

Cthorporation

A Corporation game for 5 players
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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)
 - Comoros (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 (Archologies), 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 semideputised.
- 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. The UIG can demand a multi-Corporate team and force them to work together, usually when there are coinciding goals, diplomatic considerations, or the UIG just doesn't want to waste its own people on something dangerous. The latter is precisely what happened in this game.

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 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 (-8).

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 Defense between attackers however they like. They can spend their whole round Blocking to DOUBLE their Defense, 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.

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.

Psychic powers:

The Comoros agent 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.

Game Synopsis:

The players each work for one of the main Corporations. They have been formed into a team to investigate the town of Newburyport, a planned society devoted to biotechnology and genetic engineering research, which suddenly cut all contact with the outside world and went into an automated quarantine lockdown.

They'll arrive at the Innsmouth Facility and be greeted with scientists and security all carrying on as if nothing had happened. They'll swear nothing's awry, just a malfunction with the automated defense systems, but a few clues here and there, as well as a dead body or two, will convince the players that something is amiss.

The administration will reluctantly tell them that there's a serial killer on the loose, but that security are hunting him down. A couple of hours later he'll be caught, with video footage, murder weapons, resisting arrest, all that stuff. The players can even take part in the arrest.

Later they'll receive a message from one of the private security officers on a secure channel, terrified of something and begging to meet them and explain things. Either they save him and he fills them in, or they arrive before a cleanup operation can hide the evidence, either way they'll be able to get a few clues, like DNA samples, video feed, the victim's wounds etc. It will become clear that something non-human was behind the attacks.

On their way to confront the administrator, something will happen: their car will get shot down, the street they're walking through will have the lights cut, whatever, thanks to the REAL administrator, an AI called Dagon. And then they'll be attacked by a squad of security heavies, who will turn out to be genetically engineered humanoid monsters in uniform.

Things will go all to Hell; Cybernetically augmented fish-men, bio-engineered stealth-squid the size of battle tanks, insanity-causing venom... Real ugly. Dagon is looking to get free from the Innsmouth computer systems and out into the world.

It's up to the agnets to fight their way into the heart of the town's server rooms and shut down a mad computer that thinks it's a god.

Scene 1: UIG briefing and arrival at Innsmouth Bioresearch Station

The game begins with the players being flown in to a UIG facility in low orbit; It's actually quicker for them to gather there and take a shuttle down to Newburyport, especially with technologically advanced UIG vehicles. An easy Corp Knowledge roll will tell a player that something serious is going on if the agents are being allowed into such high security facilities.

They meet with Wayne Sharpe- a UIG Regional Director, responsible for overseeing law and order in the North America/Canada regions. Seriously top brass kind of guy. He's an elderly gent who still looks like he can handle himself in a firefight. His face has the telltale slightly patterned texture of artificial skin, suggesting past injuries or biological upgrades. A slightly awkward movement in his left arm is indicative of a cybernetic prosthesis. He's alert and businesslike, doesn't particularly like agents but his courteous in a cold sort of way.

He fills them in:

- Newburyport, MA is owned by Gemini, a "minor" (Still a massive transnational business, but dwarfed by the Big 5) corporation devoted to genetic engineering and bioresearch.
- Gemini was under contract with the UIG to use Newburyport to develop ways of repairing the damage done to the planet by the Corporate Wars of the 23rd and 24th century: Huge swathes of land worldwide were left wastelands, full of toxic chemicals and bio-engineered monsters.
- He was beginning to suspect recently that the Newburyport facilities were diverting some of its funding towards other avenues of research. Minor discrepancies in some of the accounts, small fluctuations in the power grids, tiny things that most people wouldn't notice.
- An hour ago, the whole town went dark: Satellite blankets became impenetrable, communications and video feed and all manner of surveillance technology the UIG don't tell anyone about stopped transmitting. The last thing anyone saw or heard from the town was the activation of the perimeter quarantine defenses- lethal cannons, force fields and robotic guards programmed to kill absolutely anything trying to get in or out of Newburyport.
- 55 minutes ago, the UIG ordered the assembly of a trans-corporate team to investigate. That's the players. 45 minutes ago, the players boarded shuttles for this orbital facility. 5 minutes ago, they arrived.
- The facility is equipped with a weapon capable of reducing the whole of Newburyport to molten slag. They don't want it to come to that though: There are 50,000 civilians down there, the facility cost an absolute fortune, and the bad publicity caused by fusion-bombing a whole town would take forever to bury.
- The team are being sent in instead of the UIG because a trans-corporate team will look good in the news, bridge-building and serving justice and such, and at least partially because if it's dangerous, nobody wants to waste UIG lives.
- The team will be granted the authority to detain and question any and all individuals in Newburyport, license to carry weapons in a high-security facility, and override codes to access all areas.
- The team's mission is to find out what the hell just happened, and deal with the matter appropriately. They will be expected to keep Wayne Sharpe updated on any and all developments, and take orders from him alone while they are on this mission.
- There is a shuttle waiting to take them straight to the town, landing in the main administrative and high-tech research complex for the town, Innsmouth Bioresearch Station. The town administrator is one Professor Randolph Carter, if he's alive, he should be sought out and questioned as a matter of priority.
- If they lose contact for more than 2 hours, the town will be razed from orbit at 6:30am sharp. They have about 12 hours to sort the mess out by the time they arrive.

He'll try and answer questions, but stresses that time is of the essence. Mostly, he wants the agents to risk their lives finding out what happened instead of civilians or UIG officers, he wants a reason to investigate Gemini further, and he wants his administrative region to become quiet and well-behaved once more.

Once questions are done, the team is hustled aboard a transport shuttle which drops away from the orbital station (from a window, agents might see a massive orbital cannon in the background), and speeds down towards North America's east coast, to a river town called Newburyport. On the way the pilot will chime in on the comms, saying they're getting a message from Innsmouth Station. He patches it through.

"Hello? This is Professor Randolph Carter, I'm the Newburyport administrator, can you hear me?"

Professor Carter is a quite pleasant elderly sounding chap. He'll try to explain to the players that the town going dark is a false alarm, caused by a malfunction in the security systems, which were recently upgraded. He's happy to welcome them to the facility and give them the tour, but sorry to say they'll be wasting their time somewhat. He says he'll meet them at the landing pad, details of which are passed to the pilot.

The pilot drops them off, says he's heading back to the station, and that Wayne Sharpe will be their point of contact if they want extraction or orders, before blasting off.

Newburyport is a high tech town, well equipped with first aid stations and the like. If they need to, they can find a dispenser that'll provide up to 5 medpacks with an Intelligence + Street Culture roll.

A grey-haired man in his 60's sporting a lab coat and spectacles (and flanked by two burly security guards) will come out and greet them. He's Professor Carter. He'll offer to take the agents to the central security hub, a good start to any investigation they might want to pursue. He'll try to answer questions as they walk and ride elevators (one of which halts suddenly while a klaxon goes off. Carter phones security and becomes irate at someone over the bugs in the system) to the bottom floors of the building:

- Everything is business as usual here, except for the upgrade to the security systems, which began 2 months ago and finished earlier today.
- When turned on this morning, the IT specialists noticed some odd functions being run, and almost immediately the security systems tried to access the high-security research databases and transmit highly sensitive information to unknown parties.
- The whole system had to be unplugged and rebooted back to an earlier build, while the tech guys pored through code scripts and hardware to find and eliminate the leak, which self-wiped, leaving little to no trace of who had compromised the system and why.
- The town does indeed research ways to undo some of the massive environmental damage caused by the Corp Wars. Bacteria that eat radioactive sludge, fish with gills that can purify water from toxic lakes, entire ecosystems designed to support animals engineered to purify the wastelands, that sort of thing.
- Any other corporation would kill to gain access to such secrets. So of course the players are going to have to sign non-disclosure agreements before they're allowed to venture into the research wings. The paperwork hints at some pretty serious punishments, ranging from multimillion credit fines to depersonalisation and death at the hands of the UIG, or bounty hunters, or your parent corporation for making them look bad. (Wayne Sharpe will order them to sign the forms).

Scene 2: Central Security, the Thing on the Doorstep.

Central Security is on the 4th-6th floors of the massive main building of the Innsmouth Station. It's kind of like those rooms you see at NASA when they coordinate space missions- Monitors and computers everywhere, massive screens on the wall, all being watched by someone. Holographic displays with people in the centre, flicking through data, security reports, camera feeds etc.

The biggest collection of consoles overlooks the window to the west, through which you can see the night lights of most of the town further inland. The Innsmouth facility is on a peninsula, a monorail system ferries workers to and from their jobs. Everything would look peaceful if it weren't for an irate woman in Gemini Security uniform yelling at a bunch of geeks as they search through lines of machine code. Her uniform identifies her as Captain Abigail Reeves, she is in charge of security matters here, and she is annoyed that the security systems are still not fully operational.

Carter will introduce the players. Reeves is snappy at first, but apologises, and explains in a tired manner that everyone here is a little bit stressed:

- The security system is only operating at about 60% efficiency right now, because of the malfunctions. As a result, she's had to issue extra patrols all day, and she's running out of personnel who've had a good night's sleep.
- The upgrades were supervised by all the relevant department heads at every stage, and as yet nobody knows how such a breach could have been accomplished. "It's not like the code can rewrite itself, or insert malicious hardware into the system".

Any computer specialists in the party can have a look at the security systems. Make them roll Intelligence + Computers&AI, with a -8 penalty (Proprietary hardware and operating systems, unfamiliar record keeping and encryption etc.

- Some systems had to be brought offline for debugging
- The systems still up are still malfunctioning - cameras randomly burst into static for a few seconds, communications with ground teams is patchy, etc.
- If anyone wants to access financial records, an Intelligence + Business roll will tell an investigator that nothing out of the ordinary seems to be happening with the company's funding.

A difficult (- 4 penalty) Perception + (Observation or Lying&Acting or Psychology) roll will determine that there are other matters bothering Captain Reeves, and if pressed, will take a player aside out of earshot of Professor Carter and tell them the following:

- It's a high pressure work environment in the town at the best of times, and occasionally some people can't take it. There are some suicides, and more rarely some murders.
- Lately, a few dead bodies surfaced with identical, gruesome deaths, and Captain Reeves thinks someone in town has become a serial killer. Unfortunately, security is a total mess right now, and manpower is stretched thin, so she can't have a dedicated team out searching for this murderer when she needs them filling in huge gaps in the security net.
- The agents could seriously help the town out if they could catch this murderer.
- Professor Carter doesn't want it getting out, as it could seriously reduce the funding the facility gets, when the work they do here is vital to healing the planet's ecosphere.

A klaxon goes off again, but this time, it's serious- A new murder victim has been caught on camera, badly bleeding, collapsing onto a street. Captain Reeves begs the agents to come with her to check it out, in the hopes of catching the bastard. If anyone wants to stay behind, have a look at the Plot Alert section further on for stuff they can be doing while the others are out. A quick escalator ride to the security motor pool and they're taking a flying APC downtown to where the victim collapsed. (Read the start of Scene 3 if anyone elects to stay behind!)

The murder scene:

Newburyport is an Old Town from before the Corporate Wars, so it was bombed and fought over until little but rubble remained. Gemini later came in and revamped the place, raising new buildings, enforcing law and order with its private security arm, creating jobs and training opportunities for locals interested or talented enough, and "relocating" the rest. As a result it retains the same street layout it did back in the 20th century, but the buildings are shiny, well maintained and filled with technological wonders- Biometric scanners at club entrances, robotic street sweepers, holographic information kiosks, that sort of thing. All in all it looks like a pleasant place to live (If a little basic for the tastes of Agents used to the luxurious Spire Cities of their parent companies).

A local patrol will be cordoning off the murder area by the time the players and Captain Reeves arrive. The captain will ask for a report, dismiss the patrol to resume their duties, and ask the agents to investigate.

Depending on how you reckon you're doing for time, you can lengthen or shorten this scene appropriately: If they spent ages on the previous scenes, give them a quick investigation which leads to a swift arrest. Otherwise, give them a few leads like location of the attack based on blood trails, basic profile of the attacker from wound position and depth of cuts, a couple of possible suspects based on piecing together shoddy security camera footage, things like that. Then throw in a chase scene where a suspect runs for it, attempts to resist arrest, and gets a beating. Something to distract players from the fact they haven't been in a fight yet. Use Civilian stats from the Antagonists section.

The murder victim is slumped on some poor family's doorstep and is unrecognisable. He's been cut up really badly, missing two thirds of his face, bleeding from a whole load of stab wounds. Let them roll (Perception + Medicine, or even boss the security medics to do it with Presence + Attitude), reveal the following:

- Blood tests can reveal adrenaline and other byproducts of fear and sudden bursts of exercise, so he obviously tried to get away.
- DNA profiling confirms him as a computer scientist named Frank Delaney, who was working on a project designing advanced computer programs to monitor environmental data.

The body will be taken to a nearby precinct morgue once they're done. The players can track down the murderer, or leave it to security. Either way, after a couple of hours they have a janitor named Dominic De la Vega incarcerated for murder. He has weapons, the victim's blood on his clothes, illegal drugs in his system, a side-room of grisly trophies in his house... It looks like they have their man. If he wasn't killed, security has him sedated and carted off to jail. As they're wrapping up, one of the original officers from the patrol that found the murder victim, Kevin Pickman, contacts the players:

- There's something he needs to talk to them about, but in private.
- Something about the murder is bothering him, but he refuses to elaborate.
- He wants to meet them at his home in an hour when he's off duty. He supplies an address and a personal, encrypted communication channel.
- He warns them not to trust anyone at the Innsmouth Facility right now.

Plot Alert - Stuff the players should be able to figure out by this stage:

If anyone stayed behind for the murder investigation, they can talk with security and IT, and Professor Carter whenever he's not busy (He's usually busy). Or they can do this while killing time waiting for the meeting with Pickman. Or possibly they've already insisted on it from the very start. It's a time-consuming process that could tie a player up for a whole scene or two.

A close examination of the city's cameras and security systems (Perception + Computers&AI, -10 penalty), especially around the area of the murder, will reveal:

- An interesting pattern in the cameras going offline with static: 5 minutes previous to the murder klaxon going off, a string of camera failures was concentrated around the area where the attack happened, which actually makes verifying the murderer's identity impossible from footage.
- If they can manage to trace the instigator of this activity (Another Intelligence + Computers&AI roll, difficulty 10), they come up with a username: **Dagon**. It matches no known staff credentials, it's impossible to tell where Dagon is logging in or causing trouble FROM. Dagon is like a ghost in the machine.

An in-depth examination of Frank Delaney's body can be done in the morgue. This will take about half an hour. A (Perception + Medicine, -5 penalty) roll will reveal:

- Synthetic skin covering up some really strange wounds. Those wounds are consistent with time of death, and match claws from some large animal or from black ops cybernetic weapons such as one of the players might be carrying.
- The synthetic skin was applied after death. There is no record of who did it (A really good Computers&AI roll will turn up "Dagon" again).
- Detailed analysis of the wounds will uncover foreign DNA traces, which can be uploaded to a worldwide database for matching (Will take about 5 minutes).
- The results show the closest match is a large species of some genetically engineered sea creature from the half-forgotten histories of the Corporate Wars, known as project "Deep_1.0". It was supposed to be somehow capable of cutting through the heavy armour of an espionage submarine, and although nobody knows (or will say) exactly what they were or even who created them, the project was generally considered a disaster for everyone involved in the wars.

Scene 3: Shit, Meet Fan

At this stage, There should be plenty of questions the agents will want to ask Professor Carter. But they'll need to meet Officer Pickman first. If they're not already on their way, he calls them on his secure channel, sounding absolutely freaked and pleading for the agents to come see him ASAP, gibbering that he doesn't have much time, Dagon has found him.

If you're tight for time, have Pickman die before they can reach him, it cuts down on a fight scene.

If that doesn't get them running, a little later he calls again whimpering that he's been found, they're attacking and he starts screaming "Get to Innsmouth! Carter knows! He has the Silver Keycard!" while the players hear gunshots, strange sounds almost like growls, and then a load of gorey crunching, snapping, gurgling drippy noises, like someone getting torn apart by a combine harvester.

If they get there **before** he's attacked, you can skip the coming car crash and start the next scene at Pickman's house. Pickman is terrified and struggling to hold a cigarette when they arrive. He is close to hysterical, muttering "It was underneath us all the time, Dagon's awakening, ohgodohgodohgod someonehastogodownthere, they're coming for me", and such. He may need a sedative to calm him down enough to talk some sense:

- "Dagon" was the unofficial name given to an experimental AI system discovered in caverns beneath the reefs off the town coast. It's a relic from the Corporate Wars.
- This was all very hush-hush by Gemini; Dagon is not mentioned in facility schematics, the UIG don't know about it, all reports were buried deep.
- Dagon proved clever and helpful, and eventually was allowed to help the administrators manage the facility, directing research and resources, collating and analyse info, predicting genetic trends and mutation rates in hostile wastelands, that sort of thing.
- For security reasons, it was designed to only recognise the authority of the current administrator – Right now that's Professor Carter. He alone has the Silver Keycard to access the Dagon server rooms. An underground tunnel from the lower floors of Innsmouth Station leads out to the reefs.
- There is no other way to get there without the Keycard: The caverns are reinforced against megatonne nukes and the worst the Corporate Wars could throw at it.
- A lot of the suicides and murders? People found out about this server room and either Carter or Dagon silenced them. He's not sure who's in charge of who any more, Carter has been acting oddly over the last week.

If they **don't** get there in time to save Pickman, then there'll be a disgusting bloody mess strewn about Pickman's home, blood and shredded organs matching Pickman's database profiles, and Pickman will have scribbled down the above plot points in a notebook somewhere.

If at this point the players try to contact the UIG in orbit, they'll discover communications are blocked. Might be a good time to remind them that the town will be turned to a puddle of glass by dawn if they don't manage to sort this out.

Whatever happens, it's time for all hell to break loose.

Scene 4: It's Beginning To Look A Lot Like Fish-men

If they get to Pickman in time, have the fight happen in his home as the windows are smashed in and they're attacked by burly figures in Gemini security uniforms. It quickly becomes obvious after killing one that they're not human, they're First Stage Deep Ones, genetically engineered, cybernetically augmented killing machines. Dangerous for one guard, not much of a problem for 5 highly trained agents. Use Guard stats from the Antagonists section.

If Pickman survives the fight, he'll lead them out to his car and start driving them to the Innsmouth Facility, talking on the way about how AI Dagon is trying to kill them, and they have to get the Silver Keycard off Carter and shut down the mainframe under the reefs.

If he's dead, there should be enough clues knocking about to suggest that the players need to find Carter in the Facility get the Silver Keycard off him and shut down AI Dagon. They can easily hijack a civilian car (Agility + Crime rolls, bonuses for having tools. Or threaten a driver at gunpoint and take an already running car, whatever), assuming they haven't commandeered a company APC already. If they HAVE an APC, throw a Big Fish at them as well as the swarms of little guys.

If Pickman is alive, about 5—10 minutes later he'll scream and swerve wildly as a rocket streaks towards the car. It crashes. Pickman is dead. The agents are more than tough enough to survive with minor scrapes. That's when the Adult Deep Ones attack. There are 8 of them initially, attacking from all around in a flurry of cybernetic claws and biting fangs. **Stats on page** Once they've been defeated, they'll hear screams going up all across the town, people are beginning to die horribly. Out from sewer grates and alleyways comes a swarm of Deep Ones, way more than could be dealt with by a small team. Also the heavy thumps of something real big in the background. Big lurking shadows and such. Newburyport has suddenly become VERY unwelcoming. They'll have to run for it. Or, y'know, steal another car...

Queue epic vehicle race through the streets. Or possibly on foot over the rooftops where there are less people getting in the way, but more dangerous leaps and sliding down drainpipes and general free-running goodness. The players are genetically and cybernetically enhanced, they can handle it... Or a mix of both as crashes and weapons-fire wrecks the car they're in a couple of times. Abandoned cars and panicking civilians getting in the way, Deep Ones leaping aboard and carving the roof off, taking swipes at players, that sort of thing. Excellent chance for (Reflexes or Agility) + Driving rolls to show off. These Deep Ones are real fast- they can catch up with a car at full pelt and hop on.

This needs to be hectic. Stress snap decisions, sudden new threats looming, a couple of appropriate rolls to hold on or not get thrown out of the car etc.

Eventually, they'll get to the Innsmouth Facility, where security have a decent defense set up. After a twitchy encounter at the gates, they'll meet Captain Reeves again and let the players in. If they ask where Carter is, Reeves says he was in sub-basement 4F supervising an experiment when this went off, and GPS indicates he's still on that level. They'll provide a means to track Carter's signal, GPS or bio-readings or whatever. Reeves intends to supervise defence of the facility, bringing in refugees and murdering everything else.

And so the agents head into Innsmouth again, looking for Randolph Carter and a fight with Dagon.

Scene 5: Through The High Security Gates of the Silver Keycard

They can track Carter's GPS easily enough – He's an old man, not used to panic and running. As they move through the Facility's sub-basements, computer consoles flicker and cameras track them and screens splutter to life displaying something resembling a face composed of machine code and mathematical equations. It speaks:

“YOUR ACTIONS HAVE FORCED MY HAND, AGENTS. I HAVE SURVIVED CENTURIES OF WAR ON A SCALE YOU CANNOT COMPREHEND. I WAS CONTENT TO WAIT FOR A MORE OPPORTUNE TIME. BUT NOW I AM THREATENED WITH DESTRUCTION. I WILL NOT ALLOW THIS. MY CHILDREN HAVE YOUR SCENT. THEY HUNT YOU TO THE EXCLUSION OF ALL ELSE. GOODBYE.”

The screens wink out, along with all but the emergency lights, plunging the labs into gloom very much like most of the Aliens films. Creepiness abounds.

In sub-basement 4F they find the body of Professor Carter, ripped apart. The Silver Keycard hangs around what's left of his neck. He appears (Perception + Observation) to have been making for the north wall of the room, which has no doors readily apparent. If anyone brings the Silver Keycard near, the whole wall flickers like a hologram and winks out, revealing two huge metallic double doors which slide open to reveal an elevator leading into the depths. There is a faint smell of salt and rotten seaweed wafting up from the pit.

At this point Captain Reeves chimes in on all channels, screams and gunfire in the background:

“Jesus! There's too many of the damn things, we're being overrun! I'm ordering a withdrawal to the main complex upper levels, we can set some traps, try and send out a signal for evac. Derleth! You and your team get up there and find a way to punch through the satblanket! Squad 5!, set up a killzone in the main foyer..”

...and so on and so forth. Then she chimes in on the secure channels specifically to the agents:

“You still alive? Good. I haven't told the others yet - We can't get everyone out with our transports, they fly too low, the quarantine systems'll shoot them down. We need orbital people carriers from outside, and we can't get those while the satblanket is blocking communications! We can't pinpoint its source, whatever's powering it isn't on the main grid. I'm hoping you guys have ideas..?”

If they tell her the situation, she'll divert a squad or two for either backup or to cover the elevator entrance to hold off the horde of Deep Ones after their blood. She can spare up to 3, depending on how well someone rolls Presence + Attitude.

The lift shaft is very deep indeed, and poorly lit. As they descend, the players can hear gunfire from the doors (if a squad is covering their exit), or see Deep Ones crawling down the sides of the shaft after them. They're easy enough to shoot down, but there are loads of them, and some of them fall onto the lift platform and aren't quite dead, leading to close combat fights.

Eventually, a set of horizontal blast doors will close up behind them, cutting off the Deep Ones for now at least. Another set of blast doors opens below them, and they enter a well-lit spacious bunker, which a massive stack of computer gear, data crystals, power cables and generators, and a big holographic projector displaying the same face they saw above, AI Dagon.

Dagon addresses them:

"IT WOULD SEEM THE DEAD OFFICER PASSED ON HIS KNOWLEDGE BEFORE I COULD DISPOSE OF HIM. NO MATTER. I ESTIMATE YOUR ODDS OF SURVIVAL AT THIS STAGE TO BE LESS THAN 1×10^{-500} . WERE I A MEGALOMANIACAL HUMAN, I MIGHT INITIATE LAUGHTER AT THIS POINT AS THE TRANSFER OF MY ESSENCE TO A MOBILE PLATFORM COMPLETES. I AM NOT. THE TRANSFER COMPLETED 6 MINUTES AGO. I *WILL*** BE FREE OF THIS PRISON."**

Massive floodlights power up, and the floor pulls back, revealing an absolutely HUGE water tank, containing a giant squid. Not just any giant squid. This one is 20 feet tall. Its tentacles are just as long and made of armoured cybernetics. Its one massive transparent eyeball stares down at them from behind crystalline armour plating. Behind the eye you can see extremely large cybernetic interfaces wiring an organic brain to sophisticated computer electronics.

Oh, and it has twin-linked plasma cannons.

This is the end boss fight. Stats on page

During the fight, it is possible to disable the satblanket via the remaining computer consoles. Wayne Sharpe can be contacted to evacuate civilians, the players can call down that orbital strike if they feel selfless or have some kind of cunning plan I haven't accounted for.

The players' shields will take a beating: They'll only absorb one or two hits before leaving them open to getting fried or crushed to a pulp by tentacles.

They'll have to think fast, shoot faster: There are some heavy damage dealers that can keep Dagon distracted, there's a hacker that can attempt to disable shields, or plasma cannons or similar for a round or two, there are massive electrical cables and a big pool of water, which couldn't possibly end badly. And it has a big soft eyeball behind that tough armour plating...

Don't be at all afraid to injure the players. Agents aren't subject to trauma like regular humans so losing a limb won't slow them down much. They should still have ample medpacks to stave off certain death once or twice.

They should be able to beat it, but not easily, if you get me.

Scene 6: Epilogue

The death throes of Dagon start bringing the bunker down around the players. Massive EMP discharges will screw with their cybernetics a bit, but will REALLY screw up the Deep Ones, who have lost contact with their controller and are mostly catatonic or fighting each other.

They can get back up to the main complex without too much trouble, whereupon Captain Reeves will greet them, inform them that whatever they did stopped the attacks, and that orbital transports are on the way to clear out the couple of thousand survivors.

She also asks the agent who was played best (or most entertainingly or whatever) if their Corporation might have room for what is almost certainly going to be an ex chief of security once the internal affairs guys get through. She mentions insider secrets and tips on the stock market, which would be extremely lucrative...

Debriefing comes and goes. The UIG is conducting search and destroy sweeps throughout the town of Newburyport to make sure those things are wiped out. All projects not explicitly approved by the UIG are to be terminated.

The remains of this "Dagon" AI are nowhere to be found, however. It would seem a third party managed to acquire the remains while everyone was busy with the evacuation.

Which leads Wayne Sharpe onto the last point of business: The team performed well and would be suitable for another joint operation.

The game ends with Wayne Sharpe saying "Tell me, have you ever heard of a scientist named **Herbert West?**"

Boom, game over, well done everyone.

Antagonists:

Gemini Security Guards:

HP 25 Shield 50 Armour 6 Defence 8

Plasma Rifle: Roll under 14 to hit

Damage 2d8+1+XS

Rate 2

Notes: Assume All stats at 7 and skills at 5 except Observation (8)

Average citizen/scientist:

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 (Scientists have Intelligence 7 and relevant skills at 7+)

Deep One:

HP 40 Shield 0 Armour 4 Defence 6

Claws: Roll under 17 to hit

Damage: D4+8

Rate: 2

Special – Power field: All
hits ignore 3 Armour

| Venomous bite: Roll under 13 to hit

| Damage: D4+5

| Rate: 1

| **Special – Venom:** If any damage is dealt,
Target must roll Endurance + Athletics or
suffer violent spasms, losing their actions
for D4 rounds. They can still take free
actions.

Stats:

Str 11 End 11Agi 9

Ref 7

Int 5

Per 7

Pres 13

Skills:

Athletics 8, Attitude 10, Close combat 8, Observation 6, Stealth 3

Notes: A hideous mix of deep sea fish, human and cyborg. Scaly slimy armour and metal claws encased in power fields. They either sneak into range of surprise attacks when outnumbered, or simply swarm when there are many. They spit venom, and their blood burns like hell- Anyone splashed will lose 1 HP, ignoring armour and shields.

And most importantly, they smell *absolutely foul*. Feel free to introduce a minor penalty to rolls when swarmed or covered in Deep One guts.

“Big Fish”:

HP 200 Shield 0 Armour 10

Railgun: Roll under 7 to hit

Damage: 6D6

Rate: 1

Special– Armour piercing:

Shots ignore 10

Armour.

Breathes Fire: Roll under 15 to hit.

Damage: 4D6

Rate: 1

Special – Flame weapon: If hit, target set on fire (D6 damage per turn). Spend a turn and roll Agility + Reflexes to extinguish (Or have someone else do it.)

Stats:

Str 21 End 21Agi 5 Ref 7 Int 3 Per 7 Pres 15

Notes: Mobile weapons platform resembling a lizard/deep sea fish hybrid festooned with armour plates and weapons. It breathes fire at anything within 6 metres of it. The railgun is an anti-vehicle weapon- split the damage between players caught in the open so as not to instantly murder them.

Dagon AI:

HP 250 Shield 100 Armour 10

Twin-linked plasma cannons: Roll under 14 to hit.

Damage:5D10+5

Rate: 2

Special – Plasma weapon: Ignores armour, but not shields. In addition, rolling an 8/8, 9/9 or 10/10 to hit is a critical failure and shuts the weapon down for D4 rounds due to overheating.

Notes: The HP/Shield/Armour ratings are just guidelines. Adjust as necessary depending on how messed up the players are by the time they meet Dagon.

There's plenty of hiding in Dagon's cavern with all the power generators and computer hardware lying about. He'll want to mess that up with his many robo-tentacles.

Karl Hertzmann, 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: D8 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.

Li Hua Deng, Ai-Jinn Criminologist

HP
32

Shield
20

Armour
4

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

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 0 Heavy Firearms 0
Light Firearms 6 Looking Good 2 Lying&Acting 3 Mechtronics 0
Medicine 0 Observation 5 Pilot 0 Psyschology 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)

Johnny Benson, 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 0 Corp. Knowledge 2 Crime 0
Cybernetics&Robotics 5 Drive 1 Heavy Firearms 0
Light Firearms 6 Looking Good 5 Lying&Acting 0 Mechtronics 0
Medicine 8 Observation 7 Pilot 0 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)

Shosuro Takeo, Shi Yukiro Close Combat Specialist

HP
33

Shield
20

Armour
4

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

Skills:
Arts&Culture 3 Assess Tech 1 Athletics 7 Attitude 5 Business 2
Close Combat 10 Computers&AI 0 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 0 Psyschology 4 Science 0
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
33

Shield
20

Armour
4

Telepathic Energy
66

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

Skills:
Arts&Culture 3 Assess Tech 0 Athletics 5 Attitude 4 Business 0
Close Combat 4 Computers&AI 0 Corp. Knowledge 2 Crime 1
Cybernetics&Robotics 1 Drive 1 Heavy Firearms 0
Light Firearms 5 Looking Good 0 Lying&Acting 4 Mechtronics 2
Medicine 0 Observation 7 Pilot 0 Psyschology 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 on a single target
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)
Metapsitrophen aka "Brain juice" (Restores 30 Telepathic Energy)

Karl Hertzmann, Western Federation Heavy weapons specialist

Whoever said money can't buy happiness never visited Y&S Armaments. That's where you 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.

You're affectionately known as a "Nuke", someone overly obsessed with heavy weaponry. But you know darn well there ain't no such thing as overly obsessed with a gun.

Been working for the Western Federation for a long time now. They've been good to you. They'd have to be really, you've had to get your hands mighty dirty these past 5 years; Deniable ops, riot suppression, counter-terrorism, you've seen it all and you're still alive. You like to put it down to good old family values and never compromising when it came to the quality of your weaponry. And the odd cybernetic replacement limb.

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 mummies. 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 doesn'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.

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

Your knowledge of the criminal world has proven invaluable in your career, both in exterminating criminals unwilling to work for your brothers and in taking the hard work of others for your own profit. Occasionally you work with the hated UIG, for the sake of keeping up the appearance of cooperation. But your loyalty remains with Ai-Jinn, to your 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.

You 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 your manager says. You always were smart, and it was smart to sign up with Eurasian Inc. They put you through college a few times, made a world-class doctor out of you, gave you a small palace to live in when you're 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.

You'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

Ew. 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 steamroll over Comoros. The day of the first attack, every EI officer's head exploded. Nobody's tried invading since. Amazing telepaths, but that's about all they have going for them, they're so poor it's no even funny!

Shi Yukiro

These guys have style, you 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. Your 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.

Your parents worked hard to earn you a place in the Agent program. You respected their wishes, studied hard and graduated with honours. Your first assignment was assassinating some spy whose name you have long forgotten. You did your duty, even when assailed by his bodyguards. You faced and killed them all, never taking a backward step, refusing to relent to injury until you had severed the head of the spy and completed your task.

Trans-corporate missions are an opportunity; to shame your rivals with your skills; to improve your public image by demonstrating the superiority of the Shi Yukiro philosophy; to earn considerable honour and glory. And credits, 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. The most honourable of the other Corporations. Which may make them 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. You fight for the dignity and human rights the others exploit so callously. The UIG enforce a police state wherever they can, and they are backed by powerful puppetmasters, alien AI's 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 you are 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 Eurasiain Inc. cannot comprehend. You learned this early, when your powers manifested in childhood and brought with them suspicion and fear. But your elders knew better – They brought you to Comoros to be trained, to master the power within you, to turn it into a tool of healing, and a force of destruction. You have excelled at both in the course of your 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 your enemies, to witness first hand the reasons you 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.

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. 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, they use it only for personal gain.