

Exclusion

A Cyberpunk 2020 Scenario

for Gaelcon 2004

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Outline

The World in 2014

The world is similar in many ways to the world we live in. People try to make money, raise a family and try to sleep with the choices they make at their day jobs.

The debt ridden and isolated United States has fallen from the first tier of the world's states. The inheritors of that once mighty nation are the mega-corporations.

These mega-corporations are beginning to control the world from their skyscraper fortresses, enforcing their bonus driven goals with their armies of lawyers and assassins and spin-doctors.

Cutting edge cyber-technology is the preserve of the rich and their retainers. When these retainers with their cyber-enhanced night vision, diamond edged katanas and sleek bullpup assault rifles firing 5.56mm caseless ammunition take on street punks with cheap Tek 9mm knockoffs and brass knuckles who are fighting for their civil rights; who do you think wins?

Who are Arasaka?

If there something you value, and you want it, or you want it safe, Arasaka are the people to talk to. They manage executive security, executive extractions, and advise individuals and firms on their security needs.

Some of the world's most important people use Arasaka as their top-notch security. And (allegedly) some of the world's most important executives and scientists have been abducted or assassinated by this tightly controlled private company.

What's actually going on?

Militech, the newly amalgamated and dominating Military Technology Corporation is backing up its *Homeland-Sentinel* campaign by launching military satellites into orbit. These are equipped with highly focused and effective military grade microwave emitters.

The problem is that this is illegal; unlike their earlier Near Field Infrared Experiment [NFIRE], which had US Federal approval, this project is under no nation's aegis.

Militech has the influence to keep this from being acted upon in the UN General Assembly or in the Security Council, but if a substantial story were to be made public, leading nations in the international community would feel compelled to act.

Amy Cameron has uncovered some of the project's key features, and is making further investigations. Her activities will result in her approaching

Miguel deBono, the Chief Inspector at the United Nations Monitoring, Verification and Inspection Commission.

Kendachi Inc., a smaller Japanese military technology corporation, specialising in high-tech solutions for small military and paramilitary organisations is interested in Militech's microwave technologies, and will attempt to gain access to the project by underhand means.

Arasaka has identified certain risks which could jeopardise the secrecy of Militech's project, and they must act to protect their client.

Geneva

Geneva is No. 7 in the top ten metropolises to live in. It combines old world charm with 21st century sophistication and power.

Gentlemanly, efficient and deadly police patrols its streets. Its residents are safe and rich.

As the bastion of global neutrality, with the HQ of the Red Cross, the United Nations and CERN its residents feel that their consciences have nothing to worry about.

Part i Scrutiny

Team Briefing in Stockholm

The setting is Stockholm, in the early winter. The team have been called into the office late on a Friday night, and no one is happy. But when Mr. Saburo Arasaka [Global CEO] isn't happy (and there's usually no other reason for being called in at such a time) no one else is allowed to be.

Mr. Hiro Arasaka is the Head of the Department of Client Intervention. That's Black Ops to everyone else, but the Corporation accepts that it's not best practise to allow a department to appear on the Organisational Chart with that particular label.

Hiro is a slight man in his early 40s, his hair is fighting a losing battle against the years, thinning and grey. His behaviour is always very concise, and his social forms are excellent. But tonight he looks put out. His welcome to the team is terse. That is bad ... very bad.

He hands out the brief sheets on Miguel deBono, Gene Trappler and Amy Cameron.

"Our risk analysts working with Militech have assessed some danger for one of Militech's key projects.

"We believe that these people represent a real threat to the ongoing success of Militech's *Homeland-Sentinel*, which involves defensive satellite weaponry.

"It's deBono's responsibility to oversee the 1967 Space Treaty and associated UN Resolutions, so it's not unlikely that any threat could become apparent through him.

"As for Gene Trappler, he was the head outside consultant on microwave technologies with Militech until recently. That obviously poses a risk.

"Lastly is Amy Cameron, a journalist with the Journal of Strategic Studies, who specialised in the militarization of space. Apparently she's been making some keen observations on trends recently and is likely to be digging further into the industry.

"However it may not be that simple. One of Militech's competitors could be using these people as double-blinds to restrict Militech's successful completion of the project. TechnoTronica, Kendachi and NGBR are the likeliest candidates."

Competition in a cut-throat business? Surely not!

"As always, your priority is to ensure that our client's interests with regard to this project are safeguarded. Assess the threat, evaluate effective

countermeasures, and minimise the threat. Secondary to that we wish to discover why this is happening. It will help to make our continuing relationship with Militech smoother and our job easier.

“Extreme measures are to be avoided, because the people involved are high profile, so that kind of action could have terrible PR consequences.”

The Players

Research that can be done in Stockholm

There are a variety of different approaches the team can take. Because the team has a variety of complementing talents, they are probably better off pursuing several simultaneously and hoping one of them turns up something. See below for research they can do in Geneva.

- ▶ Is Amy Cameron at her office, and what is she working on?
 - ⇒ Anyone Roll Empathy + Persuasion with a target number of 15
 - ▷ Charm the departmental secretary, pretending to be a colleague, editor or student. She’s on a research trip. TN of 20 will get the location of the business trip – Geneva. TN of 25 will get the subject of her meeting – Militarization of Space
- ▶ Where is Miguel deBono now?
 - ⇒ Dave (Media) Roll Empathy + Credibility with a target number of 20
 - ▷ Attempt to arrange a face to face interview. deBono is due to be in Geneva from next Monday. However his schedule is extremely busy. Presently he’s in Madrid, but is not taking appointments.

To Geneva

Getting into Geneva is not difficult by any means. However getting in with even basic weaponry is very difficult. However because of Arasaka’s industrial contacts in Switzerland [SIG Sauer produce several Arasaka sponsored designs] the Arasaka Offices in Geneva can source their weapons when they get there.

So the plan is to take a SwissAir flight from Stockholm to Geneva.

Their Geneva office phones them with the details of their car hire from Hertz and their hotel bookings at the SwissHotel Metropole. So long as they don’t do anything stupid upon their arrival at the train station in Geneva they can just walk up to the Hertz desk, get their rented car, and drive to their hotel, where their weaponry awaits them, with friendly local Arasaka representative.

The Players

Research that can be done in Geneva

- ▶ Where is Amy Cameron staying in Geneva?
 - ⇒ Asta (Fixer) Roll Streetdeal + Cool with a target number of 15

▷ Talk to various hotel clerks around the city, and make it worth their while. She's staying at a small suite at the Hotel Metropole in central Geneva

▶ Who is Amy Cameron meeting with while she's in Geneva

⇒ Kaz (Cop) Roll Electronic Security + Tech with a target number of 15

▷ Set up surveillance on her hotel room (laser microphone) or tap into her mobile phone. She has meetings with some minor experts in UNIDIR about orbital security and weapons of mass destruction.

⇒ If Kaz is successful in this, anyone taking part in the surveillance operation should make an Intelligence + Awareness roll with a target number of 15

▷ They will learn that she is attempting to get an interview with Miguel deBono, but is not having any luck.

▶ Have any experts got wind of any movement on this issue?

⇒ Dave (Media) Roll Empathy + Persuasion with a target number of 20

▷ There are run-of-the-mill stories about the militarization of space out there, but nothing substantive and certainly nothing major news companies are keeping hidden until it hits the press.

⇒ Reiko (Solo) Roll Cool + Streetwise with a target number of 15

▷ Nothing seems to be going on in the city or in cities with a large orbital/aerospace concern which would indicate a growing concentration of orbital/aerospace oriented military personnel

▶ Where does Miguel deBono stay when he's in Geneva?

⇒ Asta (Fixer) Roll Streetdeal + Cool with a target number of 20

▷ This is a lot of work, as this kind of information isn't remotely public, but a success will divulge that he stays in a UN apartment just off Route de Ferney near the Palais des Nations

⇒ Kaz (Cop) Roll Electronic Security + Tech with a target number of 20

▷ Set up surveillance on his office (laser microphone). This divulges the same address (a home delivery is being arranged via the office).

▶ Where does Gene Trappler live in Geneva?

⇒ Dave (Media) or Kaz (Cop) Roll Intelligence + Info Search with a target number of 10

▷ His address is in the phone directory – he has a house in the suburbs towards Cologny. On a target number of 20 they'll find that he has an apartment in the City Centre near CERN.

▶ Who is Gene Trappler meeting this week?

⇒ Kaz (Cop) Roll Electronic Security + Tech with a target number of 20

▷ Set up surveillance on his office (laser microphone). This shows a list of internal and external meetings being arranged or confirmed. None of them are with Amy Cameron, any UN people or any of the list of suspected Militech competitors

Part ii

Exposure

Intrepid Investigation

On the 12th the team's surveillance on Amy Cameron reveals that Amy Cameron has arranged an interview with Miguel deBono. They are unsure of her agenda, and only know that her purpose in Geneva is to research the militarization of space and the placement of weapons in orbit.

The team can take an aggressive or passive approach to fill this information gap.

► Continue to mount surveillance on Amy Cameron

⇒ Anyone roll Intelligence + Awareness with a target number of 15

▷ She is doing a lot of calls around town to arrange meetings with colleagues and experts, most of this is about the militarization of space

With a target number of 20 it is seen that there is more connection between the comments and inquiries than initially realised. She is definitely thinking about corporate involvement in the field.

► Discover where Cameron's and deBono's meeting is being held and mount surveillance on that venue

⇒ Anyone roll Intelligence + Awareness with a target number of 15

▷ Their surveillance on deBono's office will show that the Cameron-deBono meeting will take place on the 12th in the Palais des Nations, in Salle XXII.

► Break into Amy Cameron's hotel room and search for information

⇒ They'll need to see when she's not in the room, but doesn't have her laptop with her. Roll Intelligence + Awareness with a target number of 15. A target number of 20 will ensure that she is in no danger of returning while the team is still there.

[Team needs to decide first who's going up to the room. Alternate plan they might think of is to book a room and go there as guests, which will solve the Reception part of the mission]

⇒ All of those going up roll Cool + Social with a target number of 15 to avoid attracting Reception's attention and act like normal hotel guests

⇒ If anyone fails Reception will ask them if they're a guest. One person (conflicting signals of stories will get security called) can roll Cool + Streetwise or Empathy + Persuasion with a target number of 20 to give Reception a story they will believe or accept.

⇒ Asta (Fixer) roll Intelligence + Pick Lock with a target number of 15 to get into the room

⇒ If they're around at the right time someone can try Empathy + Persuasion with a target number of 20 for cleaning staff to let them in

⇒ Some roll Intelligence + Info Search with a target number of 15 to find the relevant files on the Laptop.

▷ Amy Cameron does indeed have a large part of the picture, linking the Militech NFIRE project with continued private involvement in the militarization of space. Furthermore she has conducted interviews with certain Militech and Kendachi personnel and US Military employees which told her of their interest in using Microwave technology for satellite weaponry.

Arms Control

There are several ways to ensure that the Cameron-deBono meeting doesn't take place.

▶ Tap into both parties phone lines and intercept Cameron's calls to deBono's office and vice versa.

⇒ Tech + Electronics Security with a target number of 20 to set up an intercept on Amy Cameron's phone calls

▶ Phone from "deBono's office" to cancel the meeting

⇒ Empathy + Persuasion with a target number of 20 to sound convincing

It may be necessary to discredit Amy Cameron (see text box below). Or if she refuses to take no for an answer and physically visits Cameron it may be necessary to abduct her.

If the Cameron-deBono meeting goes ahead then several of Amy Cameron's points from the previous day's interview have disturbed Miguel deBono. Although she said nothing explicit, he suspects that a private organisation is heavily involved in the militarization of space.

Continuing surveillance of his office will show a rapid movement in interest into the space militarization issue. Lower priority meetings are moved, and several experts in related issues, from weapons of mass destruction, to commercial and private satellite launching, to the legal implications and responsibilities.

Contacting Hiro Arasaka with this news is a good idea, as this takes away some of the responsibility for making the decision from the team.

Hiro Arasaka will ask the team to continue their surveillance but to contact him with new developments as he takes some time, probably an hour to make a decision on whether to contact the client or not.

His decision will depend on the spin the PCs give him.

⇒ Miguel deBono doesn't suspect Militech as being involved and he has no hard evidence of any militarization of space, only suspicions from a journalist

Stopping the Investigation

- ▶ Get in an expert who will debunk the whole thing. Gene Trappler is an ideal candidate
 - ⇒ Anyone can approach Gene Trappler to persuade him to do a favour for Militech that will protect his reputation and his company.
 - ▷ Roll Empathy + Persuasion with a target number of 20
 Legal people in Militech can be brought to bear to ensure he denies any such developments or plans during his time at the corporation.

- ▶ Discredit Amy Cameron as a journalist and/or academic.
 - ⇒ They can destroy all of Amy Cameron's files on the project
 - ▷ They can do this for the files on her laptop in Geneva. They will have to ask Hiro Arasaka to give a similar mission to an Arasaka black ops team based in North America.

- ⇒ With help from Head Office and Militech Dave (Media) can fabricate information and leak it to an independent source. Roll Empathy + Credibility with a target number of 20
 - ▷ Within the day the story breaks. Cameron's university and journal begin an internal review, and Miguel deBono breaks off contact with her. She returns to Canada to face the music.

▷ Hiro Arasaka will give Militech an update, and require the team to stay on the parties to ensure nothing further develops

⇒ Miguel deBono takes Amy Cameron seriously and is beginning an intensive investigation into the militarization of space

▷ Hiro Arasaka decides not to tell Militech until the problem is solved and requires the team to come up with a plan that will stop Cameron and deBono from continuing with their line of enquiry.

⇒ Miguel deBono is arranging meetings with senior UN executives and will begin moving into the official sphere soon

The Assault

Hiro Arasaka will authorise a Computers expert and an Explosives expert to join the team for this part of the mission.

- ▶ Gain entry to the Palais des Nations
 - ⇒ A security pass is necessary, Arasaka contacts could be used, but it's safer to get late registration to a conference. Roll Empathy + Persuasion with a target number of 15 to convince them of a registration sob-story
 - ▷ The team gets in without major security scrutiny

- ▶ Get equipment and explosives through security
 - ⇒ Arasaka maintains uniforms and transport which can be used for surveillance and infiltration in Geneva
 - ▷ EurEx, an EU-wide delivery company will be able to deliver all the equipment inside the Palais des Nations

- ▶ The easiest and most consistent way with the story to kill the two targets and destroy files is to plant explosives
 - ⇒ The experts will take care of locating the files and the planting of explosives

- ▷ They can guarantee destroying the files in the office, and the files in the server with backups
- ▶ Get Amy Cameron and Miguel de Bono in the same place at the same time so that they can be killed in the explosion
 - ⇒ Contact Amy Cameron pretending to be deBono's office and arrange a meeting for a time when he's in the office in another meeting
- ▷ This will place them both in the same place with explosives in the room to destroy locally stored files as well

▷ Hiro Arasaka calls Militech to advise them that their project is being outed soon, and advises that if they want to keep a lid on it, extreme measures will have to be taken.

They are given full authority (from Arasaka) to stage a terrorist attack on the Palais des Nations, destroying all files at UNIDIR, UNMOVIC and in Miguel de Bono's office, as well as assassinating him and Amy Cameron.

I'm not going to detail all the steps that will have to be taken to undertake these options but here is the mission in broad strokes.

Of course if the team has prevented the Cameron-deBono meeting from taking place, it's unlikely that they will need to call Hiro Arasaka, with any serious developments at this stage.

Part iii Contention

The Extraction

On the 14th the Kendachi team move to extract Gene Trappler to gain information about the Homeland Sentinel project, and Militech's orbital microwave technology. It is their hope that they will either be able to replicate such a project themselves, buy themselves into Mliitech's project or ruin the project along with Militech's reputation.

The team might learn about this fairly easily, by having passive surveillance at Trappler's residence or by following police radio traffic, the first may be something they did earlier in the mission. The second is fairly standard operational procedure for black-ops teams.

The problem is that they have no idea who took Trappler or where they've gone.

There's only one quick, easy and sensible thing for the group to do and that is to call the boss. However if they don't keep your options open and don't make it impossible for them, maybe they see something suspicious that leads them to the safehouse, or maybe they can re-examine the tapes from the surveillance and one of the Kendachi guys mentioned the village where the safehouse is...

If they do call the boss, he'll ask Militech to use their satellites to track a vehicle from Trapplers residence to its final destination.

The Deal

Arasaka have to solve the problem somehow

1. Storm the safehouse, confronting the Kendachi operatives and intimidating them into giving Trappler up

Pros

They choose the time and place

Keeps weapons use to minimum

Cons

Kendachi might resist, leading to trouble for first person through the door

2. Storm the safehouse, shooting at anything that's not Trappler

Pros

They choose the time and place

Quick and simple, little chance of anyone misinterpreting plan

Cons

Gunfire may attract the police

Trappler could be injured or become unwilling to cooperate

3. Phone the safehouse, telling them that they're surrounded with no way out and better give up or make a deal

Pros

No risk of Trappler getting shot

Little chance of police involvement

Cons

Difficult to predict what deal might be sought, would need ok from Head Office

Give opposition time to plan and react

Aftermath

Upon a successful extraction of Trappler, it will be necessary to sequester him, along with Kendachi personnel and any files and documentation they have at the safehouse.

The team will be heavily involved in the debriefing of these people, as well as informing Arasaka and Militech representatives of the possible dangers of information leakage.

If the mission fails, Kendachi will move quickly to exploit Arasaka's weakness and Militech's vulnerability. Militech will bring Kendachi into partnership with them in order to protect the project.

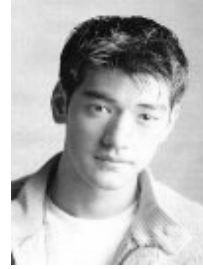
Alternate Aftermath

A request for negotiation will bring Militech and Arasaka executives flying into Geneva to speak with Eddie Kobayashi about Kendachi's requirements. The team will be kept in situ to advise on the history of the mission, and the likelihood of damage to Militech should Kendachi go public with the project and Trappler.

The team leaves for Stockholm as the lawyers are called in...

KAZ WATANABE

ROLE: COP



Intelligence 7
 Awareness/Notice 6
 Education 5
 Hide/Evade 3
 Shadow/Track 3
 Info Search 4

Reflexes 6
 Athletics 2
 Brawling 2
 Dodge/Escape 2
 Driving 5
 Handgun 5
 Stealth 2

Tech 4
 Basic tech 3
 Disguise 3
 Electronics Security 6
 Forgery 6
 Photography 4

Cool 7
 Interrogate 7
 Intimidate 7
 Resist Pain/Drugs 2
 Streetwise 4

Attractiveness 7
 Personal Grooming 5
 Wardrobe & Style 5

Luck 2

Empathy 7
 Human Perception 7
 Interview 6
 Social 6
 Persuasion/Fast Talk 6

Body 6
 Endurance 4
 Swimming 4

Movement 5

Special Ability

Authority 4
You can intimidate or control others by making them aware of the law.

Wounds

Body Type Modifier +2

Light (0)	<input type="checkbox"/>
Serious (-1)	<input type="checkbox"/>
Critical (-2)	<input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	14
Right Arm	5	14
Left Arm	6	14
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

Arasaka WSA Pistol:
 Damage 2D6+3
 Ammo 15
 Rate of Fire 2
 Range 50m

Medium Armour Jacket

Cyberware

Cyberoptic w.
 Thermograph
 Cyberaudio w.
 Voice Stress Analyzer
 & Sound Editor

Kaz is an accomplished investigator, previously an Internal Affairs Police Officer in Tokyo. He's socially astute, and knows how to handle corporates, but still retains street smarts from his early days.

Kaz is cautious, and prefers to move only when all the facts are in. His first natural inclination is to treat everyone as if they might be important, but to suspect their motives, actions and words.

Dave – Media
 Definitely loyal to Arasaka. His competency is also evident. Not sure how he'd handle a real crisis.

Asta – Fixer
 He's a criminal but he does know human nature. As long as he doesn't treat the team like a mark he'll be safe from you.

Reiko – Solo
 A very dangerous woman, who may or may not be completely insane. Just keep her pointed at the enemy.

DAVE CLARKSON

ROLE: MEDIA



Intelligence 8
 Accounting 4
 Awareness/Notice 4
 Education 6
 History 6
 Info Search 6

Reflexes 4
 Athletics 2
 Dance 4
 Dodge/Escape 2
 Driving 2
 Handgun 2

Tech 4
 Basic tech 1
 Disguise 3
 Electronics 3
 Photography 3

Cool 4
 Interrogate 3
 Intimidate 3
 Oratory 6
 Streetwise 4

Attractiveness 8
 Personal Grooming 6
 Wardrobe & Style 6

Luck 5

Empathy 8
 Human Perception 6
 Interview 6
 Seduction 5
 Social 7
 Persuasion/Fast Talk 6

Body 3
 Swimming 3

Movement 4

Special Ability
 Credibility 6
 Your story will be believed by people when it's released.

Wounds
 Body Type Modifier -1

Light (0)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Serious (-1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Critical (-2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	8
Right Arm	5	-
Left Arm	6	-
Right Leg	7-8	-
Left Leg	9-10	-

Equipment
 Arasaka WSA Pistol:
 Damage 2D6+3
 Ammo 15
 Rate of Fire 2
 Range 50m
 Armour T-Shirt
 Digital Camera

Cyberware
 WearMan®
 Neural ULF Transceiver

Dave is an American who's been working with Arasaka for some time now. He's fiercely protective of Arasaka, despising those who blindly criticise good business practice.

He deals with client's requirements to show their best side, and has no moral issues with obstructing investigations which could be dangerous to a client. He's adept at manipulating people to kill news or to spin it his favour.

He has no thirst to uncover the truth; the world's dangerous enough without that to worry about.

Kaz – Cop
 A tough customer, and always one to help you out in a tight spot. He also knows a lot of useful info about law enforcement.

Asta – Fixer
 A charmer and a rogue, but she'd sell his own mother. Make sure she doesn't sell you.

Reiko – Solo
 A hard woman to understand. Sometimes she seems vulnerable, and others she seems like a psychopathic killing machine.

ASTA CHRISTENSSON

ROLE: FIXER



Intelligence	7
Accounting	3
Awareness/Notice	6
Education	2
Gamble	4
Hide/Evade	3
Info Search	3
Shadow/Track	3
Reflexes	5
Athletics	3
Brawling	4
Dance	3
Dodge/Escape	3
Handgun	3
Motorcycle	5
Tech	6
Basic tech	3
Disguise	4
Electronics Security	4
Forgery	4
Photography	3
Pharmaceuticals	3
Pick Lock	4
Pick Pocket	3
Cool	7
Interrogate	5
Intimidate	5
Resist Pain/Drugs	2
Streetwise	8
Attractiveness	8
Personal Grooming	6
Wardrobe & Style	6
Luck	7
Empathy	7
Human Perception	6
Interview	2
Seduction	6
Social	5
Persuasion/Fast Talk	6
Body	5
Movement	5

Special Ability

Streetdeal 6
If a shady deal is on the cards, you will make it.

Wounds

Body Type Modifier +2

Light (0)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Serious (-1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Critical (-2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	10
Right Arm	5	10
Left Arm	6	10
Right Leg	7-8	-
Left Leg	9-10	-

Light Armour Jacket

Equipment

Arasaka WSA Pistol:

Damage	2D6+3
Ammo	15
Rate of Fire	2
Range	50m

Cyberware

Chipware Socket
 Cell Phone Implant

Asta is a native Stockholmer who has at one stage or another lived in every major metropolis in Western Europe.

She knows people. She knows what they'll give to get things. She knows what they'll want to give things.

Asta really doesn't care what's illegal or not, it's what she can get away with. When she was younger that meant she was a fun girl. Now that same flexible pragmatism extends to her duties to Arasaka.

Kaz – Cop

This guy is a hard-core cop, who hunted other cops for a living. Arasaka turned him. You just found his price.

Dave – Media

Smart and committed. Who else would a shady bunch of people want lying for them?

Reiko – Solo

She understands how the street works, and understands that friends are only friends until they tie you down.

REIKO TANAKA

ROLE: SOLO



Intelligence 5
 Awareness/Notice 5
 Education 1
 Hide/Evade 4
 Shadow/Track 4

Reflexes 8
 Athletics 5
 Brawling 5
 Dodge/Escape 4
 Driving 6
 Handgun 5
 Heavy Weapons 3
 Melee Weapons 5
 Motorcycle 4
 Pilot 5
 Rifle 6
 Stealth 4

Tech 2
 Basic tech 3
 Demolitions 3
 Weaponsmith 3

Cool 6
 Intimidate 5
 Resist Pain/Drugs 4
 Streetwise 4

Attractiveness 7
 Personal Grooming 3
 Wardrobe & Style 3

Luck 7

Empathy 3
 Human Perception 2
 Persuasion/Fast Talk 2

Body 6
 Endurance 4
 Strength Feat 2
 Swimming 4

Movement 8

Special Ability

Combat Sense 6
You move and react in combat situations faster than anyone else.

Wounds

Body Type Modifier +2

Light (0)	<input type="checkbox"/>
Serious (-1)	<input type="checkbox"/>
Critical (-2)	<input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	
Torso	2-4	18
Right Arm	5	18
Left Arm	6	18
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

.477 Boomer Buster:
 Damage 5D6AP
 Ammo 4
 Rate of Fire 1
 Range 25m

Militech Hi Power 15:
 Damage 2D6+4
 Ammo 180
 Rate of Fire 20/60
 Range 200m

Heavy Armour Jacket

Cyberware

Sandevistan Mk. 1
 +1 initiative - 3 rounds
 Smartgun Link
 +1 firearm attacks
 Cyberoptic w.
 Low-Lite™

Reiko grew up on the streets of Osaka. She ended up doing hits for the local Yakusa oyabun until his organisation was destroyed by a government sponsored Arasaka reprisal.

She was taken on by the Corporation as a loner, who could be trusted to do whatever Arasaka required of her.

Their only real affect on her behaviour is to insist that she make an effort at work to be polite.

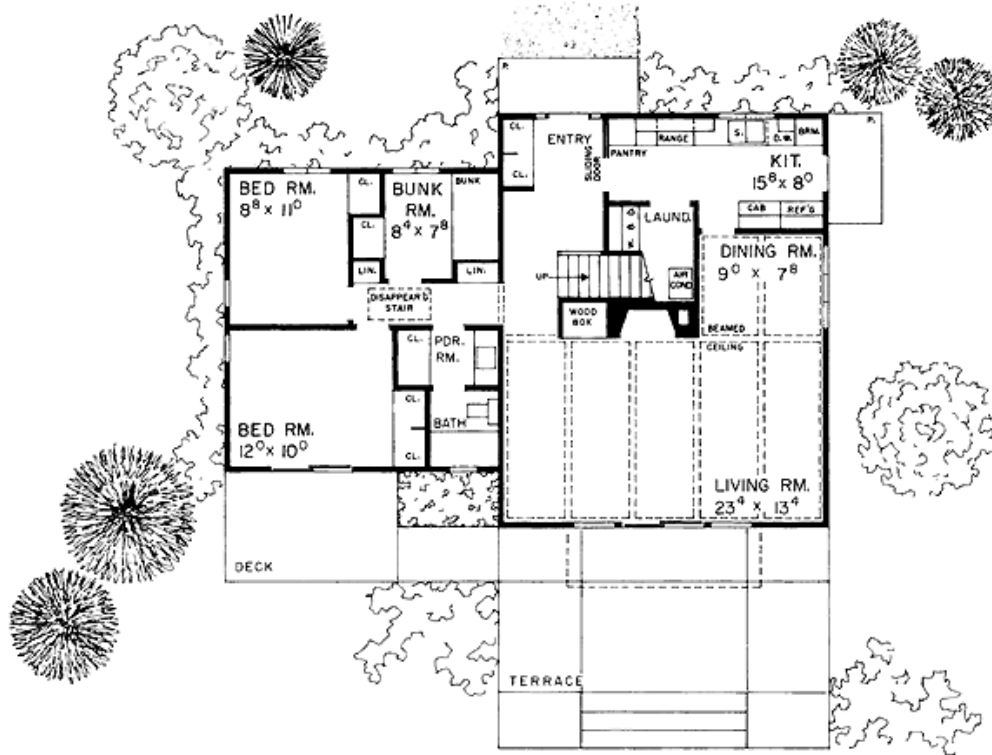
Kaz – Cop
 Unlike any cop you ever met. He's neither righteous, nor corrupt. Definitely suspicious.

Dave – Media
 He has to be constantly looked after by everyone else. Can't cross the street without a bodyguard.

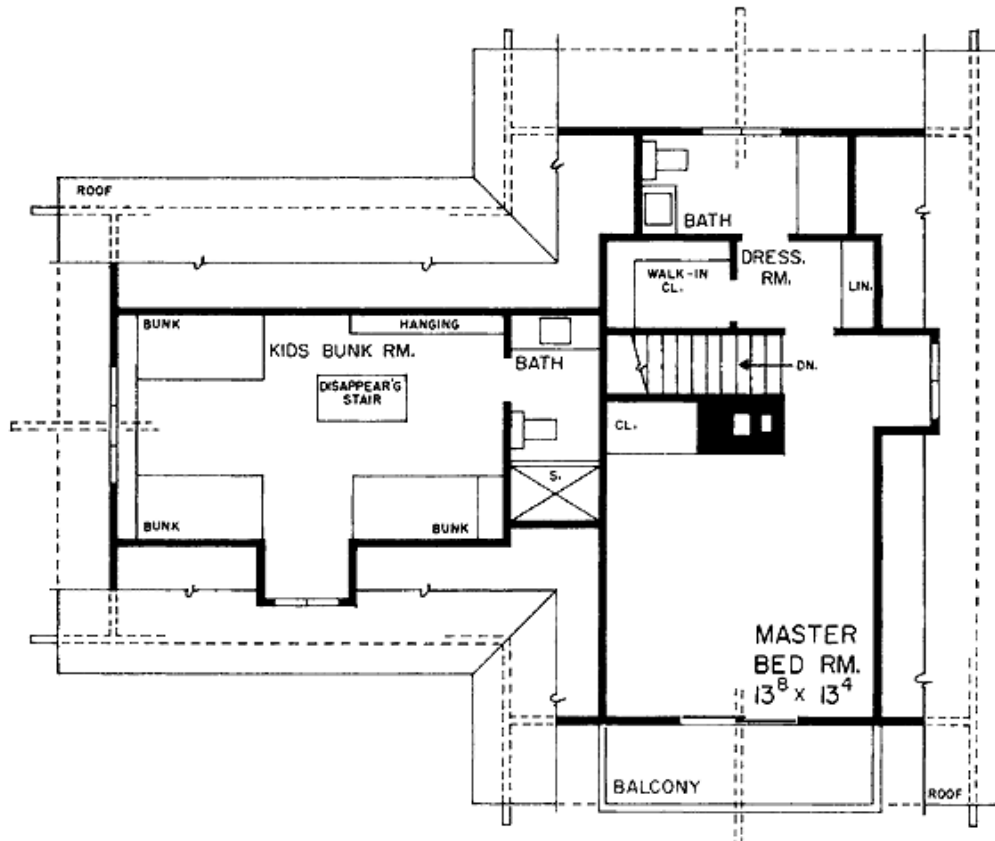
Asta – Fixer
 She understands where you came from. A bit high society, and to her everyone's just a tool to be used and discarded

Kendachi Safehouse

Ground Floor



First Floor



Kendachi Safehouse



This Swiss chalet is a haven for Kendachi operatives and extractees. An old-fashioned fireplace is located in the spacious living room. The first floor has two private bedrooms, a compartmented bath plus a unique room that will accommodate a double bunk. A disappearing stair unit leads to the upstairs bunk room with a full bath. The master suite is up the main stairs and is complete with a walk-in closet, dressing room, full bath and private balcony.

SOLO #1 – BERTRAND GIRAUD

Mid-20s Swiss guy.

A bit lazy when it comes to being attentive to work. Into stealthy sneak-ups with his prized shotgun.

Stats	Skills	
INT 6	Awareness	3
REF 9	Stealth	7
	Melee	7
	Rifle	7
	Handgun	5

Special Ability
 Combat Sense 6
Moves and reacts in combat situations faster than anyone else.

Wounds
 Body Type Modifier +2

Light (0)	□□□□
Serious (-1)	□□□□
Critical (-2)	□□□□
Mortal 0 (-3)	□□□□
Mortal 1 (-4)	□□□□
Mortal 2 (-5)	□□□□
Mortal 3 (-6)	□□□□
Mortal 4 (-7)	□□□□
Mortal 5 (-8)	□□□□
Mortal 6 (-9)	□□□□

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	14
Right Arm	5	14
Left Arm	6	14
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

Arasaka WSA Pistol:	
Damage	2D6+3
Ammo	15
Rate of Fire	2
Range	50m
Arasaka Rapid A Shotgun:	
Damage	4D6
Ammo	20
Rate of Fire	10
Range	50m

Medium Armour Jacket
Cyberware
 Cyberoptic w. Low-Lite™
 Image Enhancer

SOLO #2 - FRIEDRICH AHLER

Late-20s Swiss guy.

Good all round solo, but definitely a cybertech freak. Loves to show off his arm, usually by shoving it through an adversary's face.

Stats	Skills	
INT 5	Awareness	7
REF 7	Athletics	6
	Weapon Tech	7
	Brawl	6
	Handgun	7

Special Ability
 Combat Sense 4
Moves and reacts in combat situations faster than anyone else.

Wounds
 Body Type Modifier +3

Light (0)	□□□□
Serious (-1)	□□□□
Critical (-2)	□□□□
Mortal 0 (-3)	□□□□
Mortal 1 (-4)	□□□□
Mortal 2 (-5)	□□□□
Mortal 3 (-6)	□□□□
Mortal 4 (-7)	□□□□
Mortal 5 (-8)	□□□□
Mortal 6 (-9)	□□□□

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	25
Right Arm	5	25
Left Arm	6	-
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

Sternmeyer T35 Pistol:	
Damage	3D6
Ammo	8
Rate of Fire	2
Range	50m
Jackhammer Hand:	
Doubles Punch Damage	
Door Gunners Vest	

Cyberware
 Cyberarm w. Armour Plating
 Jackhammer Hand

CORPORATE - EDDIE KOBAYASHI

Mid-thirties Japanese guy.

Caught in a dead end role, persuading corporate defectors or debriefing extractees. He keen to see himself rise through the ranks and could pull off a real coup here.

Stats	Skills	
INT 8	Awareness	6
REF 5	Handgun	2
	Social	7
	Persuasion	7

Special Ability
 Combat Sense 3
Can draw on the Corporations resources with a phone call.

Wounds
 Body Type Modifier +1

Light (0)	□□□□
Serious (-1)	□□□□
Critical (-2)	□□□□
Mortal 0 (-3)	□□□□
Mortal 1 (-4)	□□□□
Mortal 2 (-5)	□□□□
Mortal 3 (-6)	□□□□
Mortal 4 (-7)	□□□□
Mortal 5 (-8)	□□□□
Mortal 6 (-9)	□□□□

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	8
Right Arm	5	-
Left Arm	6	-
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

Militech Avenger Pistol:	
Damage	2D6+1
Ammo	10
Rate of Fire	2
Range	50m
Armour T-Shirt	

Cyberware
 Cyberaudio w. WearMan™
 Micro Recorder

Geneva



Geneva is Switzerland's third-largest city, but surely the most international: a third of the population is from elsewhere. The city is crowded with museums, has a rich cultural calendar, a plethora of mouth-watering cuisines and is ideally placed for excursions into the Swiss and French Alps.

Basking in the sunshine of its peaceful setting on Lake Geneva's banks, this acclaimed neutral territory displays an obvious self-confidence. It is in pristine condition, clean, efficient and safe, yet spirited in its style and love of adventure.

Area: 282 sq km

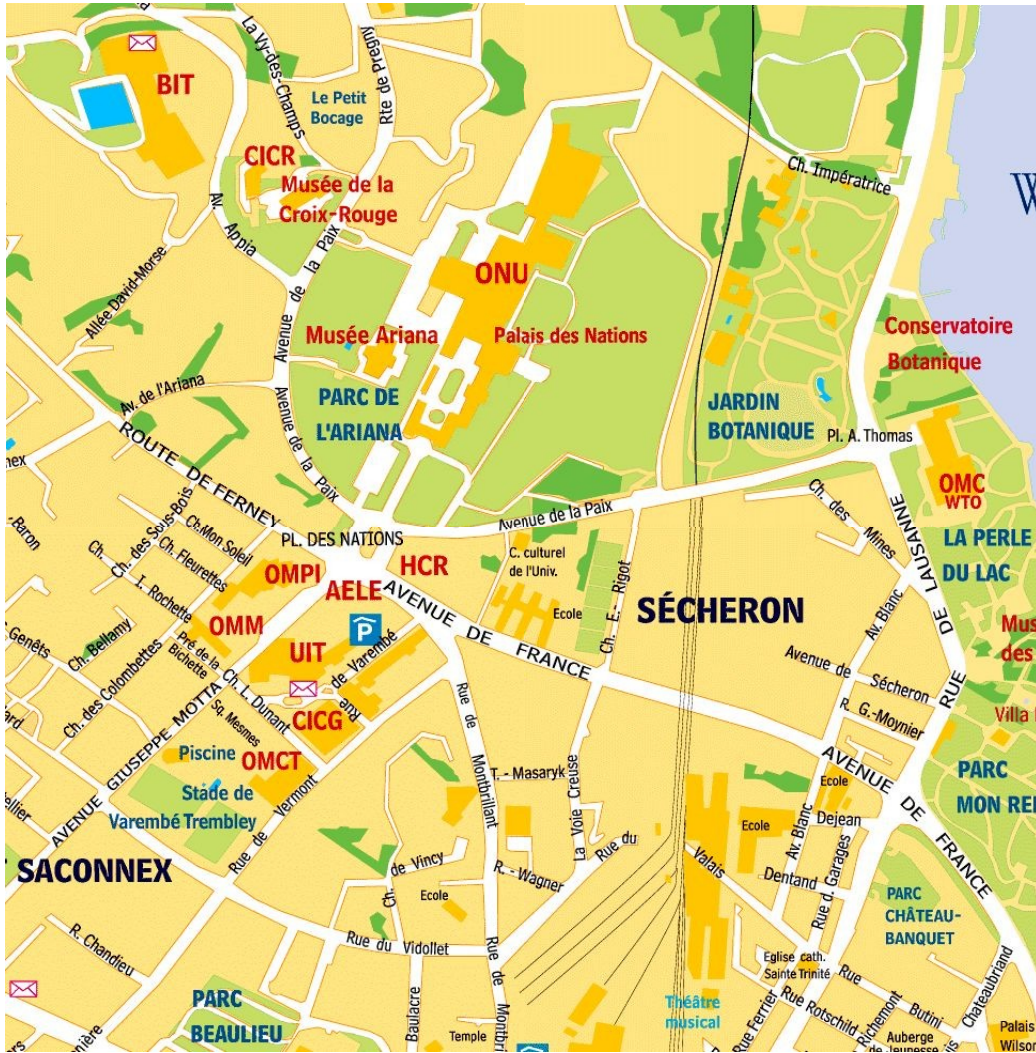
Population: 179,750

Country: Switzerland

Time Zone: UTC +1

Geneva is tucked away in the southwesterly pocket of the almost-French Swiss Alps. Its city centre hugs the shore of Lake Geneva and is split down the middle by the westward-flowing Rhône. The main train station is conveniently in the centre of town on the northern side of the river, as are most of the international organisations. Geneva's most visible landmark (in summer, that is), the Jet d'Eau giant fountain, is on the southern shore. The south bank is also home to most of the city's museums and the *vieille ville*, the old part of town, with the pedestrian-only Grand-Rue running through it. To the east of the Old Town is Gare des Eaux-Vives, for trains running southeast into France.

UN Quarter, Geneva



PALAIS DES NATIONS, GENEVA

Registration of delegates (ID cards)
8 a.m. - 5 p.m.

Villa Les Feuillantines
13, av. de la Paix

Place des Nations

Nations

8 F

Pregny

7 p.m. - 8 a.m.

8 a.m. - 7 p.m.

11 13 15 40

2 4 6 20 23 11 13 14 (restricted) 15 20 40

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Conference rooms
I, II, III, IV, V, VI, VII, VIII, IX, X, XI, XII, XIV, XVI, XVII, XVIII, XIX, XX, XXI, XXII, XXIII, XXIV, XXV, XXVI, XXVII, Council hall, Assembly hall, A-R, A-206, A-302, C-3, C-108, F-3, H-3.

Doors
2, 4, 6, 20, 23, 11, 13, 14 (restricted), 15, 20, 40.

Documents & publications
Documents distribution (C-111), Library, Bookshop, Internet access (Cyberspace).

Bank (UBS)
Main office, "E-building".

Travel agency (Carlson Wagonlit)
Main office, "E-building".

Catering
Delegates restaurant (8th floor), Self "Cafet ria" (ground floor), Lounge/Bar "Salle VI" (3rd floor), Lounge/Bar "Serpent" (2nd floor), Lounge/Bar "Presse" (ground floor).

Post Office
Swiss Post.

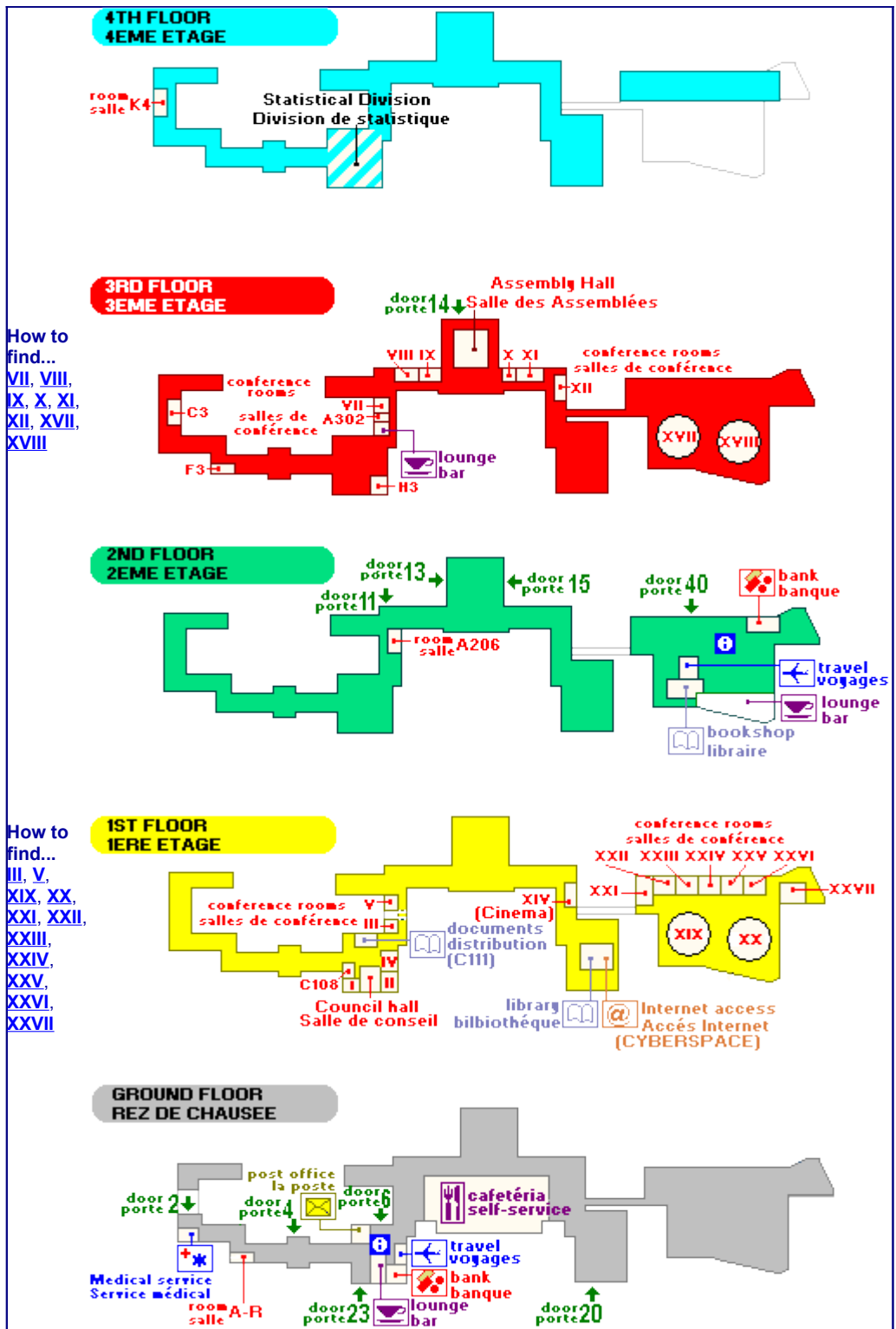
Medical assistance
Medical service.

**8TH FLOOR
8EME ETAGE**

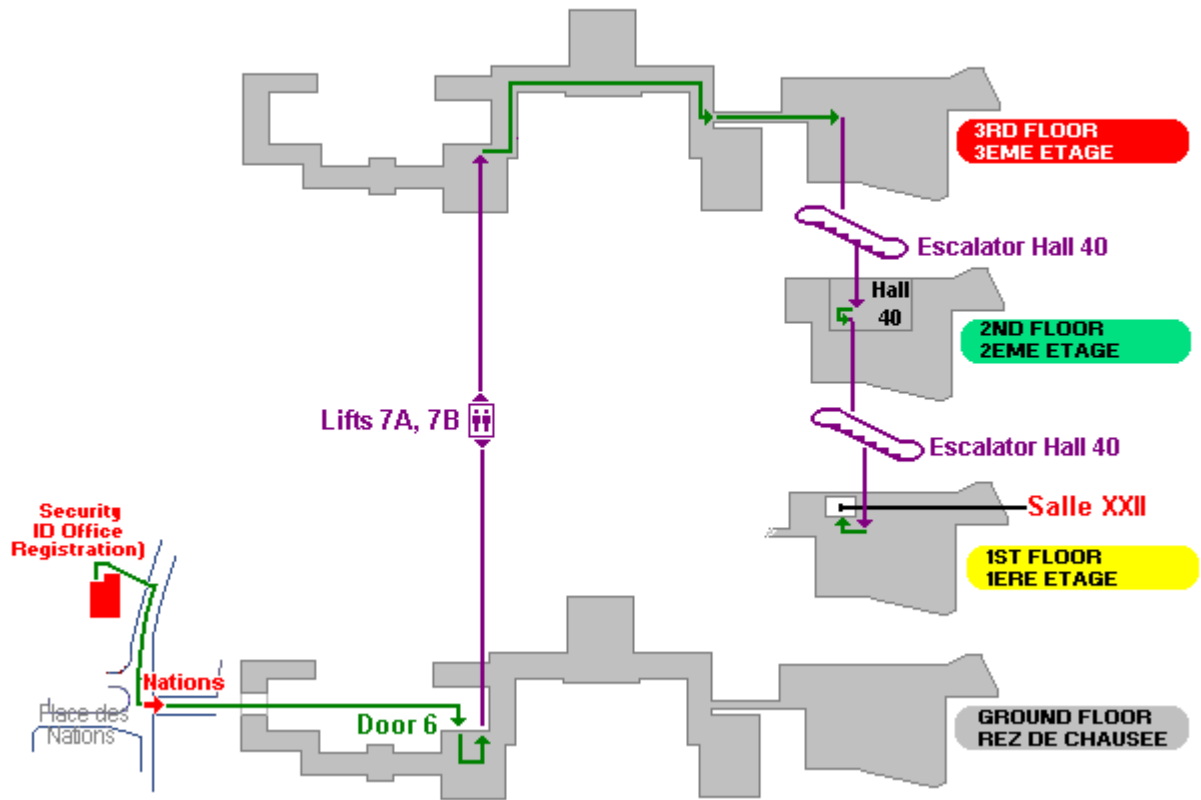
**5TH FLOOR
5EME ETAGE**

**conference room
salle de conf rence XVI**

**How to find...
XVI,**



HOW TO FIND SALLE XXII



Gene Trappler



Gene Trappler is the Chief Researcher and Executive Vice President of Monolith LLC. He worked as a top research consultant with Militech in development of their microwave weapons technology.

Previous to founding Monolith LLC in 2008, he worked with Lockheed Martin as a Senior Researcher, working in the area of advanced communications and control technologies.

Stefan has a PhD in Economics from the Massachusetts Institute of Technology, where he was deputy head of the Plasma Science & Fusion Center.

Monolith LLC is based in Ferney in Geneva, in close vicinity to CERN.

**Report from Militech Department of Human Resources,
Corporate Head Office, Chicago. 2014-06-19**

Mr. Trappler terminated his consultancy contract with Militech on June 13th. In our exit interview with him, he was clearly uncomfortable with continuing his work with the corporation. His manner was distracted. He stated there being any personal reasons for the change. He vociferously denied there being any mismanagement or inappropriate behaviour on the part of any Militech employee.

He then went on to state several operational reasons, concerned with organisational issues which led him to believe he could no longer work with the corporation. He refused to enlarge on his observations, stating that there were no circumstances in which he'd return to work for the corporation.

Amy Cameron



Amy Cameron is a senior lecturer at the University of Calgary, and writes in a staff capacity with the Journal of Military & Strategic Studies. This is the Electronic Journal of the Canadian Defence and Foreign Affairs Institute and the Centre for Military and Strategic Studies. Her research interests include post cold war transformation of the western military industrial complex and multinational security policy.

Amy has a Masters in Political Science from the Norman Patterson School of International Affairs at Carleton University.

She is based in Calgary, Canada.

Contact Report from Arasaka PR Department 2013-05-11

Between 2012-11-08 and 2013-04-30 six meetings were held between Amy Cameron and a variety of Arasaka employees. This was in relation to Ms. Cameron writing an article on the evolving security situation with regard to rogue states and terrorist organisations. These touched on the rise of private security firms and the long history of private corporative involvement in shaping policy and practice in western militaries.

Miguel deBono



Biography from Infosource 2013-09-01

Miguel deBono was born in Madrid in 1973. He received a PhD in Chemistry from the University of Madrid in 2000. After a year working in the International Atomic Energy Agency he joined UNMOVIC in operative inspections under the Security Council Resolution 687.

He became a senior team leader in IAEA Operations in the Middle East following that assignment, and supervised a comprehensive safeguards agreement there.

Subsequent to Demetrius Perricos' departure in 2010 He was appointed Executive Chairman of UNMOVIC.

Interview from Newsweek 2012-11-11

“Following the *Aries*¹ disaster I see few organisations that can examine the issue of the weaponisation of space as clearly as UNMOVIC. No one else got closer to the truth than our inspectors. I believe that the national responsibility of states to prevent this or any weaponisation of space is clear, unambiguous and a moral necessity”

¹ The ESA craft *Aries* was destroyed by a nuclear weapon, the ensuing electro magnetic pulse destroyed tens of billions worth of electronic equipment and data in Australia and South America