kick). On a successful Sweep (-3) roll, you do damage of 1D6+3, plus they make a stun roll at -2. If you have Cyberlegs, you use the Cyberleg Kick Damage +3 (ex: Hydraulic Rams do 6D6+3 for Sweep Kicks). You get the regular Sweep/Trip bonuses as listed below, too.

Skill for Sweep/Trip: *Martial Arts* only

Bonuses/Penalties for Sweep/Trip:

+ SWEEP KEY ATTACK + WA BONUS BY WEAPON
(Hambo, Liu Chi Bang, etc.)

Martial Arts with Sweep Key Attack: Tae Kwon Do, Te, Koppo, Ninjutsu, Jeet Kun Do, Animal Kung Fu, Choi Li Fut, Judo, Wrestling, Aikido, Sambo, Capoeira

BLOCK/PARRY

Block/Parry is a maneuver to intercept your opponent's attack using your weapon, or your hands and feet. This is different from Dodge, because you actually contact their weapon. Dodge is total avoidance of contact. Block also is good for those tight spaces where you have no room to dodge.

You must declare which weapon you are using to Block/Parry with before you do it: Sword, Left Hand, Right Foot, Jitte, etc.

Skills for Block/Parry Defense: *Martial Arts, Fencing (Blades), Melee (Blunt and impromptu weapons), Brawling (Hands and feet)*

Bonuses/Penalties for Block Parry:

+ BLOCK KEY DEFENSE + WEAPON ACCURACY (if used)

Martial Arts having Block Key Defense: Karate, Tae Kwon Do, Koppo, Ninjutsu, Jeet Kun Do, Animal Kung Fu, Choi Li Fut, Tai Chi Chuan, Aikido, Boxing, Thai Kick Boxing, Savate, Capoeira



On a successful Parry roll, you can neutralize damage because of weapons and/or armor. But you must check your parrying item to see if it shatters. If it is an edged weapon, roll a D10 and check the table below:

Parrying Item	Break on a D10
Normal edged weapon	1
Mono-Two*	1-2
Normal Monoblade	1-4
Powersword*	1-5

*See Chr1, pg. 55

If it is not an edged weapon, and has an SDP value (and SP like cyberhands and tabletops), the parrying item takes damage first. If it has no SDP, you must calculate the PP (Parrying Points). PP is equal to the maximum damage the weapon would normally cause (Tonfa causes 3D6 damage, and has 18 PP). If it is a ranged weapon, use the table below:

Parrying Item	PP
Blowgun	0
Bow	5
Pistol	10
SMG	15
Rifle or Shotgun	20

These types of weapons can block the damage equal to the PP. If more damage is inflicted (ex: My kick would cause 20 points against the Tonfa), the extra damage is taken by the weapon, and Parrying weapon's PP is reduced by the number of points of excess damage. The weapon shatters when the PP is reduced to 0. In this case, it is no longer useful, and you or your armor takes the damage.

Even on a failed Parry roll, or when your weapon shatters, you can reduce the damage. Martial Arts masters can move that extra bit of a razor-thin margin to save their hides. If your Style has a Block Key Defense, your armor takes damage, and the rest of the damage is reduced by the level of your *Martial Arts* Skill. Then apply the BTM for your final state.

EXAMPLE: *Rimbo was attacked in her apartment by a squad of Triad hitters. She wiped out all but one with her handy FN-RAL, when she ran out of bullets. Chan Li attacks with his Kendachi Monokatana. Rimbo makes her Block roll with her FN-RAL. The damage was 18, but a FN-RAL has 20 PP, so no problem. The next action, Chan rolls a Critical Hit for double damage, and inflicts 35 points! The FN-RAL is knocked down to (20-15) 5 PP. Chan's next attack does 20 more points. Rimbo's FN-RAL is cut cleanly in two, and she must endure the rest of the (15-5) 10 points of damage. As she has Capoeira +10, and no armor (she was sleeping when they broke in), she can reduce the damage to 0 points. But if she was just a streetpunk, she'd take it right to the body.*

If you are a Martial Artist, and see an opponent's Casting action (Awareness Roll), you may be able to parry the flying weapon. Refer back to the **Strike/Cast** section.

On a success, you can Block/Parry the flying object as if you were in melee. Depending on the size of the weapon, you can apply a Parry Bonus (longer weapons are easier to parry)

Flying Object Size	Parrying Bonus v. Casting
Javelin or Thrown Ax	+6
Arrow or Crossbow bolt	+4
Shuriken or Dart	+0

DODGE

Dodge is another defensive maneuver. On a successful Dodge roll, you take no damage because you weren't hit.

Even on a failure, you can reduce the damage like Block. Take damage off of your armor, then subtract your Martial Arts level from the damage, then BTM, if your Style has Dodge Key Defense.

Skills for Dodge Defense: *Martial Arts, Dodge & Escape Skill, Athletics* (Referee's choice)

Bonuses/Penalties for Dodge:

+ DODGE KEY DEFENSE

Martial Arts with Dodge Key Defense: Tae Kwon Do, Te, Sumo, Jeet Kun Do, Choi Li Fut, Tai Chi Chuan, Judo, Aikido, Boxing, Savate, Capoeira

If you are a Martial Artist, and you see your Opponent's Casting (Awareness roll), you may be able to dodge the weapon. Refer back to the Block/Parry section.

If you are successful, you can Dodge the flying objects as if you were in melee. Depending on the size of the object, you can apply a Dodge bonus (use Block Flying Object table).

ALL-OUT PARRY AND DODGE

This is another version of the Defensive Maneuvers that all punks (including non-Martial Artists) can do. You can declare just one All-Out Parry or All-Out Dodge in one combat round. You must declare which you select, at your first action or your

All-Out Parry bonuses: *You don't need to check your parry. All Attacker's melee weapons (and Cast weapons if you are a Martial Artist) hit your Parrying weapon automatically until it is shattered. Check whether it breaks or not with each hit.*

All-Out Dodge bonuses: *-2 to all Attacker's Strike rolls (and Cast, if you are a MARTist).*



first defense, whichever comes first. If you are in an All-Out Defense, you suffer a -3 penalty to all your other actions.

If you are a Martial Artist in an Style with Key Defenses, you can diminish the damage as per the Key Defense sections above.

In an All-Out Defense maneuver, you can roll normal Parry or Dodge when attacked, but there are some limits. If you want to diminish damage using your MArts twice, the two maneuvers must be different, and your Martial Arts must have both Parry and Dodge Key Defenses.

All-Out Parry + Normal Parry: Reduce damage through MArts once.

All-Out Parry + Normal Dodge: Reduce damage through MArts twice.

All-Out Dodge + Normal Dodge: Reduce damage through MArts once.

All-Out Dodge + Normal Parry: Reduce damage through MArts twice.

If your skill levels of Parry and Dodge are not the same, reduce the damage separately.

EXAMPLE: Big Bob has Karate +7 and Sumo +4. Karate has Block/Parry Key, but not Dodge, and Sumo has Dodge Key, but not Block/Parry. Thus, when he uses his All-Out Parry defense and a normal Dodge (or vice-versa), he reduces the Strike/Cast damage by $(7+4)=11$ points.

"Wow, Martial Artists are invincible!" you may be thinking. Don't worry. Martial Arts have no effect on guns, lasers, gas, acid...

GRAPPLE

This Key Action is for entering Grabbing range from Hitting range. If successful, you can grab your Opponent and can attempt a Throw, Hold/Break, and Choke & Crush. Check the next action.

Defender can use Parry, Dodge or Escape to prevent Attacker's Grapple. If the Attacker's roll is successful, the Defender has a -2 penalty to all actions except Escape. But if the Defender also attempts a Grapple, both sides enter Grabbing range and Grapple automatically (no need to roll attack or defense rolls), with no penalty for either side.

Skills for Grapple Attack: *Martial Arts, Brawling*

Bonuses/Penalties for Grapple:
+ GRAPPLE KEY ATTACK

Martial Arts with Grapple Key Attack: Sumo, Koppo, Ninjutsu, Choi Li Fut, Tai Chi Chuan, Judo, Wrestling, Aikido, Sambo, Muay Thai (Thai K.B.)

If you want to enter Hitting range from Grabbing range, you must successfully roll a Dodge or Parry roll. But, if you are Grappled, you must Escape first. Grapple is a continuous situation. If the Defender doesn't Escape successfully, the Grapple continues automatically unless the Attacker attempts an attack other than Hold/Break or Choke/Crush.

THROW

Once Grappled or Held, you can try to Throw and knock down your Opponent. On a successful Throw, the victim takes 1D6 points of damage, and must make a Stun roll at +2. The victim is at -2 for attacks until he stands (taking one action), and the Thrower is at +2 to attack him. Once you have Thrown someone, you must re-Grapple to try another Throw.

You say "I'm safe at 1D6 because of my armor." WRONG! Unless you are in a fullborg body, armor does not work against Throw damage. BODY DAMAGE MODIFIERS (and MArts skill level, if a MARTIST) are added to inflicted damage, and the victim's BTM is subtracted.

If you fail, there is no effect, and you are still in Grapple. You can always try again with the Multiple-Action Penalty.

Skills for Throw Attack: *Martial Arts, Athletics*

Bonuses/Penalties for Throw Attack:
+ THROW KEY ATTACK

Martial Arts with Throw Key Attack: Sumo, Choi Li Fut, Judo, Wrestling, Aikido, Sambo

HOLD/BREAK

First you must be in Grapple. A Hold is a submission maneuver to lock an opponent's joints and immobilize them (or cause pain). They can be as sophisticated as an Aikido Wrist Lock, or as basic as a Wrestling Pin. A Held Defender can only attempt to Escape.

On a successful hold, you can Throw or Choke/Crush automatically, because you've immobilized your target (no roll necessary). You can attempt to Break their joints by rolling against the Defender's Escape roll on the next action of the Hold, but you cannot Break automatically.

Skills for Hold/Break Attack: *Martial Arts only*

Bonuses/Penalties for Hold/Break:
+ HOLD KEY ATTACK

Martial Arts having Hold Key Attack: Sumo, Koppo, Ninjutsu, Judo, Wrestling, Aikido, Sambo



To Break, you must Hold arms or legs (if you Hold the head or body, you can Throw or Choke/Crush). On a successful Break roll, you do 1d6 damage, plus the victim must make a Stun roll at +2. Most armor and cyberlimbs (including fullborgs) do not protect against Breaks, because you are attacking the weakest point, the joints. (Double-jointed cyberlimbs are tricky to break, because of their added flexibility; -4 to break one of these.) It takes 9 points to break a meat limb (in one attack), and cyberlimbs can take their SDP (cumulative) before breaking (a standard cyberlimb becomes useless after 20 points, and breaks totally at 30 points, etc.). If you trash a limb totally, you must re-Hold another limb before you can try to Break that one, too.

Holds and Breaks are continuous actions. If the Defender doesn't Escape successfully, the Hold/Break continues automatically unless the Attacker attempts another Key Attack. If a Break continues over several rounds, damage is inflicted once per round (maximum) automatically.

CHOKE/ CRUSH

If you Grapple the body or head, you can attempt to Choke (vs. Defender's Escape). If you have a cyberhand, you can Crush any parts of the opponent. On a successful Choke/Crush, the Defender is at a -2 penalty to all actions except Escape.

If you are Holding the Defender, you can Choke/Crush automatically, because they are immobilized (you need not roll).

Choke/Crush is a continuous action. If the Defender doesn't successfully Escape, the Choke/Crush goes on automatically unless the Attacker attempts a different Key Action. Choke/Crush damage is automatically taken once per round in an extended Choke/Crush.

Choke damage is 1D6 (+ WA bonus if using MA Arts weapon; see descriptions) + BODY bonus + Martial Arts skill level (if it has Choke Key Attack) once per round. Most armors have no effect vs. Choke attack unless the armor is specifically



designed for protecting the neck against such damage. Of course, full 'borgs aren't effected by Choke!

Crush damage is 2D6/4D6/6D6 (Standard/Thickened Myomar/Hydraulic Rams) + Martial Arts level (if it has Choke Key) once per round. BODY bonus is not applied to Crush damage.

Maximum Crushing damage is the same as a Break. You can attempt a cyber-Crush while Choking with your hands. In such a case, apply the larger damage.

Skills for Choke/Crush Attack: *Martial Arts, Brawling*

Bonuses/Penalties for Choke/Crush:
+ CHOKE KEY ATTACK

Martial Arts with Choke Key Attack: Koppo, Ninjutsu, Wrestling, Aikido

ESCAPE

This is the defense for Grabbing Range attacks. On a successful roll, you can free yourself from continuous situations. If you are being Broken, you can Escape to a Hold, and from Hold, Choke, or Crush, you can Escape to Grapple. Escaping from Grapple gets you to Grabbing range attacks.

BREAK → HOLD/CHOKE/CRUSH → GRAPPLE → GRABBING RANGE



Skills for Escape Defense: *Martial Arts, Dodge & Escape*

Bonuses/Penalties for Escape:

+ **ESCAPE KEY DEFENSE**

Martial Arts with Escape Key Defense: Sumo, Koppo, Ninjutsu, Judo, Wrestling, Aikido, Sambo

You can also use this Key as an Active (Attack) action. The Defender must use the appropriate situation Key (Grapple/Hold/Choke) to defend. If the Attacker beats the Defender's roll, the Attacker can flee the situation, and move to Hitting or Casting range (or even farther if he runs fast enough).

Moving Attack Maneuvers

Normally, Attacking while Moving takes two actions, one for Move, and one for Attack with a -3 penalty. Moving and attacking are not a good combo.

But, Ram and Jump Kick are efficient maneuvers for the Martial Artist. Both Ram and Jump Kick can be done from rest or running. If you run, you must apply Damage bonus and To-Hit penalty. You can dash from Hitting Range to half of your MA maximum. The farther you dash, the more damage you do, but the easier it is for them to Dodge.

DASH MODIFIER TABLE

<u>Dashing Distance</u>	<u>Damage Bonus</u>	<u>Penalty to Hit</u>
None		
(In Hitting Range)	+0	-0
1/4 of Run	1/4 of MA	-2
1/3 of Run	1/3 of MA	-4
1/2 of Run	1/2 of MA	-6

To defend against these moving attacks, the Defender's defense should be Dodge.

If the Defender fails his Dodge, he must do a second check against the Attacker's damage based on the formula below. On a failure, the Defender falls to the ground and must make a Stun save at -2. He suffers -2 to his next attack, and the Attacker gains +2 to her next attack.

If the Defender uses Block/Parry and wins, he can do damage to the Attacker the same as a normal attack, but must

KNOCKDOWN SAVE:

Defender's BODY + Strength Feat + 1D10 vs.
Attacker's Damage

make a Falling save. The Attacker takes the Defender's weapon damage and cannot Dodge or Block to reduce the damage.

RAM

Ram is a Dash & Tackle maneuver based on one's own weight. Football players may be good at Ramming, but the best is the Sumo Wrestler.

Skills for Ram Attack: *Martial Arts, Athletics (Expert: particular sport at Ref's discretion)*

Bonuses/Penalties for Ram:

+ **RAM KEY ATTACK - DASH Penalty**

Martial Arts with Ram Key Attack: Sumo only.

On a successful roll, you do damage to your Opponent according to the following formula:

RAM DAMAGE + MARTIAL ARTS SKILL LEVEL (if it has Ram Key Attack) + DASH BONUS.

RAM DAMAGE CHART

<u>BODY</u>	<u>Damage</u>
2	1D6-2
3-4	1D6-1
5	1D6
6-7	2D6
8-9	2D6+1
10	2D6+2
11-12	3D6+4
13-14	3D6+6
15	3D6+8
16-20	4D6+8
each +	each +1D6

So, if your BODY is 12, you do damage of 3D6+4+ Martial Arts level from Hitting range. If you run, you add damage. Thus, the greater your weight, the greater damage you can inflict (all fractions rounded up). This is why Sumo Wrestlers and Defensive Linebackers are so huge.

JUMP KICK

Only if you have Martial Arts with a Kick Key Attack can you Jump Kick with any effectiveness. You get a -5 penalty to Hit automatically.

You do an Awhooooo!-ing Jump (you don't need to yell, but ...) and Kick simultaneously at the Target, from 1/2 Leap to 1/2



of Run. You can jump over small obstacles like mines, ditches, dead bodies, etc. On a successful Jump Kick Roll, you inflict 1D6+5 damage. If you have standard cyberlegs, its 2D6+5, Thickened Myomar is 4D6+5, Hydraulic Rams are 6D6+5, etc.

Skills for Jump Kick Attack: *Martial Arts* only!

Bonuses/Penalties for Jump Kick:

+ KICK KEY ATTACK + WEAPON ACCURACY of implanted/fitted weaponry (Spike Heels, Talon Feet, Spiked boots, etc.)

Martial Arts with Kick Key Attack: Karate, Tae Kwon Do, Koppo, Ninjutsu, Jeet Kun Do, Animal Kung Fu, Choi Li Fut, Tai Chi Chuan, Sambo, Thai Kick Boxing, Savate, Capoeira

STUN ATTACK

Sometimes you must stop your opponent without harming him. This is a non-lethal maneuver to stun. Do you think it's easier than killing? NOT! You must hit a vital point while "pulling" your power. You suffer a -6 penalty to hit since this attack is aimed at a tiny point while controlling your strength. If your attack succeeds, your opponent must make a Stun Save with a penalty of half your MArts skill level (-victim's MArts skill level, if any). If the victim fails his save, he falls unconscious. Whether he succeeds or not, he takes only 1 point of damage from the attack.

New Martial Arts Descriptions

There are many Martial Arts in the world. These are some not described in CP2020.

TE (3)

This is a Martial Art from the islands of Okinawa in southern Japan. It is also known as "Ryukyu (Okinawa) Karate." Unlike Karate, Te uses some rather esoteric weapons.

Key Actions: Strike, Punch, Kick, Disarm, Sweep, Dodge.

SUMO (4)

The "big-man" wrestling of Japan. It is one of the most popular sports in Japan, where they fight in a dirt ring called a "dohyo." There are Power Slaps (punches), but Grappling and Throwing are the main techniques of Sumo. Also, it has the unique Ram Key Attack. This is also very popular among the Samoans and Hawaiians, who have achieved fame in Japan as Sumo wrestlers. Mongolia also has a version of Sumo.

Key Actions: Punch, Dodge, Grapple, Throw, Hold, Escape, Ram.

KOPPO (4)

The full name for this style is Kenkagei-Koppo. It is the urban style of the all-purpose Ninjutsu-Koppo. The founder of this style liked Ninjutsu, but realized that the huge number of Key Actions made it difficult to learn, so he streamlined it down, and made the main attack a Slap/Knifehand (punch) and Grapple combination.

Key Actions: Punch, Kick, Sweep, Block, Grapple, Hold, Choke, Escape.

NINJUTSU (5)

The full name for this Style is Ninjutsu-Koppo. This is one of the oldest Styles in Japan. The Old Ninja clans used this Koppo, but with the rise of Kenkagei-Koppo, this is referred to just as Ninjutsu. This is a very all-purpose style, with many Key Actions, so it is very hard to learn. Also, most Masters are hard to find (they're Ninjas) and unwilling to teach. Only members of a clan are permitted to learn this style. Of course, there is no chip for it. **Key Actions:** Strike, Punch, Kick, Disarm, Sweep, Block, Dodge, Grapple, Throw, Hold, Choke, Escape.

JEET KUN DO (3)

Have you seen any of the old Bruce Lee vids? JKD is the style he created, and the name means "The Way of the Parrying Punch." Its main attack is to Parry the Opponent's attack (thus creating an opening) and deliver one short, deadly punch from very close in.

Lee created this style because he felt that Kung Fu had become too structured, and "Martial Arts must evolve." A JKD student must learn his/her own forte (blocking, punching, kicking, etc.) first, and then the teacher will help them expand their forte to include the rest of the style.

Key Actions: Strike, Punch, Kick, Disarm, Sweep, Block

TAI CHI CHUAN (3)

This is the basic Martial Art of the Chinese Army. Many beginners learn it as a way to stay healthy, and flexible, and so most people see the slow-motion kata practice. For a master (who goes at full speed), this becomes a very deadly Art. A Tai Chi Martial Artist moves from stillness like an explosion, using all of their inner power.

Key Actions: Strike, Punch, Kick, Disarm, Block, Dodge, Grapple.

SAMBO (3)

Command Sambo is the New Soviet Army's own Martial Arts. This is a hybrid of Wrestling, Judo, and just plain nastiness.

Key Attack: Strike, Punch, Kick, Disarm, Sweep, Grapple, Throw, Hold, Escape.



Martial Arts Families

Languages have Linguistic Families, and it is easier to learn a language similar to the one you already knew (reduce IP multiplier by -1).

This rule can be used in Martial Arts as well. There are many Martial Arts in the world, but many can be categorized by origin and techniques into a Martial Arts family. Once you've learned one Martial Art, you may learn any other Art in the same family with a reduced (by one) IP multiplier (minimum IP multiplier is (1)).

For example, you've learned Tae Kwon Do already. If you want to learn Karate next, you can reduce the Karate IP multiplier from (2) to (1).

FAMILY	STYLES
KARATE	-Karate (2) -Tae Kwon Do (4) -Te (3)
GRAPPLING	-Judo (1) -Wrestling (1) -Aikido (3) -Sambo (3)
TEGOI	-Sumo (4) -Koppo (4) -Ninjutsu (5)
KUNG FU	-Jeet Kun Do (3) -Animal Kung Fu (3) -Choi Li Fut (3) -Tai Chi Chuan (3)
BOXING	-Boxing (1) -Thai Kick Boxing (4)
KICKING	-Savate (2) -Capoeira (3)

Chiropractics

Martial Arts masters can use their skill in taking people apart to also put them back together. (In the Middle Ages, beheaders often became Ear, Nose, and Throat doctors upon retirement, too.) You can add 1/3 of your MArt level to Diagnose Illness, First Aid, and Medical Tech, only.

This only applies to people who've learned Martial Arts the hard way. MArts Skill Chips only give you Combat bonuses.

MARTIAL ARTS WEAPONS

Literally, these are weapons for those who have mastered the Martial Arts. However, you don't need to have MArts skills to use

"If you want to live, you shall die."

If you do not mind dying, you will win, and be alive."

—Uesugi Kenshin, Japan, Warring States era Daimyo

them. Even if you don't know Kendo (Japanese fencing), you can slash with a Katana. If you punch with Brass Knuckles with all your might, someone's going to be in pain. Anyone can handle a Martial Art Weapon, if they really want to. Of course, their enemies won't be blown away with one strike like a Martial Artist can do.

Martial Artists know how to draw out the maximum ability of their weapons (although the vids do tend to exaggerate). If you have not learned Martial Arts, it means you just rely on the inherent destructive power of the weapon. This is perfectly normal.

Martial Arts Weapons can have the power to slaughter Cyberpsychos (there aren't many bears and tigers anymore, C-Psychos will just have to substitute!) only when the technique of those who use it—and the destructiveness of the weapon—unite.

Styles of Martial Arts Weapons

Of course, Martial Arts have Styles, such as Judo, Thai Kick Boxing, and others. Everyone knows this. According to the style, different weapons are used. If you could use them easily, everyone would be Martial Artists, neh?

Unless the Style of the Martial Art and the Weapon are the same, you can't use your MArt Skill, and you don't add your MArt bonuses to damage. In that case, you'd usually use Melee for the To-Hit roll. This will add IP to your Melee, but not your Martial Art.

Example: Maria "Stormy Terror" Chung took a Kusari-gama from her late friend's body as a keepsake. The Kusari-gama's style is Ninjutsu. She only has Choi Li Fut, Tae Kwon Do, and Aikido (What?! You say that's enough?). Therefore, she cannot use the Kusuri-gama with any bonus. She might as well give it to a punk.

She finally put the Kusari-gama on her wall, to remember her friend, thinking that one day, she will master Ninjutsu.

Types of Martial Arts Weapons

Every Martial Art has Key Actions. Some of the Attacks, such as Punches, Kicks, and Holds, will get a To-Hit bonus. This makes it different from an ordinary scuffle.

Ordinary Martial Arts Weapons are used by Strike, not Punches and Kicks. In other words, the Weapon's techniques



MARTIAL ARTS FORMS & SPECIALIZATION BONUSES (New Version!)

Style (IP Multiplier)	Strike	Punch	Kick	Disarm	Sweep	Block	Dodge	Grapple	Throw	Hold	Choke	Escape	Ram
Karate (2)	-	+2	+2	+1	-	+2	-	-	-	-	-	-	-
Tae Kwon Do(3)	-	+3	+3	-	+2	+2	+1	-	-	-	-	-	-
Te (3)	+2	+2	+1	+1	+2	-	+1	-	-	-	-	-	-
Sumo (3)	-	+2	-	-	+2	-	+2	+2	+3	+1	-	+1	+4
Koppo (4)	-	+4	+2	-	+3	+3	-	+2	-	+2	+1	+2	-
Ninjutsu (5)	+3	+3	+1	+2	+2	+1	+2	+1	+1	+1	+1	+1	-
Jeet Kun Do (3)	+3	+3	+2	+1	+1	+2	-	-	-	-	-	-	-
Animal Kung Fu (3)	+2	+2	+2	+1	+1	+2	-	-	-	-	-	-	-
Choi Li Fut (3)	+2	+2	+2	+1	+2	+2	+1	+1	+1	-	-	-	-
Tai Chi Chuan (4)	+2	+2	+1	+1	-	+2	+1	+1	-	-	-	-	-
Judo (1)	-	-	-	-	+2	-	+1	+2	+3	+2	+1	+2	-
Wrestling (1)	-	-	-	-	+2	-	-	+4	+3	+4	+2	+4	-
Aikido (3)	-	-	-	+3	+3	+4	+3	+2	+3	+3	+1	+3	-
Sambo (3)	+2	+2	+2	+2	+2	-	-	+2	+3	+2	-	+2	-
Boxing (1)	-	+3	-	-	+3	+1	-	-	-	-	-	-	-
Thai Kick Boxing (4)	-	+3	+4	-	-	+2	-	+1	-	-	-	-	-
Savate (2)	-	-	+4	-	-	+1	+1	-	-	-	-	-	-
Capoeira (3)	-	+1	+2	-	+3	+2	+2	-	-	-	-	-	-
Damage Bonuses	*	*	*	%	\$	@	@	%	*	\$	*	@	*

* Key Attacks have Damage Bonuses.

\$ Damage Bonus doesn't usually apply, but Key Variant inflicts damage.

% Damage Bonus is never applied; a move that doesn't inflict damage.

@ Martial Artists can subtract their Bonus from damage recieved.

have been polished up by the Masters along with Punches and Kicks. It's like the difference between *Brawling* and *Melee*. If the Key Attacks for your Style do not include Strike/Cast, it's a Martial Art which doesn't use weapons (the Art is so strong that you don't need to use them). Ex: Karate and Sumo don't use weapons, although things like some cyberweapons or fitted weapons (spiked boots or gloves) may be added for extra damage.

All the MArt Weapons have types. It decides how the weapon is used: Strikes, Punches, or Kicks. After all, a Martial Arts weapon becomes really deadly only when combined with the same Style Martial Art, and using the Key Attack of the Weapon.

Example: "Stormy Terror" usually carries her Liu Chi Bang. Its Style is Choi Li Fut, and its Type is Strike. One day, she was careless, and left home without it. As is often the case, she got in trouble, and was surrounded by a hungry gang in the street.

Fortunately, she had not forgotten to put on her SMP-2 Battleglove-Plus and Knee Spikes. All styles can use these, and are perfect for her Tae Kwon Do. Therefore, the poor gang members were sent to the hospital. The storm having passed, Maria could get to the Sushi-bar she likes so much.

Weapon Descriptions

Martial Arts Weapons are divided into two groups: whether the type is Strike/Cast, or something else. Weapons that are in the

Strike/Cast category always have styles, the other weapons basically have no restrictions.

STRIKE TYPE WEAPONS

Some weapons can be used to Grapple, Hold, or Choke, but to roll damage, you must use Strike. Even if the Key Attacks have Choke or Hold, you cannot add To-Hit bonus. Holding with a weapon, and Holding with your hands are two totally different things. For Grapple, as long as it is not a special weapon, you do it by using your hands. (To-Hit bonus of the Key Attack can be added.)

CAST TYPE WEAPONS

This covers Bows and all thrown objects. For throwing weapons, Damage Bonus by BODY is one-half that of Strike (round-up fractions). If you Cast weapons that would normally be used for Strike, the basic damage does not change—no strength bonus.

Bows do not have a strength bonus, but you can order one that is suited for your BODY Type, and then you get a bonus (these bows also cost a lot more).

Cast Type Weapons get the MArt bonuses if they are used in the correct Martial Art with Strike/Cast Key Attack.

Martial Arts without Strike/Cast Key Attacks, *Archery* (Bows), or *Athletics* (Throwing weapons) can use Casting Weapons, but get no bonuses.



STRIKE WEAPONS DESCRIPTIONS

For standard weapons, see the Martial Arts Weapons List. These are descriptions of odd or rare weapons.

Combat Knife: A big knife with over 30cm of blade, supplied to most armies. It can be used as a bayonet, for survival, or many other things. It has an excellent edge, so it cuts better than the average knife. A good stab can go straight to the heart, or even through someone. Strictly a military weapon, so it's hard (but not impossible) for civilians to get.

Style: Sambo

Zhi Dao: A thin, long sword. The hand guard is smaller, and the grip is short in proportion to the blade, for one-handed use only. The blade is as sharp as a Katana. An expert will use two of these, swinging around until the blood of their enemy splatters.

Style: Choi Li Fut, Te, Tai Chi Chuan

Qing Long Dao ("Asian Blue Dragon Blade"): This is a wide, curved sword, almost like a scimitar. Compared to other swords, however, the blade is as thin and sharp as a razor. Though it is difficult to handle, it wounds very deeply. It can take off an unarmed arm, leg, or head rather easily.

Style: Animal Kung Fu

Sai: This is little bigger than a dagger. It has no edge, but is for stabbing through, like a thick icepick. Two hooks above the grip make the handguard, and are used for disarming an opponent. It is often used in pairs, as it is a short weapon, and can move quickly. The styles for this weapon take no Two-weapon penalty. After parrying (unless it breaks) you can try disarming in the same round. In that case, the two-weapon modifier is -2. This -2 disarming penalty is also effective during an All-Out Parry. There is no size penalty.

Style: Te, Ninjutsu

Wu Cha: An 180cm long, very thin spear with Sai-like hooks. One points towards the head of the spear, one points back, so it looks like an "N". The head is in the middle. It has many uses; thrust as a spear, parry and disarm with the hooks like a Sai, catch and draw the opponent's body towards you with the back-hook and hit them with the grip... It's rather difficult to handle. This weapon has two types of damages, AP for spear thrusts, and regular for hitting them with the shaft. After Parrying, if you try to disarm, the modifier is -4 together with accuracy (no

penalty for size). During All-Out Parry, it's the same. Also, you can Sweep/Trip with this weapon with a +2 modifier (ignore accuracy).

Style: Animal Kung Fu, Choi Li Fut, Tai Chi Chuan

Fang Tian Ji/Qing Long Ji: A Chinese spear, but lighter and with better balance and speed than European Spears. You can thrust or Trip (+1 bonus). Those used by Animal Kung Fu are called Qing Long Ji, and Choi Li Fut calls them Fang Tian Ji. Their forms are very similar.

Style: Animal Kung Fu, Choi Li Fut

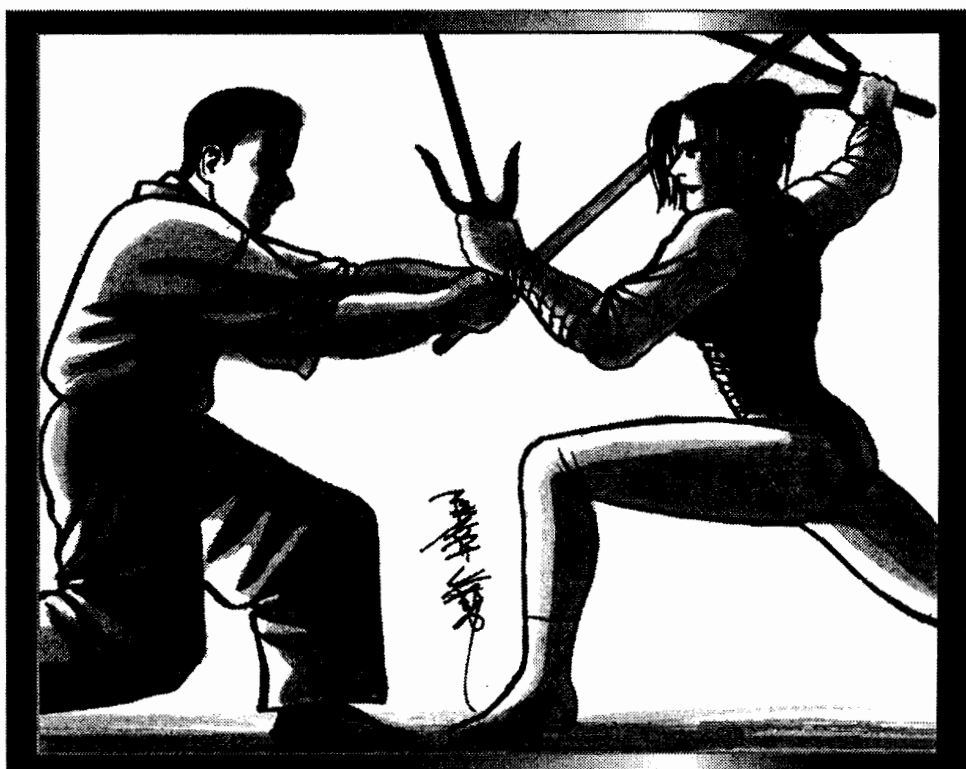
Ba Zhan Shuang Dao: This looks like a broad-bladed dagger with a knuckle guard on the grip, and a hook like a Jitte or Sai on the guard. You can Parry with them, and slide it down your foe's blade to slash his throat. These are also used in pairs, with no penalty.

Style: Animal Kung Fu, Choi Li Fut

Ri Yue Hu Xing Jian: This is a weird one. Two crescent-shaped blades combine in the middle to make an "X" with a circle in the center. You hold the center, so one side of the circle is the handle, and the other side protects your hand. The combat method is similar to the Ba Zhan Shuang Dao, and can be used in a pair with no penalty. But it is more difficult to use because of its strange shape. You can slash with the blades or strike with the grip, so it has two types of damage.

Style: Animal Kung Fu, Choi Li Fut

Kusari-gama: This is a sickle with a weighted chain. You've probably seen them in Ninja vids. The basic idea is to tangle the foe's weapon with the chain, and cut them with the sickle. Of course, you can just hit them with the chain, or just swing the sick-



le. It has two types of damage, AP for the blade, and normal for the weighted chain.

Style: Ninjutsu

Slice 'N Dice: The damage of a choke is 2D6 with mono-blade AP effects! See CP2020.

Style: Sambo

Kendachi Monowire: This is a monomolecular wire that you use in traps, or cut cheese with... It's in a special bulb, which is also the handle. Used the same way as a Slice 'n Dice. See Chr2.

Style: Sambo

Club: Pipes, sticks, etc. These become very dangerous when Martial Artists use them. MArtists can use for striking, or for Grappling. Using it as a fulcrum for a Hold or Choke increases the Choke damage to 1D6+2, just like the police do. See CP2020.

Style: Ninjutsu, Jeet Kun Do, Te

Hambo: This is an ordinary looking stick about 100cm long. However, it is made of strong materials, and is specially balanced. It is used for Tripping, Grappling, or as a fulcrum for Holds and Chokes. This has a +1 Sweep bonus (plus its +1 Acc, totals to +2 overall). The Choke damage becomes 1D6+1.

Style: Animal Kung Fu, Choi Li Fut, Ninjutsu

Liu Chi Bang: ("Six Feet Stick") This is like a Hambo, but longer, about 180cm long. A spear without a head. This is more popular than the Hambo in the Martial Arts World. You can thrust like a Spear, or swing it, or use it as a fulcrum for Chokes and Holds. It has a +2 Sweep Bonus. The Choke damage becomes 1D6+2.

Style: Animal Kung Fu, Choi Li Fut, Ninjutsu

Tessen Japan/Duo Ming Shan (China): This looks like a simple folding fan, but is made of steel or iron. They never think it's a weapon at first glance, so you get a +3 surprise bonus to initiative the first round. There are special techniques for using it opened or closed, to Strike or Hold or Choke (1D6+2 damage). Also keeps you cool when it's really hot.

Style: Animal Kung Fu, Choi Li Fut, Ninjutsu

Nunchaku: Two clubs held together with a short chain. Bruce Lee made this one famous. There is only a -2 penalty if you attack in the same round after a Parry. The same is true for All-Out Parry. There is a +1 bonus for Sweeps. See CP2020

Style: Animal Kung Fu, Choi Li Fut, Jeet Kun Do

San Jie Gun: Three clubs held together with short chains. Each club is longer than those used by Nunchaku, about 60cm. Its total length is the same as a Liu Chi Bang. It is slower than Nunchaku because of its larger size, but it has more uses. The two joints let you fight as if you had two separate weapons in each hand, and if the foe is close, you can Parry with the middle club. You only get a -2 penalty for multiple actions. If your opponent is in All-Out Dodge, you get a -1 penalty to your attack, because of the whip-like action of this weapon. You get a Sweep bonus of +1.

Style: Animal Kung Fu, Choi Li Fut

3/6 (Three in Six™): This is a mix of Liu Chi Bang and San Jie Gun. You can change its form from Liu Chi Bang (Six mode)

to San Jie Gun (Three mode). You can take advantage of each weapon in each form. There is also a special attack. If you thrust it in Six mode, and release the latch, it will snap into Three mode, and the range will extend to 3m on that thrust.

Style: Animal Kung Fu, Choi Li Fut

Tonfa: This is a club in the shape of an "L"; the police use these as nightsticks. You only take -2 penalty for a multiple action after a successful Parry/All-Out Parry. Usable with only one, or as a pair. See CP2020.

Style: Animal Kung Fu, Choi Li Fut

Jiu Jie Bian ("Nine Joint Whip"): This has nine joints and a handle, like a chain whip. Swinging it and hitting a foe with the end weight is the normal mode of attack. There is no penalty for All-Out Dodge due to the strange way this moves. You can thrust with the end weight also, but it's not very sharp, so no AP damage.

Style: Animal Kung Fu, Choi Li Fut

Kendachi Monowhip: This weapon is usable in two different ways. One is to wind it around an opponent like a garrote, another is to swing it like a whip. The style of Martial Arts is different depending on the type of attack: when used as a garrote, the style is Sambo; when used as a whip, the style is Animal Kung Fu, Choi Li Fut, or Tai Chi Chuan. The whip is the most common use. See Chr2.

Style: Animal Kung Fu, Choi Li Fut, Tai Chi Chuan, (Sambo).

Manrikigusari: A one-meter long chain with a weight on each end. This weapon is used to parry a weapon, and strike after, so if you take multiple actions after a successful Parry, or All-out Parry, you only take a -2 penalty. You can also just strike by swinging and hitting with the weights, but this gives no special bonus. You can Strike, Grapple, Choke, or Disarm with this after a Parry, with no size penalty for weapon size. Choke damage is 1D6+2

Style: Ninjutsu

Jitte: This is similar to a Sai, but the end isn't pointed, and it only has one hook. In Japan, from 1600-1867, this was used by police to capture criminals. You can Strike, Grapple, Hold, Choke, or Disarm after a Parry. There is only a -1 penalty for this (don't add WA). There is no penalty if you are in All-out Parry. Choke damage is 1D6+1. You can, of course, Strike without Parrying.

Style: Ninjutsu, Te.

Dainamax Cybersystems Grapplefist: This is an improved Grapple hand. It's removable, and is bound to the wrist with a 50 m cable (cable SDP is 10). Wires in the cable allow free movement of the hand, i.e., grabbing, punching, etc. You can also use the fist as a MArts Weapon (like the weight on a Kusari-gama).

You can shoot the fist with compressed air, magnetic fields, or explosive bolts. Damage is 1D6+2, and WA is -1. MArts skill is not added to this damage. To damage the cable is an Average attack (15) if in Hitting range, Very Difficult (25) if farther away. This cyberware takes 2 options spaces in the arm, for the hand, and the cable/reel system in the shoulder. The hand has boosted strength built in, making the Crushing damage 2D6+2.

Style: Ninjutsu



CAST WEAPONS DESCRIPTIONS

These are all used with the Strike Key Attack/Cast, and are not for melee combat. It is important that you only add **half** your strength damage modifier (rounded up), except for the special cases. These weapons are poisonable. They have no #Shots or ROF. You can throw as many as you have in a round, if you are willing to take the -3 penalty for each shot.

Juji-shuriken: The famous Ninja weapon; a cross or star shaped disk. See CP2020.

Style: Ninjutsu

Bo-shuriken: A shuriken in the shape of a pencil or nail. It is more difficult to throw than the Juji-shuriken, but it wounds more deeply (like getting hit with a nail-gun).

Style: Ninjutsu

Tetsubishi: A very small, sharp tetrapod, like the knot of spikes on barbed wire. These are smaller than shuriken, and are usually spread on the ground to slow pursuit. They must roll *Athletics* or *Dodge & Escape* vs. (# of Tetsubishi x2) Difficulty to avoid stepping on them. If they fail, they step on (Skill Check Failure amount/2) tetsubishi. Roll damage. Armor SP is counted separately for each Tetsubishi. These can also be Cast at the foe.

Style: Ninjutsu

Hyo: This is a very small throwing weapon, shaped like two cones joined at the base, or a sharpened football. They are about the size of a small piece of candy, and you can conceal REF/2 Hyo in your hand. Surprise attacks get +3 initiative. The special throwing method gives this weapon the same effect as AP bullets, but with less damage.

Style: Ninjutsu

Zhi Dan: This is the name of a technique, not an actual weapon. You snap a small object with the thumb to give it high speed. Very effective for surprise attacks. Anything small and hard will do: coins, bullets, stones, etc. You add your full Body Damage modifier, not just half.

Style: Choi Li Fut

NON-STRIKE WEAPON DESCRIPTIONS

These are weapons that are usually used with Punch or Kick. Many of these can be used with ALL styles, including Brawling.

Brass Knuckles: Self-explanatory. Hurts them and protects your hand.

Type: Punch

Style: ALL

Spiked Cestus: A spiked heavy iron plate, attached to the knuckles with cloth bandaging (or leather gloves). Very simple and very available. The spikes give it edge-weapon AP effects.

Type: Punch

Style: ALL

Bagn Nakhs ("Tiger's Claws"): A bar with rings at each end, and three spikes. You put your index and smallest fingers in the rings, and hold the bar in your palm. The spikes go between the fingers, to add extra damage to a Punch or Slap.

Type: Punch

Style: ALL

Teko: This is originally a tool to climb trees and walls. It is two steel rings, joined by a steel band. The hand is slid through the rings so you hold one ring, while the other ring and the band brace the wrist. The hand ring has spikes in the palm. (+3 bonus for climbing) You can't do much while wearing them; guns are right out! As a weapon, it is used in open-hand slaps. If used for Parrying, it takes the damage, unless it breaks (SDP 10). The wrist guard impairs flexibility, thus the style restriction.

Type: Punch

Style: Ninjutsu

Gibson Battlegear SPM-1 Battleglove: See CP2020

Type: Punch

Style: ALL

Gibson Battlegear SPM-2 Battleglove-PLUS: The New and Improved Battleglove. The Armor is hardened to SP15, with spiked knuckles (AP damage). Basic abilities are the same as the SPM-1, and has 3 cyberarm option slots.

Type: Punch

Style: ALL

Rippers/Scratchers: These are blades from under the fingernails (or replacing the fingernails). These cut on the bias (crossways), so Slaps or Knifehands are used, rather than closed-fist Punches, like Boxing. See CP2020.

Type: Punch

Style: Karate, Koppo, Sumo, Tae Kwon Do, Te, Animal Kung Fu, Choi Li Fut, Sambo

Spike Hand: This is so unique that it limits styles. It gives a +2 bonus to Climbing. See CP2020.

Type: Punch

Style: Karate, Koppo, Sumo, Tae Kwon Do, Te, Animal Kung Fu, Choi Li Fut

NovelTech BigRipp (TM): This is a 12 inch triangular blade of carbo-glass in the forearm. Meatlimbs have modifications for use (like Wolverines). It has a triangular cross-section for extra-strength, and AP effect punches (when used w/cyberlimbs only). Meatlimb placement doesn't give AP due to lack of bracing. Can be placed so the seam is either above or below the wrist. A variety of colors are available. The blade does 2D6 + cyberarm strength (1D6) + Martial Arts level.

Type: Punch

Style: ALL

Mace Hand: As a normal hand, it can be used by anyone, but only Ninjutsu gets MArts bonuses for the Morning star form. See Chr1

Type: Punch

Style: ALL (Ninjutsu)

Leg & Knee Spike caps: This is a leg and knee protector (like Baseball catchers wear) with spikes. It has SP10 of hard armor, and the Spikes can increase kicking damage, with AP effect.

Type: Kick

Style: ALL

Spiked Boots: Long Boots with metal spikes. Soft armor of SP5, and the spikes will have AP effects. These are cheaper, and easier to put on and remove than the Leg & Knee spikes.

Type: Kick

Style: ALL

Ashiko: These are Teko for the feet (Ashi means "foot" in Japanese), and are usually used with Tekos. These Spikes are tied to the bottom of the feet and are hooked into trees and walls for +2 to Climb (total of +5 when used with Teko).

Type: Kick

Style: Ninjutsu



Spiked Cyberlimb Cover: This is a limb covering with rows of spikes, like the Leg&Knee caps. When the Limb is used for Grappling or Holding, there is an additional 1D6 of damage. If someone tries to Grapple or Hold the limb, the attacker receives damage. This is why spiked collars are so popular: they prevent choke holds. Martial Artists of the proper styles can use this to boost the Grapple/Hold/ Choke Key Attacks and Damage. These can also be used for RAM Key Attack by Sumo Artists (damage modifier x D6)

On a Critical Failure, the wearer does damage to himself. This option can be applied to MetalGear, or BodyPlating, and on leather and armorjacks.

Type: Choke, Hold, Grapple (Ram)

Style: Aikido, Judo, Sambo, Wrestling (Sumo)

ABOUT MONOBLADES

You can change the blades/points of spiked (like Sai) or edged Martial Arts Weapons to "monomolecular crystal" (a cheap version of the material used in Mono-Two blades). This adds 1D6 to the damage (ex: 2D6+2 becomes 3D6+2), and soft armors are 1/3 SP; hard armors are 2/3 SP.

There are two disadvantages: when you attempt a Parry with a monoblade, roll a D10. On a 4 or less, the blade breaks. The blade always breaks on a Fumble or Critical Failure. The second disadvantage is that it's incredibly expensive—multiply weapon cost x5.

Martial Arts Weapons List

WEAPONS

NAME	TYPE	STYLE	WA	CON.	AVAIL	DAMAGE	REL.	RANGE	COST (EP)
Knife	Strike	Sambo	+0	P	C	1d6*	NA	1m	1-20
	Cast								
Switchblade	Strike	Sambo	+0	P	C	1d6/2*	NA	1m	15
	Cast								
Combat Knife	Strike	Sambo	+1	J	P	1d6+3*	NA	1m	70
	Cast								
Chainknife	Strike	Sambo	+0	J	P	2d6+1*	VR	1m	120
Spawblade	Strike	Sambo	+0	J	P	1d6/1d6+4*	ST	1m	450
	Cast (+1)								
Mono-Two	Strike	Ninjutsu	+1	J/N	P/R	2d6#/4d6#	VR	1m	650/700
M-33 Powersword	Strike	Ninjutsu	+0	L	R	4d6#	ST	1m	860
Zhi Dao	Strike	Te	+0	L	C	2d5*	NA	1m	100-200
		CLF							
		Tai Chi							
Qing Long Dao	Strike	AKF	-2	N	P	3d6+3*	NA	1m	250
Sai	Strike	Te	+0	J	C	2d6+2*	NA	1m	20
		Ninjutsu							
Wu Cha	Strike	AKF	-1	N	P	2d6*/3d6	NA	2m	100
	Sweep	CLF							
		Tai Chi							
Fang Tian Ji/ Qing Long Ji	Strike	CLF	+0	N	P	3d6*	NA	2m	95
	Sweep	AKF							
BaZhan ShuangDao	Strike	AKF	+0	L	C	1d6*	NA	1m	45
		CLF							
		Tai Chi							
Ri Yue Hu Xing Jian	Strike	AKF	-1	J	P	1d6/2*/1d6+3	NA	1m	25
		CLF							
		Tai Chi							
Kusari-gama	Strike	Ninjutsu	-1	L	C	2d6*/3d6	NA	2m	100
Monowire	Strike	Sambo	+0	P	R	3d6#	VR	1m	60/m
Club	Strike	Te	+0	L	C	1d6	NA	1m	2
	Sweep	Ninjutsu							
		JKD							

continued on page 151





NAME	TYPE	STYLE	WA	CON.	AVAIL	DAMAGE	REL.	RANGE	COST (Fr)
Hambo	Strike	Ninjutsu	+1	L	C	2d6	NA	1m	30
	Sweep	AKF							
		CLF							
Liu Chi Bang	Strike	Ninjutsu	+1	L	C	3d6+2	NA	2m	40
	Sweep	AKF							
		CLF							
Tessen/ Duo Ming Shan	Strike	Ninjutsu	+0	J	C	1d6+2	NA	1m	60
		AKF							
		CLF							
Nunchaku	Strike	Ninjutsu	+0	L	C	3d6	NA	1m	15
	Sweep	AKF							
		CLF							
San Jie Gun	Strike	Ninjutsu	+0	N	C	3d6+2	NA	2m	50
	Sweep	AKF							
		CLF							
3/6 (TM)	Strike	Ninjutsu	+0	N	C	3d6+2	VR	2m(3m)	150
	Sweep	AKF							
		CLF							
Tonfa	Strike	Ninjutsu	+0	L	C	3d6	NA	1m	15
		AKF							
		CLF							
Jiu Jie Bian	Strike	Ninjutsu	-2	L	P	3d6	NA	2m	120
		AKF							
		CLF							
Monowhip	Strike	Ninjutsu	+0	J	P	2d6	ST	1-3m	350
		AKF							
		CLF							
Manrikigusari	Strike	Ninjutsu	+0		P	2d6+3	NA	1m	30
	Cast	AKF							
		CLF							
Jitte	Strike	Ninjutsu	+0	L	C	2d6	NA	1m	30
		AKF							
		CLF							
Juji-Shuriken	Cast	Ninjutsu	+0	P	C	1d6/2*	NA	Throw	2-3
Bo-Shuriken	Strike	Ninjutsu	+0	P	C	1d6*	NA	Throw	4-7
	Cast	AKF							
Tetsubishi	Cast	Ninjutsu	-1	P	C	1d6/2*	NA	Throw	3-6
Hyo (#Shots=Ref/2)	Cast	Ninjutsu	-2	P	C	1d6/3@	NA	Throw	5
Zhi Dan	Cast	Ninjutsu	+0	N	E	1d6/2	NA	Throw	0
		CLF							
Brass Knuckles	Punch	Tai Chi	+0	P	C	1d6+2	NA	1m	10
Spiked Cestus	Punch	ALL	+0	P	P	1d6*	NA	1m	20
Bagn Nakhs	Punch	ALL	+2	P	P	1d6/3*	NA	1m	15
Teko	Punch	ALL	+0	J	C	1d6/2*	NA	1m	25
SPM-1 Battleglove™	Punch	Ninjutsu	-2	N	P	2d6/3d6	VR	1m	900
SPM-2 Battleglove PLUS™	Punch	ALL	-1	N	P	2d6*/3d6	VR	1m	970

continued on page 152

NAME	TYPE	STYLE	WA	CON	AVAIL	DAMAGE	REL	RANGE	COST (Eb)
Leg&Knee Spikes	Kick	ALL	+0	N	C	1d6+3*	NA	1m	10-25
Spiked Boots	Kick	ALL	+0	N	C	1d6+2*	NA	1m	20
Ashiko	Kick	Ninjutsu	+0	J	C	1d6*	NA	1m	28

CYBERWARE

CYBERWARE	TYPE	STYLE	ID CODE	DESCRIPTION	COST (Eb)	HC
Slice N' Dice	Strike	Sambo	SND	Body Weapon (hands), 2d6# damage	700	3d6
Grapplefist	Strike	Ninjutsu	GRPF	50m cable and reel system	1050	2d6
Big Knucks	Punch	ALL	BGN	Body Weapon (hands), 1d6+2 damage	500	3d6
Standard Hand	Punch	ALL	STD	Resembles Normal Hand	150	0 (with arm)
Hammer Hand	Punch	ALL	HAM	Hydraulic Ram Fist does 1d10 damage	600	2d6
Spike Hand	Punch	Karate	SPK	Palm Spike extends thru fingers	500	2d6
		Koppo		1d6+3 AP thrust damage		
		Sumo				
		Tae Kwon				
		Te				
		AKF				
		CLF				
		TCC				
Wolvers	Punch	ALL	WLW	Body Weapon (hands), 3d6* damage	600	3d6+1
Rippers/Scratchers	Punch	Karate	RIP/SCR	Body Weapon (hands), 1d6+3*/1d6/3*	400/100	3d6/2d6
		Koppo				
		Sumo				
		Tae Kwon				
		Te				
		AKF				
		CLF				
		Sambo				
		Tai Chi				
BigRipp™	Punch	ALL	BRP	Body Weapon (hands) 2d6# + arm strength (If in meat limb, no AP)	1850	3d6/1d6+3
Mace Hand	Punch (Strike)	ALL (Ninjutsu)	MCH	High-Density weighted fist, 2d6+1 or 1d10-2 damage	300	3
Talon Foot	Kick	ALL	TAL	Extends toe blades. 1d6* damage	600	2d6
Spike Heel Foot	Kick	ALL	SPKF	Heel spike for climbing or lethal kicks	500	2d6
				2d6 AP damage		
Spiked Limb Cover	Choke Hold	Aikido Judo Sambo Wrestling (Sumo)	SPIKE	Cyberlimb covering with 1/2 to 1 inch spikes	200	2
	(Ram)					
Cybersnake	Auto	All	CSN	Cyberweapon, self-controlling, 1d6 damage	1200	4d6

* Blade AP # Monoblade AP

@ AP round AP





NEW SKILLS & ROLES

NEW SKILLS

Action Game (REF): The art of the old joystick arcade games. Also usable for the manually controlled VR and 3-D games. At +2, you can use some of the special attacks. At +5, you can beat anyone in your arcade. At +8, you use moves the designers hadn't realized you could do.

Rhetoric (COOL): How to take one sentence and expand it into five minutes of monologue with no increase in meaning. Talking in circles; the essence of bureaucracy. The Chinese are considered to be masters of this skill. At +2, you can confuse a worried student. At +6, you can baffle an angry mob. At +10, you can run for president "on the issues" and win.

Calligraphy (TECH): The art of beautiful writing. There are two forms: European style pen calligraphy, and the Chinese Kanji brush writing. This skill is very important, as many Asians will judge you on your writing. At +2, your lettering is legible. At +4 you can write out your own wedding invitations. At +10, Chinese masters ask you to teach them.

Street Survival (INT): Like *Wilderness Survival*, but for the Street. See CB3, pg.42.

Origami (TECH): The art of folding things up (usually paper) to look like other things. At +2, you can make a box or a crane.

At +6, you can make more complex and/or smaller things: frogs that jump, etc. At +10 you can make identical models that look like a specific object (+5: a plane, +10: an A-01 Blitz)

Tattooing (TECH): The art of putting colors into the skin. At +2 you can do simple jailhouse designs. At +6, Hell's Angels make appointments to have you "paint" them. At +8, Yakuza come from Japan to have you paint them. When taking this skill you must specify either electric engraver, or hand-picked. You can do the other type at half skill. This does not apply to Light Tattoos.

NEW ROLES FOR PACRIM

We have three Sub-roles, for those who like to specialize. Shinobi and Tatsujin are Solo alternatives. Shaman is a Rocker alternative.

Also, you can use all the *Hardwired* and *When Gravity Fails* roles. They are fine as are their alternative worlds/sourcebooks, but need modifications to their Career Skill Packages, which we've thoughtfully done for you. A dirty, underhanded place like the PacRim needs clever (dirty) pros like these around.

Pirate

(HW, pg. 18)

Sea nomads. At their lowest level, they make raft cities which float off the polluted shores. These are poor, homeless, ethnically disadvantaged, undocumented and/or law-avoiding people. Pirates live out here on old barges, small ships, jury-rigged rafts, and just about anything else that floats. There are twisting, narrow "canals" of open water running through the raft city.

The more successful have boats with engines. Some even have surplus warships, and can take on the luxury cruisers and cargo ships like the pirates of old. You probably do quite a bit of smuggling around the Rim.

Career Skill Package:

Special Ability: Family

*Navigation**

Athletics or Brawling

Basic Tech

*Pilot: Ship or Water Vehicles***

*See HW pg. 21-22

Awareness/Notice

*Seamanship**

Rifle

*Sailpower**

Swimming

**See ES, pg.50 or HoB, pg.75

Private Investigator

(HW, pg.18 and WGF, pg.45)

In the Rim, PIs don't need licenses. If you want to be a PI, you set up an office, make name cards, and say "I'm a private eye." Just like that. Go ahead adventurers, victory is up to your abilities in investigating and survival.

Many PIs are ex-cops, ex-gangsters, or both. Your rivals are tough. You must be tougher.



Do you want to join a Detective Agency? The capacities of an organization are much wider than a lone person, but you'll lose your freedom to take any risk you want. It's your choice...

Career Skill Package:

Special Ability: Research@

Interview

Human Perception

Shadow/Track

Persuasion & Fast Talk

@ See WGF pg. 48

Awareness/Notice

Handgun or Brawling

Streetwise

Intimidate

Library Search

Administrator

(WGF pg.44)

This is a very powerful and rich profession. Your *Tatamae* money is not very large. The occupation table on WGF pg.47 shows your income if you're honest. Your *Honne* money (bribes, kickbacks, etc.) may be three times this, or even more if you're corrupt. (Chinese administrators use *Yuan*; see *China*, pg. 63.)

Career Skill Package:

Special Ability: Admin Research@

Streetwise

Education & Gen. Know

History or Area Knowledge

Rhetoric#

Bureaucracy

@ See WGF pg. 48

Awareness/Notice

Social

Library Search

Persuasion & Fast Talk

New Skills for PacRim

Runner

(WGF pg.45)

Also known as *Hikyaku* in Japan. *Bosozoku* members sometimes become runners. Everyone needs packages securely delivered. You may be carrying for the biggest *Zaibatsus*, the smallest smuggler, the *Kiribati* Shell Traders, or even little *Jahreed*, who wants his present to get to grandpa safely. See *Hikyaku* section, pg.31.

Career Skill Package:

Special Ability: Vehicle Zen@

Pilot: (Choose one) or Drive

Pilot: (Choose one) or Motorcycle

Brawling or Athletics

Handgun

Vehicle Tech (pick ones that the runner is proficient in driving/piloting)

@ See WGF pg. 48

Awareness/Notice

Basic Tech

Electronics

Streetwise

Spy

(WGF pg. 46)

Tokyo-Chiba has been called spy-heaven before, and the Powers-that-be always need info on corps, and even their own citizens. Whether you prefer political spying or industrial espionage, you'll find it in *PacRim*. (Some would say the two are the same thing.)

Career Skill Package:

Special Ability: Chameleon@

Resist Torture/Drugs

One ranged weapon skill

Martial Arts: (Choose one)

Basic Tech

Pickup skills for your Cover Roles

@ See WGF pg. 48

Human Perception

Education & Gen. Know.

Interrogation

Shadow/Track

Disguise

ALTERNATE CHARACTER PACKAGES (OPTIONAL)

Just as there are many specialties for the Solo, not just as *ACPA Troopers*, there are also other specialties for other roles. They get pretty good bonuses, but only in certain situations; out of their element, they may not be able to cut it. That's the price you pay for your focus. Our three alternates are the *Shinobi* and *Tatsujin* for Solos, and the *Rocker Shaman*.

All of these alternatives get bonuses in their special situations (assassinations for *Shinobi*, one-on-one duels for *Tatsujin*, rituals for *Shamans*, etc.) so they are that much better than someone who just owns the skill. However, when out of their element, the special ability is only half. For example, A Solo (Pilot) will have bonuses to all his Piloting skills, Heavy weapons, Awareness, and Electronics while he is in his plane. However, on foot in a fire-fight he'll probably be blown away, since his *Combat Sense* will be at half strength. (See *HoB* pg.74) To express your special ability, write down the role name or other identification after the standard ability, like "Charismatic Leadership (Shaman)"

BONUS TABLE

<u>Special Ability</u>	<u>Bonus</u>
1-3	none
4-6	+1
7-8	+2
9	+3
10	+4



Shaman

Even from your earliest memories, you knew you were different from the other kids. You heard voices, voices from empty space. Sometimes you had visions. When you told your parents and teachers, they thought you were crazy or on drugs.

In time, you decided that these were the voices of spirits or gods. You recognized that your destiny was to teach others of a higher truth, of the spirits, or God. You set out to guide others on the proper path of life. Those who try to discourage you or lock you up, just don't understand your situation. Some even think you are trying to sell products or brainwash them, like a converting corp. They are wrong. You were selected by the spirits, so your songs, dances, and rituals are for the spirits. However, remember, they are also false spirits out there who may try to deceive you. You must choose your information carefully.

Your karma is to help people, and many come to hear your wisdom. You needn't worry about the corps or government, since your followers will lay down their lives to protect you.

Special Ability: Charismatic Leadership (Shaman)

The Shaman is a Rocker variant. They use Charismatic Leadership, but only at half power normally. In a religious situation (festival, ceremony, oracle, channeling, etc.) they display their full ability. In these situations, their skills are boosted by the level of their Charismatic Leadership. (see chart above)

Level	Title	Salary (in Eb)
1-5	Apprentice	1000
6	Medium	2000
7	Shaman	3000
8	Adeptus	5000
9	Magister	8000
10	Magus	10,000

Career Skill Package:

Special Ability: Charismatic Leadership (Shaman)

Awareness/Notice *Anthropology*

Expert: Theology (Choose) *Perform*

Dance or Oratory *Human Perception*

Expert: Fortune-Telling *Persuasion & Fast Talk*

Trance (see below)

New Skill: Trance (3); EMP Based

This is the meditation skill. By extreme concentration, the Shaman can come up with a convincing answer for a question. Usually it's an answer that the questioner (including the

Shaman him/herself) wants to hear. This can be thought of as a specialized version of *Human Perception*.

WARNING: This is NOT to draw magic into the game. This class is primarily based on the theory that "supernatural powers" are based on psychology and altered states of consciousness. The American Indian Sun Dance, Shinto rites, Christian snake handling, Fire walking, Faith-healing, and so forth, are examples of the power of the human mind to perform incredible feats through belief and faith, but not necessarily supernatural intervention.

We are also not endorsing any specific religions herein. The Shaman could be in any religion, and may use different titles, such as Priest, Minister, Witch Doctor, etc. From the Chinese Taoist Geomantist to the TV Evangelists, to the Pope himself, as well as most "cults," could be described in this class, with the appropriate pickup skills.

For an example of the Shaman, see Son AnAng, the Korean Mudang, on pg. 48.

STYLES OF THE ARTIST — SOLO ALTERNATIVE PACKAGES

Gun-fighters, Melee-maniacs, Brawling-gods, Martial Arts senseis, etc.... There are as many types of Solos as there are types of companies or Nomad packs.

The Shinobi and Tatsujin are kinds of Solos. Alternative Solo packages for those who like to specialize. Both are Martial Arts Specialists, but their roots and abilities are quite different.

Anyway, they're a bit too stoic to call true "Cyberpunks"...

ALTERNATE COMBAT SENSE

Shinobi and Tatsujin are basically Solos, and their Special Ability is *Combat Sense*. However, they're a bit different from other Solos.

The benefit of Combat Sense Specialization is that it adds to all relevant skills when in a specialized element (see **Alternative Character Packages**, pg. 154). For example, the Assassin Shinobi would add his bonus to *Martial Arts: Ninjutsu, Hide/Evade, and Stealth*, etc.

Of course, you don't always get this bonus. In fact, most of the time you don't. Shinobi and Tatsujin can't show full power unless in the right situation. At all other times, they have no skill bonuses, and the Combat Sense level is halved.





FUMA KOTARO THE 7TH (SEVENTH)

Example: "Seventh" Fuma is a Shinobi from a Ninja clan. He has Combat Sense (Nindo) +6, Martial Arts: Ninjutsu +8, Hide/Evade +4, Stealth +4. In a normal situation, he is only a Street Samurai with Combat Sense of +3 (half of six, neh?), and his other skills as listed. But in the proper Assassination situation, his skills are at their height, and he uses Combat Sense +6, Ninjutsu +9, Hide/Evade +5, and Stealth +5.

Shinobi

Ninja, Kusa (grass), Kage (shadow), Rappa, Suppa, Shinobi...all are the same idea in Japanese. Primarily, the Ninja is a good spy and an excellent assassin. Theoretically, they are masters of all things, but in reality, its just not so.

In fact, in the Ninja clans, you must advance your forte, and support the others, the spies, the demo-men, etc. The Shinobi is the Assassin. (See **New Roles**, pg. 154, if you want to be a spy.) A word on Ninja; these are ancestral clans, NOT the "dressed in black, secret agent" Ninja that most corps use. Some of these clans have been hidden away in the mountains of Japan for over 1000 years, only responding to orders from certain Noble clans. However, the 21st century is creeping in on them, and more are coming out, so it is slightly possible to be an outsider, and learn the arts. Remember though, most of the "Ninjas" out there, aren't.

Fuma Kotaro the 7th (HANDLE: Seventh ROLE: SOLO (SHINOBI))

STATS:

INT: 7	REF: 10	TECH: 5	COOL: 10
ATTR: 7	LUCK: 6	MA: 9	BODY: 8
EMP: 9	SAVE: 8	BTM: -3	

SKILLS:

Combat Sense (Nindo) +6, Streetwise +2, Wilderness Survival +5, Human Perception +4, Awareness/Notice +7, Gamble +3, Hide/Evade +4, Archery +3, Athletics +7, Martial Arts: Ninjutsu +10, Martial Arts: Koppo +4, Stealth +4

CYBERWARE:

None (It's against Nindo, and besides, it's for cowards!)

EQUIPMENT:

Kendachi Mono-Two@, Sai*(pair), Bo-Shuriken* (10), Teko* (pair), Ashiko* (pair), Leg & Knee Spikes*, Tessen*

The Fuma Ninja Clan has lived in the Hakone mountains since the Warring States era. Kotaro is the 7th head of the clan.

His father (aka, the Sixth) died when Kotaro was a child. "Seventh" is now 18. Being a playful teen-ager, he comes down from the mountains into the city to have fun almost every day. Wiping out streetscum with his excellent Koppo, and being scolded by the cops (who aren't all that sad to see the scum knocked around) is becoming a daily routine for Seven. Most of the arguments he gets in are over gambling.

Whenever Kotaro gets into trouble, at least one of his henchmen must come and get him. Everyone in the clan is wracking their brains over what to do. Ninjas are shadowfolk; appearing in the public, except when on a job, is taboo. Besides, Kotaro grew up in the deep mountains—he has little knowledge of the streets. Nowadays, country-boys stand out on the street. Walking around with a big Rising Sun fan (actually his Tessen) makes him look like some millionaire Corp's isolated kid, aka, an Inbeda. This brings him a lot of gang attention.

Kotaro will be a great Shinobi, and his henchmen are waiting anxiously for him to mature and realize his responsibilities, ASAP.

*New item in this book



NINDO

This is the combat sense of the Shinobi; it means "Shadow Clan Code." This includes the ways of Shinobi and secret killing styles of their clan. All Shinobis are proud of their Nindo.

Shinobis use almost anything to complete their mission, excluding cyber. If the cyber is *absolutely* necessary for the mission, they'll unwillingly have it installed and reject it right after the mission (or commit seppuku!). As we've said, they're very proud of the Nindo. Nindo is acquired in the course of severe practice. They regard the cybered as scum, because cyber is the easy way out.

Level	Title	Salary(Eb)
1-5	Ge-nin	1000
6	Chief	2000
7	Chu-nin	3200
8	Commander	5200
9	Jo-nin	7500
10	Clan Leader	10,000

Career Skill Package:

Combat Sense (Nindo)

Awareness/Notice

Hide/Evade

Shadow/Track

Athletics

Martial Arts: Ninjutsu

Stealth

Disguise

Elect. Security

Pick Locks

ASSASSINATION

What's the Shinobi's job? Assassination. *Only* in Assassination situations can you use all your power. If you run straight at a target at someone's request/command, can you use your full powers then? NO.

You may be with other people on a mission, and they might not know you are a Shinobi (assassin). You don't need to let them know your true style. In fact, you **SHOULDN'T** let them know that you are Shinobi; it's a family secret, after all.

When you find the target one-on-one, with no others around, it's time to put that person "to sleep." You can break the chains in your mind and call on your full power. In game terms, you add your Shinobi bonus to other skills. You can give your target the "Long Sleep" through your incredible techniques.

For this situation, you must secure a space to hide, ambush, kill, and flee. Of course, there are many places well suited for this: their office or bedroom, an alley's dead-end, in the forest, and so on. You can lead a person into such a place, but until you and they are alone, and in a suitable place, you cannot use your heightened Combat Sense.

Tatsujin

The Tatsujin ("Master") is truly the Martial Artist worthy of the name. This is the "duelist" of the PacRim.

As a Tatsujin, you strive for practice to increase your power. You can only release your full power when you need it. For a cyberpunk, you're extremely stoic, and full of humanity, i.e., you're very rare. And you tend to sound a bit anachronistic when you start spouting off about the spirits of battle...

GEONGHU

The Combat Sense for Tatsujin is Geonghu. This means "practice cleverly and make efforts" in Chinese. Make efforts for what? Why, to increase the power of your body and mind. If you say "get Geonghu," this means to get power. The measure for Tatsujin is how much Geonghu you have. The more you have, the more people admire/are jealous of you.

The street is excellent for practice. To get more Geonghu, and money to live on, you take many jobs. But, you're not as chilled as the average Solo. You get many thankless jobs because of your hot-tempered and anachronistic mind. But, that's also the best practice! (Tatsujin can choose any of the Martial Arts, and these "gunslingers" can be found in most areas. However, they all use the same concept, which is best expressed as Geonghu. You don't have to take Kung Fu as a Martial Arts skill, although you're welcome to.)

Level	Title	Salary (Eb)
1-5	Student	1200
6	Sho-Dan (Green Belt)	2500
7	Ni-Dan (Brown Belt)	4000
8	Black belt	5500
9	Acting Master	7200
10	Sensei	9000

Career Skill Package:

Combat Sense (Geonghu)

Strength Feat

Human Perception

Social

Awareness/Notice

Diagnose Illness

Athletics

Martial Arts: 1

Martial Arts: 2

First Aid

FULL MELEE COMBAT

You may not install ANY cyber; not even light tattoos or processors! Cyber interferes with your Geonghu and your flow of power (*chi* or *ki*). If you install cyber, you become a half-level solo, and you lose your Geonghu bonuses.

You may not use guns. If you use guns, you lock up and change your spirit. You think it's an easier way, neh?

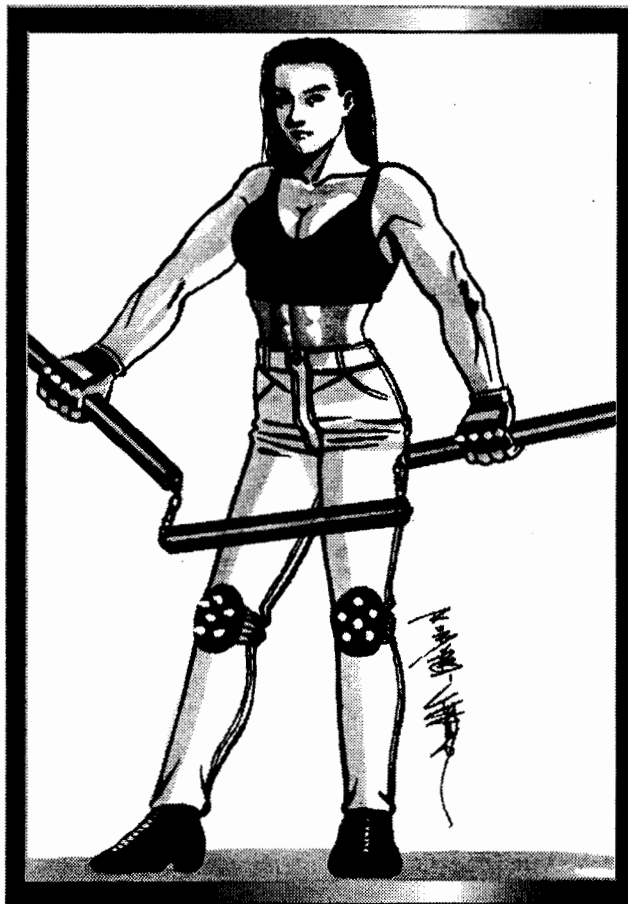


"Are you happy installing this metal into your tissues? Why do you love the cyber? Don't you know thousands of thousands of punks go over the edge?"

I can't stop you if that's what you really want. It's your body, and I'm a businessman. However, without it, you might live longer and better. Your way of life is not the only one. If you are the only Meat on the Metal street, isn't that great irony? "Stormy Terror" and I taste this healthy edge every day. Now that's entertainment!

Oh yes, I understand. Sit down there, please. What kind of cyber would you like?"

—"Healthy Martial Doctor" Kogure Yoshinobu



MARIA CHUNG (STORMY TERROR)

Drop those filthy guns! Beat your cowardly mind! When you give up the crutches of guns, you can experience the wonders of Geonghu.

You can use your full power (and your Tatsujin bonuses) in a one-on-one combat only. This includes use of Strike and Cast (includes bows) Martial Arts weapons. If you are fighting multiple enemies, you get half your Combat Sense, and use the related skills as listed. In a duel, you use your full Geonghu, and add your bonus to related skills. Basically, Tatsujin get into a lot of duels. Never mind your foe's gun. If you close the distance in one action, you can easily take it away from them. Use your space, not theirs.

The one-on-one rule applies to you, but not necessarily to your foes. You can be attacked by multiple enemies. In this situation, you only get your bonuses if you attack one until he falls. Better knock him out quick!

What? You are in an enclosed space against someone with an SMG? Um...that's a time to surrender. Don't think about the battle. Instead, think about how to flee, or ponder the afterlife...



Maria Chung (HANDLE: Stormy Terror)**ROLE: SOLO (TATSUJIN)****STATS:**

INT: 8	REF: 9	TECH: 6	COOL: 8
ATTR: 8	LUCK: 4	MA: 10	EMP: 10
BODY: 7	SAVE: 7	BTM: -2	

SKILLS:

Combat Sense (Geonghu) +8, *Streetwise* +4, *Human Perception* +5, *Awareness/Notice* +6, *Athletics* +6, *Martial Arts: Tae Kwon Do* +8, *Martial Arts: Choi Li Fut* +4, *Martial Arts: Aikido* +6, *Motorcycle* +4, *Basic Tech* +3

CYBERWARE:

None (she'd never install such disgusting items!)

EQUIPMENT:

3/6*, SPM-2 Battleglove-PLUS* (Thickened Myomar, Spike Hand, Bigripp*) (pair), Leg & Knee Spikes* (pair), Liu Chi Bang*, Nylon Helmet, Heavy Leather Jacket (SP4), Harley-Davidson Thundergod@

Maria grew up familiar with the Martial Arts from her youth, and mastered Tae Kwon Do and Aikido. When she moved to Osaka from Manila, she continued her studies. Then she saw something on the street; something that charmed her. The new Harley-Davidson Thundergod. She spent the last of her money and rode one out of the showroom. She's been neglecting her practicing recently to check-out, ride, and maintain her Harley; her new best friend.

The 27 year-old Maria has a hot and ruthless temper, though. She hates bullies. It is a famous story that she challenged a vicious Bosozoku leader, and knocked him out in 2 seconds with her 3/6. She's been called "Stormy Terror" ever since.

She becomes most frightening when she throws aside her 3/6. With her Battleglove-PLUSed hands and spiked knees, Stormy delivers a barrage of blows and kicks to her target. A storm of blows. This fighting style is rarely seen. Rumor has it that she used it to wipe out a Booster gang that had ridden over a puppy and killed it.

@ Chrome Book 1

* New item in this book

"Meat is weak? Hahahaha! What fool said this?"

"Of course, meat is maybe weaker than someone about to go Cyberpsycho. But if you practice hard in the correct manner, meat can become stronger than cheap metalheads. My dead dad used to say so. You think so too, neh?"

"You are still lacking in practice, Seventh."

"Now you are sounding like my grandfather. But your masters have surely said the same for you, neh?"

"Humph...impudent kid. Okay...you should practice hard in the street."

"No, no, no. Grandfather says the best practice place is the barren mountain. I think the streets are an excellent playground."

"That's saying a bit much. Call it practice-ground."

"So you think the same as I, Master Chung?"

"Eh, tou...that is...but..."

—Maria "Stormy Terror"
Chung and Fuma Kotaro the 7th





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