

RISUS

IN THE

SHELL

A SOURCEBOOK FOR RISUS: THE ANYTHING RPG BY S. JOHN ROSS

By ZAMIEL AL'SHAITAN

SOURCEBOOK INFORMATION

RISUS IN THE SHELL IS A SOURCEBOOK BY ZAMIEL AL'SHAITAN FOR RISUS: THE ANYTHING RPG BY S. JOHN ROSS. IN THIS SOURCEBOOK I WILL PRESENT THE BACKGROUND INFORMATION FOR RUNNING A CAMPAIGN BASED UPON THE MASAMUNE SHIROW ANIMATED FEATURE, AS WELL AS THE GHOST IN THE SHELL: STAND ALONE COMPLEX FEATURES. MATERIAL FOR THIS BOOK HAS BEEN GATHERED FROM A NUMBER OF SOURCES, INCLUDING THE ANIMATED FEATURES, WEBSITES AND FANWORKS.

2029, A DARK, GRITTY FUTURE WHERE THE CRIME LEVELS HAVE SKYROCKETED IN THE INNER CITIES, AND POLITICAL UNREST IS AT A BOILING POINT IN EVERY MAJOR NATION. A FUTURE WHERE THE MEGA-CORPORATIONS DUKE IT OUT ON THE COVERT BATTLEFIELD AND GOVERNMENTS ARE CONSTANTLY FENDING OFF TERRORISM. THE NET HAS PERMEATED EVERY LEVEL OF OUR EVERYDAY LIVES AND TECHNOLOGY HAS RUN RAMPANT THROUGH SOCIETY, BRINGING ABOUT A NEW ERA ON THE VERGE OF INFORMATION OVERLOAD.

CHARACTER CREATION

CHARACTERS SHOULD BE CREATED USING 10 DICE, PLUS ONE FOR HOOK AND ONE FOR TALE, DOUBLE PUMP CLICHES ARE ALLOWED (AND ENCOURAGED) AND FUNKY DICE ARE NOT USED. CHARACTERS SHOULD HAVE AT LEAST SOME CLICHE RELEVANT TO SECTION 9 (COUNTER-TERRORISM) OR SECTION 5 (PUBLIC PEACE).

THE CONCEPT OF THE "GHOST"

IN GHOST IN THE SHELL THE CONCEPT OF THE "GHOST" IS AN IMPORTANT ONE. AS THE TITLE ITSELF IMPLIES, THE "GHOST" IS ONE'S SOUL OR CONSCIOUSNESS, AND THE "SHELL" IS SIMPLY WHERE IT IS HOUSED, BE IT IN THE HUMAN BODY OR IN A MACHINE OR COMPUTER. IN GHOST IN THE SHELL, TECHNOLOGY HAS COME TO THE POINT WHERE THIS "GHOST" CAN BE MANIPULATED, PROGRAMMED OR EVEN DOWNLOADED IN TO A COMPUTER (GHOSTDUBBING). OBVIOUSLY, THIS SORT OF THING HAS RAISED INTERESTING QUESTIONS ABOUT THE MORALITY OF SUCH ACTS. THIS CONCEPT OF THE "GHOST" AND THE QUESTIONS SURROUNDING IT IS ONE OF THE MAJOR THEMES OF GHOST IN THE SHELL AND THEY SHOULD BE PLAYED UP AS MUCH AS POSSIBLE IN YOUR GAME.

COMMON CLICHE

CLICHE	DESCRIPTION
ARMORER	THE ARMORER IS CAPABLE OF MAINTAINING, DESIGNING, BUILDING AND REPAIRING WEAPONS AND ARMOR. CLEARING A JAMMED WEAPON CAN BE DONE BY AN ARMORER IN THEIR SLEEP, AND REPLACING A BARREL DESTROYED BY HV OR AT AMMO CAN BE DONE IN A MATTER OF MINUTES.
CYBORG	CYBORGS ARE RATHER COMMON IN 2029, FROM THE COMMON PROSTHETIC BODIES USED TO "CURE" QUADRUPLEGS, TO THE COMBAT CYBORGS CREATED BY MEGATECH FOR USE BY S-9. THE CYBORG CLICHE NOT ONLY GAGUES THE POWER OF THE CYBERNETIC BODY, BUT ALSO THE USER'S SKILL IN MANIPULATING IT.
PROGRAMMER / HACKER	THE TYPICAL PROGRAMMER OR HACKER IS CAPABLE OF WRITING COMPLEX CODE QUICKLY, OFTEN WHILE SLEEP-DEPRIVED AND RUNNING ON CAFFEINE AND ADRENALINE ALONE. THEY ARE ABLE TO FIND INFORMATION ON THE GLOBAL INFONET QUICKLY AND EASILY, BREAK-AND-ENTER INTO SECURED SYSTEMS, AND SOME ARE EVEN CAPABLE OF GHOSTHACKING. MOST HAVE CYBERBRAINS, AND MANY HAVE MULTI-SECTIONED FINGERS, BUT FEW WOULD VOLUNTARILY CHOOSE TO BECOME FULL-CONVERSION CYBORGS, KNOWING HOW EASY IT WOULD BE TO HIJACK THEIR BODIES. . .

CLICHE	DESCRIPTION
SECTION 1 OPERATIVE	SECTION 1 IS IN CHARGE OF DRUG ENFORCEMENT, AND IS SIMILAR IN SCOPE TO THE US' DEA. S-1 UTILIZES COMBAT TRAINED PERSONNEL AND INVESTIGATIONS PERSONNEL IN ITS OPERATIONS. SINCE ALL AGENTS ARE CROSS-TRAINED, THEY CAN ENGAGE IN EITHER ACTIVITY. SECTION 1 ANSWERS TO THE MINISTRY OF INTERNAL AFFAIRS.
SECTION 5 OFFICER	SECTION 5 IS IN CHARGE OF PUBLIC PEACE, FILLING A ROLE MUCH LIKE THAT OF THE US' POLICE FORCE AND SWAT TEAMS. THEY ARE TRAINED IN SMALL ARMS COMBAT, AUTOMATIC WEAPONS, AND HAND-TO-HAND COMBAT. SECTION 5 DOES NOT EMPLOY ANY CYBORGS.
SECTION 6 OPERATIVE	SECTION 6 CONTAINS ALL INVESTIGATIONS, COMBAT AND SPECIAL OPERATIONS PERSONNEL USED BY THE MINISTRY OF FOREIGN AFFAIRS. THIS SECTION IS HIGHLY SECRETIVE AND IS DEEPLY ROOTED IN ESPIONAGE AND COVERT OPERATIONS. COMPARATIVE TO THE US' CIA OR THE BRITISH MI-6. THERE ARE NO (OFFICIAL) FULL-CYBORGS IN S-6. SECTION 6 ANSWERS DIRECTLY TO THE PRIME MINISTER.
SECTION 9 OPERATIVE	SECTION 9 IS THE MINISTRY OF INTERNAL AFFAIRS COUNTER-TERRORIST, CYBORG CRIMES, AND ASSASSINATION SQUAD. IT IS A PARAMILITARY ORGANIZATION, AND MOST OF ITS MEMBERS ARE FULL CYBORGS. IT IS NO COINCIDENCE THAT SECTION 9 RESEMBLES THE GERMAN GSG9 (WITHOUT A DOUBT, THE MOST EXTENSIVELY TRAINED AND EQUIPPED COUNTER-TERRORIST SQUAD ON THE PLANET), AND LIKE EACH GSG9 AGENT, EACH S-9 MEMBER IS EXTENSIVELY TRAINED IN COMBAT, ANTITERRORISM AND INVESTIGATIONS. WHEN A TERRORIST INCIDENT OCCURS IT IS S-9'S JOB TO EITHER STOP IT, OR INVESTIGATE THE AFTERMATH AND FIND THOSE RESPONSIBLE. THIS UNIT IS CLEVERLY HEADED BY DAISUKE ARAMAKI WHILE TACTICAL COMMAND IS THE RESPONSIBILITY OF THE VERY TALENTED MOTOKO KUSANAGI. S-9 TRAINING INCLUDES TRAINING IN THE PILOTING OF TACHIKOMA.

COMMON HOOKS

Hook	Description
BLOODTHIRSTY	DEATH & MAYHEM IS YOUR GIG. SURE, YOU COULD TRY TALKING YOUR WAY OUT OF A SITUATION, BUT NOBODY WOULD SPROUT A SUCKING CHEST WOUND THAT WAY. . .
CYBORG SYNDROME	YOU'VE LOST TOUCH WITH WHAT IT WAS TO BE HUMAN. AS FAR AS YOU'RE CONCERNED, YOU AND YOUR 'BORG BODY ARE A TOTALLY DIFFERENT ANIMAL THAN THOSE POOR, WEAK 'FLESHIES'. YOU MIGHT BE HOMICIDAL, OR SIMPLY EMOTIONLESS.
GHOSTHACKED	THE CHARACTER HAS BEEN GHOSTHACKED — THEY MAY NOT KNOW THEIR PAST, OR THEY MAY HAVE SOME SUBLIMINAL CONDITIONING THAT MAY MAKE ITSELF EVIDENT AT SOME TIME IN THE FUTURE. THE GM MAY DECIDE TO ADD OR CHANGE THE DETAILS OF A CHARACTER'S GHOSTHACK — YOU'VE BEEN WARNED <G>
GUN SHY	THE CHARACTER DOESN'T LIKE GUNS. USING THEM, BEING AROUND THEM, AND ESPECIALLY NOT BEING SHOT (AT?) BY THEM. THIS IS NOT TO SAY THE CHARACTER IS A PACIFIST, THEY MAY JUST PREFER TO USE OTHER MEANS OF DISMEMBERMENT.

TECHNOLOGY

CYBERBRAINS

CYBERBRAINS ARE ARTIFICIAL BRAINS USED IN AI MACHINES, BUT THE MOST INTERESTING ASPECT OF THE CYBERBRAIN IS THAT OF A SUPPLEMENTAL BRAIN FOR HUMAN USE. WHEN IMPLANTED IN A CYBORG, THE CYBERBRAIN ACTS AS A SUPPLEMENTAL BRAIN, WHICH PROCESSES DATA, IN TURN TAKING THE WORKLOAD OFF THE BRAIN. WITH A CYBERBRAIN, A HUMAN BEING'S MENTAL CAPABILITIES ARE GREATLY AUGMENTED. ONE CAN THINK FASTER, REACT FASTER AND EVEN LEARN FASTER. READING SKILLS ARE GREATLY INCREASED AS THE BRAIN TAKES IN PAGES OF DATA AT A TIME RATHER THAN WORD BY WORD. THE CYBERBRAIN ALSO ALLOWS A DIRECT INTERFACE WITH COMPUTER NETWORKS WHERE INFORMATION CAN BE ACQUIRED AS FAST AS THE COMPUTER CAN PROCESS DATA. READING TIME IS CUT BY 75%. IT ALSO ALLOWS AN INTERFACE WITH COMPUTERS, COMPUTER NETWORKS, VEHICLES, FIREARMS ETC.

CYBORGS

IN THE WORLD OF G.I.T.S. CYBORGS ARE USED FREQUENTLY USED IN THE MILITARY AND POLICE FIELDS BECAUSE THEY CAN GREATLY ENHANCE A HUMANS ABILITIES. THE WORD CYBORG REFERS TO AN INDIVIDUAL WHO'S BODY HAS BEEN PARTIALLY OR ALMOST COMPLETELY REPLACED BY ARTIFICIAL ORGANS AND PARTS. MOST OF THE G.I.T.S. CYBORGS ARE FULL-CONVERSION, AND ALMOST INDISTINGUISHABLE FROM HUMANS. THE BRAIN AND SPINAL COLUMN OF A FULLCONVERSION ARE HOUSED INSIDE A SPECIAL SHELL INSIDE OF THE ARTIFICIAL BODY. SPECIAL TISSUES, SUCH AS THE TONGUE, AND REPRODUCTIVE SYSTEMS ARE VAT GROWN, AND THEN TRANSPLANTED INTO THE BODY. THE SKIN IS THEN APPLIED AND THE 'BORG IS SUBJECTED TO A "SENSORY ELEMENT". THIS "SENSORY ELEMENT" FORMS A FIBER OPTIC FILM, WHICH IS HIGHLY SENSITIVE, AND ALLOWS TACTILE SENSATIONS THAT FAR EXCEED THAT OF A NORMAL HUMAN. MANY 'BORGS ARE ALSO EQUIPPED WITH A SUPPLEMENTAL CYBERBRAIN TO HANDLE SOME OF THE INFO PROCESSING WORKLOAD.

TACHIKOMA

TACHIKOMA HAVE THEIR OWN AI AND CAN ACT AS BACKUP OR SUPPORT ON THEIR OWN. THEY CAN ALSO ACT AS AN ASSAULT VEHICLE, AND EVEN STEALTH MISSIONS BENEFIT FROM THE TACHIKOMA. THE AI OF THE TACHIKOMA IS ACTUALLY A LEARNING COMPUTER. DURING A THE COURSE OF THE DAY,

AN INDIVIDUAL TACHIKOMA WILL HAVE ITS OWN INDIVIDUAL EXPERIENCES, BUT AT THE END OF THE DAY ALL TACHIKOMA'S UNDER THE SAME OWNERSHIP WILL ASSIMILATE THEIR DATA INTO A MAINFRAME, AND THEN EXTRACT THE INFORMATION DOWNLOADED BY THEIR FELLOW UNITS. WHEN IN VEHICLE MODE THE DRIVER IS STRAPPED MUCH LIKE A SMALL POWER ARMOR (HENCE OWNERS OFTEN REFERRING TO THEM AS THEIR SUITS). THIS MARVELOUS MACHINE IS ABLE TO RUN ALONG WALLS AND CLIMB TREES, ARE EQUIPPED WITH THERM-OPTIC CAMOUFLAGE, AND CAN FIRE TOW/GRAPPLE LINES, IN ADDITION TO THEIR ASSAULT CANNON. SEE A SAMPLE TACHIKOMA IN THE SAMPLE NPC'S SECTION AT THE END.

THERM-OPTIC CAMOUFLAGE (+2 DICE MOTIONLESS, +1 MOVING TO STEALTH CLICHE)

THE WEARER OF THERM-OPTIC CAMOUFLAGE BECOMES VIRTUALLY INVISIBLE WHEN THE SUIT IS ACTIVATED. THE SUIT IS VERY HARD TO DETECT, BUT A SLIGHT BLUR CAN BE SEEN WHEN THE WEARER IS IN MOTION. AS LONG AS THE WEARER STAYS STILL THEY ARE VIRTUALLY IMPOSSIBLE TO DETECT. WHILE NORMALLY DETECTABLE BY CERTAIN HEAT IMAGING OPTICS SOME SUITS CAN BE MADE WHICH REDUCE IR SIGNATURE. THIS SUIT IS USUALLY WORN UNDER SOME TYPE OF ARMOR, WHICH MUST BE TAKEN OFF BEFORE USE.

MULTI-SECTIONED FINGERS (+2 TO HACKING/PROGRAMMING SKILLS)

MULTI-SECTIONED FINGERS SPLIT AT THE PALM WHEN NEEDED, WITH EACH DIGIT BRANCHING OFF INTO 4 OR 5 INDIVIDUAL FINE DIGITS FOR TYPING AT INCREASED SPEED. TO FUNCTION, THE USER MUST HAVE A CYBERBRAIN INSTALLED.

COMPUTERS AND HACKING

COMPUTERS PERMEATE EVERY LEVEL OF HUMAN EXISTENCE IN GHOST IN THE SHELL. THEY ARE IN YOUR CAR, IN YOUR HOME AND IN YOUR HEAD, BUT THEN YOU HAVE PROBABLY ALREADY FIGURED THAT OUT.

COMPUTER NETWORK HACKING

THIS IS YOUR NORMAL, EVERYDAY, RUN OF THE MILL HACKING. BREAKING INTO SECURED COMPUTER SYSTEMS, SWIPING INFO, DOING A LITTLE DAMAGE. THIS TYPE OF HACKING IS USUALLY DONE BY KEYBOARD AIDED BY INTERFACE PLUGS, AND IF YOU ARE LUCKY, A CYBERBRAIN. MOST SERIOUS CYBORG HACKERS HAVE ALSO INVESTED IN MULTI-SECTIONED FINGERS TO KEEP UP WITH THEIR CYBERBRAINS.

GHOSTHACKING

GHOSTHACKING IS AN ENTIRELY DIFFERENT ANIMAL. ONLY THE MOST SKILLED HACKERS CAN ATTEMPT THIS. BASICALLY WHAT THIS ENTAILS IS REPROGRAMMING SOMEONE'S BRAIN. THIS CAN BE DONE BY DIVING INTO THE PERSONS GHOST FROM AN OUTSIDE COMPUTER NETWORK (PROVIDED THEY HAVE A FULL TIME CONNECTION TO CYBER-NET). TO DO THIS YOU MUST FIRST CRACK THE PERSONS "GHOST KEY", WHICH IS EXTREMELY DIFFICULT. THE SECOND METHOD IS TO INTERFACE WITH THE PERSON DIRECTLY AND "GHOSTDIVE" INTO THEIR MIND. SPECIAL SOFTWARE IS REQUIRED AND IT IS HIGHLY ILLEGAL ON THE OPEN MARKET (VERY RARE AND EXPENSIVE, CAN COST 50,000+ FOR USABLE SOFTWARE). SO, IN SHORT IS AN EXTREMELY DIFFICULT PROCESS TO PULL OFF, BUT IF ONE CAN DO IT THE POSSIBILITIES ARE ENDLESS. YOU CAN REPROGRAM PEOPLE TO DO YOUR BIDDING, TURN THEM INTO DIFFERENT PEOPLE OR REPLACE THEIR MEMORIES WITH NEW ONES. IT SHOULD BE NOTED THAT ONCE THIS IS DONE, THERE IS NO GOING BACK, THE CHANGES ARE PERMANENT (ALTHOUGH THEY ARE SOMEWHAT SHALLOW). EVEN IF ONE HAS THE EQUIPMENT THEY ARE UP AGAINST DIFFICULT ODDS.

TOOLS OF THE TRADE AND BONUS DICE GEAR

HANDGUNS

HANDGUNS ARE COMMONPLACE, MOST LIKELY ANYONE FOUND ON THE STREET WILL HAVE SOME FLAVOR OF 9MM OR .45 ON HAND. HERE ARE SOME OF THE MORE NOTABLE SMALL ARMS OF 2029.

ZASTABA CZ-M100 HANDGUN

THE CZ-100 IS RIGID POLYMER-FRAME 9MM HANDGUN MANUFACTURED IN THE CZECH REPUBLIC. ORIGINALLY DESIGNED FOR LAW ENFORCEMENT PERSONNEL, THE CZ-100 SPORTS A HEXAGONAL BARREL FOR BETTER RELIABILITY AND ACCURACY. THIS PISTOL CAN ALSO BE FITTED WITH A QUICK RELEASE LASER AIMING SYSTEM.

JERICHO 942FS HANDGUN

THE JERICHO 942FS IS AN ISRAELI MANUFACTURED HANDGUN. IT MAY, IN FACT, BE A DIRECT DESCENDANT OF THE IMI "DESERT EAGLE". THIS WEAPON IS CHAMBERED TO .50AE (12.7MM), SO IT PACKS ONE HELL OF A PUNCH. THE JERICHO 942FS SEEMS TO BE A POPULAR LARGE FRAME HANDGUN, AND IT IS USED IN SEVERAL ORGANIZATIONS THROUGHOUT JAPAN. THIS AUTOLOADER ALSO SPORTS HEXAGONAL SHAPED RIFLING FOR GREATER CONTROL.

MATEBA MODEL 207 HANDGUN

THIS STRANGE REVOLVER, BUILT SOMETIME IN THE 1990's, IS TOGUSA'S WEAPON OF CHOICE. IT IS CHAMBERED FOR THE 9MM PARABELLUM CARTRIDGE AND IT'S SIX ROUND CYLINDER IS HINGED AT THE TOP OF THE FRAME RATHER THAN THE BOTTOM. THE M207'S HEXAGONAL BARREL IS LINED UP WITH THE BOTTOM-MOST CHAMBER FOR GREATER ACCURACY AND THE WEAPON'S STRANGE DESIGN IS COUNTER-BALANCED BY A TOP MOUNTED WEIGHT. IT SHOULD BE NOTED THAT THE MATEBA'S GREATEST FEATURE IS ITS ACCURACY. UNFORTUNATELY, IT IS NOT AS QUICK OR AS HIGH POWERED AS MOST AUTOMATICS. ADDITIONALLY, ITS DESIGN CAUSES PROBLEMS WITH LOADING, MAKING IT LESS THAN AN IDEAL CHOICE IN SITUATIONS WHERE A LOT OF AMMO IS BEING EXPENDED. FEATURES ERGONOMIC GRIPS AND INTERCHANGEABLE BARRELS.

SUBMACHINEGUNS

SUBMACHINEGUNS ARE CARRIED (OPENLY) ONLY BY LAW ENFORCEMENT AND MILITARY UNITS — THEY ARE RESTRICTED WEAPONS, ILLEGAL FOR PRIVATE USE.

STEAR TMP SUBMACHINE GUN (+1 DIE)

A STANDARD LIGHT SMG USED BY SECTION 6. IT IS A RUGGED 9MM SMG WITH MANY FEATURES, SUCH AS AMBIDEXTROUS COCKING. IT IS A COMMON SMG AND IT IS USED THE WORLD OVER. THE SECTION 6 VERSION INCLUDES A LASER AIMING SYSTEM.

ZASTABA NOSLE CZ N - M 22 "9WEAPON" (+1 DIE)

THE CZN-M22 IS SECTION 9'S STANDARD ISSUE WEAPON. IT APPEARS TO BE A DIRECT DESCENDENT OF THE FN P90 AND LIKE ITS PREDECESSOR IT IS CHAMBERED TO THE 5.7MM ROUND. IT FEATURES A SELECTOR SWITCH THAT ALLOWS YOU TO CHOOSE BETWEEN SINGLE SHOT, THREE ROUND BURSTS AND FULL-AUTO. THE "9WEAPON" ALSO COMES WITH A FIELD KIT WHICH INCLUDES INTERCHANGEABLE BARRELS FOR FIRING HV LOADS WITHOUT ADVERSE EFFECTS, AND A SINGLE SHOT 25MM GRENADE LAUNCHER.

CAMOUFLAGED SMG

THE BRIEFCASE WEAPON IN THE MANGA WAS A CAMOUFLAGED 5.56MM WEAPON THAT WAS BUILT INTO THE BRIEFCASE, WHILE THE ONE IN THE FILM IS A SMALLER SMG THAT COMES COMPLETELY OUT OF THE BRIEFCASE. A SWITCH ON THE HANDLE DROPS THE BULK OF THE BRIEFCASE OFF REVEALING A STEAR TMP WITH TWO ATTACHED 15 ROUND CLIPS OF AMMUNITION. THE CASE ITSELF IS ARMORED FOR USE AS A SORT OF LAST DITCH EFFORT SHIELD (+1 DIE TO DEFEND). ALTHOUGH THE STEAR TMP WAS USED, MANY OTHER SMGS CAN BE USED FOR THIS TYPE OF CONCEALMENT.

RIFLES AND HEAVY WEAPONS

RIFLES ARE COMMONPLACE, **5.56** AND **7.62** BEING THE MOST COMMON CALIBER ENCOUNTERED. **USED FOR HUNTING AND SPORT, THEY MAY BE PURCHASED OPENLY AND OWNED BY ANY CITIZEN.**

HEAVY WEAPONS ARE NORMALLY ONLY AVAILABLE TO MILITARY PERSONNEL (INCLUDING S-9) UPON SPECIAL REQUEST, AUTHORIZED BY A DIVISION LEADER. THESE ARE LARGE WEAPONS OF WAR, NOT INTENDED FOR ORDINARY SKIRMISHES.

WOLF WEAPONWORKS J4 RIFLE (+1 DIE W/ TARGETING SYSTEM)

THE J4 RIFLE IS A CHEAP, MASS-PRODUCED OVER/UNDER 5.56MM/7.62 RIFLE FEATURING A MAGAZINE HOLDING 5 ROUNDS OF EACH AMMUNITION TYPE. OPTIONS INCLUDE STANDARD IRONSIGHTS, MAGNIFIED SCOPE, AND COMPUTER TARGETING SYSTEM FOR INTERFACE WITH PLUGS. THESE RIFLES ARE AVAILABLE WORLDWIDE, AND ARE CHEAP, BUT ARE ALSO RELATIVELY FRAGILE.

SIG 541 ASSAULT RIFLE (+1 DIE)

THE SIG 541 IS THE STANDARD ASSAULT WEAPON OF NATO SPECIAL FORCES (AND SECTION 6). IT USES STANDARD 5.56MM ROUNDS, AND FEATURES A SHORTER LENGTH THAN MOST FULL SIZE ASSAULT RIFLES. THE SIG 541 ALSO FEATURES A SELECTOR SWITCH THAT ALLOWS YOU TO CHOOSE BETWEEN SINGLE SHOT, THREE ROUND BURSTS AND FULL-AUTO. THIS IS A COMMON WEAPON THE WORLD OVER, AND CAN BE FOUND IN MOST MAJOR COUNTRIES.

ULTIMA RATIO (+1 DIE STANDARD, +2 DICE "FULL SENSING")

THE "ULTIMA RATIO" IS PUBLIC SECURITY'S PREMIER SNIPER SYSTEM. THIS WEAPON FIRES 7.62MM ARMOR-PIERCING FIN-STABILIZED DISCARDING SABOT AMMO, WHICH CONSISTS OF A DEPLETED URANIUM SUB-CALIBER ROUND THAT EASILY PUNCHES THROUGH ARMOR. IT ALSO FEATURES A RECOIL ABSORBING STOCK AND A GYROSTABILIZED MOUNT. HOWEVER, THE REAL BEAUTY OF THIS WEAPON IS ITS TARGETING SYSTEM. THE "FULL SENSING" VERSION IS EQUIPPED WITH A FULL SPECTRUM, COMPUTER CONTROLLED TARGETING SYSTEM WHICH OFFERS UNPARALLELED ACCURACY. THIS SYSTEM CAN SEE THROUGH WALLS AS WELL AS DETECT THERM-OPTIC CAMOUFLAGE. THE "FULL

SENSING" SCOPE MUST BE INTERFACED WITH THE SNIPER VIA CYBERBRAIN AND INTERFACE PLUGS.

SPIW MINI 14 "PENETRATOR" (+3 DICE)

KNOWN AFFECTIONATELY BY BATOU AS "YOUR STANDARD ISSUE BIG GUN", THE "PENETRATOR" IS TRULY A MONSTROUS WEAPON. BASICALLY, THIS WEAPON IS AN ARMOR BUSTER, FOR TAKING OUT EVEN THE TOUGHEST OF OPPONENTS. THIS SEMIAUTOMATIC FIRES 14.5MM HEAT SHELLS FROM AN OVER-THE-SHOULDER POSITION. IT USES AN ADVANCED LONGTRAVEL RECOIL ABSORPTION SYSTEM, BUT EVEN STILL, THE RECOIL FOR THIS WEAPON IS TREMENDOUS, AND ONLY THE TOUGHEST TROOPS CAN MANAGE IT.

SPECIAL AMMUNITIONS

SPECIAL AMMUNITION CAN GIVE YOU AN EDGE IN COMBAT, HOWEVER IT'S OFTEN "SHADY" AT BEST AND OUTHRIGHT ILLEGAL IN MANY CASES, NOT TO MENTION DAMAGING TO THE FIREARMS IT'S USED IN. MOST TYPES OF SPECIAL AMMUNITION ADD POINTS TO CLICHE ROLLS, RATHER THAN WHOLE DICE. FOR COMBINATION AMMUNITION TOTTALLING +3 OR MORE (SUCH AS AP/HV/AT) ADD 1 DIE.

DAZER (DZ) (SPECIAL)

DAZER ROUNDS ARE SOFT MUNITIONS LOADED WITH AN ELECTRONIC CHARGE THAT ATTEMPTS TO NEUTRALIZE A SUBJECT RATHER THAN KILL THEM. IF A PERSON IS SUCCESSFULLY DEFEATED IN COMBAT WITH THESE ROUNDS, THEY ARE RENDERED UNCONSCIOUS RATHER THAN DEAD.

HYPER VELOCITY (HV) (+1)

HV AMMUNITION ADDS AN ADDITIONAL +1 TO COMBAT ROLLS. IF USED IN A SINGLE-SHOT WEAPON, A ROLL OF ALL 1'S WILL RENDER THE WEAPON INOPERABLE (JAMMED). IF USED IN A RAPID-FIRE WEAPON, A ROLL OF ALL 1'S AND/OR 2'S WILL RENDER THE WEAPON USELESS (DESTROYED).

ARMOR-PIERCING (AP) (+1 vs ARMORED TARGETS, -2 vs UNARMORED)

NEW-BREED AP AMMO CONSISTS OF HIGH-VELOCITY, HARDENED POINT AMMO. AGAINST TARGETS WEARING BODY ARMOR, A BONUS OF +1 IS ADDED, HOWEVER IF USED AGAINST AN UNARMORED OPPONENT A PENALTY IF -2 IS INCURRED. A NOTE: "OLD-STYLE" TEFLON-COATED AMMUNITION IS PRACTICALLY WORTHLESS AGAINST NEWTYPE BODY ARMOR AND PRESENTS NO BONUS.

ACID-TIPPED (AT) (+2)

ACID-TIPPED AMMO IS ILLEGAL IN ALL COUNTRIES, BEING A FELONY TO OWN. DEPENDING ON THE LOCATION, PENALTIES MAY RANGE FROM A STIFF FINE, TO A LIFE SENTENCE OF HARD LABOR. PARTICULARLY GRUESOME, THIS AMMUNITION SCARS AND MAIMS THOSE HIT BY IT. ON A ROLL OF ALL 1's, THE WEAPON HAS JAMMED, DESTROYING THE WEAPON AS THE ACID LEAKS FROM THE ROUND. IF AT AMMUNITION IS LOADED INTO A RAPID-FIRE WEAPON, IT WILL IMMEDIATELY JAM UPON FIRING, DESTROYING THE WEAPON.

EXPLOSIVE-TIPPED (EX) (SPECIAL)

EXPLOSIVE-TIPPED AMMUNITION IS THE MOST DANGEROUS AMMUNITION FOUND, BOTH TO THE TARGET AND THE ATTACKER. WHEN STRUCK BY EXPLOSIVE-TIPPED AMMO, A TARGET SUFFER 2 DICE OF "DAMAGE", RATHER THAN THE TRADITIONAL 1 DIE, HOWEVER, IF AN ATTACKER'S ROLL SHOWS ALL 1's AND/OR 2's, THE AMMUNITION HAS EXPLODED INSIDE THE WEAPON, CAUSING 2 DICE OF DAMAGE FOR EACH ROUND REMAINING IN THE WEAPON, LIKELY KILLING OR INCAPACITATING THE FIRER. THE HIGH HEAT OF A RAPID-FIRE WEAPON WILL IMMEDIATELY CAUSE THESE ROUNDS TO EXPLODE, WITH IDENTICAL RESULTS.

SPECIAL WEAPON FEATURES

SILENCERS (SPECIAL)

SILENCERS ARE ILLEGAL, EXCEPT FOR COVERT OPERATIVES FROM S-6 AND S-9. THE CURRENT SILENCERS USE INVERSE SOUND WAVE TECHNOLOGY TO ELECTRONICALLY BAFFLE WEAPON REPORT, MAKING THEM EFFECTIVELY SILENT, EVEN FOR LARGE-CALIBER WEAPONS.

WEAPON INTERFACE (+1 HANDGUN/SMG OR +2 RIFLE)

USING A CYBERBRAIN AND INTERFACE PLUGS, A SHARPSHOOTER MAY GAIN A BONUS OF +1 TO HANDGUN AND SUBMACHINEGUN USE, OR +2 FOR SINGLE-FIRE RIFLES. WEAPON INTERFACES ARE LEGAL TO OWN AND USE, AND ARE POPULAR AMONG SPORT HUNTERS.

ARMOR

COMMON BODY ARMOR IS MADE FROM SYNTHETIC FIBERS THAT ARE STRONGER THAN STEEL YET LIGHTWEIGHT, OFTEN OVER A CERAMIC PLATE CORE TO FOIL "OLD-STYLE" ARMOR-PIERCING AMMUNITION. WHEN A CHARACTER WEARING BODY ARMOR IS "INJURED" (LOSES A ROUND OF A LETHAL CLICHE CONTEST) THE DICE ARE DEDUCTED FROM THE ARMOR VALUE FIRST. ONCE THE ARMOR IS DEPLETED, DICE ARE THEN LOST NORMALLY.

LIGHT BODY ARMOR (1 DIE)

THIS IS THE ARMOR COMMONLY USED BY SECTION 5 AND OTHER POLICE FORCES. IT IS AS LIGHT AS A REGULAR SYNTHETIC LINEN SHIRT, BUT PROVIDES A GOOD LEVEL OF PROTECTION. THERE ARE NO RIGID PLATES IN THIS ARMOR.

MEDIUM BODY ARMOR (2 DICE)

THIS IS 2 LAYERS OF LIGHT BODY ARMOR, WITH A LAYER OF CERAMIC PLATE INBETWEEN. THIS IS OFTEN THE ARMOR WORN BY SECTION 1 AND SECTION 5 TEAMS.

HEAVY BODY ARMOR (3 DICE)

THIS IS HARD ARMOR, A THICK CERAMIC PLATE COVERED BY BALLISTIC CLOTH. THIS IS THE HEAVIEST ARMOR, NORMALLY ONLY USED BY SECTION 9 WHEN HEAVY COMBAT IS EXPECTED. DUE TO THE RIGID NATURE OF THIS ARMOR, ONE DIE IS DEDUCTED FROM ANY ATHLETIC CLICHE ATTEMPTED WHILE IT'S WORN.

VEHICLES

TYPICAL CARS, TRUCKS AND MOTORCYCLES WILL GENERALLY BE 1 TO 4 DICE, REPRESENTING THEIR SPEED AND AGILITY. NON-ARMORED VEHICLES WILL DO NO GOOD IN PROTECTING THE DRIVERS IF STRUCK BY WEAPONS FIRE — YOUR BEST BET IS TO DRIVE FAST AND PRAY, KIDDO. ARMORED VEHICLES WILL PROTECT THOSE INSIDE, BUT MAY PROVE TO BE MORE TEMPTING TARGETS — AFTER ALL, WHAT GOODIES MUST BE INSIDE FOR THEM TO PROTECT IT SO?

QUICKIES:

JUNK CAR OR TRUCK(1), TYPICAL CAR OR TRUCK(2), SPORTS CAR(3)

JUNK MOTORCYCLE(1), TYPICAL MOTORCYCLE(2), SPORTS BIKE(4)

ARMORED CAR(2), ARMORED TRUCK(3), "OLD-STYLE" TANK(3)

STANDARD LIGHT TANK(6)

THIS IS A STATE OF THE ART LIGHT WEIGHT TANK DESIGNED FOR URBAN DEPLOYMENT. IT UTILIZES "CRAB-TYPE" RUNNING GEAR FOR HIGH SPEED AND MANEUVERABILITY OVER ALMOST ANY TERRAIN. IT IS FILLED TO THE BRIM WITH OPTIONS, AND IT COMES EQUIPPED WITH THERM-OPTIC CAMOUFLAGE AND A CYBERNETIC LINKAGE. STANDARD WEAPONS INCLUDE 2 RAPID-FIRE GATLING-STYLE MACHINEGUNS THAT ARE CAPABLE OF FIRING HV AMMUNITION WITH NO ILL EFFECTS, AS WELL AS 2 SMALLER CLAIBER MACHINEGUNS FOR ANTI-PERSONNEL USAGE.

SECTION 6 SNIPING HELICOPTER(4)

THE UNIQUE SNIPING HELICOPTER IS SECTION 6'S PREMIER PIECE OF EQUIPMENT. THIS CHOPPER IS DESIGNED SPECIFICALLY FOR SNIPING TARGETS AT EXTREME RANGES FROM AN AIRBORNE POSITION. WHEN THE HELICOPTER IS IN POSITION, THE SIDES FOLD OUT AND THE FLOOR LOWERS CREATING A PLATFORM FOR FOUR SNIPERS, TWO ON EACH SIDE. THE SNIPERS JACK INTO "DEVICE DRIVERS" WHICH CONTROL THEIR CARDIOVASCULAR FUNCTIONS AND ENSURE WEAPON STABILIZATION.

ONCE JACKED IN, THE SNIPERS AND THEIR "ULTIMA RATIO" RIFLES BECOME A PART OF THE HELICOPTER. THERE IS NO MORE PRECISE SNIPING SYSTEM IN THE WORLD.

SECTION 6 AWACS HELICOPTER(3), SENSOR SYSTEMS(5)

THIS VEHICLE IS THE HELICOPTER EQUIVALENT TO THE AWACS AIRPLANES. IT IS LOADED WITH EVERY SENSOR, RADAR TYPE AND ECM DEVICE IMAGINABLE. IT CAN BE USED FOR A VARIETY OF APPLICATIONS SUCH AS LOCATING GROUND BASED DRUG LABS, HIDDEN CHEMICAL WEAPONS ETC. IT CAN ALSO BE USED AS ECM AND ECCM SUPPORT FOR A GROUND OR AIR BASED TEAM. ONE OF ITS MOST PROMINENT ROLES IS THAT OF AN AIRBORNE COMMAND AND SUPPORT CENTER. THIS CAN BE SEEN AT THE END OF THE FILM AS IT ACTS AS THE COMMAND AND SUPPORT CENTER FOR THE TWO SNIPING HELICOPTERS.

POLICE APC(3)

THIS IS A TYPICAL APC USED BY MANY POLICE AGENCIES AND PUBLIC DEFENSE SECTIONS. IT IS A FAST ARMORED VEHICLE WITH GOOD ARMOR, THOUGH IT IS UNARMED.

2029 TOYATA SEDAN(2)

THE AVERAGE CAR OF 2029. ALCOHOL POWERED, ALL-WHEEL-DRIVE AND STEERING, CYBERNETIC LINKAGE, GPS, HEADS-UPDISPLAY AND CUP HOLDERS.

THE WORLD

THE WORLD OF G.I.T.S. IS STILL IN A STATE OF POSTWAR FLUX FOLLOWING THE RECENT WWII AND WWIV. ECONOMIES HAVE SHIFTED, AND IT IS APPARENT THAT THE NEW WORLD SUPERPOWER IS NONE OTHER THAN JAPAN. THE FOLLOWING ARE CURRENT PROFILES OF COUNTRIES & INTERNATIONAL ORGANIZATIONS. IMMEDIATELY FOLLOWING THE PROFILES IS AN IN DEPTH LOOK AT JAPAN.

COUNTRIES & INTERNATIONAL UNIONS

BY 2029, ASIA HAS BECOME THE MOST IMPORTANT AND MOST POWERFUL ECONOMIC REGION IN THE ENTIRE WORLD, AND AT THE HELM OF ALL THE PROSPERITY IN THE PACIFIC-RIM IS NONE OTHER THAN JAPAN. HOME TO THE BIGGEST AND MOST TECHNOLOGICALLY ADVANCED CITIES IN THE WORLD.

THE EUROPEAN UNION (EU) - PREVIOUSLY CALLED THE EUROPEAN COMMUNITY (EC) AND SOMETIMES KNOWN AS THE COMMON MARKET - IS AN INTERGOVERNMENTAL ORGANIZATION OF 12 WESTERN EUROPEAN NATIONS WITH ITS OWN INSTITUTIONAL STRUCTURES AND DECISION-MAKING FRAMEWORK. THE AIM OF THE EC'S FOUNDERS WAS TO CONSTRUCT A UNITED EUROPE THROUGH PEACEFUL MEANS AND CREATE CONDITIONS FOR ECONOMIC GROWTH, SOCIAL COHESION AMONG THE EUROPEAN PEOPLES, AND FOR GREATER POLITICAL INTEGRATION AND COOPERATION AMONG GOVERNMENTS. THE MEMBER NATIONS OF THE EC ARE BELGIUM, DENMARK, FRANCE, GERMANY, GREECE, IRELAND, ITALY, LUXEMBOURG, THE NETHERLANDS, PORTUGAL, SPAIN, AND THE UNITED KINGDOM. DESPITE CRITICISM EARLY ON, THE EU HAS BECOME A FORMIDABLE ECONOMIC COMPETITOR TO JAPAN AND THE UNITED STATES. ALTHOUGH RELATIONS ARE GOOD BETWEEN THE EU AND JAPAN, THIS ECONOMIC RIVALRY HAS BECOME THE BASIS FOR SEVERAL CORPORATE SPONSORED COVERT ACTIONS BETWEEN THE TWO ENTITIES.

ALTHOUGH STILL A VERY IMPORTANT NATION, THE UNITED STATES' SUPERPOWER STATUS WAS BEEN GIVING WAY TO THE ECONOMIC BEHEMOTH OF JAPAN IN RECENT YEARS. CURRENTLY, THE UNITED STATES IS SUFFERING FROM A FALTERING ECONOMY AND A DIVIDED POPULATION. CLASS AND RACIAL LINES HAVE DIVIDED PEOPLE INTO SEPARATE GROUPS, EACH STRUGGLING AGAINST THE OTHERS. CRIME

HAS RISEN TO AN ALL TIME HIGH AND THE UNDERFUNDED GOVERNMENT CAN'T KEEP ENOUGH POLICE ON THE STREETS TO DO ANYTHING ABOUT IT. THE MAJOR CORPORATIONS HAVE STEPPED IN SOMEWHAT OFFERING PRIVATIZATION OFF LAW ENFORCEMENT IN SOME AREAS. AS FOR FOREIGN POLICY, THE U.S. GOVERNMENT IS LOOKING TO DO ANYTHING THAT WILL IMPROVE THEIR STATUS ECONOMICALLY.

RUSSIA, OR THE RUSSIAN FEDERATION, IS THE LARGEST COUNTRY IN THE WORLD, EXTENDING FROM THE BALTIC SEA IN THE WEST TO THE PACIFIC OCEAN IN THE EAST, AND OCCUPYING MORE THAN HALF OF THE EURASIAN LANDMASS. FROM 1922 TO 1991, RUSSIA WAS THE MAIN CONSTITUENT REPUBLIC IN THE UNION OF SOVIET SOCIALIST REPUBLICS. IN THE EARLY 2000'S A HARDLINE COMMUNIST FACTION SEIZED CONTROL OF THE RUSSIAN FEDERATION ONCE AGAIN, BUT BY THE END OF WW III IT BECAME APPARENT THAT ECONOMICALLY, RUSSIA WOULD HAVE TO CHANGE. AFTER A PLOT TO GAIN ACCESS TO EU MARKETS THROUGH A GERMAN CONNECTION FAILED, RUSSIA TURNED TO JAPAN FOR HELP. IN ORDER TO GREASE THE GEARS BETWEEN THE TWO NATIONS, RUSSIA WITHDREW ITS PRESENCE FROM THE NORTHERN ISLANDS (WHICH IT HAS OCCUPIED SINCE 1945), RETURNING THEM TO JAPAN.

THE LEAGUE OF ARAB STATES WAS FORMED IN CAIRO ON MAR. 22, 1945, BY EGYPT, SAUDI ARABIA, SYRIA, LEBANON, IRAQ, TRANSJORDAN (NOW JORDAN), AND YEMEN. THE MAIN AIM OF THE LEAGUE IS TO COORDINATE THE POLITICAL ACTION AND SAFEGUARD THE SOVEREIGNTY OF THE ARAB STATES. IN THE COUNCIL OF THE LEAGUE, ON WHICH EACH MEMBER HAS ONE VOTE, ONLY UNANIMOUS DECISIONS ARE BINDING. THE IRAQI INVASION OF KUWAIT IN 1990 SPLIT THE LEAGUE. TWELVE OF ITS MEMBERS CONDEMNED IRAQ, AND NINE SENT GROUND FORCES TO JOIN THE ANTI-IRAQ COALITION IN THE YEAR 1991. THE LEAGUE WAS SPLIT AGAIN DURING WORLD WAR III WHEN 11 MEMBERS LEFT THE LEAGUE FOR GOOD. TODAY THE LEAGUE, HAS NEGOTIATED LUCRATIVE TRADE AGREEMENTS BETWEEN SEVERAL OF ITS MEMBERS AND JAPAN. THIS HAS, OF COURSE, LED TO PROBLEMS WITH ISRAEL, AND THE FIGHTING HAS SPILLED OVER INTO THE STREETS OF JAPAN. RECENTLY, JAPAN'S FOREIGN MINISTER, HIDAKA, TRIED TO REMEDY THE PROBLEM BY GETTING JAPANESE CORPORATIONS TO FORM JOINT VENTURES WITH ISRAELI CORPS. THE WHOLE THING WAS SCRAPED WHEN IT WAS DISCOVERED THAT THE MOSSAD WAS MANIPULATING EVENTS IN ORDER TO SWAY PUBLIC OPINION OVER TO THE ISRAELI CAUSE.

THE UNITED NATIONS (UN) IS A GENERAL INTERNATIONAL ORGANIZATION ESTABLISHED AT THE

END OF **World War II** TO PROMOTE INTERNATIONAL PEACE AND SECURITY. **THE MAIN PURPOSES OF THE ORGANIZATION WERE TO "SAVE SUCCEEDING GENERATIONS FROM THE SCOURGE OF WAR."** IT HAS SINCE PARTICIPATED IN ALMOST EVERY MAJOR WAR INCLUDING THE "PEACEKEEPING ACTIONS" THAT ESCALATED INTO **World War III** AND **WW IV**. IT SHOULD BE NOTED THAT BY **2029** JAPAN HAS BECOME A PRINCIPAL SUPPLIER OF MILITARY AID TO THE **UN**.

OTHER INTERNATIONAL ENTITIES

TERRORIST ORGANIZATIONS

IN THE POST-WAR SCENARIO OF 2029, TERRORISM HAS ESCALATED TO RECORD LEVELS. THERE ARE MANY DIFFERENT GROUPS OPERATING INSIDE OF JAPAN. PROMINENT GROUPS INCLUDE ISLAMIC FACTIONS AS WELL AS SOUTH EAST ASIANS. SINCE S-9 IS A COUNTER-TERRORIST AGENCY ALL CRIMES COMMITTED BY THESE GROUPS FALL UNDER THEIR JURISDICTION.

CORPORATIONS

CORPORATIONS IN 2029 HAVE A TREMENDOUS DEGREE OF POWER AND RESOURCES. THESE MEGA-CORPORATIONS SURVIVE TO MEET ONLY ONE GOAL. TO MAKE MONEY. THIS MEANS THAT THEY WILL PURSUE PROFIT OVER ANYTHING ELSE, AND WILL ENGAGE IN MORALLY QUESTIONABLE ACTS TO MEET THESE ENDS. VIOLENCE IS OFTEN USED AS A MEANS TO THIS END. ASSASSINATIONS, SABOTAGE AND CORPORATE ESPIONAGE HAVE ALL BECOME COMMON TACTICS AMONG BUSINESSES. HERE ARE JUST A FEW OF THE CORPORATE GIANTS THAT INHABIT JAPAN.

MEGATECH

MEGATECH IS ONE OF THE MAJOR MANUFACTURERS OF PROSTHETIC BODIES, ROBOTS AND AIs. THEY ARE KNOWN IN THE INDUSTRY FOR PRODUCING TOP OF THE LINE EQUIPMENT, AND FOR THEIR HIGHLY POPULAR CLASS-A PROSTHETIC BODY. ALL THE CYBORGS IN SECTION 9 HAVE BODIES AND PARTS FROM MEGATECH, AND THE SDF MAINTAINS CONTRACTS WITH THEM AS WELL. THEIR HEADQUARTERS IS IN NEWPORT CITY.

HANKA PRECISION INSTRUMENTS

HANKA PRECISION INSTRUMENTS IS A MAJOR MANUFACTURER OF AI ROBOTS. THEY MANUFACTURE A VARIETY OF DIFFERENT MODELS FROM DEFENSE TO WAITPERSONS. RECENTLY, THEY WERE CAUGHT IN A SCANDAL WHERE THEY WERE DUBBING THE GHOSTS OF CHILDREN INTO A ROBOT KNOWN AS THE TOMLIAND PROTOTYPE TO ACHIEVE A GREATER SENSE OF HUMAN PERSONALITY. WHEN THESE ROBOTS STARTED GOING BERSERK, THEIR PLOT WAS FOUND OUT AND THEIR PRESIDENT WAS ARRESTED. HANKA IS STILL IN BUSINESS BUT THEIR PROFITS HAVE SEVERELY DROPPED. IT IS UNCERTAIN IF THEY WILL MAKE IT THROUGH THE NEXT FIVE YEARS.

SAGAWA ELECTRONICS INC.

SAGAWA ELECTRONICS INC. IS THE MAIN COMPANY OF THE SAGAWA GROUP. THE SAGAWA GROUP IS A MASSIVE CORPORATE ZAIBATSU WHICH HAS ITS HANDS IN EVERY PIECE OF THE CORPORATE PIE. SAGAWA ELECTRONICS WAS ONCE A MIDSIZE CORPORATION WHO MANUFACTURED A VARIETY OF ELECTRONIC GOODS: OPTICS, CYBERWARE, TOASTERS ETC. UNTIL THE PUBLIC SECURITY BUREAU STEPPED IN DURING THE WAR. A MAN NAMED KAGASAKI (WHO IS NOW MINISTER OF THE INTERIOR) USED THE CORPORATION TO GET CLOSE TO THE RUSSIAN BASES. ALONG THE WAY HE EMBEZZLED ENOUGH MONEY TO LAUNCH THE SAGAWA GROUP INTO A PROSPEROUS FUTURE.

JAPAN 2029

CAPITAL: TOKYO
POPULATION: 142,449,703
LITERACY: 99%
CURRENCY: YEN (¥)
CLIMATE: VARIES FROM TROPICAL IN SOUTH TO COOL TEMPERATE IN NORTH.
MARITIME CLAIMS: 12 NM; 3 NM IN THE INTERNATIONAL STRAITS - LA PEROUSE OR SOYA, TSUGARU, OSUMI, AND EASTERN AND WESTERN CHANNELS OF THE KOREA OR TSUSHIMA STRAIT
DEFENSE BRANCHES: JAPAN GROUND SELF-DEFENSE FORCE (ARMY), JAPAN MARITIME SELF-DEFENSE FORCE (NAVY), JAPAN AIR SELF-DEFENSE FORCE (AIR FORCE)

OVERVIEW

By 2029, Asia has become the most important and most powerful economic region in the entire world, and at the helm of all the prosperity in the Pacific-Rim is none other than Japan. Home to the biggest and most technologically advanced cities in the world, Japan is at the forefront of scientific research and industry.

Although Japan is mostly mono-racial, ratios of Koreans, South Americans, and Europeans have gone up in recent years.

ECONOMY

Government-industry cooperation, a strong work ethic, mastery of high technology, and a comparatively small defense allocation (roughly 1% of GDP) have helped Japan advance with extraordinary rapidity to the rank of the most powerful economy in the world. One notable characteristic of the economy is the working together of manufacturers, suppliers, and distributors in closely knit groups called keiretsu. Industry, the most important sector of the economy, is heavily dependent on imported raw

MATERIALS AND FUELS. THE MUCH SMALLER AGRICULTURAL SECTOR IS HIGHLY SUBSIDIZED AND PROTECTED, WITH CROP YIELDS AMONG THE HIGHEST IN THE WORLD. USUALLY SELF-SUFFICIENT IN RICE, JAPAN MUST IMPORT ABOUT 70% OF ITS REQUIREMENTS OF OTHER GRAIN AND FODDER CROPS.

JAPAN MAINTAINS ONE OF THE WORLD'S LARGEST FISHING FLEETS AND ACCOUNTS FOR NEARLY 25% OF THE GLOBAL CATCH. THE CROWDING OF THE HABITABLE LAND AREA HAS BEEN JAPAN'S MAJOR LONG-RUN PROBLEM.

GOVERNMENT

JAPAN'S GOVERNMENTAL SYSTEM IN 2029 IS HEAVILY INFLUENCED BY THE ENGLISH PARLIAMENTARY SYSTEM. IT IS DIVIDED INTO THREE BRANCHES, THE BICAMERAL DIET (LEGISLATIVE), THE JUDICIAL AND THE ADMINISTRATIVE. THE PUBLIC ELECTS THE MEMBERS OF THE DIET, WHO THEN ELECT A PRIME MINISTER. THE PRIME MINISTER THEN APPOINTS THE HEADS OF THE MINISTRIES.

IMPORTANT MINISTRIES

MINISTRY OF JUSTICE:

JUDICIAL AFFAIRS, INCLUDING THE COURTS (WHICH ARE NOT A JURY SYSTEM).

MINISTRY OF INTERNAL AFFAIRS:

NATIONAL AFFAIRS INCLUDING PUBLIC WORKS AND POLICE.

MINISTRY OF FOREIGN AFFAIRS:

ALSO KNOWN AS MOFA, THIS MINISTRY IS RESPONSIBLE FOR ALL MATERS OF INTERNATIONAL DIPLOMACY.

MINISTRY OF NATIONAL DEFENSE:

RESPONSIBLE FOR DEFENSE MATTERS INVOLVING THE SDF.

PUBLIC SECURITY BUREAU

THE PUBLIC SECURITY BUREAU IS A NATIONAL POLICE FORCE USED BY THE MINISTRIES. IT IS ALMOST MILITARY IN NATURE AND OFTEN ENGAGES IN ESPIONAGE AND SPECIAL OPERATIONS. THERE ARE 9 DISTINCT SECTIONS, EACH OF WHICH ANSWERS TO ONE MINISTRY OR ANOTHER.

NOTE: DUE TO LACK OF INFORMATION, NOT ALL SECTIONS ARE DESCRIBED, SORRY!

SECTION 1:

SECTION 1 IS IN CHARGE OF DRUG ENFORCEMENT, AND IS SIMILAR IN SCOPE TO THE US' DEA. SECTION ONE UTILIZES COMBAT TRAINED PERSONNEL AND INVESTIGATIONS PERSONNEL IN ITS OPERATIONS. SINCE ALL AGENTS ARE CROSS-TRAINED, THEY CAN ENGAGE IN EITHER ACTIVITY. SECTION 1 ANSWERS TO THE MINISTRY OF INTERNAL AFFAIRS.

SECTION 5:

SECTION 5 IS IN CHARGE OF PUBLIC PEACE, FILLING A ROLE MUCH LIKE THAT OF THE US' POLICE FORCE AND SWAT TEAMS. THEY ARE TRAINED IN SMALL ARMS COMBAT, AUTOMATIC WEAPONS, AND HAND-TO-HAND COMBAT. SECTION 5 DOES NOT EMPLOY ANY CYBORGS. SECTION 5 ANSWERS TO THE MINISTRY OF JUSTICE.

SECTION 6:

SECTION 6 CONTAINS ALL INVESTIGATIONS, COMBAT AND SPECIAL OPERATIONS PERSONNEL USED BY THE MINISTRY OF FOREIGN AFFAIRS. THIS SECTION IS HIGHLY SECRETIVE AND IS DEEPLY ROOTED IN ESPIONAGE AND COVERT OPERATIONS. COMPARATIVE TO THE US' CIA OR THE BRITISH MI-6. THERE ARE NO (OFFICIAL) FULL-CYBORGS IN S-6. SECTION 6 ANSWERS DIRECTLY TO THE PRIME MINISTER.

SECTION 9:

SECTION 9 IS THE MINISTRY OF INTERNAL AFFAIRS COUNTER-TERRORIST, CYBORG CRIMES, AND ASSASSINATION SQUAD. IT IS A PARAMILITARY ORGANIZATION, AND MOST OF ITS MEMBERS ARE FULL CYBORGS. IT IS NO COINCIDENCE THAT SECTION 9 RESEMBLES THE GERMAN GSG9 (WITHOUT A DOUBT, THE MOST EXTENSIVELY TRAINED AND EQUIPPED COUNTER-TERRORIST SQUAD ON THE PLANET), AND LIKE EACH GSG9 AGENT, EACH S-9 MEMBER IS EXTENSIVELY TRAINED IN COMBAT, ANTITERRORISM AND INVESTIGATIONS. WHEN A TERRORIST INCIDENT OCCURS IT IS S-9'S JOB TO

EITHER STOP IT, OR INVESTIGATE THE AFTERMATH AND FIND THOSE RESPONSIBLE. THIS UNIT IS CLEVERLY HEADED BY **DAISUKE ARAMAKI** WHILE TACTICAL COMMAND IS THE RESPONSIBILITY OF THE VERY TALENTED **MOTOKO KUSANAGI**.

RECRUITMENT

RECRUITMENT FOR S-9 IS MOSTLY DONE FROM THE SPECIAL FORCES OF THE GSDF. TYPICALLY THE MOST TALENTED FULL BORGs WITH TACTICAL AND INVESTIGATIONS TRAINING ARE OFFERED POSITIONS IN SECTION 9. OCCASIONALLY S-9 WILL RECRUIT FROM THE POLICE, WHICH IS WHERE TOGUSA CAME FROM.

EQUIPMENT

S-9 HAS ACCESS TO A WIDE RANGE OF EQUIPMENT. THEY ARE ALLOWED TO CARRY THEIR CHOICE OF SIDEARM AND A VARIETY OF SMGs AND ASSAULT RIFLES ARE PROVIDED FOR THEM. S-9 ALSO EMPLOYS THE USE OF THERM-OPTIC CAMOUFLAGE (AS DOES S-6 OF THE PSB AND S-4 OF THE RANGERS) AND ALSO HAS ACCESS TO TACHIKOMA.

MAJOR CITIES

JAPAN CONTAINS SOME OF THE BIGGEST AND MOST TECHNOLOGICALLY ADVANCED CITIES IN THE WORLD. THIS SECTION WILL CONTAIN GENERAL INFORMATION ABOUT NEWPORT CITY AND BERTARVE.

NEWPORT CITY

NOTE: DUE TO AN IMPERFECTION IN THE BOOK, I AM ONLY ABOUT 89% SURE OF THE LOCATION OF NEWPORT CITY. THE MANGA SAYS IT IS OFF THE SHINHAMA PREFECTURE, ONLY THERE IS NO SHINHAMA PREFECTURE. I DID SOME RESEARCH AND FOUND OUT SHINHAMA IS A WARD OF THE TOKUSHIMA PREFECTURE. IF YOU LOOK AT THE PICTURE THE GEOGRAPHY MATCHES THE MAP.



BUILT IN THE PORT OFF OF THE SHINHAMA WARD OF THE TOKUSHIMA PREFECTURE (JAPAN IS SUBDIVIDED INTO 47 ADMINISTRATIVE DISTRICTS, KNOWN AS PREFECTURES), NEWPORT CITY HAS BECOME A MAJOR CITY FOR TRADE, INTERNATIONAL RELATIONS AND FOREIGN AFFAIRS. THE CITY WAS BUILT IN THE EARLY PART OF THE MILLENNIUM WHEN ISSUES OF SPACE STARTED ARISING. THERE WAS

GENERALLY NOT MUCH OF AN URBAN METROPOLIS IN THE TOKUSHIMA AREA BEFORE THE PORT WAS OPENED IN THE 1990s. THE AREA PROSPERED, AND ITS RESIDENTS GREW EXPONENTIALLY. IN THE EARLY 2000s WORK BEGAN ON THE FLOATING METROPOLIS THAT IS NOW KNOWN AS NEWPORT CITY.

THE CITY HAS BECOME ONE OF THE THRIVING NEW METROPOLISES OF THE NEW MILLENNIUM. ALTHOUGH TOKYO AND OSAKA ARE STILL VERY IMPORTANT CITIES IN JAPAN, NEWPORT CITY HAS BECOME THE SIGNIFICANT INTERNATIONAL CITY. MAJOR INTERNATIONAL CORPORATIONS HAVE THEIR HEADQUARTERS HERE, AND MANY POLITICAL CONFERENCES ARE NOW HELD HERE INSTEAD OF IN TOKYO. AS FOR THE CITY'S GEOGRAPHY ITSELF, IT IS BUILT IN AN ALMOST FORTRESS-LIKE FASHION.

THE BIGGEST CORPORATE TOWERS LOOM OMINOUSLY IN THE CENTER OF THE FLOATING SECTION, WHILE THOUSANDS OF SMALLER BUILDINGS SURROUND THEM. THERE IS AN INNER WATERWAY WHICH SURROUNDS THE MIDDLE SECTION. THIS WATERWAY BRANCHES OFF INTO SMALLER CANALS THAT WIND AROUND PARTS OF THE CITY. THE SECOND RING IS MADE OF UP LARGE SHIPPING PIERS (WHICH ARE EQUIPPED TO HANDLE THE LARGEST SECTIONAL CARGO SHIPS) AND WAREHOUSES. THE REST OF SHINHAMA, WHICH IS ON LAND, IS KNOWN AS "OLD TOWN." THERE IS STILL A MANHATTAN / HONG KONG FEEL TO THIS PART OF THE CITY, THE BUILDINGS JUST AREN'T AS NEW OR AUTOMATED AS THOSE ON THE FLOATING SECTION. THE NORTHERN AREAS OF TOKUSHIMA ARE MORE SPREAD OUT, AND IT IS HERE WHERE YOU FIND LARGE ESTATES AND TRADITIONAL PAGODA STYLE ARCHITECTURE.

THERE ARE MANY MEGA-HIGHWAYS THAT LEAD TO THE FLOATING SECTION, UNFORTUNATELY ONCE YOU ARE ON THE ISLAND IT IS NOTHING MORE THAN A HINDRANCE TO DRIVE A CAR. NEWPORT CITY IS VERY DENSE AND HEAVILY POPULATED, SO THE BEST WAYS TO GET AROUND ARE BY THE ELEVATED TRAIN SYSTEM, THE ELECTRIC BUSES OR BY BOAT (PROVIDED YOU ARE GOING SOMEWHERE ON THE CANAL).

BERTARVE

BERTARVE IS LOCATED AT THE SOUTHERNMOST TIP OF THE ISLAND OF ETOROFU. ETOROFU ALONG WITH KUNASHIRI, SHIKOTAN, AND THE HABOMAI ISLAND GROUP WERE OCCUPIED BY RUSSIA FROM 1945 UNTIL THE END OF WW III. IN THOSE DAYS BERTARVE WAS A RUSSIAN CITY AND THE

LOCATION OF A SOVIET SUB BASE. WHEN RUSSIA WITHDREW AND RETURNED THE NORTHERN ISLANDS TO JAPAN THEY SET DEMO CHARGES AND BURIED THE SUB BASE. IN RECENT YEARS BERTARVE HAS GROWN UP QUITE A BIT. THERE ARE STILL MANY RUSSIANS THAT LIVE IN THE AREA, BUT MANY JAPANESE HAVE MOVED BACK IN.

CORPORATE SUPPORT FOR THIS AREA HAS BEEN HIGH DUE TO ITS STRATEGIC NORTHERN LOCATION, AND MOST MAJOR CORPORATIONS HAVE BRANCH OFFICES IN THE AREA. THE CITY'S MAJOR PROBLEM IS CRIME. WITH LITTLE TIME TO CHANGE OVER POLICE FORCES AND TO GET AN ADEQUATE SYSTEM IN PLACE, BERTARVE HAS FALLEN VICTIM TO A SKYROCKETING CRIME RATE. THE CITY HAS BECOME A HAVEN FOR WANTED CRIMINALS, GANGS AND SPIES WORKING ON RUSSIAN TARGETS. A



THRIVING BLACK MARKET OPERATES HERE, AND DUE TO THE CORRUPTIBILITY OF LOCAL POLICE, IT GOES ON IN PLAIN VIEW IN A LARGE STREET MARKET STYLE SETTING. IF IT IS ILLEGAL, AND YOU WANT IT, YOU CAN FIND IT HERE.

THE GEOGRAPHY OF BERTARVE IS QUITE INTERESTING. THE CITY IS BUILT AT AND AROUND THE BASE OF MT. BERTARVE, WHICH IS ABOUT 4,500 METERS HIGH. AS YOU CAN SEE, THE SKYSCRAPERS BLOCK OUT A LOT OF THE VIEW OF THE MOUNTAIN BECAUSE THEY ARE QUITE TALL. SOME OF THE LARGER BUILDINGS ARE OVER 2 KILOMETERS! FROM THE CENTER THE CITY SPRAWLS OUT IN 11-12 KILOMETERS EACH

DIRECTION. THERE ARE MAJOR SHIPPING PORTS SITUATED ON ALL SIDES OF THE CITY MAKING IT A MAJOR JAPANESE PORT. ETOROFU IS CONNECTED TO THE OTHER ISLANDS AND THE MAINLAND BY THE TOHOKU MAGLEV TRAIN. AS FAR AS SOCIAL GEOGRAPHY GOES, THE RICH LIVE HIGH IN THE TOWERS ABOVE THE POOR WHO WANDER ABOUT THE STREETS. WITH ARIAL WALKWAYS CONNECTING A LOT OF THE TOWERS, THE RICH NEVER HAVE TO COME DOWN TO GROUND LEVEL.

LIKE NEWPORT CITY, BERTARVE IS EXTREMELY DENSE AND DRIVING A CAR HERE IS A HINDRANCE. MOST OF THE STREETS ARE FILLED WITH PEOPLE, AND FOR MOST OF THEM THE PREFERRED METHOD OF TRAVEL IS WALKING. AS MENTIONED BEFORE A MAGLEV RUNS THROUGH THE CITY AS WELL AS A MAJOR MEGA-HIGHWAY, BOTH OF WHICH CONNECT ETOROFU TO THE OTHER ISLANDS.

SAMPLE NPC'S

HERE ARE THE MOST WELL-KNOWN CHARACTERS FROM THE FEATURES FOR YOUR PERUSAL/USE. DOUBLE-PUMP CLICHE WILL BE LISTED HERE INSIDE CURLY-BRACES {} BECAUSE WITH THE FONT I'M USING, IT'S AWFULLY HARD TO TELL PARENTHESIS FROM HARD-BRACES ;-)

"MAJOR" MOTOKO KUSANAGI

CLICHE: SECTION 9 OPERATIVE{4}, CYBORG (4)

HOOK: SECRETIVE BACKGROUND, DETACHED FROM OTHERS BECAUSE OF IT.

KUSANAGI'S BACKGROUND IS ALMOST COMPLETELY A MYSTERY. WHAT IS KNOWN IS THAT SHE SERVED WITH SOME SORT OF MILITARY BEFORE, WERE SHE UNDOUBTEDLY ACQUIRED THE NICKNAME "MAJOR" (NO IT'S NOT HER SECTION 9 RANK). THE "MAJOR'S" SECTION 9 CAREER BEGAN WHEN SHE WAS SCOUTED FROM THE SPECIAL MANEUVER TEAM OF THE MINISTRY OF HOME AFFAIRS. SHE IS EXTENSIVELY TRAINED IN COVERT TACTICS, INTELLIGENCE, AND DEMOLITIONS. MOTOKO IS A FULL BORG AND ONLY A PART OF HER BRAIN IS FROM HER ORIGINAL BODY. ALTHOUGH HER BODY IS MADE TO LOOK LIKE A STANDARD BODY, IT IS IN FACT HIGHLY ADVANCED, TOP OF THE LINE COMBAT MODEL. LIKE ALL BORGS OF HER TYPE SHE IS EQUIPPED WITH AN ADVANCED CYBER-BRAIN. MOTOKO APPEARS TO BE IN HER EARLY 20'S BUT HER ACTUAL AGE IS ESTIMATED AT BEING IN HER LATE 30'S.

BATOU

CLICHE: SECTION 9 OPERATIVE(4), CYBORG(4), ARMORER(4)

HOOK: OVERT MILITARY CYBORG BODY.

BATOU IS A BRAWNY MAN WHO, LIKE MOTOKO, IS AN EXPERT IN COVERT OPERATIONS. HE HAS BEEN WORKING AS MOTOKO'S PARTNER FOR MANY YEARS, AND IT IS LIKELY THAT THEY MAY HAVE TO SERVED TOGETHER IN THE ARMED FORCES. HE IS ALMOST ALWAYS COOL AND LEVEL HEADED, AND ACTS AS A FOIL TO THE MAJOR'S SOMETIMES-RASH JUDGEMENT. LIKE MOTOKO, BATOU IS A FULL BORG. UNLIKE MOTOKO HE SEEMS TO HAVE AN OVERTLY MILITARY BODY (SPECULATION DUE TO THE PROTRUDING EYE COVERINGS).

TOGUSA

CLICHE: SECTION 9 OPERATIVE(3), SECTION 5 OFFICER{4}, ARMORER(1)

HOOK: "OUTSIDER", TOGUSA IS THE "NEW KID" IN S-9, AND AS SUCH DOESN'T GARNER THE SAME RESPECT AS THE OTHER MEMBERS (YET).

TOGUSA IS CONSIDERED AN OUTSIDER BY THE OTHER MEMBERS OF SECTION 9, BECAUSE HIS BODY IS COMPLETELY HUMAN (EXCEPT FOR HIS CYBERBRAIN, PLUGS AND NEURAL CONNECTION TO THE COMMUNICATIONS NETWORKS) AND BECAUSE HE IS MARRIED WITH KIDS. THESE ARE PRECISELY THE REASONS THAT KUSANAGI HAD HIM TRANSFERRED TO SECTION 9 FROM THE POLICE DEPARTMENT. MOTOKO CLAIMS THAT HIS HUMANITY ACTS AS A FOIL TO THE REST OF THE MEMBERS OF SECTION 9, WHO ARE MOSTLY CYBORGS TRANSFERRED FROM THE MILITARY. ALTHOUGH TOGUSA IS NOT AS EXPERIENCED AS THE REST OF THE SECTION 9 MEMBERS, HE IS AN INTEGRAL PART OF THE TEAM. HE PREFERS THE USE OF HIS MATEBA REVOLVER TO ANY OF SECTION 9'S HIGH TECH WEAPONRY.

DAISUKE ARAMAKI

CLICHE: SECTION 9 LEADER (6), DIPLOMAT{3}

HOOK: OLD AGE. HE'S NOT AS SPRY AS HE USED TO BE, DON'T EXPECT HIM TO GO SPRINTING AFTER A CRIMINAL, NOT EVEN LAUGHING MAN HIMSELF.

ARAMAKI IS THE SLY CHIEF OF SECTION 9. HE IS A SHREWD PLAYER AND HAS BEEN IN THE INTELLIGENCE BUSINESS FOR AS LONG AS ANYONE CAN REMEMBER. HE IS THE KIND OF GUY WHO ALWAYS HAS SOMETHING UP HIS SLEEVE, AND ISN'T AFRAID TO GO HEAD TO HEAD WITH POLITICIANS. DESPITE HIS TRICKINESS HE DOES SEEM TO CARE ABOUT WHAT HAPPENS TO THOSE UNDER HIS COMMAND, AND WILL PUT HIS OWN POSITION ON THE LINE TO HELP THEM OUT.

TYPICAL TACHIKOMA

CLICHE: TACHIKOMA(3), TOW/GRAPPLE LINES(3)

HOOK: TACHIKOMA "LEARNING" AI ARE OFTEN CHILDLIKE, GETTING INTO TROUBLE WHEN "BORED".

TACHIKOMA ARE TREATED LIKE NPC'S WHEN UNATTENDED, BUT WHEN PILOTED BY A S-9 OPERATIVE, OR OTHER TRAINED IN THEIR USE, THEY ACT LIKE A VEHICLE, THEIR "TACHIKOMA" CLICHE REPRESENTING THEIR PHYSICAL TOUGHNESS, EVASIVENESS, SPEED, AND WEAPONS. TYPICAL WEAPONS INCLUDE MACHINEGUNS, CANNONS, AND/OR GRENADE LAUNCHERS.