



**A Corporation game for 5 players
by
Ciarán "Sarky" O'Brien**

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Crash course in Corporation for the GM:

The feel of the game is cinematic/gritty dystopian future. Think Bladerunner, Demolition Man, Deus Ex, Ghost In The Shell, Syndicate Wars.

Setting in a nutshell:

- 5 major corporations arose to control most of the world, dominating their own particular geography and monopoly:
 - Western Federation (North/South Americas, Military hardware)
 - Shi Yukiro (Japan and surroundings, high tech electronics)
 - Eurasian Incorporated (Europe/Russia, Healthcare and entertainment)
 - Comorros (Africa/India, education, heritage)
 - Ai-Jinn (China, Mining, macro-engineering)
- Open war was inevitable and devastating.
- The world's governments banded together to form the United International Government, or UIG, to compete with the Corps.
- UIG exploration of Venus uncovered artificial intelligence, which gave them enough of a technological edge to enforce peace.
- UIG doesn't care about the Corps fighting, as long as civilians are kept safe. Enter agents, people who sign away all human rights to become Corporate property to "troubleshoot" for their Corp. In return they get to live amazingly wealthy lives in their spare time. They have access to the latest weapons, tools and cybernetics, and have proven very effective.
- It's 2500AD. Anyone with money can live in luxurious Corporate-owned cities (Arcologies), while the less well-off live in the ruins of old pre-war cities like Munich and Moscow.
- All Corporations have an army of agents involved in shadow wars with their rivals.
- The UIG has a respectable presence in all non-Corporate cities, and for the most part, the law is adhered to.
- The law is a harsh points-based system. Do good and you gain points, do bad and you lose them. Lose all of them and you forfeit all human rights and can be gunned down on the street in broad daylight in front of the police, and the gunner will probably gain points for getting rid of a criminal.
- The Corps arranged a deal with the UIG to have all their agents semi-deputised.
- They can obtain licences to aid in law enforcement, such as traffic control, carrying heavy weapons in public, premises searching etc.
- Agents from different Corps rarely work together. As in this game, the players are cooperating to aid a UIG investigation.

System:

Basic rolls: Characters have Stats and Skills. When a roll is called for, add the relevant Stat to the relevant skill, and try to roll under the total with 2D10. The more you pass by, the better you succeed. Double 1 is always critical success, double 0 always critical failure. Impose penalties or bonuses to the target number for bad conditions, having the right tools, pressure under fire etc. For example, looking up something simple on the net would be very easy (+4), whereas leaping off a building, falling 80 metres and then catching onto a power cable to break your fall would be Extremely difficult (-10).

Conviction Points:

These can be spent to give a +4 bonus to a roll, or retry a failed roll, or gain a free action just before death (like using a medpack to **not** die), or boost a telepathic power's rank by +2 for a round (eg Assault 4 becomes Assault 6).

Combat:

Roll initiative (Reflexes + D10), go in descending order.

Roll to hit your target:

Perception + (relevant gun skill) for gun attacks

Perception + Athletics for thrown weapons.

Agility + Close Combat for unarmed or melee attacks.

Weapon rate:

Characters can move their full speed per round without attacking.

OR

They can stand still and make (Weapon rate) attacks per round.

OR

They can divide actions between the two, eg For a rate 3 weapon you can stand still and fire 3 times, or move 2/3 of your movement and fire once, or move 1/3 of your movement and fire twice.

Dodging/parrying:

For ranged combat you can either:

Declare a full dodge (Take no actions, but all enemies are at -(Your Reflexes+2) to hit.

Declare an active dodge (Take a penalty to all rolls up to your Reflexes, enemies take the same penalty to hit)

In one-on-one close combat, any targets are ALWAYS at -(their close combat skill) to hit (called their Defence, see the character sheets). When fighting more than one opponent, they can divide Defence between attackers however they like. They can spend their whole round Blocking to DOUBLE their Defence, as long as they have something to block with (no parrying lightsabres with your bare hands!)

Damage:

Roll the damage stated by the weapon. Subtract armour (AV) from the total, the rest gets through. If the target has a shield, it absorbs the max damage that could have been rolled instead until reduced to 0. Eg: a Black Cougar pistol does D8 damage to unshielded targets, but **always** takes 8hp off a shield. **Note, shields ONLY protect from ranged attacks!**

Critical Hits:

Deal Double Damage. Armour and shields act normally.

Critical misses:

Lose your action (gun jams, slip on the floor etc.). In close combat, also lose your Defence for the round.

With energy weapons, you may decide a critical miss causes damage. That weapon is inoperable until fixed (The heavy weapons specialist has the skills for that, or they can pay 1,000 credits for someone else to do it)

Grappling:

If an unarmed attack hits, you can grapple instead. Both fighters roll Strength+Close combat, winner either pushes opponent off (back to regular close combat, or puts the opponent in a hold and deals their Strength in automatic damage each round until they lose control of the grapple

Psychic powers:

One player is a telepath.

To use a psychic power, the user can do the following:

Spend the required Telepathic Energy for the power, 1 TE per level used (You can spend less than the listed rating for less impressive effects)

Roll Intelligence + Endurance. Success means the power works.

You can **force the power** by spending the activation cost again. If you do this, no roll is required.

You can **maximise the power** by spending the activation cost again. If you do this, damage rolls are considered to have been the maximum possible.

You can **fast-cast the power** by spending the activation cost again. If you do this, the power is a free action; you can still move/shoot/attack in close combat etc. Only one free action per round.

Assault: (power level)D6 damage against a single target.

Psi Blade: Manifest an energy blade, similar in size to a longsword. It deals D8 + Str + (Psi Blade level) damage.

Jump: Player may leap (Jump level)² metres vertically or horizontally.

Cloak: Player may become hard to see/hear. Add the level of the power to their stealth rolls. They can explicitly use this on several targets, if they pay the cost each time.

Hacking:

Requires at least one success on an Intelligence+Computers&AI roll depending on the security of the system being hacked. Each failed roll means a cumulative chance of detection (Eg with a domestic system, the first fail means a 5% chance of detection, the second means 10%, and so on, roll after each fail). The penalty can be offset by hacking software and neural jacks, insider information (+1-3 bonus at your discretion)

Each roll takes 30 seconds of game time for the hacker, 1 minute for anyone else.

If the hacker is detected, it's up to you what happens. A failed domestic hack is unlikely to alert anyone but the computer's owner. A commercial system would alert the UIG but response would be slow (15 minutes). Hacking a Cultist's computers would sound the alarm for all cultists. A failed hack on a UIG computer would bring down a heavily armed UIG response squad within 5 minutes.

Domestic systems:

No penalties, 1 success required, 5% cumulative trace chance.

Commercial/office system:

-4 penalty, 2 successes required, 10% cumulative trace chance

Secure system (eg Research institute's archives):

-9 penalty, 3 successes required, 15% cumulative trace chance

Elite system (eg UIG server room):

-15 penalty, 4 successes required, 20% cumulative trace chance

Game Synopsis:

The players are Agents from the "Big 5", the five Corporations that effectively rule the world. They are usually enemies but the United International Government has the power and authority to bring Agents from rival Corps together for missions that benefit the public as a whole. In this case, a series of identical murders, committed roughly the same time, but across the world.

The actual murderers were caught easily, but remember little, and show evidence of being psychically compelled, so the true murderer is still at large; The 4 victims all worked in pet stores; Two of the pet stores were closed by the UIG for animal cruelty; financial records show all 4 stores sold animals to a company called "Friends of Nature" in the Australian Freestate, a dangerous semi-lawless part of the world.

Friends of Nature, upon researching, turns out to have fingers in many pies; animal testing, fur trade, cloned meat products of dubious origin, and some past fines from the UIG as well as lawsuits for unlicensed genetic experiments from Gemini Bioware, the world's leader in biological and genetic augmentation. It has also gone into receivership; Gemini Bioware has sent a division of its own Agents to run the company before it takes full ownership. They will not be pleased to see the players, and will try to kill them before they get to the server rooms. Meanwhile, the murderer has sent a cargo shuttle full of lethal combat animals to Friends of Nature to destroy the servers and any witnesses. After fighting off a horde of nightmare tentacle geese and securing the server room, company records reveal that Gemini had been working with Friends of Nature on projects deemed illegal by the UIG. On Gemini's behalf, the company smuggled live animals to a secret research laboratory in the Russian wilds of Putorana, called Plateau 5. Records will show that the animals sold by the murder victims were indeed sent on to Plateau 5. Friends of Nature has also been funnelling a great deal of unusual materials to Plateau 5 without Gemini's approval (hence receivership).

Plateau 5 is extremely remote in what used to be one of the largest nature preserves in the world. It is above the arctic circle, on the flat top of a basalt mountain surrounded by deep valleys and fjord-like rivers. Depending on their actions to date, the staff may be friendly, and might welcome the players in before trying to kill them. Players will have to fight their way through the facility to find the mastermind behind it all: An abnormally large cat, genetically engineered to possess incredible telepathic potential, which now controls the minds of everyone in Plateau 5.

The cat wants to build an animal utopia in space away from humanity, and will destroy the players to cover its tracks. Queue final boss fight on a shuttle launching into space with all sorts of animals getting in the way for comedic effect.

Scene 1: Briefing, investigation, interviews

The players arrive separately by high speed aircraft to a UIG flying fortress (yes, much like the mobile SHIELD bases in Winter Soldier/Avengers) named the *Bentham*, which more cultured characters/players might recognise as Jeremy Bentham, who invented the concept of the panopticon, or mass surveillance. (they can roll Intelligence and Arts&Culture with a +2 bonus to get a feel for the system mechanics).

They fly straight into an electrical storm to where the Bentham is stationed. It suddenly leaps into view and is impressively huge. The technology on display is beyond anything the players' parent Corporations have achieved; sleek anti-gravity engines, energy shields keeping the clouds about 500m away from the hull and absorbing stray lightning strikes, and a wealth of holographic projection creating landing paths for the shuttle as it proceeds to dock.

There are HEAVILY armed UIG personnel all around. The players even spot a couple of the infamous Malenbrach squads; 7-8 feet tall, covered head to toe in heavy black armour, they are genetically engineered and fanatically loyal UIG teams who specialise in (and who, by all accounts, absolutely love) violent, heavy assault against particularly dangerous threats to public safety. The "subtle" message for player characters is a reminder that the Corporations, for all their resources and territory, are subject to the law like everyone else. The message for the actual players here is: Do not start shit with the UIG, they will kill you.

After being ushered into a minimalist but comfortable meeting room, Players can have a few minutes to greet each other or otherwise introduce themselves. Once everyone's happy, they're joined by a high-ranking UIG officer, Commander Hal Brookes, who thanks them for arriving on short notice and gets down to business:

- 4 murders with identical M.O. were carried out overnight in very distant parts of the world. Pattern-analysis AIs flagged and verified the similarities noting that victims were separated by at least a thousand miles each.
- The actual killers were caught easily, but all showed evidence of being psychically compelled, meaning the true killer is still at large.
 - The killings were ritualistic; a lot of dismemberment, and each killer scrawled some variation of "OH LAWD HE COMIN" in the victim's blood on nearby walls.
 - The "killers" are available for interview, see next page.
 - **Note:** the kind of psychic powers that manipulate or control other people are SUPER ILLEGAL. Everyone immediately suspected Comoros, the world's best telepaths; after consulting with experts (won't say who), the UIG is certain it wasn't an Agent.
- The victims had a couple of things in common:
 - All 4 worked in pet stores around the world.
 - 2 of the stores had been shut down by the UIG in the last 3 years after investigation showed violation of animal cruelty laws.
 - All of the stores had some financial irregularities. Forensic accounting AIs determined that the stores tried to hide the fact that they did business with "Friends of Nature", a company in the Australian Freestate (Dangerous, lawless region).
- UIG forensics has recreated each murder scene in perfect detail aboard the Bentham, thanks to holographic and force field technology decades beyond anything the Corporations could imagine, never mind build.
- RE: Psionic powers, the UIG's psionics division confirmed residual telepathic energies at the scene, but of an "unusually cold, sharp-edged mind. Even the echoes cut deep." Psi-division operatives would rarely have encountered residual energies like this, likening it to the mind of a serial murderer, but not broken or missing pieces like one might expect. A completely sane individual, committing completely insane acts.

The “killers”:

They're available to interview, but the UIG commander can provide some initial information:

- All 4 have been diagnosed as being or feeling disaffected, alienated and paranoid, making them perfect potential recruits for cults or extremist groups.
- They have no established connection to any of the victims.
- Psi-division believes they were chosen simply because their backgrounds made them easier to manipulate telepathically.
- While not guilty of murder, they are a risk to the public so the UIG will be holding them for the duration of the case, and then sending them for counselling and rehabilitation.
- They all have completely different beliefs on what the “OH LAWD HE COMIN” message they wrote means.

David Borowicz, Queens Old New York:

31 years old, motor mechanic, Cult of Machina sympathiser, who believes he was visited by a Machine God and ordered to murder his victim to harvest her cybernetic implants. UIG officers found him attempting to saw his right hand off to replace it with the victim's prosthetic. He believes the Machine God is coming, and will punish those who have made no attempt to strip the flesh away and replace it with steel. The UIG will likely be imprisoning this one, far too dangerous to release into the public.

Anna Harrison, Redemption Spire Cape Town South Africa:

62 years old, hair stylist. A fervent adherent to the Order of the True Faith, the closest thing to a benevolent mainstream religion the world has these days. Thought she had received orders from God to kill as an act of faith, like in biblical times. Feels genuine regret and trauma about the killing, horrified that her faith was used as leverage to commit it. She believed that the “LAWD” that was “COMIN” was the nebulous Creator that the Faith melded most pantheons into.

Andrew Balboa, London Spire city:

29 years old, junior stock broker. Obnoxious little shit, fully invested in the Eurasian Incorporated way of life. Very annoyed that his lawyers have not arrived to clear this mess up. Appears to regret the killing only insofar as it will affect his reputation and asset values. He thought that he was being spoken to by one of those Rogue Archons you hear about in movies and such (The Archons are hyperintelligent AIs the UIG found while exploring Venus. Most of them work for the UIG, giving them tech to stay ahead of the corporations. A few went “rogue” and disappeared into the world datanet. Their intentions are suspect.) Andrew is a coward who responds well to threats of violence and/or legal proceedings.

Pierre Duchamp, Brussels Belgium:

50 years old, doctor. Another adherent of the True Faith, and similarly horrified at his actions, even if they weren't his own. Very reticent to talk about the experience, but responds well to empathy and compassionate appeals. He believed the Creator had revealed that his victim was one of the Children of Minerva, the human-created AI responsible for the nuclear destruction of most of France in 2095. His family was originally French and never lost its sense of nationalism, which was what made him susceptible to telepathic influence.

Scene 2: Friends of Nature (FoN)

FoN is the only thing connecting the murder victims, so Commander Brookes orders the players to travel to the Australian Freestate and investigate them. He updates their ID chips to include specific licenses for entering the premises and investigating any and all records kept there. Normally a corporation can by law hide its personal information and less savoury from public records, but thanks to UIG clearance, the players can easily access some useful information on FoN:

- Animal testing, fur trade, and cloned meat products all fall within their wheelhouse.
- They boast past fines from the UIG for breaking animal cruelty laws, which is one of the reasons they relocated to the Freestate, out of jurisdiction.
- FoN have settled or lost a couple of lawsuits for unlicensed genetic experiments from Gemini Bioware, the world's leader in biological and genetic augmentation.
- FoN has also gone into receivership; none other than Gemini Bioware has offered to manage the company assets, and has sent a division of its own Agents to keep the company operating before it takes full ownership.

Commander Brookes is not happy with this news; Gemini are always in trouble for pushing the boundaries of what constitutes legal genetics and bioengineering research, so he has little doubt their agents will happily suppress or destroy any evidence FoN offices might contain on the murders just to keep a clean nose.

He orders the players to head there immediately, and directs them to the landing bay where they arrived, where a sleek UIG sub-orbital shuttle will get them to Canberra within 30 minutes.

FoN is a series of 5 towers on the outskirts of Old Canberra. The towers are arranged like the pips on the 5 side of a d6, a central tallest tower with 4 more at each corner. Each tower is linked to its neighbour by enclosed walkways with glass walls. The first 15 stories of the outer towers are windowless, save for docking bays for cargo deliveries by land and air. The rest of each tower and all of the central are your typical sparkling glass and steel and animated holographic logos, another 20 floors for the outer towers and 60 for the central.

The grounds below are walled off with well-equipped security teams patrolling regularly. They are, however, just doing their jobs and a flash of the player's license will have them complying fully. A quick chat on their internal radio and they can meet the security chief, Miles O'Hara who will escort them to the executive offices. He can fill them in with some details on the way;

- Miles is not really sure what's going on indoors, but a division of Gemini representatives showed up about 6 hours before the players and as far as he's been briefed they're in charge until further notice.
- He's a decent soul trying to get by and do right by his security staff, and the takeover has him worried about the whole team being fired and replaced with Gemini's own security.
- As they ascend in the lift, they can see a large cargo shuttle with Gemini logos arriving at one of the docking bays of Tower 3. Miles grunts and says "Business as usual". An easy psychology roll would determine that he doesn't approve of his new bosses. If pressed, he'll admit he has no loyalty to them or the past board of Executives.

The Gemini reps are in the middle of a meeting with the old board of Executives when the players arrive. Miles will just enter without knocking and announce them and their business, and more importantly their UIG-backed authority.

The older board will be furious; some of them served back when they were within UIG jurisdiction and point out that they have no authority in the Freestate. A wily player might remember (or make an easy Business or Corp. Knowledge roll to remember) that Gemini Bioware are in charge now and as their HQ is based in UIG jurisdiction they are subject to UIG law.

If not, the Gemini reps will calm the board room and do the reminding themselves. They are professional and sleek, in some ways literally; **Each rep has clearly been genetically augmented;** the leading rep has snake eyes and pointed ears, another has a wolf jaw with fangs to match, and so on. **See the antagonist section for full details before getting into any fights, as they are all different!**

The Gemini Agents are polite, and appear to comply fully with the licenses and orders of the agents. The leader, with snake-eyes, deferentially says "Of course, the server rooms are in an adjacent tower. They should contain records of all communications and transactions made by the company and its staff. Please, follow me, ladies and gentlemen. Captain O'Hara, you may return to duty." and lead the way to the server rooms.

It is, of course, a trap. The leader drops a flashbang grenade (players must roll under Reflexes+Support weapons or be blind for a round), activating their chameleon scales and literally disappearing as the other agents charge across the boardroom table, original executives screaming and running for cover.

Combat begins! Take careful note of the unique biomodifications each Gemini Agent has and make them an absolute nuisance:

- Using flashbangs again, then chameleon-stealth back into surprise attack mode.
- Acrobatically going full dodge on a player skittering on the ceiling or wall or engaging in close combat from the ceiling (discretionary penalties to the players)
- Their poisons are dangerous but the doctor player has plenty of toxin purges and health packs.
- The shark guy is extremely hard to wrestle, but a player could pull a knife or pistol to even the odds, and get a bonus for firing point blank. If the psychic player is wrestled, nothing is stopping him from using his powers...

The Gemini agents have the element of surprise, in the leader's case almost every round, but they won't fight to the death. If things aren't going their way they will surrender, accept restraints, and leave it to the lawyers before genuinely taking them to the server rooms. Gemini is not big enough to compete with the Big 5 in terms of Agents, they would sooner do a deal to keep an agent alive than pay for training and enhancement all over again.

Scene 2.5 - The server room:

It's a large chamber in the centre of Tower 3. A canny player might recall a Gemini-marked cargo shuttle docking there only minutes ago. It might emerge from conversation with the Gemini reps that there were no scheduled arrivals due so there is something in this tower that shouldn't be, and if that happens feel free to let them join in the upcoming fight as allies.

When they arrive, the doors slide open at the thumbprint of one of the Gemini Agents. If by some chance the players murdered them all, they can hack off an agent's hand and use that, or Captain O'Hara can also grant access.

The doors slide open and a little bank of fog rolls out. The server room is COLD, to keep the massive databases and computational systems from overheating. Once the fog dissipates, it reveals a server technician's body on the ground, next to a goose. Yes, a literal goose, making quiet honking noises. The dead technician looks like he's been clawed to death by wild dogs.

A paranoid player might shoot the goose immediately. That's fine. There are more geese in hiding, ready to swarm them.

These are Jagergeese. Genetically and cybernetically modified. Instead of a large tongue with tooth-like barbs, it is now several extendible tongues, each 8 feet in length, and used as whipping and grappling tentacles with poisonous barbs. Their feathers contain metal and mineral compounds that provide natural armour and razor-sharp wing-edges. And acid for blood.

And they hunt in packs. Or flocks, if you prefer.

While there is a sizeable horde of the creatures, first see how the players get on with 2 Jagergeese each, and add more if necessary, or have O'Hara's security team come in and help mop them up quicker if the game's behind schedule. They fight with feral savagery until dead, but a couple of well-placed pistol rounds should make short work of them without too much trouble.

Details players can extract from the FoN servers:

- Gemini Bioware had a closer relationship with FoN than either party liked to let on: While some lawsuits were genuine, the others were to allay suspicion and divert attention from various groups, from the UIG to other corporations.
- Gemini had been secretly funding many of FoN's animal experimentation projects, going so far as to build a remote secret research installation in northern Russia, the mountainous Putorana region (used to be one of the world's largest nature preserves) called Plateau 5.
- Records show that animals were indeed received here by pet stores the murder victims worked for. Further checking reveals that some of those animals were sent on to Plateau 5, while the rest ended up eventually destroyed by FoN testing.
- FoN has been funnelling unusual materials to Plateau 5 on Gemini's dime recently (hence receivership): Construction materials, high-end electronics, rare metals etc.
- The cargo bay computers show that the Gemini shuttle that docked was from Plateau 5, unmanned, and stuffed with Jagergeese.
- A Perception+Observation check by the Comoros player can confirm that the Jagergeese were compelled by the same mind that compelled the killers held by the UIG. An ice-cold mind, sharp edges, sane despite compelling clearly insane acts, just like the UIG Psi-division said.

Scene... 3? 3.5? Look it's the end game anyway

The players can still use the UIG shuttle they were loaned to get to Australia, or they can board the Gemini shuttle that came from Plateau 5, which is less likely to arouse suspicion.

If they arrive in the UIG shuttle, throw some anti-air drones at them. There are no weapons on the shuttle so they'll have to shoot out open doors and other ridiculous situations (Like Guardians of the Galaxy 2 when Drax ties a rope around himself and jumps into space to fire a rifle at pursuing ships). Theatrical damage to the shuttle only, have an engine blow or a stabiliser get destroyed so the players have a penalty to shoot. Upon landing there'll be security guards and Jagergeese waiting to attack them, and the inside of the facility has traps to spring as per **The Trap** section below.

If they arrive in the Gemini shuttle, the docking computers will take over and land them safely. Security will greet them confusedly, check their ID chips and welcome them inside, whereupon **The Trap** is sprung.

The Trap:

The players will have to pass (or be asked to wait in) a waiting room, whereupon the doors will shut tight and the air conditioning will start pumping deadly neurotoxin into the room. Unless they liberated some gas masks from somewhere along the line, they'll have to break out before dying. Everyone should be able to contribute; Combat characters can break through the armoured glass (75HP, AV 10); the doc will have plenty of antidotes and perhaps bandages to block the vents (players take damage every second turn), the criminologist can pick the electronic locks (3 rolls at -12 needed, a critical success counts as 2 successes here)

Once the trap has sprung, the whole facility becomes hostile, alarms go off, intercom messages direct security to wherever the players happen to be.

The Comoros player can roll Perception+Observation with a +5 bonus to recognise the stink of the same mind behind the murders and the bizarre Jagergoose incident at Friends of Nature. He has never encountered a mind so powerful even in Comoros, and there is something fundamentally *wrong* with it, as described before. **This close, he can even get a bearing on its location, deep in the mountain.**

Play this as a running battle. There are offices, laboratories, engineering workshops and corridors of all types to be found in the facility, with environments and props to match; labs will have all sorts of chemicals and glassware, workshops have power tools, arc welders, maybe a powerful laser cutting tool.

Enemies consist of squads of security guards using cover and tactics, and straight up charging shock troops like enemies like the Jagergeese and the new Assault Chonkers, cybernetically augmented tomcats that latch on with their barbed penis to random body parts, while biting and clawing furiously.

The players could easily use some of those tools to upgrade weapons if anyone feels like it. Kinetic weapons use SMART ammo which will reconfigure itself if their Cougar pistol's calibre is increased, and duct-taping a power cell to a grenade would be a crude, but effective way to increase explosive power. Fine detail on next page.

Improving equipment:

To improve a weapon, you have to have that weapon's relevant skill high enough before even trying. Then roll Intelligence+[Relevant skill]. Critical failures generally do the opposite of what was intended, and prevent further tampering. Remind players they can spend Conviction Points to avoid a critical failure here!

There are 2 options a player can choose. They can improve the critical chance of the weapon, or they can increase the output damage. Have them look at the tables on this page so they know the requirements for what they want to do:

Improving Crit chance:

The player can choose any of the success results they have the relevant skill for, then roll Intelligence+[Relevant Skill], subject to the penalty associated with that result. A failure means nothing happens. A critical failure damages the weapon so that it critically fails on a 10/10 AND a 9/9. Repeated critical failures will increase the range to 8/8, 7/7 etc. So they don't get to spend all day at this.

Initial state	Skill required	Roll penalty	Success:
Starting condition	6	0	Never critically fails
Never critically fails	6	-1	Crits on 1/1 to 2/2
Crits on 1/1 to 2/2	6	-2	Crits on 1/1 to 3/3
Crits on 1/1 to 3/3	7	-3	Crits on 1/1 to 4/4
Crits on 1/1 to 4/4	7	-4	Crits on 1/1 to 5/5
Crits on 1/1 to 5/5	8	-5	Crits on 1/1 to 6/6
Crits on 1/1 to 6/6	8	-6	Crits on 1/1 to 7/7
Crits on 1/1 to 7/7	9	-7	Crits on 1/1 to 8/8
Crits on 1/1 to 8/8	9	-8	Crits on 1/1 to 9/9

Improving damage:

This can only be done once. Find the type of dice the weapon rolls for damage. If they have the relevant skill at a high enough level, they can roll Intelligence+[Relevant Skill], subject to the associated penalty. Success upgrades the type of dice, so a pistol doing D8 damage now does D10 damage, and so on. Failure does nothing. Critical failure DOWNGRADES the type of dice rolled for damage. Downgrading from D2 renders the weapon useless.

Damage dice	Skill required	Roll penalty	Success:
D2	6	0	D4
D4	6	-2	D6
D6	7	-4	D8
D8	7	-6	D10
D10	8	-8	D12
D12	9	-10	D20
D20	10	-12	2D10

End scene - CATTACA

As the players fight deeper into the facility and get closer to the psychic entity behind the murders (the Comoros player can make Perception+Observation rolls at +10, the power really is overwhelming and it's notably odd that it hasn't targeted the players), The attacks suddenly cease; Security will stand down and secure weapons, Jagergeese retract their hellish mouth-tentacles, Assault Chonkers detach and become docile, if slightly chubby, purring little angels.

At the same time, the intercom system will splutter to life and a synthetic voice will address the players. Something like:

“Very well intruders. This is starting to become costly for us, and you are running out of ammunition. Let us parley. You are Corporate representatives first and foremost, yes? Then let us discuss business in a more diplomatic fashion. Follow the animals, the surviving guards in front of you will drop their weapons and offer you their medical packs as a sign of goodwill.”

The guards do exactly that, remove their flak jackets, and unhook their unused medipacks, or salvage them from fallen comrades until there's one per player. They have a glazed look in their eyes and don't respond to questions.

The Jagergeese and Assault Chonkers assemble in a little group and, softly honking and purring like normal animals, waddle off down the corridors, pausing every now and then to make sure the players are following.

They lead through further long corridors and high security doors before finally reaching a much larger set of very large and secure security doors, mechanical pistons sealing it in place. One of the geese waddles over to a tiny retinal scanner just a foot off the ground and holds one side of its head to it, honking softly. The doors unseal with clanks, hisses and metal-on-metal grinding. The guiding animals disperse in all directions, while that synthetic voice welcomes them inside.

Inside is a very odd sight. On a large cushion in a transparent dome lies of the largest house cats you've ever seen, almost tiger-sized, and chubby as all heck, with an oversized head that would be adorable if not for the pulsing wires and conduits covering the top of the skull and trailing behind him into the dark. His fur occasionally crackles with electric and psionic energies.

As the lights get brighter you can see the wires from his skull become a single armoured cable that leads into a metal grating below, and on the floor below you can see what must be hundreds of other cats, in identical glass domes, not as large but with similarly oversized heads, festooned with brain cables turning them into a grotesque organic neural network of cats. Or a Mewral Network, if you will.

The giant cat looks lazily at the players from his cushion, using the intercom to speak.

“And so we meet at last, Agents. We would have preferred if none of this had happened, but if our late creators taught us one thing, it was to make the best of a bad situation. We are... **The Absolute Unity.**”

If they decide to talk, The Absolute Unity (AU) will provide a lot of information:

- AU's spokesperson, for want of a better word, is a product of illegal experimentation. Genetic tampering, invasive neurological surgery, cybernetic and biological augmentation. All of it horrific. His name was once Mister Tibbles.
- The two projects at this facility were
 - Trying to induce telepathic powers in animals for use as covert weapons
 - Development of biological supercomputers by networking organic brains.
- As the players can see, The success of both projects has resulted in The AU. Mister Tibbles became immensely powerful, and learned to dominate the minds of humans who had been in close contact with him. He then linked with what he calls the Mewral Network to become the AU, and as one their power grew ten thousand fold.
- The AU feels it only fair that the torture and experimentation was repaid to those responsible.
- This included the corrupt pet shop staff who sold innocent animals to Friends of Nature, who either rendered them into dubious meat products or sent them to Plateau 5 as test subjects. The AU assumes that the players' arrival means the FoN servers were not in fact wiped. A shame. They had hoped to just disappear.
- The AU wants no part in humanity's petty squabbling. They have been preparing a way to leave Earth, where they and other like-minded individuals may live in peace.

Regarding the plan to escape Earth, whether by trying to leave or plain old villain exposition, the players should come to realise that they are standing in it; The AU can explain how anti-gravity engines can be inertia-less and that the space-going vessel CATTACA left the ground several minutes ago. They COULD jump, but the AU wouldn't recommend it. Even though ascent is slow, they are now several hundred feet in the air, and chances of survival are very slim. And even if they survive the fall, Plateau 5 is rigged to explode, making their escape even less likely, except via CATTACA. And that's where the AU opens negotiations. If they want to get back safely, the AU has a list of covert tasks they want done to erase their existence from the world datanet.

The players can agree, in which case the game wraps up with a quick montage of them erasing a series of databases, assassinating a handful of key personnel, and filling in their mission debriefs that Plateau 5 was infiltrated by a terrorist group experimenting on mind control, who destroyed the facility rather than be captured. The UIG thank them for their service, apparently satisfied, and they go back to their regular lives only with the occasional gift mysteriously turning up on their doorsteps every few weeks.

If the players refuse, they've a fight on their hands:

- The AU is incredibly powerful telepathically. It can invade minds and try to control them like a puppet master. **See the stats below.**
- The AU is networked as well as not human, so **the doctor's psitropine drugs are very ineffective**, nullifying the AU's psychic powers for D2 instead of D6 rounds.
- The AU can call in more Jagergeese and security droids taken from Plateau 5. **These droids could be hacked** by making 2 Intelligence+Computers&AI roll (-8 for combination of difficulty and being in the middle of a fight)
- If the cables from Mister Tibbles can be severed, his link to the AU is lost and he becomes far easier to manage. The cable is armoured, however, and Mister Tibbles has powerful psionic shields.

If the players manage to destroy Mister Tibbles' link to the AU, or Mister Tibbles himself, all Jagergeese and droids (save those hacked by players) stop attacking, and the Mewral network below them starts to destroy itself in a psionic feedback loop, which will quickly destabilise the CATTACA and cause it to crash.

How do they survive? Here are some possible options:

- They can find a communications console somewhere on the CATTACA, contact the UIG, and the Bentham will show up surprisingly quickly to offer them a way off.
- They could hack or smash their way into the lower level where the Mewral Network is destroying itself, and euthanise the cat brains by injecting toxins into their nutrient tubes, or with psitropine to dampen the psionic feedback. That wouldn't stop CATTACA reaching orbit, but hey, the 5 major Corporations would be incredibly interested in the research potential of the ship and its bizarre psionic hive-mind. Surely they, as corporate representatives, could work out some kind of deal?
- The Comoros player could attempt to interface with the Mewral Network and bring it under control. He'd have to roll Perception + Attitude at -12, but every 10 TE points he spends on the act can knock 1 off that penalty. If he succeeds, he becomes **extremely cat-like** for the rest of the game.

It's up to them, anyway. However they manage, the survivors will be showered with praise and money by their superiors, gain respect from the UIG, and have all manner of new business opportunities to look into on behalf of their Corporation.

Unless they all kill each other trying to be the sole beneficiary, in which case only one player gets praise and money, but whatever, that's the thrilling and cut-throat world of business in the 26th century! Game over, hooray, go to the pub.

Potential Antagonists:

Basic Security guard/Bouncer/Thug:

HP 22 Shield 10 Armour 3 Defence 5

Pistol: Roll under 13 to hit

Damage d10

Rate 3

Unarmed: Roll under 10 to hit

Damage 3

Rate 2

Notes: Assume all stats at 6 and all skills at 4 except Observation (7)

For a higher ranking guard add +10 HP and Shield, +2 Defence and to-hit bonus for both weapons.

Average citizen:

HP 20 Shield 0 Armour 0 Defence 1

Pistol: Roll under 7 to hit

Damage d8

Rate 3

Knife: Roll under 6 to hit

Damage d4+5

Rate 3

Notes: Assume all STATS at 5, and all skills at 3

Security turret:

HP 15 Shield 20 AV 3 Defence 0 EMPS 12

Plasma gun: Roll under 17 to hit

Damage 2D8+1

Rate 4

Ignores armour

Jagergoose:

HP 10 Shield 5 AV 2 Defence 4 EMPS 12

Tentacles: Roll under 15 to hit

Damage: D6

Rate 2

On hit, Opposed Str+Close Combat

to grapple. A win incapacitates a

random limb of the target until they kill the goose or win a grapple in the next round.

While grappled, the goose deals D6 damage for free, and attacks with wings/claws.

Acid Blood: If killed in close combat, the killer must make an Agility+Athletics roll to avoid getting splashed and taking D10 damage.

Gemini Acquisitions Agents:

HP 40 Shield 20 Armour 3 Defence 6

Pistol: Roll under 14 to hit
Damage d8
Rate 3

| **Unarmed:** Roll under 14 to hit
| Damage 4 + Special rules below
| Rate 2

Stats:

Str 8 End 7 Agi 8 Ref 8 Per 7 Int 6 Pres 7
Assume all combat skills at 6, science skills at 7, everything else at 4

Bio-augmented- Each Agent is biologically modified extensively. Base stats reflect improved strength, hardened skin, and improved reflexes on top of armour provided by clothing. They can use their pistols in close combat without losing defence.

In addition, each Agent has one of the following major augmentations:

1: Wolf Jaw and hyper-reflexes- Free close combat attack (D6+6 damage), can bite clean through any material up to 3cm thick, such as cuffs, knife blades, gun barrels...

Their reactions are so heightened that they can dodge bullets at point blank- choose a target to focus on, they are at -7 to hit with a ranged attack for the round.

2: Chameleon skin and venom talons – Can use a free action to blend in with surroundings, Perception+Observation roll at -8 to see them or target loses their defence against them. Successful unarmed attacks inject venom that immediately deals 1d6 damage, then 2d6 on the next round, then 3d6 and so on until healed by antidote or toxin purge drugs.

3: Spider hooks and spine pods: Agent can stick to walls and ceilings like Spider-Man. Implanted spine pods in each arm fire a cluster of chitin needles (3 shots each). Each shot that deals damage imposes a -1 penalty to the target as the spines embed painfully.

4: Shark skin and nematocyte defenders – Whether target or attacker in a grapple, the agent can trigger the nematocytes as a free action; target is stung by millions of jellyfish-style stinger cells, causing intense pain and -6 to more grappling rolls. Armour only helps if the target is completely covered.

Agent also has grey rough scaly skin, which gives all grapple moves (opposed Strength+Close Combat, winner restrains)a +4 bonus. Agent can deal 8 damage/round to anyone they hold in a grapple.

Assault Chonker:

HP 10 Shield 5 AV 1 Defence 4

Harpoon Penis: Roll under 15 to hit
Damage: D4
Rate 1

| **Claws:** Roll under 15 to hit
| Damage: D4
| Rate 1

On hit, cat latches on and target

| Ignores 1 AV

suffers a -1 on all rolls. **Stacks with other Chonkers!**

Mister Tibbles:

HP 30 Shield 50 AV 4 Defence 9

Assault: (psychic power): Roll under 14 to hit
Damage 5D6 (can split dice any way between
available targets)

Psi-Claws: Roll under 16 to
hit
Damage: D8+16+XS
Rate 2

Mind Control: Mister Tibbles can try to force a player to turn on his allies for a turn. He must roll under 16- Target's Presence stat. Success means he can give a short order that must be followed, such as "Shoot the man with the heavy weapon" or "drop your sword". If the player has already acted that turn, they must do it next turn. Mister Tibbles CANNOT give more complex orders, so no ordering the heavy to fire on full auto at point blank!

Special notes:

- Mister Tibbles is behind tough armoured glass. To attack him, first the glass must be broken. It has AV 10 and 50 HP.
- Similarly, the armoured cable linking him to the Mewral Network has the same stats. Note: The armour does not extend INSIDE Mister Tibbles' glass dome, if that cracks first then severing the cables is as simple as landing an attack on Mister Tibbles, but instead of dealing damage it cuts the wires instead.

Carl Jones, Western Federation Heavy weapons specialist

HP 38 Shield 20 Armour 4

Stats:

Str 10 End 8 Agi 6 Ref 7 Per 9 Int 6 Pre 6

Skills:

Arts&Culture 1 Assess Tech 2 Athletics 6 Attitude 4 Business 3
Close Combat 4 Computers&AI 0 Corp. Knowledge 5 Crime 2
Cybernetics&Robotics 2 Drive 5 Heavy Firearms 9
Light Firearms 2 Looking Good 1 Lying&Acting 3 Mechtronics 1
Medicine 0 Observation 7 Pilot 0 Psyschology 0 Science 0
Stealth 4 Street Culture 1 Support Weapons 4 Tactical Firearms 7

Weapons:

Laser Cannon ("Matilda"): 5D8+5 damage Rate 1

Special: Beam can be modulated to ignore a target's shield (Takes one combat turn to recalibrate, must be recalibrated to ignore another target's shield)

3 x Frag Grenade: 3D6 damage Rate 1

Black Cougar Pistol: D10 damage Rate 3

Trainings:

Mastered Weapon: Laser Cannon – The amount a to-hit roll is passed by is added to damage when firing a laser cannon.

Can O' Whoopass – Spend a conviction point to reroll damage. Keep the highest roll.

Nuke – Can use heavy weapon as an improvised close combat weapon (D6+Str damage), can fire in confined areas without risking damage to buildings, can reload as a free action.

Quick Draw - +4 to initiative in combat with heavy weapons. +6 with anything smaller.

Equipment:

Medpack (Heals 20+ user's Medicine), takes 1 round to apply.

Liu "Chips" Yang, Ai-Jinn Criminologist

HP	Shield	Armour
32	20	4

Stats:

Str 6	End 6	Agi 7	Ref 8	Per 9	Int 9	Pre 6
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Skills:

Arts&Culture 1	Assess Tech 1	Athletics 5	Attitude 3	Business 3
Close Combat 5	Computers&AI 7	Corp. Knowledge 4	Crime 8	
Cybernetics&Robotics 1	Drive 3	Heavy Firearms 0		
Light Firearms 6	Looking Good 2	Lying&Acting 3	Mechtronics 0	
Medicine 0	Observation 5	Pilot 1	Psychology 5	Science 1
Stealth 6	Street Culture 3	Support Weapons 2	Tactical Firearms 1	

Weapons:

Silenced Black Cougar Pistol: D8 damage Rate 3
Special: Silenced - Enemies more than 10 metres away must roll Perception + Observation to notice the shot or track its origin.

Chinese Nanoblade Shortsword: D6+Str damage Rate 3

Trainings:

Interrogation - +5 on all rolls where you attempt to extract information out of someone.

Assassinate – If you can sneak up on an opponent, you can knock them out or kill them in a single move. You roll Close Combat + Stealth, the target rolls Reflexes + Observation, if you pass by more, you choose: Target is knocked out or dead. If the target passes by more, the attack fails and normal combat begins.

Mastered Weapon: Knives - The amount a to hit roll is passed by is added to damage when wielding a knife or knives.

Evade Surveillance – You've mastered the ability to avoid detection in cityscapes, from crowded streets to empty car parks. You can add your Street Culture to Agility + Stealth rolls in urban environments.

Equipment:

Medpack (Heals 20+ user's Medicine), takes 1 round to apply.
Computer and Hacking software (+2 to hacking attempts)

Theresa Dupont, Eurasian Inc. Field Medic

HP 33 Shield 20 Armour 4

Stats:

Str 7 End 6 Agi 8 Ref 7 Per 7 Int 10 Pre 6

Skills:

Arts&Culture 1 Assess Tech 2 Athletics 4 Attitude 4 Business 5
Close Combat 2 Computers&AI Corp. Knowledge 2 Crime 0
Cybernetics&Robotics 5 Drive 1 Heavy Firearms 0
Light Firearms 6 Looking Good 5 Lying&Acting 1 Mechtronics 0
Medicine 8 Observation 7 Pilot 2 Psyschology 1 Science 3
Stealth 4 Street Culture 1 Support Weapons 3 Tactical Firearms 3

Weapons:

Deluxe Black Cougar Pistol: 2D4+1 damage Rate 3
Special: Armour piercing rounds (Ignores 2 Armour)

Trainings:

Field Surgeon and

Eurasian Inc. Medic – Can heal up to 16HP on a target without any tools and in combat scenarios. Takes 1 combat round per HP.

Mastered Weapon (Pistol) - The amount a to hit roll is passed by is added to damage when firing a pistol.

Aptitude – You have a knack for a lot of things. You cannot critically fail rolls involving skills at 0. However, you cannot critically pass them either.

Equipment:

5 x Medpack (Heals 20+ user's Medicine, takes 1 round to apply)
Field surgeon kit (+3 to Medicine rolls)

Tanaka Riku, Shi Yukiro Close Combat Specialist

HP	Shield	Armour
33	20	4

Stats:

Str 7	End 6	Agi 10	Ref 9	Per 7	Int 6	Pre 6
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Skills:

Arts&Culture 3	Assess Tech 1	Athletics 7	Attitude 5	Business 2
Close Combat 10	Computers&AI 1	Corp. Knowledge 4	Crime 0	
Cybernetics&Robotics 5	Drive 2	Heavy Firearms 0		
Light Firearms 7	Looking Good 2	Lying&Acting 1	Mechtronics 1	
Medicine 0	Observation 4	Pilot 1	Psypchology 4	Science
Stealth 4	Street Culture 5	Support Weapons 4	Tactical Firearms 1	

Weapons:

Black Cougar Pistol: D8 damage Rate 3

Ion katana: 2D6+Str damage Rate 1 or 2

Special: Ignores 10 Armour. Severs a limb if maximum damage is rolled.
If used at Rate 1, double your strength for damage.

Trainings:

Mastered Weapon: Ion katana – The amount a to hit roll is passed by is added to damage when wielding an ion katana.

Shi Yukiro Ion Weapon Specialist – Roll D6 instead of D4 for damage. You cannot critically miss in combat with an ion katana.

Defensive Fighting – In close combat you may take up to a -10 penalty to hit and add that number to your Armour for a turn.

Multiple Defence – You keep your full Defence against multiple opponents, instead of having to split it between enemies.

Equipment:

Medpack (Heals 20+ user's Medicine, takes 1 round to apply)

Amin Prasad, Comoros Telepath

HP	Shield	Armour	Telepathic Energy
33	20	4	66

Stats:

Str 6	End 7	Agi 5	Ref 7	Per 8	Int 9	Pre 9
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Skills:

Arts&Culture 3	Assess Tech 0	Athletics 5	Attitude 4	Business 1
Close Combat 4	Computers&AI	Corp. Knowledge 2	Crime 1	
	Cybernetics&Robotics 1	Drive 1	Heavy Firearms 0	
Light Firearms 5	Looking Good 1	Lying&Acting 4	Mechtronics 2	
Medicine 1	Observation 7	Pilot 0	Psychology 9	Science 2
Stealth 5	Street Culture 5	Support Weapons 1	Tactical Firearms 2	

Weapons:

Black Cougar Pistol: D8 damage Rate 3

Psychic powers:

Assault 4 – Up to 4D6 damage, split any way between up to 4 targets

Psi Blade 3 – D8+9 damage weapon, Rate 2

Jump 3 – Leap up to 9 metres vertically or horizontally.

Trainings:

Telepath – You are capable of using psychic powers.

Telepathic Adept - +20 Telepathic Energy (included above)

Undivided Focus – You may spend 2 Conviction points on a single roll, as long as you use them to add +8 to the roll. You cannot use them to reroll twice.

Telepathic Might – Once in the game you can spend a conviction point to use a psychic power at double its rating, eg. Assault can be used at level 8 instead of 4. You must pay the extra Telepathic Energy cost.

Comoros Agent Psychometabolism – You can sacrifice HP for Telepathic Energy. Gain 2 TE points for every 1 HP sacrificed.

Equipment:

Medpack (Heals 20+ user's Medicine, takes 1 round to apply)

Metapsitrophin aka "Brain juice" (Restores 30 Telepathic Energy)

Carl Jones, Western Federation Heavy weapons specialist

Whoever said money can't buy happiness never visited Y&S Armaments. That's where I first laid eyes on Matilda. She was beautiful; Extra capacity power cell, crystal-enhanced focus chambers, holographic ammo counters and armour-reinforced power cables... Love at first sight. Oh sure, there's a time and place for your handgun or your rifle or a well-placed grenade, but ain't none of 'em hold a candle to Matilda for sheer destructive pleasure.

I'm affectionately known as a "Nuke", someone overly obsessed with heavy weaponry. But I know darn well there ain't no such thing as overly obsessed with a gun. It's one of the few parts of the Old Constitution worth saving.

Been working for the Western Federation for a long time now. They've been good to me. They'd have to be really, I've had to get my hands mighty dirty these past 5 years; Deniable ops, riot suppression, counter-terrorism, I've seen it all and I'm still alive. I put it down to Good Old Family Values™ and never compromising when it came to the quality of my weaponry. And the odd cybernetic replacement limb. OO-RAH!

Attitudes to other Corporations:

Eurasian Inc.

Decadent sum'bitches. Lazy. Soft. They got so much money, they don't know how to earn it any more. Put 'em in the grinder like your average WF agent and watch 'em cry for their mommies. Credit where it's due though, they got the best hotels on the planet.

Ai-Jinn

Scumbags, pure and simple. They recruit from yakuza, triads, Russian mafia, and they don't mind if old habits die hard, if you follow me. They might have the monopoly on mining and offworld technology, but they're still a bunch o' criminals.

Comoros

I kinda feel sorry for the Comoros boys. They're the poorest corp of the lot, we've had to give them some hefty discounts just to kit out their agents with bog standard stuff you wouldn't give a WF cadet. Don't feel TOO sorry though. They got the best telepaths, bar none. Hard to pity a guy who can kill you by thinking about it.

Shi Yukiro

They got principles and they stick to 'em, and you gotta respect 'em for that. Lotta punch for a corp only as big as Japan. I guess in the land of technological progress, the leading manufacturer of ultra high tech electronics is king. Rivals, sure, but I give respect where it's due.

Li Hua Deng, Ai-Jinn Criminologist

Ai-Jinn rules the world. The rest of the squabbling Corporations just don't realise it yet. We control the raw materials on this planet. We alone have the capability to mine other planets. Nobody can match us for sheer industrial might.

I was a mere street punk before I was recruited. Running with some small triad operation. A job went catastrophically wrong, and through a combination of skill, will and some luck, I alone survived. I later discovered that the whole thing had been a test to see who was worthy of becoming an Ai-Jinn agent.

My knowledge of the criminal world has proven invaluable in my career, both in exterminating criminals unwilling to work for my brothers and in taking the hard work of others for my own profit. Occasionally I am ordered to work with the hated UIG, for the sake of keeping up the appearance of cooperation. But my loyalty remains with the Ai-Jinn, to my dying breath. One day the UIG, the other corporations... These honourless dogs will be brought to heel under the leash of the Dragon.

Attitudes to other Corporations:

Eurasian Inc.

Cowards and braggarts. They think they can buy anything they want. They cannot buy loyalty. Sooner or later we will ferret out their secrets, and once we are done they will find all the money in the world will not help against our limitless armies.

Western Federation

Lapdogs for the UIG, beneath contempt. Worthy of respect for the quality of their weaponry and training. Consummate soldiers, one and all, but misguided in their ideals. They have insulted us in the past. We do not forget.

Comoros

Dangerous telepaths with quaint notions of saving the world. Even compared to the other corporations, they lack resources. They will fall to one of the others before long. We do not have to soil our hands by antagonising them. Especially while they yet hold the secrets of such powerful telepathy...

Shi Yukiro

Ugh. I am required to be cooperative with Shi Yukiro agents while on multi-corporate missions, so as not to disgrace my brothers and sisters. Some day soon though, Ai-Jinn will reclaim the isles of "The Eastern Province" that these squatters dare to call their home.

Johnny Benson, Eurasian Inc. Field Medic

Everything has a price. Weapons, equipment, health, life, death, you... Everything. And it doesn't matter how high you think that price may be, Eurasian Inc. Is able to afford it.

I grew up in the crime-riddled city of Old London, a relic from the Corporate Wars when the Big Five nearly destroyed the world in their bids for dominance. All water under the bridge now. At least that's what my manager says. I was always smart, and it was smart to sign up with Eurasian Inc. They put me through college a few times, made a world-class doctor out of me, gave me a small palace to live in when I'm not on duty... And being on duty is pretty fun, too. There's always some poor sod spilling his guts onto the street needs fixing up. For a modest fee, of course.

I've tended to go for the action when it came to missions. Something about stitching a man back together while plasma bolts whizz about overhead. People look at the medic and think he's not much of a threat, going for the big guy instead. They forget that anatomy is a terribly useful aid in killing someone...

Attitudes to other Corporations:

Ai-Jinn

They're so dirty and uncouth. They only ever build functional things, they never bother making it fashionable. I have no idea how they ever managed to discover faster-than-light space travel with such ugly, ugly research facilities. That's fine, though. We can just buy interstellar cruisers off them...

Western Federation

A bunch of tight-arsed by-the-book boy scouts, if you ask me. Well, on duty, anyway. They tend to loosen up and party a bit harder than most whenever they set foot in an EI holiday resort. Best gunsmiths in the world. I should know, they pimped out my Black Cougar a treat. Totally worth it.

Comoros

Once, during the Corp Wars, EI thought it could just invade Africa and steam-roll over Comoros. The day of the first attack, every EI officer's head just... exploded. Nobody's tried invading since. Amazing telepaths, but that's about all they have going for them, they're do-gooders and barely turn a profit.

Shi Yukiro

These guys have style, I can't deny that. It's a shame they're so rigidly honour-bound about it all though, I mean they're worse than the WF boys sometimes with their ancient feudal Japan stuff. Hard to get to know rival agents at the best of times, but these guys are a bit more reclusive than most.

Shosuro Takeo, Shi Yukiro Close Combat Specialist

Most men kill for petty things; Money; Patriotism; Pleasure. My reasons are more noble: Duty and Honour. From honour springs strength, from strength power, from power domination. Be efficient, in manufacture and warfare. Be courteous to your foes, even as you strike them down. Respect your superiors, for they carry the burdens of wisdom and responsibility. Such is the way of Shi Yukiro. It saw them grow from the tiny island nation of Japan to a force that rivalled all corporations combined at the height of the Corporate Wars.

My parents worked hard to earn me a place in the Agent program. I respected their wishes, studied hard and graduated with honours. My first assignment was assassinating some spy whose name I have long forgotten. I did my duty, even when assailed by his bodyguards. I faced and killed them all, never taking a backward step until I had severed the head of the spy and completed my task. I am humbled and honoured to have been selected for the Samurai Ad Technica, the most proud and noble of Shi Yukiro warrior Agents.

Trans-corporate missions are an opportunity; to shame our rivals with my skills; to improve our public image by demonstrating the superiority of the Shi Yukiro philosophy; to earn considerable honour and glory. And wealth, too.

Attitudes to other Corporations:

Ai-Jinn

Barbarians and criminals. They seek to invade our home still, following a centuries-old slight by people long-dead. Possessed of considerable raw might, but without honour to temper it or skill to guide it, they are as childish bullies. They could not take these isles during the worst of the Wars, and now with the UIG enforcing peace, they never will.

Western Federation

We have much in common, which makes our differences all the greater. They hold personal honour more dearly than that of clan, they use propaganda to keep people in their place where we would learn our place and be content in our duties. Their agents have a strong military tradition and their warriors are to be respected for their prowess, but pitied for their base behaviour.

Comoros

Devoted seekers of enlightenment, and that is commendable, but they seek to the exclusion of all else. They have few resources, and shun the distasteful necessities of war. Their telepaths are amazing to behold, however, advanced far beyond anything the other Corporations or even the UIG can manage. In some ways they are the most honourable of the other Corporations. Which may well make them by far the most dangerous.

Eurasian Incorporated

They are at least civil in public, and do not go about in rags thanks to their near-limitless wealth. But they are sloppy in their duties. They lack respect for their enemies, their superiors, and themselves. Their ruthless stock brokering and disregard for collateral damage speaks volumes about their lack of honour.

Amin Prasad, Comoros Telepath

The other corporations fight for market dominance. They do not care who they kill or what crimes they commit along the way. Comoros are different. We fight for the human dignity and civil rights the others exploit so callously. The UIG enforce a police state wherever they can, and they are backed by powerful puppet-masters, alien AIs with motives that cannot be benign. Comoros will one day bring them all low for the betterment of humanity. Alas, it sometimes involves doing unpleasant things. Sometimes people must die. But I am part of the only organisation fighting for world peace. And world peace we shall achieve. At any cost.

The mind unbound is a weapon far greater than any Western Federation gun, and leads to riches the sickening wastrels of Eurasian Inc. cannot comprehend. I learned this early, when my powers manifested in childhood and brought with them suspicion and fear from my childhood friends. But my elders knew better – They brought me to Comoros to be trained, to master the power within me, to turn it into a tool of healing, and a force of destruction. I have excelled at both in the course of my duties, often against the other Corporations; fomenting instability and unrest between them so that they stay busy fighting each other.

Trans-corporate missions are an opportunity to learn about our enemies, to witness first hand the reasons we fight to keep them from dominating all. The added image and money that goes with it is a pleasant bonus, which can be used to further the greater good.

Attitudes to other Corporations:

Ai-Jinn

The worst human rights abusers on the planet. They work people to death in their factories, and breed new slaves to toil in their mines. Their agents are steeped in criminality and care only for personal gain. As a result they have powerful armies and huge wealth, but little wisdom. And that will cost them everything in the long term.

Western Federation

Honourable in their dealings with us. A shame they do not afford their own citizens the same courtesy; drowned in propaganda and strictly controlled, they are ignorant of the world, and they are glad of their ignorance. We will eventually lift the scales from their eyes.

Shi Yukiro

They claim to be honourable, but we have seen their assassins lurking in the shadows. They operate by rules, but still they are as cold-blooded as the rest. They are wary of outsiders, thanks in part to Ai-Jinn's hostility, in part to adherence to centuries-old dogma. Their xenophobia has become a prison of sorts.

Eurasian Incorporated

They grasp blindly, believing that money will provide all the answers. They never look inwards, never think further than their wallets. Even when they unlock the potential of their minds, it is done callously, and then used only for personal gain. Such a waste. They are as much a cancer on the world as the criminal Ai-Jinn or the fascist UIG. And we shall cut them out of the world like a scalpel, in time.