

CAPRICE BOOK ONE

DP9-067

CORPORATE

SOURCEBOOK



BUSINESS OF OCCUPATION

AD 5102 DIRECTOR
AD 5350 CAPRICE BEC
5372 TRENT SECTOR
ABANDONED - AD 5988

102
988
HL
TEE
NY
NO
RATIFIED
SE-SUSPENDS

NOVA AND CAPRICE - AD 5238 SECOND GENERATION
WITH TERRA NOVA - AD 6115 THE EARTH INVASION OF
AT - AD 4602-RELIABLE TANNHAUSER-GATEDRIVE DEVELOPED - AD 4588
46 - FIRST MANNED GATESHIP FLIGHT - AD 4663 CAPRICE DISCOVERED
PRICE - AD 5238 SECOND GENERATION TANNHAUSER DRIVE MECHANISMS -
ION FOR STELLAR TRAVELERS - AD 5370 FIRST LIBERATION UPRISING - AD
2 CAPRICIAN CORPORATE EXECUTIVE ESTABLISHED - AD 5790 CAPRICE
ITH TERRA-NOVA - AD 6115 THE EARTH INVASION OF CAPRICE

HEAVY SOURCEBOOK

GEAR



DREAM POD 9

CAPRICE BOOK ONE

CORPORATE



BUSINESS OF OCCUPATION

Claire Gessiium watched the Peregrine swoop down on its target, its quad turbofans screaming as it maneuvered hard to align its weapons with the zigzagging Battle Frame. Beams of coherent light stabbed down from the VTOL, made visible by the thin pall of smoke that engulfed the demonstration area, and the walker shuddered as its onboard systems registered critical damage. A volley of rockets were its reply but the Peregrine pilot held his nerve, side-slipping and dodging at the last moment. The VTOL swept in again, pounding the target before once more dancing away.

Gessiium glanced across at her companions in the visitor's gallery. The gathered CEF officers showed a range of emotions. Some looked shocked with the ease with which the Gallot-built machine pounded their latest toy, while others chattered excitedly, already planning what they would do with the machine. The corporate representatives were more subdued but, she could tell, no less intrigued.

Back on the field the Caprician flyer had finished off the CEF walker and was circling its downed prey. Gessiium glanced back at the gallery and for a moment her eyes locked with those of Lothan Muir, the Hakkar representative. The canyon hawk imagery wasn't lost on him either.

"So shall it be." She whispered.

The CEF occupies Caprice, but the Corporations that dominate the planet's affairs continue to manipulate events, seeking new ways of making money and increasing their influence. As their factories produce weapons of war for the occupiers, the corporations look for ways to profit from the situation. Some work hand in hand with the invaders, while others only give the impression of doing so. Behind the scenes, many seek ways to throw off the yolk of Earthier oppression and seize the future for themselves.

An air of hard work, determination and loyalty conceals naked ambition and a ruthlessness, a cold heart willing to do -- and say -- anything in the quest for profit. This sourcebook includes:

- A complete history of the corporations of Caprice.
- Information on Caprice's unique government and the role of corporations.
- Full write-ups for six prominent corporations.
- Sample campaign set-ups.
- New character archetypes, equipment and vehicles.

HEAVY GEAR®



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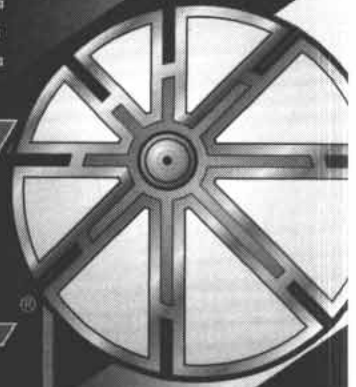
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CAPRICE BOOK ONE

HEAVY GEAR[®]



Behind the Scenes

Bleak futuristic landscapes dominated by ruthless corporations are one of the main genres in science fiction. Termed "cyberpunk," it was a reaction to the empty pursuit of materialist wealth that characterized much of the 1980s. As the influence of consortiums and multi-national outfits grew in our world, so did it in our collective imagination.

Caprice, a hive world where the population is concentrated in a comparatively small portion of the surface, was an obvious candidate for the cyberpunk treatment. The dense urban landscape that cannibalized itself and grew like a living organism in the Cat's Eye trench fit the genre to a "T", yet... Cyberpunk had been done before. Something more was needed.

The trick, as it turns out, was to give a human face to the Caprician mega-corporations. By exploring the daily life of their employees, the corporations turned into something more akin to modern fiefdoms, with separate, distinct cultures and goals. No longer mere faceless entities consumed with the pursuit of wealth, the corporations became small nations, albeit based on ideas and contracts rather than geographic location and artificial frontiers. No longer arrogant, treacherous villains, they became tapestries of plots, relationships and hopes. Much, in fact, like real human societies.

All that remains to see is who will they align themselves with...

BUSINESS OF OCCUPATION



DREAM POD 9

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TO CLAIRE, CONFIDANT, FRIEND AND INSPIRATION. GOOD LUCK IN PARIS.



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A MEETING OF MINDS



Clayre Gessiyum shuddered as she entered the room, a response not solely due to the chill air. The chamber was clinical — yes, that was the best description — devoid of all passion. Drawing her jacket tighter, she walked over to the room's only notable feature, a massive window. The view of Venarow Hub was spectacular; she felt as a demigod might, looking down on his subjects. *Appropriate*, she thought, resting her fingertips on the armored glass.

As if on cue, the door to her left cycled open with a hum of electric motors and she turned to face the chimera that rolled into the room. Yes, there was a body in the wheelchair, but it was covered almost entirely by a network of wires and machinery. Fluids circulated in the pipes, propelled by pumps concealed in the chair. A rhythmic hissing testified to the operation of a ventilator, though other gear concealed the rise and fall of the occupant's chest. In a society that placed quality of life above longevity, this creature truly was an abomination. The corner of her mouth rose in a sneer, causing it to emit a horrendous wheezing sound. It was several seconds before she realized the sound was laughter.

"My appearance shocks you?" rasped Mazir de Souza, chairman of Hakkar and arguably the most powerful man on Caprice. "I forgot you are new-come to the control of Gallot and that we'd not met before. In the flesh, as it were." Another bout of wheezing laughter.

Gessiyum frowned. She had lead Gallot Caprice for almost fifteen years, practically a geologic epoch in the shark-infested waters of corporate politics. An epoch to anyone except the Spider of Caprice, the man who had ruled Hakkar with an iron hand for well over a century and was rumored to be — and his appearance supported the notion — almost two centuries old.

Her eyes narrowed as she spoke, her tone neutral and measured. "It's not every day you meet someone of your reputation."

A bony arm made a dismissive gesture as the noise of laughter died away. A whirl of motors turned the chair to face the cityscape. "What do you see?" Gessiyum looked back at the window just as a CEF Tarantula-class lander swept above the regular traffic off in the distance.

What does he want? No one understood de Souza's convoluted economic and political games. Both Hakkar and Gallot worked hand-in-hand with the occupiers, standing to make a fortune with the resumption of interstellar trade. Neither of them cared for the NEC, however. That much was obvious from the Caprice Corporate Executive. Her eyes flicked to the left, regarding the stunted figure before returning to her examination of the vista.

The micro-trench containing Venarow was like a microcosm of Gomorrah itself, buildings reaching up to the sky in the step-like architecture that dominated Caprice. Warning lights flashed on each building while vectored thrust craft fluttered around them like insects. "Opportunities."

"Just so. Just so." A wheezing chuckle escaped the machinery. "Possibilities. *Alliances*. The trick is knowing with whom to work and whom to undermine, whom to support and whom to betray."

Clayre Gessiyum's eyebrows rose. An offer of alliance or a threat against Gallot's "unofficial" activities? She took a deep breath. "I'm all ears."



INTRODUCTION

1

THE PROFITS OF COLLABORATION - 1.1

Caprice, Earth's first daughter colony and the lynchpin of interstellar travel, is a harsh world, ill suited to human life. The presence of dozens of Tannhauser Gates throughout the Loki system ensured the system's importance as a stepping stone to more hospitable worlds such as Atlantis, Terra Nova and Utopia, which in turn lead to further habitable worlds. As with the New Earth Commonwealth's current war of "liberation," Caprice and its immediate siblings were thus very important to the Human Concordat as bottlenecks and waystations for the transfer of goods and colonists.

Indeed, were it not for its strategic importance, Caprice itself could easily have been overlooked in the drive to establish new colonies. The planet Caprice was never colonized in the same sense as Earth's other daughter worlds where people were colonists who sought to build a new home for themselves. Instead, Caprice was the site of numerous research installations and mining camps, a resource to be exploited rather than a true colony. Economics, however, necessitated the development of a local infrastructure to support these "investments," concentrated in the Cat's Eye Trench, the one place on Caprice humans can survive unaided. Though initially a hodge-podge of individual concerns, common interests prompted these facilities to work together, an arrangement formalized by the Trent Sector Accords that established a council of corporate interests as the government of the Gateworld.

Earth's decision to withdraw from its colonies could easily have destroyed Caprice, its economy and lifestyle inextricably linked to interstellar trade. Many corporations fell in the months that followed, sabotaged by masters who had fled to Earth or else victims of the chaos that engulfed Gommorrah. Those that survived were drastically changed, forced to evolve to meet the demands of life on now-isolated Caprice. Though not the monolithic entities they once were — the Caprician Mercantile Exchange today lists almost a million companies, compared to a little under 50,000 in 5380 — the corporations remained masters of the Gateworld, intricate webs of alliance and vendetta shaping their policies and attitudes. When the New Earth Commonwealth (NEC) returned in 6116, Caprice was unwilling and unable to hold off the shock troops of the CEF. The Capricians instead appeared to capitulate and collaborate with the invaders. Eventually, thought the corporations, they would be able to deal with Earth, either ejecting the invaders (to which end many built connections with the Liberati) or manipulating them to the corporations' advantage. First, however, they had to learn the enemy's strengths and weaknesses.

Though they were willing to trust colonial businesses for minor matters, the CEF chose not to rely on Caprician industry for the essential industries. Several Earth conglomerates traveled with the invasion force, their executives seizing control of Caprician assets that they turned to their own ends. Backed by the CEF and supported by their parents on Earth, these "interloper" corporations quickly grew in power. Although Caprice appears calm, these companies are locked in bitter economic warfare with native rivals. Complicating the matter, numerous Caprician corporations have sided with Earth against their siblings, believing that their future is bound to that of the NEC. Conversely, several Earth companies have basked in the (relative) freedom offered by Caprice to expand their power and influence, instigating plans to minimize the CEF's involvement in their affairs. Though quiet, this four-corner war — Caprician and Terran, Pro-CEF and Liberati — has the potential to tear Caprice asunder and the day of reckoning may soon be at hand.



1.2 - CONTENTS

The **Caprice Corporate Sourcebook** provides information on the people and politics of Caprice's corporate elite. This manual is divided into six chapters that detail corporate history, culture and society and provide a rich backdrop for campaigns set on Caprice and utilizing characters that originate there.

Chapter two, *Corporate Overview*, details the history of the corporations on Caprice from the early days of colonization to the current NEC occupation and the Capricians' struggle with expansionist Earth corporations. It also examines Caprician economics and resources and looks at Caprice's vital role as the hub of the interstellar transport network. Chapter three, *Corporate Politics*, provide basic background information on the major political bodies on Caprice, including the Caprician Corporate Executive, the Coalition Assembly, the Gommorrah Coordination Committee and the NEC Colonial Board.

Chapter four, *The Corporations*, expands on material contained in **Life on Caprice**, providing comprehensive information on ten of the largest corporations. This chapter details their business practices, motivations and relationships with other companies. Chapter five, *Corporate Lifestyle*, also builds on material from **Life on Caprice**, this time expanding on the culture, lifestyle and outlook of the corporate population.

The final chapter, *Gamemaster Resources*, provides a range of material of use to Gamemasters running campaigns within or involving the corporations. This material includes scenario ideas, characters and equipment.

5



THE OFFER



Jude Corman turned the letter over in his hand, reading and re-reading the contents. His heart was in turmoil, knowing what the contents meant for him and his circumstances.

When he'd joined Hakkar it was a great adventure. It had always been Jude's goal to escape the two-bit corporation his parents worked for and make it in one of the first-tier corporations. He'd worked hard back home, earning a reputation for hard work and dependability that had brought him to the attention of the corporate headhunters. "Come and see us," they'd said, offering an expenses paid trip all the way to Venarow. The news had come while he and his buds had been on a "guys' holiday" in Gomorrah Hub and he'd begged and borrowed clothes and a place to change so that he could demonstrate his keenness. They'd been impressed and had offered him the job there and then. Whether to accept wasn't a tough choice, rather a dream come true. He'd said goodbye to friends and colleagues back home, eliciting a few tears, but promised to visit as often as possible.

Despite the horror stories his friends had told, his new colleagues were a good bunch. They were certainly an eclectic group, drawn from all across Gomorrah and even, in a couple of cases, from the Liberati wanderers. Some were outgoing, living life to the fullest while others were quiet and cerebral but no less fascinating. Jude fell between the two extremes and easily fit in with the team.

The management, however, was less pleasant. His immediate boss, Mari, was incredibly smart but not what you'd describe as a 'people person.' Her management skills weren't great but the superiors tolerated the situation because her analytical skills were excellent. Though officially an independent member of the team, Jude became Mari's shadow. As the junior member of the team, he carried out tasks on her behalf in addition to his routine work. He didn't complain — in fact he enjoyed the challenge, for it forced him to develop his skills.

What he hadn't counted on was being stuck in this situation, working all hours, which took a heavy toll on his social life yet elicited few rewards. Other members of the team gained promotions on the strengths of their performance but Jude, who silently plugged away at Mari's tasks, remained at the same grade. He wasn't sure why — he worked as hard as everyone else did and his work was highly regarded by his peers. His friend and co-worker, Christine Malovsky, acknowledged him as the best in the department — clear, concise and professional — though Jude suspected she was a little biased there. Christine said it was because he didn't shout his accomplishments, unlike some of the others who'd gained promotion. Indeed, rumors suggested that some workers had blackmailed their way to promotion, threatening to quit the firm if they didn't get their way. Jude did not intend to stoop to such tactics. If Hakkar didn't appreciate his work then there were others who did.

He turned the note over in his hand again then closed his eyes, debating the decision. He'd grown to like and respect many of the people here over the last two years. They were friends as well as colleagues and so parting from them would be tough. Yet Christine, the only person in the company who knew so far — he'd told her after the interview last week — had said there were times when you had to be selfish, doing what *you* needed to do. She'd encouraged him to accept the job at Gallot despite the personal hurt she felt, an indication of how badly she thought he'd been treated. After all, she said, the distance wasn't so far that they couldn't visit, corporate security permitting of course.

He took a deep breath, picked up the communicator and dialed.



2.1 - HISTORY OF A CORPORATE WORLD

The discovery of the Loki system and Caprice in 4663 sent shock waves through the Human Concordat. For the first time there was a world outside the Solar System that could, in theory, support human life. It quickly became apparent that the new world would never be suitable for mass colonization; its atmosphere was too thin and its orbit too eccentric. Caprice was, however, resource rich and several corporations offered to subsidize the Concordat scientific survey in exchange for mineral rights. Before the general population of the Concordat even knew of Caprice's existence, corporate interests were planning the exploitation of the world's riches. For the first few years, corporate geologists worked hand in hand with the Concordat's scientists to survey the planet and overcome the challenges posed by the world's powerful magnetic field. The corporate commitment was seen by many as foolish, requiring an investment of trillions with no immediate return.

The corporations funded the establishment of installations and research bases across the surface of the planet. These served as support centers for the survey missions conducted painstakingly on the surface after initial satellite surveys. The corporate workforce was hardworking, the people selected for their skills and determination from a growing list of personnel seeking to escape Earth's burgeoning population and build a life of adventure on the new frontier. The reality of life on Caprice was tough, uncompromising and less glamorous, and the traits of self-reliance and a willingness to struggle against adversity so vital during these early years became deeply ingrained in the local psyche.



2.1.1 - First Steps

The discovery of another Tannhauser discontinuity in the Loki system in 4666 prompted the Concordat to downscale its planetary survey operations in favor of a detailed survey of the solar system (eventually discovering another 14 "Gates"). In contrast, the corporations remained committed to Caprice itself, having invested too much to abandon their efforts and knowing that humanity's expansion across the stars would require a solid industrial base, something they intended to control. Initially, environmental concerns limited operations to the deep Cat's Eye Trench, the only place where humans could survive without artificial aids, but slowly corporate tendrils spread across the world.

By the mid 48th century, Caprice was a patchwork of corporate fiefdoms, each largely self-contained and reliant only on its parent company. Processing plants grew up to support the mines, and industrial plants made use of refined goods. The pollution from these plants soon killed off the small amount of life native to Caprice, provoking an outcry among scientists that was quickly quashed by the economic might of the corporations, which cared little for such matters. Most industrial complexes belonged to individual corporations though some companies banded together to spread the costs of their Caprice ventures. Such cooperation was, however, rare, with rivalries more often leading to espionage and sabotage. Almost half of the installations placed on Caprice failed, either due to the environment or the actions of rivals, and in most cases the collapse of the Caprician ventures had major repercussions on the parent company. Caprice became a proxy battleground for Corporations jockeying for position on Earth.

Even in the most successful installations, life was harsh, with families discouraged by the corporations as a waste of resources. As a consequence, the resort of Gomorrah — later to give its name to the trench city — grew up to service the "needs" of the workforce. Drugs, gambling and prostitution were mainstays of the resort but property development soon became the dominant industry as the number of families on Caprice grew, most favoring the "town" of Gomorrah for their residences.

2.1.2 - The Expanding Universe

The discovery of the garden world of Terra Nova in 4752 cut back investment in the Gateworld, but Caprice remained an important stepping stone to the more distant colonies. Some companies shifted their efforts to this new, more hospitable world but debt weighed down many of those on Caprice, forcing them to remain. Others believed that there was no need to rush to Terra Nova, isolated down a long chain of jumps, when their industrial might afforded them considerable influence throughout the colonies. Indeed, full-scale colonization of Terra Nova did not begin until 5102, when scientists discovered a direct discontinuity between Caprice and Terra Nova, during which time Caprice had come to dominate industrial affairs within the Concordat.

The first four hundred years of the colonization of Caprice saw the rise of several companies that would play a major role in the history of Caprice. SynTek was among the first to commit to the colonization effort, betting everything on the long-term success of its Caprice ventures. By 4850, SynTek's efforts had begun to pay dividends and it became one of the largest players in the colonization process, its power and influence allowing it to play a major role in shaping Caprician society. SynTek's greatest rivals were Gaumand-Kreuf, Inc. (later renamed Gallot Enterprises) and Slayke Industries. Both companies specialized in mining and processing, but Gaumand-Kreuf also garnered a reputation for the manufacture of precision sensors and instruments, widely sought after by prospectors. Between them, the three companies controlled almost ten percent of the operations on Caprice and their rivalries played had significant influence in wider corporate affairs. The willingness of the largest corporations to indulge in underhand practices set a bad example for the smaller institutions.



2.1.3 - Discontent and Revolt

Unlike Terra Nova, where a panel of corporate representatives and a Concordat administrator adjudicated disputes, Caprice had no regulatory mechanism and, having long-since bribed Concordat officials to turn a blind eye, the corporations were free to pursue their agendas as they saw fit. Profit was their chief concern, closely followed by influence throughout the Concordat. Care for their workers was at best a minor worry and only insofar as it affected other activities. Many workers were locked into working for the corporations by their debts (a practice that remains to some degree in the policy of corporate bonding (see 5.2 *Customs*, p.xx), often a deliberate policy used by the companies to gain what amounted to a slave labor force.

A few workers were able to gain independence from the corporations, eking a living as nomadic freelancers, selling their services as casual or seasonal workers. To the corporations, these wanderers, who called themselves Liberati, were just another resource to be exploited, allowing them to operate facilities with the minimum of staff. Seen as social outcasts, Liberati workers often received the most dangerous and difficult tasks and found themselves singled out for harsh treatment by corporate security forces. The Liberati's nomadic nature did not help matters, the bands often trespassing on corporate property and triggering a number of unfortunate incidents.

The most severe occurred in 5370 when a group known as the Aurora Workers found themselves trapped in Caprice's northern district, known as the Trent Sector, by early storms. Caught without shelter and with little food, the band sought refuge in an abandoned facility belonging to Slayke Industries. The company's monitoring system detected the intrusion and they dispatched local remote drones to "deal" with the intruders. Authorized to use deadly force, the corporate troops showed no mercy, killing more than a hundred of the band. The handful of survivors fled, spreading the tale of Slayke's brutality among the Liberati, resulting in the long-delayed backlash against corporate excess.

Known later as the Liberati Revolt, the two-year period that followed saw the corporations locked in a guerrilla war with Liberati bands. At first they attempted to use Corp-Serfs to control the situation but with increasing numbers of troops deployed to outlying regions, the companies found themselves facing a new problem. Inspired by the Liberati's "resistance" and the relaxation of policing in Gomorrah, many corporate employees called for a betterment of their lot. Faced with the very real prospect of a general insurrection, the corporations turned to Earth for assistance, requesting the deployment of Concordat troops to maintain order. The Concordat went one step further, declaring martial law and separating the warring factions while they investigated matters.

The discovery of the corporations' harsh treatment of their workforce and thus their provocation of the Liberati Revolts by systematic neglect could easily have lead to the overturning of the corporate order on Caprice and its replacement by a more sympathetic order. Foreseeing this likelihood, several of the largest corporations undertook measures to improve conditions, heading off harsher penalties by the Concordat. The chief architect of these reforms was Amanda Miyagama, head of SynTek's Caprice arm. She brokered the deal between the Liberati, corporations and the Concordat that established baseline conditions for corporate workers, including education, healthcare and holidays, and removed the absolute authority of each company's board. Known as the Trent Sector Accord, the agreement created what amounted to a planetary government, the Caprician Corporate Executive, to oversee corporate affairs. The Accord granted the Liberati certain rights of travel and treatment but stopped short of giving them a role in governance. Caprice remained a corporate world, albeit one bound by rules and regulations.

In the early years of the Trent Sector Accord, administering the provisions was difficult while corporations geared up to meet their new responsibilities. Both Liberati and corporations lodged complaints about abuses of their newfound rights. Many companies genuinely struggled to adapt, lacking the financial wherewithal to restructure their operations immediately, but others deliberately dragged their heels in an attempt to retain their old, unrestricted practices and thus their profit margins. At first, the Corporate Executive and the Concordat tolerated the situation but as months dragged on into years, they became increasingly impatient, resorting to threats of sanctions and a possible reintroduction of martial law to force compliance. Eventually, thanks to the support of the largest corporations, the Accord was accepted as part of daily life, leading to the development of a new outlook by both the corporations and the workforce.



Amanda Miyagama



Born on Earth in 5326, Amanda Miyagama studied business at New Harvard and Brasilia universities. Recognized as a rising star, she easily gained a place at SynTek Corporation as a senior manager in the marketing division where her hard work and dedication earned her a series of promotions. Elevated to the board in 5365 she handily demonstrated her leadership abilities and in 5368 took charge of the new Caprice division.

One of the most important corporations in the development of the colony, SynTek was a major target for the Liberati when unrest erupted in 5370 and Miyagama was tasked with limiting damage to the corporation. While many companies turned to violence, using security forces to suppress the rebels, she instead sought to improve the lot of the corporation's work force. After the intervention of the Concordat in the dispute, Miyagama headed the efforts to broker a permanent solution to the crisis, resulting in the Trent Sector Accord. It was Miyagama who proposed the Caprician Corporate Executive and it came as little surprise that she became its first chairperson, a post she held until 5380.



Rise, Fall and Rise Again - 2.1.4

The principles of Responsible Loyalty (governing a worker's relationship with each corporation) and Responsible Bureaucracy (a corporation's responsibility to its workforce) lead to a radical improvement in working conditions on Caprice. There was, as the corporations feared, a drop in profitability but the benefits of the treaty soon became apparent. Loyalty increased noticeably in the first few years after the Trent Sector Accord, as workers came to appreciate the efforts of their employers. In many regards the corporations became massive families, with workers born into the corporate workforce and rarely changing employers.

The Accord also limited the scope of inter-corporate disputes and brought many practices into line. The reduction in tensions fostered increased dealings between the corporations, bolstering the domestic economy and allowing increased specialization by the companies. Hitherto each had had to handle every aspect of daily living, from life support to refuse management, but with certain tasks being coordinated for the good of all, each company could focus on its core business. Indeed, supporting other companies became the core business of some corporations. These associations, together with over-arching work of the Caprician Corporate Executive, drew the disparate communities of the Cat's Eye Trench together as a cohesive body, eventually metamorphosing over the centuries that followed into the infinite city of Gomorrah that exists today.

Reinvigorated, the corporations exploited the massive increase in interstellar trade that accompanied the colonization of Atlantis (5390), Home (5393), New Jerusalem (5410), Utopia (5435), Eden (5428), Botany Bay (5442) and Jotenheim (5491). Each new colony required massive industrial support and Caprice was the logical source for such material. The corporations reaped immense rewards by supporting these colonization efforts and worked hard to ensure their importance in local economies even after they had achieved self-sufficiency. Only xenophobic Jotenheim and the prison world of Botany Bay escaped Caprice's economic clutches and, in many regards, the Gateworld's influence exceeded that of Earth.

Fall from Grace ◆

Caprice's golden age came crashing to an end in 5790 when isolationists took power in the Concordat and immediately cut all subsidies to the colonies, in particular the Gateship fleet. Together with those of the Utopian and Atlantean worlds, the corporations of Caprice fought for the restoration of these subsidies or, at worst, the sale of Gateships to the colonies so that they could continue their own affairs. The Concordat refused and panicked people fled the colonies, packing the Gateships as they returned to Earth. Fearing the effects of the collapse of interstellar trade, many corporate executives fled back to Earth, leaving the governance of Caprice in chaos. Some companies exercised a scorched earth policy as they withdrew, destroying their assets rather than allowing their seizure by rivals.

Directly or indirectly, a number of large companies fell in the chaos (most notably SynTek, though some elements survive as Hakkar) while others were much reduced. This sabotage combined with rioting among the workers abandoned on Caprice (bolstered by refugees from the outer colonies) to shatter what little order remained. A succession of disasters wrecked the city, most notably the Great Fire that began with the burning of the B.F.T. Heights oilfield, killing hundreds of thousands and leaving tens of millions homeless. This carnage and the start of efforts to rebuild marked a new era for the newly independent Caprice, denoted by the use of the Liberati Caprice (LC) calendar in which 5791 AD was LC 1.

New Beginnings ◆

The few corporations that remained banded together to restore order and rebuild, calling themselves the Coalition. They assumed the governmental powers formerly held by the Concordat and the CCE, eventually restoring the latter as their executive body in LC 21 (5816 AD). In addition to rebuilding the city of Gomorrah, the Coalition worked to retool the Caprician economy to meet domestic rather than interstellar needs. Eventually, limited interstellar trade did resume thanks to Caprice's shipyards but it never attained the scale of the Concordat years; Atlantis remained suspicious of outsiders and undertook only limited external commerce, the Utopian economy collapsed after a nuclear war, and Earth met any overtures with deadly force. Terra Nova became Caprice's principal trading partner, with missions every 10-15 years, but the St. Vincent's plague of LC 158 (5988 AD) prompted a suspension of traffic.

Relationships between the corporations fluctuated widely during this period as each sought to dominate the Coalition and the CCE. In most cases, these confrontations remained limited to the political and economic battlefield but, as with the Hakkar vs. Keyser-Moran conflict of LC 62 (5870), the situation occasionally spilled over into violence. Provided such conflicts observed certain protocols — minimization of collateral damage, non-interference with the business of other corporations, and so forth — the authorities turned a blind eye. However, where corporations overstepped the mark, the government had no compunctions about using sanctions — or force — to ensure compliance with its wishes.

The gap between the largest and smallest corporations became steadily more pronounced over the centuries as the larger corporations absorbed smaller companies and expanded their existing businesses. These conglomerates steadily came to govern affairs in the trench city, dominating the Caprician Corporate Executive, whose power grew in leaps and bounds as the Coalition Assembly became bogged down in the factional politics of the various hubs and corporate concerns. By the early 61st century, the political situation on Caprice was little different from that when Earth withdrew, save that without a Concordat presence the corporations truly were the supreme power on Caprice.



2.1.5 - Reconquest

The sudden return of Earth to Caprice in LC 259 (6115 AD) caught the Coalition by surprise and the corporations accepted NEC jurisdiction before a single shot was fired. They knew that to resist would invite massive damage against the planetary infrastructure, a major drawback to concentrating most of the population and industry on only a small fraction of the planet's surface. What Earth, and to a lesser extent the other colonies, did not understand was that this was not a surrender but rather a postponement of the confrontation. The Coalition wanted time to find its enemies' weaknesses, to examine their technologies and methods, and to build bridges to allies.

Though many Corporations worked with the invaders some also supported the Liberati resistance to the CEF. Known as Operation Feint, the Coalition sponsored a series of guerrilla actions against the Earth forces, testing the abilities of the NEC forces and gaining access to their material through battlefield salvage. The CEF quickly crushed these 'freedom fighters' and believed it had won the war for Caprice. Seizing the industries and resources it needed, the Earth forces turned their sights outward, to Terra Nova, Utopia and Atlantis. Meanwhile, the corporations looked and learned, examining the captured material in isolated facilities.

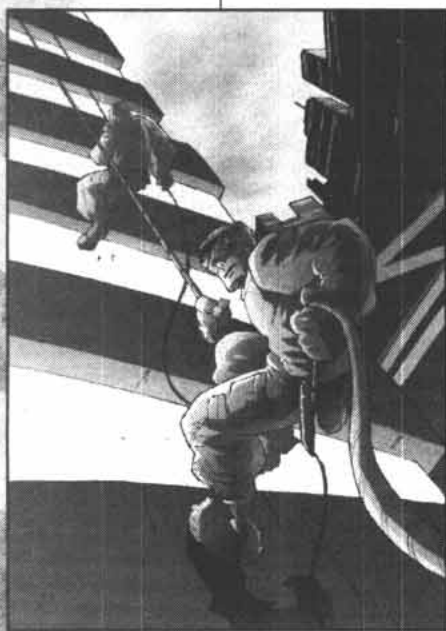
When the invasions of Terra Nova and Atlantis soured, the CEF turned to Caprice to rebuild its forces and develop new technologies to combat those of the colonies. For the most sensitive projects, the CEF chose Earth-based corporations that had accompanied them to Caprice, but for lesser tasks the native companies were ideal. Over the years since the invasion several companies have demonstrated their trustworthiness and became more deeply involved in the Earth military-industrial complex. In some cases, this collaboration was genuine but in others it masked a hidden agenda. The corporations sought to survive — many Earth companies sought the return of 'their' property — by making themselves invaluable to the invaders. They also sought to undermine the CEF military-industrial complex in preparation for the day that Caprice struck back.

The Coalition knew that although the CEF had withdrawn after its first assault, the CEF still had designs on Terra Nova. The Coalition knows that the CEF has been developing new weapons for use against the colonists. Some are known, like Battle Frames, but their intimate knowledge of Caprician economics leads the corporations to believe this is only the tip of the iceberg. Rumors of new GREL production have circulated widely, as do stories of bio-warfare agents and orbiting super-weapons.

The arrival of Terranovan operatives on Caprice in LC 276 (6137 AD) in the form of the 1st Black Talons has dramatically altered the situation. The NEC, once complacent, have bolstered their defenses though they have found their resources insufficient for complete control of the planet, especially given the increase in Liberati activity encouraged by the Black Talon strike. The Coalition believes the time for action is rapidly approaching.

Some advocate direct action against the invaders, a concerted attempt to drive them off world, but others believe that such a direct confrontation would be counterproductive. Instead, they advocate increased efforts to subvert the CEF and its political masters, as well as to build links with other colony worlds, a continuation of the quiet resistance begun more than 20 years ago. A third group, a growing minority, quietly asks why do anything? After all, business has boomed during the occupation...

Corporate Wars



The arrival of the CEF at Caprice also heralded the return of several Earth-based corporations to the Gateworld. The largest and most powerful, those directly involved in supporting the NEC war machine, were given carte blanche to seize whatever assets they needed to complete their tasks. Several Caprice corporations ceased to exist or became the puppets of companies such as EGL, Moscow Heavy Industries and Kadellie Weapons Systems. The Coalition had little choice but to accept. As trade with Earth resumed, several other Terran companies sought to 'reclaim' their assets on Caprice. Unlike the military corporations, however, the CEF was less supportive of such moves, allowing the Caprician industries to mount a vigorous defense of their position. The best known of these was Gallot Enterprises, whose independent Caprice arm is a military contractor while the Earth-bound 'parent' works almost entirely in the civilian sector. To the CEF, Gallot Caprice has value in developing new weapons for use against the outer colonies. The NEC has blocked legal efforts by Gallot Sol to take possession of its former subsidiary, though this has not prevented a war of words, nor has it halted a vicious covert war between the two companies.

Indeed, such confrontations are widespread in Gomorrah and not only between native and Earth companies. Rivalries dating back centuries continue to fester between Caprice's corporations, and similar frictions exist between several of the Earth conglomerates. Despite the provisions of the Trent Sector Accords, the corporations consider sabotage and espionage to be valid business tactics, "black" operations supplementing marketing efforts and manipulation of the stock markets. The CEF turns a blind eye to such operations provided the corporations meet their production quotas and keep collateral damage to a minimum. The CEF will — and has — intervened when disputes threaten to escalate out of control, forcibly separating the combatants and imposing harsh punishments.



CAPRICIAN ECONOMICS - 2.2

Corporations do not exist in a vacuum. They need resources to exploit and markets into which to sell. Caprice's great wealth came from the exploitation of the vast resources of the planet and its location at the heart of the interstellar transport network. Earth's decision to withdraw from the colonies brought the planetary economy to its knees, triggering mass panic among the corporations. Those that survived the chaos had to restructure their businesses to meet the demands of a planetary economy rather than an interstellar one. Many failed to make the switch and faded into obscurity while once-insignificant corporations prospered and gained considerable influence across Caprice.

Most companies diversified, expanding their interests across numerous fields to minimize problems from future turmoil. Indeed, the largest conglomerates span large portions of the Caprician economy, controlling a vast network of subsidiaries. Even where no formal relationship exists between companies, a web of trade binds them together, creating vast trade associations — 'families' of corporations with shared goals and common interests. As with any alliance, such bonds are fluid and companies within a trade association may find themselves in conflict with each other over some aspects of their operations. Sometimes they agree to disagree, at other times they fight bitter trade wars. The extent of these conflicts depends on the strength of the main corporations in each association. Hakkar, for example, allows its subsidiaries and associates considerable leeway, freeing them to act as they see fit. In contrast, KSM maintains a tight control on its 'client' corporations, using its financial and diplomatic muscle to ensure compliance.

Natural Resources - 2.2.1

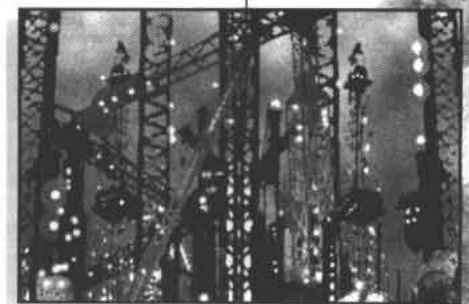
Caprice is a mineral-rich world, the principal factor in the corporations' original settling of the world. Iron and silicate compounds dominate but pockets also exist of precious metals — gold, silver and platinum — as well as diamonds and rubies, all of which play a major role in modern industry. Though scattered across the planet, the greatest exploitation of these deposits is in and around the Cat's Eye Trench, where miners were able to work without the need for breathing apparatus and bulky safety equipment. Unfortunately, as such deposits were exhausted and the trench became increasingly urbanized, miners had little choice but to expand their area of operations, establishing camps on Caprice's inhospitable surface.

Open-cast techniques dominate, exploiting the abundance of minerals on the planet, though deep mines exist for extracting other less well-placed but equally important minerals. Most such operations are massive, stripping thousands of square kilometers for processing in the refineries of the camp. Repairing the damage caused by open-cast mining has a low priority and often spoil (waste material) isn't replaced into the mining scar but rather forms artificial hills and wastelands. Less intrusive are the small-scale operations practiced by Liberati freelancers who have developed massive crawler vehicles that serve a composite role: excavator, refinery and home. Many of the techniques used for mineral extraction apply equally well to the collection of water, with layers of permafrost stripped and processed for the valuable substance. Such operations require special equipment to extract and store the water and even the best water-mining teams produce only modest quantities. Though vital to the survival of many outlying settlements, water mining is of limited significance to Gomorrah. Instead, the canyon city relies on orbital ice mining vessels that collect ice-rich asteroids and cometary fragments from the Blessed Asteroid Belt and tow them back to the Gateworld. Though expensive, this method is the only way of providing the volume of water required by Caprice's population.

Unlike on the other colony worlds, open farming is almost unheard of on Caprice. A few small concerns exist in Gomorrah, growing a range of hardy plants, but a combination of pollution and land cost limits the practical application of such techniques. Instead, most food on Caprice grows in pressurized hydroponics domes in the uplands, genetically engineered to give maximum yield in the small space, or in underground facilities. Soy-products are a staple of the Caprician diet, as is tank-grown seafood. Cattle- and swine-analogs exist to provide meat to the population but scientists have modified them to the point where they are little more than organic masses. Many also undergo genetic modification to mimic the human DNA structure and thus serve as a source of transplant organs, a typically pragmatic and cost-effective solution to life on Caprice.

Petrochemicals on Caprice

One of the greatest mysteries facing the scientists who first surveyed Caprice was the presence of large quantities of petrochemicals beneath the surface of the planet. According to their understanding of Caprice's development, such deposits should have been impossible, originating as they do with ancient organic material. Though Caprice supported a nascent biosphere, no evidence existed for life on the scale that would be required for the oilfields that dot the planet and thus the scientists had to find alternative explanations for the deposits. After several decades of study, the scientific community concluded that the deposits originated with a hitherto unknown combination of chemicals and processes that formed a proto-organic sludge that ultimately transformed into the oil. A small fringe minority believed, however, that Caprice was once a garden world, destroyed by the collision that created the Cat's Eye Trench. Though largely discredited, this latter theory still has adherents among conspiracy theorists and fantasists.





2.2.2 - Industries

During the colonial era, Caprice gained a reputation as the industrial heart of the Concordat, responsible for producing almost all the goods used to establish the more distant colony worlds. This allowed the corporations to garner massive wealth but also unbalanced the industrial base in favor of heavy industries, in turn prompting major problems when the interstellar economy collapsed. The now-isolated Caprice was unable to support much of its native industry and had little choice but to diversify. In the resulting chaos many corps fell or else diversified their industrial bases and today only the smallest companies operate in a single industry. While perhaps best known for their work in a particular sector, most work across numerous markets, spreading both risk and opportunity. Despite this restructuring, however, Caprice remains the largest industrial center in known space, many Terran corporations having been destroyed during the years of war and the other colonies having never approached the industrialization of Earth or its first daughter.

Heavy industry and manufacturing remain the bedrock of Caprice's economy and are the principal concern of the NEC, exploited to allow the reconstruction and expansion of the CEF. The seizure of many companies has had a mixed effect on the Caprician economy, with the emphasis on military technologies resulting in a major fiscal deficit; the Colonial Board pays for goods at a fixed rate that often bears little resemblance to the actual cost. At the same time, the CEF's demands introduce the companies to new technologies, often prompting commercial spin-offs, and stimulate the larger economy by drawing resources through the supply chain.

Almost ninety percent of Caprician companies are involved in the manufacturing process (as compared to forty percent on Terra Nova) though diversification means this figure is a little misleading. Caprice does, however, have poorly developed service industries compared to Terra Nova, largely a side effect of corporations internalizing many functions. In the largest corps education, health and similar matters are handled by specialized departments within a company rather than by outside contractors though companies do exist to support specialized markets such as entertainment in its various forms. Smaller companies do rely on the services of subcontractors to meet the needs of their workforce though such suppliers are not highly regarded, often lacking the resources and staff of their in-house cousins. A few companies have proved successful in the service industry role, notably KSM, but they are the exception rather than the rule.

2.2.3 - Trade

Trade between the corporations plays a vital role in Caprician politics, creating a chain of supply and demand that is the lifeblood of Gomorrah. This trade takes place on a wide variety of levels — person to person, business to business and even between departments in a corporation — but pales in comparison with that which once took place between Caprice and the colony worlds. Earth's decision to withdraw from the colonies curtailed most of this trade but the Coalition was able to maintain limited and occasional contacts with the more distant worlds, with trade missions taking place every few years. However, trade with Utopia fell off due to that world's nuclear war, while that with Atlantis struggled because of the water world's xenophobia. Trade with the more distant Atlantean worlds was almost non-existent and carried out though the aegis of the water world and subject to the same restrictions. Only Terra Nova remained a steadfast partner, with trading missions instigated by one or other world every decade or so. Even here, however the contact occasionally faltered because of the domestic situation on Terra Nova. Its precious Gateships were controlled by the polar confederations and thus subject to political whims, while the virulent St. Vincent's plague prompted a suspension of trade relations while Caprice overhauled its quarantine procedures.

Earth's return to Caprice ended this limited interstellar trade, the CEF having no desire for "its" industrial world to supply the enemy. This policy initially incensed the corporations — though small the trade was lucrative — but complaints died off as the benefits of trade with Earth became apparent. Though perceived as inferior and often treated badly, the corporations involved with the Earth-Caprice trades have made considerable profits, exploiting the demands of the war-ravaged markets. Some Capricians regard this trade as a betrayal and the companies involved as turncoats. The Coalition is officially neutral on the matter, regarding it as the concern of individual member-corporations, though in practice it is seen as a means of making money (always a good thing), suborning the Terran economy, and gathering information on the CEF and NEC. As has happened throughout time, trade provides the ideal cover for espionage.





The Stock Market - 2.2.4

The principal center for trading commodities in Gomorrah is the Caprician Mercantile Exchange (CME), part stock market and part clearing house for deals between the corporations. Located in Babylon Summit at the heart of the trench, the CME occupies a massive complex, impressive even by the high standards of the district. Paid for by subscription to the CCE, the Corporations consider the Exchange neutral ground, patrolled by its own detachment of Corp-Serfs and the site of negotiations between otherwise hostile forces. Indeed, representatives from feuding corporations often exchange pleasantries over canapés at one of the Exchange's many social functions.

The top five hundred corporations (according to their CMEC rating) each maintain opulent offices in the complex from which they carry out their business. These companies also receive automatic seating in the Exchange and thus direct access to the trading floors and facilities. Lesser companies share facilities and the majority lack direct representation in the markets (though a few do own or lease seats in the exchange, usually a result of having once been one of the Five Hundred). Instead, they work through the CME's brokers, who charge a fee for their services and who, though neutral, have to balance the needs of many concerns. As such, the Five Hundred have a major advantage and a vested interest in seeing they maintain their membership. Dirty tricks are thus commonplace as corporations seek to improve their position or denigrate that of others.

The CMEC rating of each Corporation stems from its posted results for each fiscal year. The formula is complex, factoring in assets and liabilities, revenue and profit. Legally companies are obliged to provide accurate information but while overstating one's position is dealt with harshly, understating the situation so as not to give opponents an advantage is widespread and considered a legitimate tactic. Indeed, a whole branch of Corporate Law exists to dream up and justify "losses" to conceal the true strength of each company.

One of the most controversial decisions of the CCE was to open the Exchange to Terran corporations (eleven of which now sit among the Five Hundred), allowing them to trade unhindered in the Gateworld's markets. Though appearing to capitulate to the invaders by legitimizing their presence, the decision is in reality a smart business move. By working through the CME, the Earth corporations find themselves bound by the market forces within the world-city, forced to work with the institutions rather than going above their heads. Such forces are easily manipulated by larger and more numerous native members of the Exchange, resulting in a silent but less deadly war of numbers. The tides of battle have ebbed and flowed, with alliances formed and betrayed, but the CEF and the NEC Colonial Board have allowed this proxy war to continue provided it does not interfere with their war-making capabilities. Indeed, the NEC commanders have actively encouraged the conflict, believing that the divisiveness thus engendered — some native corporations have actively sided with the invaders — keeps the Corporate Executive weak and ineffectual. If the corporations are fighting among themselves, or against their Terran rivals, they are not plotting against the CEF. They misjudge the resolve and versatility of the corporations, something that may yet be the CEF's downfall.

In addition to their mediating role, the Corporate Regulatory Authority (see page 17) manages the day-to-day operations of the Caprice Mercantile Exchange. The CRA exists to govern relationships between the corporations, maintaining order, adjudicating disputes and generally overseeing fair play — it only made sense to have them oversee the stock market as well. Though not widely liked, the CRA is seen as a necessary evil, preventing corporate excess and limiting anti-competitive practices. The CRA's field agents, known as Monitors, prowl the floor of the Exchange looking for illegal transactions. Any infractions discovered by them go to one of the CRA's Judicial Analysis Teams. There have been numerous calls to reform or abolish the CRA; the NEC has sought to suborn their influence in the past few years, seeing the agency has a possible obstacle to its domination of the entire Caprician political sphere. The Commonwealth Intelligence Directorate (CID) in particular has attempted to use the CRA as a means of placing agents into the corporations to monitor and influence their activities. Stock market manipulations have often been seen as a safe and efficient way of doing so.

■ Wheeling and Dealing

The CME handles a wide variety of transactions. Direct trades are the sale of goods between two parties in which the Exchange stands as arbiter. Such transactions are not required to be performed through the CME (indeed, companies such as KSM make considerable profit by facilitating such deals outside the CME) but are commonplace where there are grounds for distrust between the parties or they wish for the transaction to be seen as scrupulously clean. The Exchange operates a sliding scale tariff for mediating in such matters, charging up to one percent of the net value of the transaction.

The trading of stocks and shares is the most common transaction in the exchange, bartering influence and riches, but futures trading is also a common practice. This involves companies buying as-yet-undiscovered resources, gambling on their availability and price. This practice subsidizes the operations of many surveying and mining companies, providing them with the funds to operate and a guaranteed market for their produce. Should the operation not turn up the appropriate resources (a rare occurrence on mineral-rich Caprice) the speculators lose money, but in most cases the investment gains them access to minerals with minimal effort.





CRACKING



"Move along. There's nothing to see."

What a cliché thought Mika Hourani as he waved his baton, diverting traffic and pedestrians around the incident. *Of course* there was something to see, and human nature being what it was, people wanted to know. Seeing Hourani dressed in his dark Corp-Serf uniform, however, a pistol at his hip, meant that few people were inclined to argue with him. A dozen meters to his left Corporal Bertram Prosser carried out pretty much the same task, while behind him a forensics team scoured the wreckage, a tangle of blood, metal and bone.

To Mika, it appeared to be a suicide. A young woman, a standard corporate worker judging by what he'd seen of her outfit. Eyewitness reports were unclear but it appeared that she'd leapt from one of the many balconies overlooking the boulevard. How she'd avoided the sunscoops and catch-nets he couldn't guess but she had, striking a passing groundcar. Amazingly, the driver had survived, but he was badly shaken. Someone hitting your car at terminal velocity had that effect. As to *why* she'd done it, well, that was work for the investigators to establish though he could hazard a guess.

KSM had a reputation as a hard case, working new associates into the ground. His sister, Karolin, knew this first hand, having worked for the corp for six years. Her first few months had been hell, assigned to a small office on the 65th floor of the corporate arcology and pretty much thrown in at the deep end. They gave her work to do but largely left her to her own devices, to sink or swim under the load and the backbiting office politics.

Officially, the staff worked nine-hour shifts, rotating so as to give 26-hour coverage in the offices. In practice, however, the days routinely ran to 13 or even 15 hours, with any attempt to leave "on-time" considered shirking, a lack of the requisite "company spirit." At best that would blight your career. At worst it could result in the termination of your contract. Not a few broke under the pressure, though few took so extreme a way out as this woman.

Mika glanced back over his shoulder at the wreckage. *What a waste. What had it been*, he wondered? Missed deadlines? Peer pressure? He'd probably never know.

Karolin had been lucky. She had the opportunity to escape the company before it destroyed her, buying off her contract and moving to Gallot. Not that the automotive manufacturer was that much better in the grand scheme of things; since the CEF occupation even they had been turning up the pressure, struggling to meet the demands of Caprice's Terran overlords.

There were times when Mika despaired of the status quo, of the companies, of his job. For a long time he thought he was alone but two nights ago he'd been introduced to others of like mind, looking to oppose the CEF and re-shape Caprician society.

The resistance.

Liberati.





3.1 - POLITICAL STRUCTURE

At first glance, the Trent Sector Accord of 5372 made little difference to the balance of power on Caprice. The corporations remained in charge, managing the day to day events of almost all the population on Caprice and continually striving for their own interests. In practice, however, the Accord placed a number of limitations on corporate operations, restricting the scale of their conflicts and forcing them to place the care of the workers above profits for their shareholders. The Accord also created pan-corporate institutions for the first time in Caprice's history, to regulate relations between the business interests on Caprice and to maintain order among the populace. Officially neutral, the Human Concordat oversaw the provisions of the Accord and had been granted powers to censure companies in violation of the treaty. At the simplest level, the Concordat Colonial Board could impose fines or trade quotas but for more serious offenses it could force changes in management, issue arrest warrants or seize assets. The final sanction, only used five times in Caprice's history, was to break up companies and redistribute their assets and personnel.

Earth's withdrawal removed this oversight from Caprice's corporations, though self-interest in those dark days ensured the corporations — those that survived — worked together to maintain order. The Coalition became the de-facto planetary government with the Caprician Corporate Executive the main decision-making body. The other colonial-era institutions served as mechanisms for restoring and maintaining order and for rebuilding the planet's shattered infrastructure. Indeed, save for a strengthening of the institutions' powers, the political system of Caprice discovered by the CEF upon Earth's return was little different to that its ancestors had left behind. It resumed its supervisory role, directing Caprician industry to meet the needs of the CEF and managing limited interstellar trade. Though publicly going along with the NEC's directives, many native corporations feel bitter about Earth's renewed influence in their affairs. From this resentment have come secret plans and preparation for rebellion.

3.1.1 - Caprician Corporate Executive (CCE)

Established with the aim of maintaining order among the corporations, the Caprician Corporate Executive (CCE) is the principal decision-making branch of the planetary government, working with both the Assembly (see 3.1.2 *The Coalition Assembly*, p.16) and the individual corporations. In theory, the 12-person panel has absolute authority over all aspects of life on the Gateworld but in actuality, the CCE is subordinate to the NEC Colonial Board, its decisions subject to ratification. Under the guns of the CEF, the CCE has little choice but to tolerate the situation, though even pro-CEF corporations dislike the supervision of their activities that the NEC insists upon. A succession of NEC monitors has met passive resistance from the executive — 'miscommunications' over scheduling, venue or agenda being the most common forms — though the current incumbent, Ludmilla Gamarov, has become adept at overcoming the obstacles placed in her path.

The powers of the CCE are far-reaching but based on consensus and influence rather than direct control. Indeed, the CCE has immediate authority over very little on Caprice, with most properties and institutions in corporate hands. For example, though the CCE dictates the content and requirements of the education syllabus, individual corporations own and operate the schools and other institutes of learning. The threat of censure and/or economic ruin is, however, enough to keep most corporations in line. The CCE can discuss any matter that affects Caprice, either on its own initiative or that of the Assembly or after a petition from a non-member corporation. The CCE is not required to consider petitions from outside the CCE but is required to consider any matter proposed by a member of the CCE. In theory, the Coalition Assembly can force the CCE to consider matters but in practice divisiveness and corporate politics deadlock the representative body and leave it powerless, rarely attaining the three-quarters majority needed to enforce its will. Consequently, many smaller corporations take their concerns to member-corporations rather than through the Coalition Assembly, further enhancing the power and influence of the principal corporations and establishing a web of debts and favors. Decisions within the CCE are by vote and require a two-thirds majority of the entire membership

The Trent Sector Accord allows any corporation operating on Caprice to nominate itself for the CCE, though when the Human Concordat withdrew this was limited to Caprice-based companies, a provision the interloper corporations have sought (in vain) to overturn. Elections for membership of the CCE occur on 14 Penates every year, taking the form of a corporate block-vote where each company's voting power is proportional to its CMEC rating (see 2.2.4 *The Stock Market*, p. 13). In most cases the corporate chairman represents the company on the CCE, though each may send a proxy instead. Hakkar chairman Mazir de Souza routinely exercises this option and others may do so because of illness, scheduling conflicts or to voice displeasure. Indeed, a common stalling tactic is to send a proxy empowered to observe and comment but not to vote on substantive issues.



Members of the CCE

Chairman Lothan Muir [for Mazir de Souza] (Hakkar)	Morgan Venarow (Venarow Conglomerate)
Eleni Cohl (Kalam-Sollars-Makhan)	Joachim Landsdowne (Envry Electric Dynamics)
Clayre Gessiyum (Gallot Caprice)	Vance Gordon-Lewis (Gordicon Industries)
Gabrielle O'Reilly (Costa Moreia)	Carlotta Shu (Dandiann Ventures Mining)
Alecks Sugano (CENN)	Luci Petranov (Extravaganza Playworld)
Michi Jones (Kinzler Industries)	Ludmilla Veranov (NEC Monitor)
Stefan Kiessel (Caprice Ships Interstellar)	



3.1.2 - Coalition Assembly

While the Caprician Corporate Executive is the brains of the Gateworld's government, the Coalition Assembly is its nervous system. The Assembly uses geographic divides to determine its membership: hubs within Gomorrah and quadrants in the highlands. Theoretically, the Assembly provides a voice for the individual people of Caprice and the smaller companies not represented in the CCE or the Exchange, each councilor placing the interests of his or her constituency above all other considerations. In reality, however, almost all the councilors have corporate ties (the principal exceptions being councilors from the highlands) and find it impossible to escape the web of intrigue that enmeshes politics between the companies.

Petty debates and arguments combine with longstanding grudges to deadlock the Assembly, preventing councilors from reaching consensus on any substantive issues. Though appearing to be a natural process of the Assembly's diverse nature — inter-hub rivalries, the trench representatives vs. those from the highlands, and so forth — this factionalization has in fact been managed by the top-tier corporations for centuries. Regarding its democratic principles as an anathema to their ambitions, the largest corporations, those that control the CCE, have a vested interest in keeping the Assembly weak and thus freeing themselves from its influence.

Vital Statistics

Legal Name:	The Coalition Assembly
Headquarters:	CCE Tower, Gomorrah Hub
Leader:	Assembly Chair Conal Garland
Goals:	Representative Government for Caprice (official), advancing corporate agendas (unofficial)

◆ Organization

In theory, popular vote determines membership of the eighty-member Assembly. Each of the 72 hubs has its own representative, and there are two additional councilors from each of the four highland quadrants, including the settlements surrounding the Cat's Eye Trench in the northeast quadrant. In practice, however, corporate politics play a major role in the process, most of the electorate supporting their company's candidate. Indeed, some companies go a step further and insist on the right to vote as a proxy for their staff in the employment contracts they issue. Though officially frowned upon, such "block voting" is legal and has formed part of the Coalition election process for over three centuries. Additionally, unlike the CCE, where a corporation may have only a single representative irrespective of its size, many of the largest companies control multiple councilors, giving them considerable influence over the Assembly. Fortunately for the smaller companies, most of the first-tier companies pay the largely powerless Assembly little heed and thus don't apply their full strength to the electoral process, preferring instead to work through the CCE.

These elections take place every two years on the 1st day of Lares with new councilors taking their seats the following month. No restriction exists as to the number of terms a councilor may sit in the Assembly though only a few stay beyond a third term, the remainder choosing to resume their corporate careers. The first act of the new Assembly is to vote one of its members, usually the longest serving, as Council Chair. Though high profile, the position has little power and is usually little more than a figurehead. The current incumbent, Conal Garland, has other ideas.

The Assembly meets for ten days every month in the debating chamber of the CCE Tower. Officially, the unicameral Assembly discusses issues that affect all of Caprice but in practice many of the issues are regional, relating to matters within or between a handful of hubs. This often prompts considerable argument between the councilors and locks the chamber in insoluble debate that effectively destroys the Assembly as a government body, leaving power in the hands of the CCE.

◆ Current Concerns

While the CEF occupation is a major concern of the Assembly, corporate and regional politics continue to be the driving force within the council chamber. Elected in LC 275, Councilor Lewis Heffernan has sought to end much of the factional fighting, his goal to allow the Assembly to retake those powers usurped by the CCE. The representative for Islington hub and an employee of the Islington Health Trust (a regional healthcare contractor), Heffernan's efforts have met with some success, particularly among the delegates from the least prosperous parts of Gomorrah. Unfortunately, they have also attracted the attention of the major corporations. They have no desire to see the Assembly strengthened, thus denuding their own power, and have fought back, working to ensure no consensus emerges in the chamber. Additionally, several companies have worked to undermine the councilor's position, engaging in a smear campaign to ensure he is not re-elected at the next plebiscite.

Heffernan has found a new ally in his struggle to strengthen the Assembly, the Commonwealth Integrity Directorate. The CID sees strengthening the Assembly as a way of weakening the power of the Executive and has thus provided the councilor with intelligence to aid his campaign. Heffernan is uneasy about this association but welcomes any support against the top-tier corporations.





Corporate Regulatory Authority - 3.1.3

The principal tool of the CCE is the Corporate Regulatory Authority (CRA). Ostensibly, the CRA exists to govern relationships between the corporations: disseminating the dictates of the CRE, maintaining order, adjudicating disputes and overseeing fair play. The CRA maintains a close eye on corporate activities, ensuring compliance with the Trent Sector Accord and the numerous elements of legislature enacted by the CCE. Though not widely liked — many corporations regard CRA agents as legitimized spies sent to steal their secrets — the CRA is seen as a necessary evil, preventing corporate excess and limiting anti-competitive practices.

The view of the CRA as a malign influence has, however, a basis in truth. Some CRA Monitors do pass sensitive information to their parent companies, giving them an advantage in the ever-changing world of business politics. Officially, such practices are discouraged but in reality they are a cornerstone of corporate politics, a mechanism by which the largest business protect their position and crush their rivals. More than one up-and-coming company has found its path blocked by a CRA investigation instigated by rivals in the CCE, its advantage reduced or reversed by the delay.

The decision to exclude non-native corporations from the Caprician Corporate Executive has the side effect of excluding them from the CRA's remit. Such companies — like Elite Genom Labs and Lysander, Inc. — are thus free to operate unimpeded, bound only by their relationship with the NEC Colonial Board who 'invited' them to join the expeditionary force. Operating outside of the restrictions that have maintained order in Gomorrah for centuries, such companies are a grave threat to the situation on Caprice. It might be possible to bring the interlopers under the aegis of the CRA but doing so would require involving them in the CCE, something the native companies refuse to sanction.

Vital Statistics

Legal Name:	Corporate Regulatory Authority
Headquarters:	CCE Tower, Gomorrah Hub
Leader:	Chairman Tam Dyllard (KSM)
Goals:	Adjudicating disputes between the corporations of Caprice (official), maintaining the power of the CCE and the position of the first-tier corporations(unofficial)

Organization

A board of 25 Adjudicators manages the CRA, each member nominated by the CCE. Unlike its parent body, where a corporation may only hold a single seat, there is no restriction on the composition of the CRA. Indeed, both Hakkar and Gallot Caprice have two seats on the CRA while KSM has three, reflecting their position as mediators. A chairman heads the CRA, elected by the members of the board from within their number.

The principal role of the CRA is to maintain order, serving as a hybrid of security force and judiciary. The CRA does not, however, coordinate the Corp-Serfs who operate throughout Gomorrah (that falls to the Gomorrah Coordination Committee — see p. XX), though the CRA does maintain its own field agents to investigate corporate actions. These operatives, known as Monitors, have, in theory, unimpeded access throughout Gomorrah. In reality, however, a desire to maintain proprietary technologies and procedures prompts corporations to limit Monitor access, calling on them to demonstrate "just cause" for many investigations. The result is an intricate game of cat and mouse between the CRA and the corporations, each attempting to block the other's operations.

Any infractions discovered by the Monitors go to one of the CRA's Judicial Analysis Teams, which examines the evidence and judges the seriousness of the matter. In the case of minor infractions the teams can issue warnings or impose fines on their own initiative but more serious cases are referred to the CRA board for adjudication. Any decision of the CRA can be appealed to the CCE though such procedures take considerable time and any fines are subject to a 50 percent interest penalty per calendar month.

Current Concerns

Due to the restriction on its operations, there have been numerous calls to reform or abolish the CRA. Most suggestions have called for greater freedom for the corporations, allowing them to turn their full might — physical and economic — against their rivals from Earth. Though such a move would free the native corporations to act as they see fit, it would also arouse the anger of the CEF. Though willing to tolerate conflict between the Caprician and Earth corporations, the military has no desire to see its supply of equipment and materiel interrupted. The CCE has thus far refrained from altering the CRA's charter though it has sought to rein in the rapacious activities of the interlopers.

While the NEC has allowed the CCE to remain in notional charge of Caprice, it has sought to suborn the CRA, using it to expand its influence and intelligence gathering across the planet. The Commonwealth Intelligence Directorate (CID) in particular has attempted to use the CRA as a means of placing agents into the corporations to monitor and influence their activities. While the CID has undoubtedly bribed some members of the CRA, it has found it difficult to overcome the corporate loyalty ingrained in most Gommorrans.



3.1.4 - Gomorrah Coordination Committee

Most corporate fiefdoms on Caprice are self-contained, but in the Cat's Eye Trench, corporations are obliged to work hand-in-hand. Without some form of regulatory body, self-interest would make such a task impossible and so from the earliest days of settlement on Caprice there have been informal liaisons between the corporations resident in the trench. With the Trent Sector Accord, these liaisons were made official as the Gomorrah Coordination Committee (GCC).

The committee's remit is far-reaching, touching upon all aspects of life in the trench city. At its most basic level, the GCC maintains standards between the rival corporations, ensuring compatibility in a variety of fields including power generation and communication. Seemingly a simple process, the committee struggles to prevent one company forcing its standards and protocols on the city without consultation. This is not to say standards haven't changed over Caprice's long history, but the committee ensures they do so in a controlled manner, avoiding chaos and minimizing incompatibilities.

The committee also oversees planning and infrastructure maintenance in the city. Each corporation is responsible for its own elements of the patchwork that is Gomorrah, but the committee ensures the corporations adhere to minimum requirements, both for safety and to meet the work forces' needs as laid out in the Accord, and to ensure they don't work at cross-purposes. Caprice's early history is littered with construction disasters resulting from a company's desire to put profitability over the welfare of its people. Today, with everything tightly packed in the trench, any such disaster could have far-reaching repercussions, jeopardizing lives and hindering the operations of other companies. The core principle is the same as pervades Caprician law — consent — so if by action or omission a company impedes the operations of another they may fall foul of the committee.

Another important role of the committee is traffic management in the trench, both ground and vector-thrust vehicles, though shortly after its arrival, the CEF attempted to take over this function to monitor the activities of the corporations better. Its initial efforts to do so resulted in chaos and the armed forces had little choice but to turn to the committee, re-hiring many of those whom they had recently disenfranchised. Consequently, the operations proceed much as before, though NEC observers attempt to monitor affairs as much as possible. In a city of 311 million people, however, watching everything is impossible, a fact exploited by corporations and Liberati alike.

The last and most significant role of the Gomorrah Coordination Committee is maintaining law and order in the city via the Department of Law and Consent (DLC). Though Corp-Serf (Corporate Security Force) units report to their parent corporations, it is the DLC that maintains standards among what amount to the Caprician police and that directs their operations. The DLC operates a number of Corp-Serf facilities throughout Gomorrah, ranging from local precinct stations to large installations such as Ming Base (see p.42, **Life on Caprice**). Until the arrival of the CEF, the DLC also operated the Bastille Alpha prison complex (see Chapter 5, **Life on Caprice**).

Vital Statistics

Legal Name:	Gomorrah Coordination Committee
Headquarters:	CCE Tower, Gomorrah Hub
Leader:	Chandra Drangomir (Costa Moreia)
Goals:	Maintenance of Gomorrah's infrastructure

◆ Organization

The Gomorrah Coordination Committee comprises a collection of departments and units, each headed by a director who sits on the committee proper. The departments include the following: Department of Standards; Department of Communications; Department of Water; Waste Management Unit; Department of Energy; Department of Buildings; Department of Zoning; Traffic Management Unit; Department of Public Transport, Department of Law and Consent.

The CCE appoints each director, making the posts as much political as managerial, and the departments draw their personnel from the corporations. In theory, all corporations contribute to the GCC in proportion to their size but over the centuries several specialist corporations have emerged to handle such tasks, paid by those unwilling — or unable — to meet their commitments. Most of these "service corporations" are seen as small and weak, having little influence in Gommorran affairs. In reality, most exploit their "invisible" status to give them considerable influence in the city. The best known, Costa Moreia, sits on the CCE and effectively controls the GCC.

◆ Current Concerns

Vital to the operation of Gomorrah, the GCC operates in a delicate balance, the ten departments controlling thousands of work teams throughout the city. Coordination of these efforts is vital to prevent the chaos, and the arrival of the CEF threatened to overturn that balance (as demonstrated by the NEC's failed attempt to take charge of traffic management). Thankfully, the Earth forces backed off but this has not prevented a succession of subtle changes to GCC operations. For example, the CEF has directed Corp-Serf units (part of the Department of Law and Consent) toward anti-terrorist operations, making them an extension of the CEF, and has similarly modified the data-rig network (the responsibility of the Department of Communications) to track the populace. Neither is a major change to the departments' operations but have been viewed as signs of collaboration by opponents of the CEF occupation.





NEC Colonial Board - 3.1.5

The NEC knew it would need an organization to manage its recaptured territories and formed the Commonwealth Integrity Directorate (CID) to administer its off-world holdings. Part bureaucracy and part secret police, the CID's principal concern is maintaining law and order in the occupied territories and ensuring the 'liberated' worlds properly support the mother world. The CID presence on Caprice is massive but largely concerned with Bastille Alpha. The principal expression of the CID in Gomorrah is the NEC Colonial Board, an administrative group established to oversee the Coalition, the CRA and the GCC.

Unlike the CID as a whole, the Colonial Board's mandate is precisely defined, namely a resumption of trade between Caprice and Earth and the cooperation of Caprician corporations in building and maintaining the CEF forces in the Caprice system. Initially this was to be a small-scale task, replacing the losses sustained in capturing Caprice itself, but has become increasingly important with the need to rebuild the CEF after the disasters on Terra Nova and Atlantis.

The Colonial Board manages numerous R&D projects, passing their results to one or more corporations for development. In most cases, new production and research is limited to trustworthy institutions, namely the Earth corporations that accompanied the CEF to Caprice. The increased demand for materiel has, however, forced the Colonial Board to exploit native corporations, drawing companies such as Hakkar and Gallot Caprice into their logistics web.

Debate has raged within the board as to the degree of trust that can be placed on the native conglomerates, and to-date their involvement is limited to non-sensitive projects. It seems likely though that if the CEF is to exploit Caprice's industrial might fully then local corporations will have to be involved. Establishing the trustworthiness of the various companies has thus been a major task for the CID and one in which it has had little success.

Hitherto the Colonial Board has had the luxury of time to meet the demands of the CEF but with the Black Talon strike and increasing frustration at the CEF's lack of progress elsewhere, they are coming under increasing pressure to "deliver the goods." Fleet Admiral Winthrop, commander of the CEF in the Caprice System, has authorized the Board to take whatever action is deemed necessary to expedite the flow of equipment.

□ Vital Statistics

Legal Name:	NEC Colonial Board
Headquarters:	CEF HQ, Paladin Lots
Leader:	Colonel Constans Liu
Goals:	Integrating the economies of Caprice and Earth; supporting the CEF

◆ Organization

The Colonial Board is an amorphous entity, its exact composition in constant flux depending on pressures exerted on the CID. At its head is the Oversight Committee, comprising five senior CID officers whose role is to monitor affairs on Caprice and with the CEF, adapting CID policy accordingly. They are aided in their task by numerous analysis teams, who sift through production reports submitted by the corporations and requisition information from the CEF Logistics Corps. The Board also exploits its own CID resources to investigate the situation on Caprice, principally field agents slipped into the workforce at various points during the occupation. Initially the operatives were Earth-born agents but as the occupation progressed natives have been recruited to the CID, making them harder to identify. Most simply pass on general information about their employer but others are tasked with specific missions, ranging from determining why production quotas have fallen to infiltrating Liberati cells.

The NEC Colonial Board R&D teams have worked hard to exploit technologies unique to Caprice and Terra Nova, resulting in numerous new weapons for the CEF. Principal among these are Frames, lighter and more agile versions of the Gears used by the Terranovan militaries, though research on new variants of hovertank, landing craft and even personal weapons is underway.

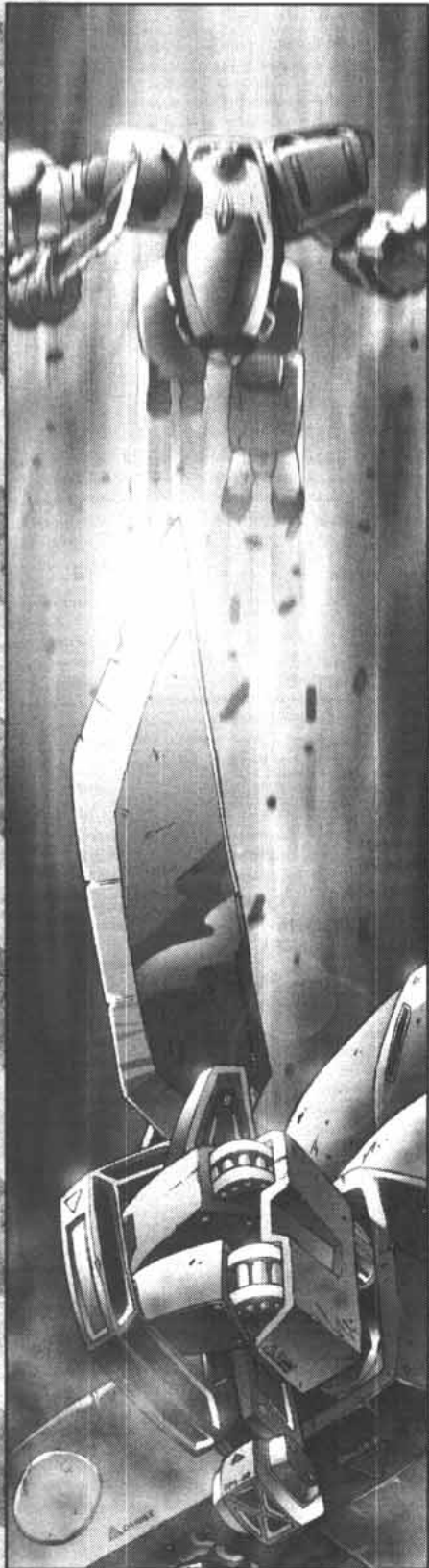
◆ Current Concerns

The burden of administering Caprice, even exploiting the existing institutions, has stretched the CID to capacity. The Colonial Board makes valiant efforts to meet the demands placed on it but the paucity of resources — most of the CID's day-to-day efforts focus on Bastille Alpha — has led to mixed results. Caprician industry produces the goods the CEF desires, but not in the volume the Board would like. The scale of Gomorrah prevents the Colonial Board from investigating the problems to the degree they would like, giving them little choice but to trust the corporations, something they are loath to do. Only a belief that Caprice is largely pacified has allowed the board to proceed with any degree of confidence, though a few individuals believe the Liberati remain a substantial threat to the CEF. The Black Talon strike has bolstered support for such views but the Board lacks the resources to increase its monitoring of the corporations.





BLOOD BOUND



"In the blue corner, representing Hakkar, Isybel Czenza."

Massive floodlights high in the stadium walls burst into life, illuminating a blue and gold Mount that had been crouching in the shadows. For a moment the burly machine remained hunkered down and then, as if responding to some silent cue, it rose to its full three-meter height and strode forward. Reaching the center of the arena, the Type 32 "Little Boy" Mount raised its bulky arms above its head and slowly turned. The home crowd roared in support for its champion, thousands of voices in unison echoing around the chamber.

"And in the red corner," the PA system was barely audible above the roars, "for Costa Moreia, Dugga Revell."

Another set of lights came on, highlighting a white machine in many regards the twin of the machine reveling in the adulation of the crowd. It took two steps forward then halted, drawing its arms in front of its body. Slowly, it bowed to the Hakkar machine, drawing catcalls from the crowd. The jeers died as the pilot held the pose, demonstrating his skill in keeping the machine upright. The blue Mount stopped its posturing and turned to face its opponent, inclining a few degrees in mockery of the Moreian machine before striding away.

"Combatants, arm yourselves and take your places."

Both machines returned to their own corners and drew massive vibroblades from floor-mounted holders. With the hiss of hydraulics and the whirl of gears, the metal scabbards retracted into the floor, leaving no trace of their presence.

"I remind you that this is a Blood Match. The battle will continue until one of you is incapable of fighting. There will be no surrender, no agreements of a draw. Do you understand these conditions." Each Mount raised and triggered its blade, signaling acceptance. "On my command... Fight!"

The blue Mount of Hakkar immediately leapt forward, its speed belying a mass of over two tons. Its opponent was slightly slower and Czenza's blade scored a groove across its nose before the Moreian pilot got clear. He immediately slashed back but too slowly, and the Hakkar machine danced away.

For a moment the two machines faced off, then again Czenza danced forward. This time rather than simply lunging with the blade she lead with her Mount's off hand, catching her opponent's weapon arm in a vice-like grip. Her own blade then darted forward, almost touching the other machine's belly before Revell was able to block the thrust by catching her arm. Servos whined as the two Mounts struggled against each other, two titans wrestling in the artificial sunlight of the stadium, neither having the brute strength needed to overcome the other.

To the untrained eye, it was a simple mistake that broke the stalemate, but in truth experience simply won out over arrogance. The right foot of the white Mount slipped and Revell momentarily slackened his grip as his machine struggled for balance. Czenza twisted her right arm hard and stabbed deeply at her opponent's exposed midriff.

An opponent who was no longer there.

Revell withdrew his blade, pink steam rising from the super-heated implement as the Hakkar Mount collapsed face-first on the paving.





4.1 - CORPORATIONS

There are thousands of corporations on Caprice, each with widely divergent resources, personnel and goals. They vary in size from “mom-and-pop” organizations comprising the members of a single family, to massive conglomerates like Hakkar that employ millions of people. The smallest companies have an almost infinite number of permutations — each is effectively unique — but large companies exhibit many of the same structures and methods. These similarities allow the generalized study of corporations and their operations, a core part of the curricula in Caprician schools, which is vital to understanding the corporations in general. For example, almost every resident of Gomorrah, from street-sweepers to chairmen of the board, has an innate understanding of the CMEC rating and its significance within the politics and economy of the infinite city.

The following sections examine three core features of corporate life — corporate status, corporate structure and corporate ownership — and provide details of six of the most important corporations operating on Caprice, both native and interloper. These “biographies” provide an overview of the corporations, detailing their histories and politics, the industries in which they are active, their methods, resources, goals and their outlook. Each biography also profiles the chairman of each corporation, as well as details other important figures in the corporation’s management and operational staff.

Although this section profiles only the elite of Caprice’s corporations, many of the structures, features and attitudes of these companies are fairly typical of Caprician corporations as a whole and can thus be used as templates for other corporate entities. Though they would not be as large or complex, they effectively function the same way and generate much the same results, albeit on a smaller scale.

4.1.1 - Corporate Status

Though often ephemeral and fleeting, status is the driving force behind many corporations. With status comes power and influence, each as much the goal of the corporations as wealth. Indeed, with the corporations inextricably linked to the government of Caprice, power games are the principal occupation of the largest companies.

The most tangible form of status on Caprice is the CMEC rating each corporation gains when it is listed on the Caprician Mercantile Exchange. A compound rating, the CMEC value reflects a company’s wealth, profitability and resources, based upon information provided by the annual returns posted by each company. The formula used to calculate the value is complex and intricate but perceived as an accurate summary of a corporation’s (official) strength, the pinnacle of thousands of years of economic theory. In reality, the CMEC rating is only as good as the information provided to the CME, which while never lies is rarely the whole picture.

Most mom-and-pop companies have scores in the tens, with small businesses perhaps extending into the low hundreds. Officially, the dividing line between a *company* and a *corporation* is a CMEC rating of 500. This is an important distinction with Caprician law as corporations are eligible for representation on the CCE and to vote in the associated elections, while companies have no special rights associated with their status.

Known as third-tier corporations, those with CMEC scores above 500 but below 1000 have legal standing under Caprician law but no substantive influence in the government. In almost every case, third-tier corporations are diversified companies, involved in a number of markets and endeavors. A few of the largest single-industry companies such as the Sandpiper group of stores (including the KD Ray electrical chain and the Pronto! clothing outlets) also ease their way into this group.

Corporations with CMEC scores above 1000 but below 5000 represent many of the largest businesses on Caprice. With only two exceptions (Caprice Ships Interstellar and financial litigators BKZ), these second-tier corporations are massively diversified conglomerates and include such notables as the Mallory group (owners of automotive retailers Sharkey’s and Sloaman Educational establishments) and Primero (which operates the Vie entertainment complexes as well as the Whitegate line of health clinics).

Corporations with CMEC ratings exceeding 5000 are the preeminent powers on Caprice, the rich and influential first-tier corporations. Less than a hundred corporations currently hold such lofty status, which is further denoted by their rank indicators. For example, Hakkar has the highest CMEC rating (currently 10,491) and is thus awarded the 1st rank while Vitalife, with a CMEC score of 8377 is ranked 23rd. An exception to this are the Earth companies operating on Caprice. Their influence affords them status comparable to the first-tier while their actual CMEC scores (where listed — some, like EGL, have declined membership in the exchange) are at best comparable to second- or third-tier corporations.





4.1.2 - Corporate Structure

Though often with widely different goals and operating procedures, most companies have many features in common. All are hierarchical, each corporation's governing board passing decisions down to individual subsidiaries, departments and operating units. This can range from ultra-specialized corporations like CSI, the "components" of which work closely in the same industry, to the widely divergent subsidiaries of Hakkar. It is also common for subsidiaries to own other subsidiaries, forming a pyramidal structure with the parent at the apex. Convoluted chains of ownership often disguise the ultimate title-holder of each company, a fact exploited by many corporations to conceal their activities. For example, while core companies often carry out high-profile work, many corporations delegate sensitive projects to subsidiaries whose ownership is less well known, concealing them from prying eyes.

In some cases, companies operating under the same corporate "umbrella" work together, sharing resources for the sake of efficiency. Healthcare and education are the prime examples, provision for which is mandated by the Trent Sector Accord, but business-related departments may also be shared amongst subsidiaries. For example, the Sandpiper group, while containing diverse retail outlets, has a single accounts department to handle its finances. Though operating in a number of markets, the principals of Sandpiper's business remain the same, allowing the corporation to share resources. Such business-independent resources report directly to the parent company (or the controlling subsidiary in larger groups). At other times, corporate politics or business requirements may dictate a duplication of function. For example, while both are concerned with research and development of consumer electronics, Hakkar's DigiTek and Brigantine subsidiaries maintain separate R&D, testing and marketing arms, deliberately duplicating many functions in order to maintain the "purity" of their brand. When both companies came under the Hakkar umbrella, Brigantine feared any contact with DigiTek would compromise the quality upon which its reputation rested, tarnishing its elite image. Indeed, the two companies' advertising campaigns frequently snipe at the other, the outward symptom of a low-level feud between the Hakkar subsidiaries that their parent company, reluctantly, tolerates.

4.1.3 - Corporate Ownership



The companies and corporations of Caprice fall into two broad categories: those owned by private individuals and "public corporations" owned by the shareholders. The first type is particularly common for small companies such as stores and small businesses where the owner is also the principal worker. In such cases, the owner's control over the company's affairs is absolute within the provisions of the law. By contrast, in public corporations an individual's power is dependent on the amount of stock the individual controls, with "ownership" and "control" being nebulous issues.

Most corporations issue stocks to fund their growth and to pay initial operating expenses. Those who own the stocks have a "share" in the company and thus a right to determine its actions and profit from them. This influence is directly proportional to the amount of stock controlled. While voting rights are tied to share ownership, it need not be the owner who wields the votes. Some companies purchase the voting rights of minor shareholders, enhancing the shareholders' dividends (share of revenues) in exchange for this concession.

Some individuals likewise acquire the rights to serve as a "proxy" for other shareholders, either as part of a business arrangement or as part of an interest group. One such body, the RICS Group, holds the balance of power in the Jylland Corporation. Though only holding 0.9 percent of the corporation's total stock, the Group's votes are sufficient to decide matters between the two principal shareholders, giving the group (and its proxy, Max Han) power and influence beyond its size.

The public ownership and trading of stocks leaves a company vulnerable to influence and even takeover by competitors, and thus many corporations retain a sizeable proportion of their stocks in corporate hands. Hakkar, for example, owns 65 percent of its own shares, leaving only 35 percent in public hands. This ensures no outside influence in the company's affairs and grants the chairman, who serves as proxy for the corporate-held stocks, near-absolute power. Other companies lack the financial resources to hold back such a high proportion of their stock and are thus vulnerable to buy-outs and hostile takeovers.

This economic warfare, fought with stock values in the Exchange and with favors in the boardroom, is a central part of corporate life on Caprice. Ownership of subsidiaries, particularly the smallest ones, is flexible and while their core interests are secured against outside interference, even the largest companies occasionally lose influence.





HAKKAR (HAK) - 4.2

Arguably the most powerful of the native Corporations, Hakkar has dominated affairs on Caprice for almost two centuries. Its influence extends throughout Caprician society, both directly through its many subsidiaries and affiliates and indirectly through its market influence. Publicly, Hakkar works hand-in-hand with the CEF, supporting its administration and efforts to regain control over Earth's former colonies. In reality, however, Hakkar cares little for anything but itself, Mazir de Souza placing the corporation's well being above all other considerations. He regards the CEF interference in Caprician affairs as particularly onerous and has directed his subordinates to provide Liberati groups with covert support, helping the rebels end the occupation. In the meantime, however, de Souza's intricate schemes ensure that Hakkar remains vital to the CEF war effort, gaining considerable wealth, prestige and information from the association.



◆ Vital Statistics

Legal Name:	Hakkar, Inc.
Headquarters:	Hakkar Arcology, Venarow Hub
Date of Founding:	LC 25 (5815 AD)
Chairman:	Chairman Mazir de Souza
Principal Industries:	Hydroponics, atmospheric processors, heavy engineering, electrical engineering. Mount, VTOL and ground vehicle manufacture, ice mining
CMEC rating:	10,491 (1st)

History - 4.2.1

One of the largest and most important companies on Caprice, SynTek was hit hard by Earth's decision to abandon its colony worlds. Senior management fled with the colonial administration, taking with them as much equipment as they could bribe the ship captains to carry and sabotaging everything they could not. No one was to benefit from their withdrawal, or so they thought.

Effie Hakkar was the manager of a major heavy industrial subsidiary but, having been born in Gomorrah, declined the management's offer of a seat on an evacuation shuttle. She refused to abandon *her* people and did everything she could to mitigate the 'scorched earth' policies of her superiors. Hakkar was able to draw a number of surviving SynTek subsidiaries together, the collapse of the Caprician economy and the resultant social chaos providing considerable impetus for her efforts. Soon other companies from outside the SynTek family saw the advantages of working together and joined Hakkar's association, sharing resources and exploiting preferential trade relationships with each other. At first, the alliance was unofficial but in LC 25, an association meeting decided to formalize the relationship, merging as a new company with the former SynTek manager at its head. The resultant company, Hakkar, Inc., quickly became a household name, exploiting its broad range of subsidiaries to gain influence across Caprice. By the time Hakkar died in LC 41 (she never retired, dying in her office at the age of 94) her corporation was in the top five on the Gateworld. Within three decades it held the number one slot, a position it has never relinquished.

This is not to say, however, that life has been smooth sailing for the conglomerate. In LC 59 (5864), the corporation found itself involved in a bitter war of words with the now-defunct Keyser-Moran Corporation over mineral rights and marketing policies. The number two company on Caprice and a survivor of Earth's withdrawal, Keyser-Moran was unsettled by Hakkar's success and sought to limit the rival corporation's growth. At first, the tactics were above board and legal: a share price war in the CME, a determined advertising campaign and cutthroat marketing. When these proved unsuccessful the K-M board became increasingly worried, instigating a series of increasingly desperate (and illegal) operations against Hakkar, triggering reprisals.

With much at stake neither company was willing to back down, and left unchecked, the dispute could easily have spread. Instead, evidence was presented to the CCE of K-M's illegal operations, prompting an investigation and sanctions against the corporation which in turn led to its spectacular collapse in LC 62 (5868). Surprisingly, these revelations came from within K-M itself rather than from Hakkar though exact details were never forthcoming. Once K-M's largest arm, now-independent Costa Moreia is popularly seen as the culprit though many also suspect Hakkar had a hand in its archival's fall.

Until LC 260 (6116), when the CEF 'liberated' Caprice, there was no doubt as to Hakkar's dominance. Chairman Mazir de Souza, elected in LC 198 (6038), maintained a solid grip on his people, giving them enough leeway to exploit individual talents while guiding each subsidiary to best advance the goals of the corporation. The arrival of the CEF upset many of de Souza's plans, with numerous Earth corporations accompanying the military and seeking to exploit their 'special relationship' with the invaders.



4.2.2 - Industries

Hakkar is among the most diverse of the Caprician corporations, thanks largely to its origins as a trade association. This broad base of business has allowed the company to weather the rises and falls of Caprice's economy with few problems, also affording the conglomerate many opportunities for expansion. Despite this, Hakkar does have recognizable core businesses, linked to engineering and life sciences.

Heavy industry has been a mainstay of the corporation since its founding, ranging from the manufacture of steel girders and pre-fabricated structures to the assembly of complex machinery, including Mounts and non-walker vehicles. The company's forging, smelting and assembly plants are major employers in the city but are also among the worst culprits in polluting Caprice's fragile atmosphere. The CEF has seized a large proportion of this capacity though Hakkar's "cooperation" with the occupying force has allowed it to retain a substantial presence in the civilian sectors. Hakkar maintains its own mineral prospecting teams and has its own extracting and refining facilities but they play a minor role in supporting the company's manufacturing arm. Instead, Hakkar finds it more cost-effective to buy the bulk of the materials it needs from dedicated companies or freelance prospectors. Indeed, acquiring such materials from nomadic prospectors plays an important role in concealing the corporation's contacts with the Liberati.

The manufacture of portable and large-scale atmosphere processing equipment is an important strand of the company's business. Such devices play an essential role in construction, particularly on the surface but also in Gomorrah. Without the compressors, scrubbers and oxygen manufacturing systems produced by Hakkar (and others), settlement on the surface would be impossible. Likewise, without Hakkar-built scrubbing systems the air in the Cat's Eye Trench itself would quickly become so polluted as to be incapable of sustaining any life. It is, however, in vehicle-mounted systems (used in both vector-thrust craft and crawlers) that the company dominates. Almost half of such vehicles operating on the Gateworld use Hakkar atmospheric systems and many of remainder use Hakkar-designed devices. The company also builds many of the hydroponics facilities that dot the city and provide essential foodstuffs. The company operates few such facilities, however, and food production accounts for less than one percent of Hakkar's revenue.

Hakkar is one of the few corporations to maintain a fleet of spacecraft and the associated launch and landing facilities. A number of these are shuttles that provide access to the company's orbital manufacturing and refining facilities (producing materials of a much higher purity than is possible on the surface). The majority, however, are in-system tugs belonging to the corporation's ice-mining subsidiaries.

Consumer electronics form the third main strand of Hakkar's business, ranging from cookers and washing machines to entertainment systems and data-rigs. More than a dozen brand names conceal Hakkar's involvement in the industry, each aimed at different market segments. DigiTek offers budget equipment that is cheap and functional, appealing to the mass market, while at the other extreme Brigantine caters to the elite, offering elegant systems of the utmost quality.

4.2.3 - Facilities

Hakkar has many facilities all over Caprice, though as with most corporations, Gomorrah remains the center of its power base. Their arcology in Venarow Hub serves as the administrative center of the corporate empire, containing the offices and residences of the company's upper management. A clear statement of Hakkar's wealth and power, it is one of the most impressive structures on Caprice. With almost three hundred stories, the arcology towers over the Cartman Arm, its upper reaches almost poking out of the trench. The lowest dozen levels contain a massive mall, an entertainment complex comprising theatres, gyms, swimming pools and a 10,000-seat arena, the latter used for concerts and Mount duels. Above this public area are fifty floors of offices for Hakkar's principal subsidiaries and operating units, the higher floors associated with increasing status within the company. Above this level are the apartments of the members of senior management and their families, considered luxurious even by the standards of the corporate elite. Approximately a third have private balconies overlooking either the city or the massive garden atrium at the heart of the tower. Every tenth floor contains garages and landing pads for the vector-thrust vehicles that serve as the elite's principal means of travelling around the city. The summit of the arcology contains the offices and residences of the board members, each taking up between a quarter and a half of each floor. The chairman's office, however, occupies the entire 285th and 286th floors.

The company's industrial units are less spectacular though many are equally massive. The Mount and non-walker vehicle production facility in the Hauser Trench (part of the MassTech subsidiary) covers almost twenty square kilometers and houses more than a dozen production lines as well as forging plants, refineries and a test range. Though still operated by Hakkar, the facility is, however, regarded as vital to the CEF war effort and therefore is the home of a substantial CEF garrison. Relations between these forces and Hakkar's own security troops have never been good, though each respects the other's abilities, demonstrated in regular security exercises and drills.

Hakkar's orbital installations have been its greatest concern since the CEF's arrival. Unwilling to allow companies the advantage of orbital facilities (they could easily be converted into weapons platforms), the CEF initially seized all such satellites for its own uses. Hakkar pointed out, however, that without the orbital refineries (particularly those for ice asteroids) the Caprician society would quickly collapse. Consequently, the Colonial Board relented and allowed major companies like Hakkar to resume operations, but only after the installation of CEF monitors. With the occupiers stretched to the limit, however, several of these observers have been withdrawn from the stations.





People - 4.2.4

Chairman Mazir de Souza

The chairperson of Hakkar for almost a century, Mazir de Souza has rightly earned the nickname 'The Spider of Caprice' for his extensive influence and convoluted plotting. Under his leadership, the corporation has prospered, consolidating its hold on Caprician affairs, in particular the CCE. Born in LC 125 (5946) to a family of middle managers, de Souza demonstrated a formidable intellect early on and quickly outstripped his peers at school. Thankfully, the corporation recognized his potential and sponsored his education, allowing him to develop his abilities to their fullest in return (of course) for a long-term contract with the company. Working first as a planner for the DigiTek subsidiary, he instigated a series of advertising campaigns that boosted sales three-fold and earned him a succession of promotions. His mix of insight and cunning brought him to the attention of Hakkar Chairman Emilie Pryce and by LC 144 (5971), de Souza was a member of the Hakkar board. Had he so desired, de Souza could have taken direct charge of the corporation when Pryce retired in LC 170 (6003) but instead chose to remain in the background, manipulating events from the shadows. It was not until LC 198 (6038), when no other candidate was forthcoming, that de Souza became the official head of the corporation, though he had been its de-facto leader for several decades.

The Hakkar chairman's use of life-prolonging techniques has met with mixed response among the people of Caprice, who place quality of life above longevity. To some, he is an anachronism, a relic of an age long gone, but his intellect and leadership ability are beyond reproach. Though his body is failing, de Souza's mind is as sharp as ever and he continues to play a major role in Hakkar's affairs. Cold and ruthless, he manipulates employees and opponents alike though his goals are often as much a mystery to allies as to enemies. Though rarely present in person, he maintains a solid grip on the Caprician Corporate Executive and few major decisions are made without his input.



Spokesman Lothan Muir

Lothan Muir serves as de Souza's mouthpiece in the Caprician Corporate Executive and the Hakkar board. Rumored to be a blood relation of The Spider (some say a clone) his loyalty to the chairman is unquestionable. Though seen by many as a puppet, Muir demonstrates a keen intelligence and he is widely believed to succeed de Souza when (or rather if) he retires. At present he seems content with his position as the eyes and ears of the Chairman (quite literally as his custom data-rig has a ghul circuit that allows de Souza to 'borrow' his senses). He is patient, though for how long remains to be seen.

Motivations - 4.2.5

Like most corporations, Hakkar is concerned with advancing its own position, increasing its profits and market share. Of course, this is a very simplistic view of Hakkar's goals and merely serves to conceal the economic and political complexities of the situation. Hakkar is out to make money but to de Souza and the board, power and influence are of equal importance and in many cases it is worth sacrificing profitability to increase influence. Even before de Souza's rise to power everything was considered in the long term — each plan might not bear fruit for years or decades — but since his rise to power The Spider has redefined the meaning of patience and advance planning.

To Hakkar the CEF occupation is a recent — and likely transitory — event that, though hampering its operations, will not be a permanent state. Though resenting the NEC's interference in the corporation's affairs, de Souza sees no need to rush into a war to eject the occupiers. It was he, in one of his rare personal appearances at the CCE, who persuaded the top-tier companies to "cooperate" with the occupiers, buying time to study the enemy and develop a suitable response. For the last two decades Hakkar has studied the tactics and organization of the CEF, making itself an invaluable ally of the invaders, all the while learning their weaknesses and strengths. This is a game of waiting and preparation that could only originate in the mind of an arch-manipulator rapidly approaching his third century, though it seems that outside events may force de Souza's hand sooner than he planned.

The NEC thinks it understands Hakkar and its collaboration — a desire to exploit the profits of renewed interstellar trade — but while profit does play a part in the board members' thinking, they want it to be on their terms rather than that of military overlords. Hakkar thus seeks ways to subvert the NEC, replacing it with a less extremist body that would allow commerce to flourish while granting each colony world autonomy. Hakkar wishes to remain master of its own destiny, but if it can become master of Caprice's destiny too, all the better.



4.2.6 - Tactics

Hakkar's tactics are flexible, tailored to the situation and geared to leaving Hakkar in the best position. This does not, however, always mean stunning successes for the corporation, with "tactical losses" considered an acceptable part of the company's long-term business strategy. By allowing an enemy to win an encounter (in the enemy's perception at least), Hakkar manipulates enemy businesses, directing them away from areas of interest to Hakkar and misleading them as to the Venarow corporation's true intentions. To say deceit is central to Hakkar's business strategy would be oversimplifying the situation, but it does play a substantial role in inter-corporate affairs. Bluff and counter-bluff are vital tools in Hakkar's arsenal, with weakening the enemy at least as important as improving one's own position.

Outsiders take a less generous view of Hakkar's tactics, stating that the company will say and do anything to ensure success. Though having a basis in truth — the company manipulates friends and enemies alike to get what it wants — Hakkar shies clear of outright lying and cheating (or at least being caught). It prefers to take the moral high ground, working within the strictures of the Trent Sector Accord while simultaneously provoking the opposition to contravene accepted practices (and thus incur the wrath of the CCE). In many cases, Hakkar's manipulation of events is so subtle that its involvement goes unnoticed, as took place in the dispute between Assemar and Canyonn, Mount manufacturers in competition with Hakkar Automotive. Hakkar agents gained information regarding Canyonn's new line of vehicles but rather than exploiting it directly they leaked it to a trade journal in Envry. Suspicion immediately fell on Assemar, based in Envry, and the two companies became embroiled in a bitter legal battle. In the meantime, with its principal rivals seeking to embargo each other's products, Hakkar launched its new line of Mounts to popular acclaim. When Canyonn's new line was released, six months later than planned, Hakkar had increased its market share by almost five percent.

Hakkar also plays the various regional authorities against each other, threatening to relocate elements of its business to neighboring zones in exchange for tax concessions or a relaxation in zoning regulations. After the havoc wrought by Hakkar's relocation from Friednam-Serrby, most regional authorities are more than willing to cooperate with the corporation, offering incentives to stay or relocate depending on their circumstances.

Hakkar walks a dangerous tightrope, its operatives working closely with both the CEF and the Liberati, not wholly trusted by either but an irreplaceable part of their efforts. The corporation's ice-mining efforts provide a useful screen for Liberati operations and though officially unaware of these contacts, de Souza has covertly boosted the resources allocated to the vessels involved in smuggling Terranovan operatives onto Caprice. More directly, Hakkar has used its influence to gather information on Utopia and Atlantis, using its good graces with the CEF to dispatch "business representatives" to the more distant colony worlds. The Spider has yet to release the results of the corporation's own intelligence-gathering operations to the Liberati or their Terranovan allies, however, fearing that a security breach could implicate the corporation.

4.2.7 - Attitudes

Despite its size, Hakkar regards every employee (and the employee's dependents) as a vital part of its operation, working together as one big family. By building this sense of togetherness, Hakkar gives each member of the workforce pride and a reason to do the utmost for the corporation. The company also fosters an image of strength and superiority as a company that rose from adversity to dominate the Caprician economy. This attitude has, however, led to an air of arrogance in some parts of the workforce, though this varies widely depending on the employees' position and the subsidiary to which they belong. The employees know they work for a successful company whose prospects are good and whose influence is immense. Indeed, many believe the company has a destiny to fulfill, both on Caprice and in the larger universe. Such attitudes are particularly prevalent among junior- and middle management, the shop floor workers caring little for such matters and senior management wary of complacency.

The acquired company may be stripped, its resources and personnel divided among existing companies, or it may be integrated as a fully-fledged member of the Hakkar family. The latter is particularly common where the company's strength lies in its people and expertise, though the hard-line Hakkar management will split up or close down an affiliate if it persists in operating at a loss. Chairman de Souza has, in a number of cases, intervened to safeguard several subsidiaries earmarked for closure, most subsequently vindicating The Spider's intercession. Some like, Racan Industrial Electronics, have subsequently established themselves among Hakkar's most innovative divisions.

◆ If You Can't Beat 'em, Buy 'em

Hakkar's Acquisitions and Mergers department constantly monitors business in Gomorrah with a view toward expanding the company's interests. Of particular interest are companies whose markets overlap with those of Hakkar subsidiaries, especially if they are in a poor financial situation. Depending on the exact circumstances, A&M may let the target company collapse, picking up the remainder for a knockdown price, or it may hasten its demise by intimidation and sabotage. In a few rare cases, where the company offers something Hakkar wants (or to deny a rival), A&M may actively prop up a company through conditional loans or by bringing it into the Hakkar group.





Assets and Liabilities - 4.2.8

Hakkar has a massive turnover and vast assets in the form of facilities and stock. On paper, the company stands far above other Caprician corporations in a seemingly unassailable position. In reality, the need to support millions of staff counterbalances these vast assets and revenue, combining with massive research and development expenditure to restrict the company's profitability. Indeed, many subsidiaries post operating losses, subsidized by more profitable arms of the conglomerate while the management views them as a viable concern. If an unprofitable element of the company is deemed unsalvageable, however, the management will sell it off or close it down. In the latter case, the company seeks to reward employee loyalty and will do its utmost to find alternate employment for their staff. In some cases staff will be offered early retirement, paid a pension and allowed to live in subsidized corporate accommodation.

Together with healthcare and schooling, such pension provisions place a major drain on Hakkar's resources, but even without the legal requirements of the Trent Sector Accord, the company feels it should do its utmost for its employees. Though not the highest on Caprice, Hakkar's expenditure on social provisions is well above the average and the workforce respects its lot; consequently, the company's staff turnover is substantially below average. Again, however, this depends on the employees' positions and the subsidiary that employs them. Many junior employees can expect to spend their entire careers with the corporation while middle management may seek to change companies in order to further their careers. Likewise, localized conditions (such as personality clashes) may prompt some employees to change companies. A policy of loyalty bonuses, paid annually, seeks to discourage this.

Allies and Enemies - 4.2.9

Publicly, Hakkar works hand in hand with the CEF, exploiting the relationship to mutual advantage in what has been called "a partnership for the future of Caprice." In truth, the situation pleases neither the CEF nor Hakkar. The former has no desire to trust any native institutions but has little choice if it is to rebuild and proceed with the tasks assigned it by its masters on Earth. Unlike other corporations, Hakkar is simply too big to subsume into the military or an Earth-based corporation without throwing the planet into chaos. In turn, Hakkar resents the NEC's interference in its affairs, diverting resources to military ends with minimal recompense (if any). It does, however, recognize the opportunities the situation offers and thus refuses to be drawn into hasty action.

De Souza's contacts extend throughout Gomorrah and rumors abound of covert alliances with several of the other first-tier corporations. The most commonly mentioned names are Gallot Caprice and KSM, with whom the corporation has solid trade links. Contacts are known to have taken place between de Souza and Chairman Gessiyum of Gallot, though the nature of their negotiations is unclear. Both are major contractors for the CEF and the discussions may relate to the military's demand to increase production of weapons and vehicles. Another possibility is an alliance against one of the Earth corporations, most likely Moscow Heavy Industries, the manufacturer of CEF Battle Frames, a technology to which Hakkar has long sought access.

Hakkar's relationship with Moscow is at best described as frosty, what little communication takes place between the two corporations being under the aegis of the CEF. Hakkar's relationship with EGL was once as poor but recent years have seen a surprising thaw in relations between the two companies. Though far from friendly, they have found common ground in not wanting to see Caprice devastated by fighting and have cooperated in restraining their more hotheaded associates.

The Greatest Enemy

De Souza's greatest enemy — and, by extension, Hakkar's greatest enemy — is one he cannot hope to defeat: time itself. Many of his most complex plots may require decades to bear fruit, and while he has managed to stave off his foe for now, his ultimate defeat is inevitable.

The Spider's most worrisome concern, known to only a handful of his associates, is the fear that he will die before freeing "his" people from the CEF yolk. His body failed him long ago and only artificial systems — combined with sheer willpower — have allowed him to continue well beyond his natural life span. His formidable mind has thus far escaped any degenerative failures but he is all too aware of how precarious his physical condition really is.



4.3 - ELITE GENOM LABS (EGL)



The largest and most influential of the Terran corporations operating on Caprice, Elite Genom Labs accompanied the CEF invasion force, providing medical support for the GREL shock troops the corporation created for the operation. EGL rose to prominence in the second half of the 61st century as the manufacturer of the cloned troops used by the New Eurasian Commonwealth (later New Earth Commonwealth) in the Reunification War. Though not inventing the process, EGL enhanced the technique to produce the super-soldiers that enabled the NEC to retake Mars and, later, Caprice.

At the CEF's insistence, EGL established a facility on the Gateworld that it used to manufacture troops for further assaults, against Atlantis, Terra Nova and Utopia, while continuing its research and development process. Despite continued work with the Earth military, EGL has become increasingly concerned with the NEC's hard-line policies and has undertaken a number of treasonous actions to safeguard its investment, including contacts with the Liberati rebels.

Vital Statistics

Legal Name:	Elite Genome Labs (Caprice)
Headquarters:	Sartru Labs, Paladin Lots
Date of Founding:	6064
Chairman:	Mariko Sanvit
Principal Industries:	Genetic engineering, cloning
CMEC rating:	Not listed

4.3.1 - History

Founded in New Moscow on Earth, Elite Genome Labs began as a medical research company developing prosthetic devices and rejuvenation techniques for soldiers injured in the Reunification War. Within a decade, EGL's expertise in cloning and genetic manipulation brought it to the attention of the NEC Science Command, which sought "partner companies" to improve the cloned shock troops used by the armed forces. Though initially horrified by the prospect of creating weapons of war rather than improving the quality of life, EGL had little choice but to comply. Its researchers' efforts were initially unsuccessful but by the 6080's a new breed of cloned soldiers, Genetically Recombined Experimental Legionnaires (GRELS), was entering service, turning the tide of war in the NEC's favor. The NEC never forgot the GRELS' role in its victory, and when it announced plans to 'liberate' the colonies, EGL was offered a place in the support echelon, allowed to seize whatever assets it needed to continue its work.

The CEF's victory over Caprice in 6116 occurred much faster than anyone expected and with much fewer casualties, leaving EGL with little to do in the first weeks of occupation. Once the planet was secure, however, the CEF turned its attentions to more distant colonies and requested EGL produce more shock troops for the assault. Seizing various medical facilities, EGL set about establishing a local GREL manufacturing facility. By early 6118, the labs had produced sufficient clone troops for the assault operations to proceed. Manufacturing scaled back but R&D efforts continued apace, exploiting the vast resources of Caprice.

The CEF's shocking defeat on Terra Nova and the stalemate at Atlantis tarnished relations between EGL and the CEF. The military accused EGL of producing sub-standard 'equipment' (their terminology reflecting the discrimination against the cloned soldiers) while EGL claimed there was no difference between these warriors and those used in the Reunification War. The NEC considered canceling the entire cloned warrior project but, not wanting to lose their principal source of revenue, EGL managed to convince the high command that the problem lay not with the super-soldier program but with the current generation of GRELS, which lacked the flexibility to deal with the opponents on Atlantis and Terra Nova. The solution, they claimed, was a new generation of warriors that would use the latest engineering and educational techniques.

Discussion of the proposals continued for several years but eventually, in 6138, the NEC agreed to fund the Second-Line Elite Division GREL Experiments (SLEDGE) program, intended to develop a new fighting force for the CEF within five years. As part of the process, the CEF granted EGL the rights to Sartru Labs, a native corporation bankrupted by the occupation and located, conveniently, in Paladin Lots, the principal CEF cantonment on Caprice. Scheduled for deployment in 6143, the first generation of SLEDGE warriors is currently being evaluated by the corporation though Chairman Sanvit has concealed the program's exact status from the CEF, hoping to surprise them with the results. For more details on the SLEDGE program, see page 72 of **Life on Caprice**.





Industries - 4.3.2

Unlike most corporations, EGL has a very narrow focus and specializes, as its name suggests, in genetic engineering and related industries. Though best known for its GREL program, the manufacture of supersoldiers is not the company's sole concern. It continues the business it originally formed to carry out, cloning replacement limbs and researching related regeneration technologies, though the CEF has limited use for such techniques. The NEC has restricted the use of regeneration therapies to human officers and a few elite corporate supporters rather than employing them on the GRELS that dominate the military. Several Caprician medical concerns have sought to work with EGL to develop civilian applications of its techniques, but the military has blocked all such moves, citing the sensitive nature of EGL's core business.

In fact, manufacture of GRELS ceased more than a five years ago, Caprice already having more cloned troops than it needed. The Sartu Labs have, however, been equipped with cloning chambers for producing experimental subjects. This complex is small compared to the temporary facilities used to create the invasion forces and the modern production facility on Liberty Station (see **Life on Caprice**, p.16). EGL also maintains several teams whose area of responsibility is immunology. Officially responsible for ensuring the GRELS (and SLEDGES) are protected against known bioweapons, EGL has used the immunology facility to research a vaccine against the Seravin-Three agent, Earth's weapon of retribution should Caprice decide to rebel against NEC rule. This treasonous research into a vaccine has, to date, met with only limited success.

Perhaps surprisingly, initially at least, the company is closely linked to educational facilities throughout Gomorrah. Its personnel do not teach, however, but rather study Caprician educational techniques, especially their effectiveness and efficiency. Dominated by educational psychologists and methodologists, EGL's pedagogy unit uses this information to develop new techniques for educating its engineered soldiers. Here too, corporations have expressed an interest in working with EGL to develop civilian applications of the techniques but once more the CEF has blocked such moves on the grounds of military secrecy.

Motivations - 4.3.3

While many of EGL's staff are concerned with problem solving and a desire to do "real science," the company's managers and financiers are ruthless in their pursuit of profit for the company. They care little as to whether this is through medical research or weapons development, just so long as it provides income and influence. The company's contracts with the NEC provide immense financial and material rewards and they see no reason to seek alternative sources of income at present. Most don't think twice about supporting the CEF war effort and causing hundreds of thousands of deaths on each of the worlds targeted by the NEC.

A number of managers have, however, begun to develop qualms about the NEC's policies, particularly the plans for the mass-murder of the Caprician population should the CEF be forced to withdraw from the world. Many have put down roots on the Gateworld and have no desire to see friends and families slaughtered in a fit of pique. Chairman Sanvit in particular opposes the project and is doing everything in her power to counter the Sour Grapes contingency. Even ignoring such personal issues, EGL opposes the CEF plan, having built up a solid business rapport with companies in Gomorrah and appreciating the value of a fully developed market economy. Annihilating the population of the trench city makes no sense to them, especially given the ruinous state of affairs back on Earth. This has pushed EGL to the brink of treason, working to undermine the CEF's operations and developing contacts with the Liberati resistance movement. Sanvit knows that should her actions be discovered she would be executed — or worse — but deems the risk worthwhile to safeguard the people of Caprice. She finds it ironic that it is EGL, the Earth corporation responsible for much of the damage inflicted on the colonies, that is striving to save Caprice while numerous native companies seek to sell out their fellows for a profit.

Facilities - 4.3.4

After arriving on Caprice, EGL co-opted a number of facilities for the manufacture of GRELS, but these were abandoned when production of the super-soldiers was scaled back. Publicly, only one facility, the Sartu Labs, located within the CEF compound in Paladin Lots, remains operational on the surface of Caprice. Occupied at the commencement of the SLEDGE program, the location of the compound allows the NEC to provide immense security for the sensitive facility, blocking Liberati attempts to gain information on the project. The labs are little more than an R&D facility, home to numerous isolation chambers and a handful of cloning cylinders that are used to produce test subjects.

The company's principal 'manufacturing' facility is on Liberty Station, the former orbital transfer facility, secured against Liberati raids by several CEF gunboats and a substantial marine contingent. The heart of the operation is the cloning chambers, each containing several hundred vats and the necessary life support machinery. Associated with these chambers are the education facilities, exercise areas and ranges used to instill technical and military knowledge in the GRELS. With the development of the SLEDGE programs, EGL modified these 'classrooms' to take advantage of the latest preceptor techniques including hypno-programming and drug-supported speed learning. Once a bottleneck of the GREL program — educating each trooper took far longer than the cloning process — these new methods allow each soldier to complete the education cycle in only six months and also provide the new generation super-soldiers with greater adaptability than their predecessors. Subjects like language and history receive far more attention in the new program, affording SLEDGE troopers a better chance of blending in with the human population. Indeed, EGL scientists believe that with sufficient schooling SLEDGE troopers would be indistinguishable from regular humans were it not for their physical prowess.



THE CORPORATIONS



4

4.3.5 - People



Chairman Mariko Sanvit ■



Born in Singapore in 6079, Mariko Sanvit joined EGL as a research scientist shortly after the NEC's victory on Earth. A mediocre scientist but a formidable administrator, Sanvit quickly rose to the position of Operations Manager at the New Moscow facility, her no-nonsense approach garnering respect and derision in equal measures. When EGL was selected to accompany the CEF to Caprice, she was assigned to manage the production facility, a task she accomplished admirably until 6125 when she assumed the leadership of EGL Caprice. Usually regarded as passionless and wedded to her career, Sanvit surprised her colleagues in 6121 by marrying Marcus Fletcher, one of the few natives of Caprice to rise to high rank in the corporation. The couple has three children, Lucius (11), Maria (9) and Eliza (4). Her marriage and the birth of her children have dramatically changed Sanvit's outlook. Once dismissive of the "colonials," she has come to love her husband's people and was horrified to discover the Sour Grapes contingency (see **Life on Caprice**, p. 41), authorizing research into a vaccine and instigating covert contacts with the Liberati.



David Cauter, Head of Immunology ■



Originally employed by the NEC's bioweapons division, David Cauter left the military in 6111, quickly finding employment with EGL on the GREL program, and charged with developing defenses against toxins and diseases likely to be used against Earth's troops. Not part of the initial force sent to Caprice, he arrived on the Gateworld in 6124 as part of the team sent to investigate the GRELS' 'failure' on Terra Nova and Atlantis. His analytical skills proved vital in exonerating the program. Even before the final decision to proceed with the SLEDGE program, Sanvit selected Cauter to head up the Immunology Unit, recognition of his skills and services to the corporation. Though not always seeing eye-to-eye, Cauter and Sanvit established a solid working relationship, and when the Chairman learned of the Seravin-Three agent, she tasked Cauter with developing a vaccine. Though uncomfortable with the idea of working against the NEC, Cauter's loyalty to EGL is stronger and he has dedicated himself to the difficult task of safeguarding the people against the filovirus.



Major Dammerel Tsagarides, Security commander ■



A veteran of the Reunification War and the invasion of Caprice, Dammerel Tsagarides mustered out of the CEF in 6129 after sustaining serious injuries in the stalled campaign on Atlantis. He underwent regeneration therapy at EGL's facility and after a period of rehabilitation joined the company as a security consultant, rising to command the forces assigned to the Sartu lab. Tsagarides maintains close ties to his former colleagues in the CEF, including Lieutenant-General Armin Szetir with whom he served during the invasion. Unbeknownst to EGL, Tsagarides remains in the employ of the NEC as part of the Commonwealth Integrity Directorate (CID) detachment assigned to monitor EGL's actions. Though not aware of the company's links to the Liberati or of its attempts to counter the Sour Grapes contingency, he suspects Sanvit of harboring anti-NEC sympathies and is slowly gathering evidence to present to his superiors.

4.3.6 - Tactics

To many observers, EGL's business practices are naïve, reflecting its protected position under the NEC. Its core business has been gifted to it by the military for almost five decades and so it has had minimal experience in chasing new business or dealing with other companies. The company's relationship with its suppliers is simple: EGL requisitions material, the supplier bills them, and EGL pays without argument. Many have been tempted to exploit this naïve policy but those who do quickly discover the corporation's true face, the hard-nosed business that deliberately manipulates outsiders to underestimate its abilities and the extent of its influence.

EGL tolerates a small level of "price-gouging" by suppliers as they pass on the costs to the CEF, padded (of course) with its own markups and used, in turn, to conceal the corporation's own material acquisitions. EGL knows, however, that the NEC will only tolerate so much and thus the corporation curbs what it sees as excessive profiteering. Initially, such responses are diplomatic and cordial and usually prove sufficient to 'educate' the supplier — the very idea of EGL standing up to them is usually a sufficient shock to make them back down. Those who resist find themselves targeted by fair means and foul — EGL isn't bound by the restrictions of the Corporate Executive — up to and including the corporation's plenipotentiary powers as a vital adjunct of the military. On several occasions, EGL has requisitioned CEF personnel and VTOL gunships to coerce a reluctant trading partner, justifying its actions as vital to maintaining the flow of essential war materiel.





Attitudes - 4.3.7

Elite's original founders intended the company to be a humane organization, promoting the Neufelt Axiom that emphasized quality of life over longevity. That ideal was soon subsumed by the NEC's desire to create better weapons of war, but many in the company believe in a return to their founders' original intentions and have striven to advance the civilian applications of their work. The CEF has, however, repeatedly blocked any efforts to do so, claiming the company's procedures are covered by military secrecy protocols. This has not prevented research into medical technologies though such work is deemed low priority by the corporation.

Others within the company care little for the Neufelt Axiom but are instead interested in nothing more than advancing science. They care little as to whether the techniques they pioneer are to repair injuries or to engineer new weapons of war. Their only concern is solving problems and gaining new knowledge and consequently they are derided as naïve by the humanists within the company.

Assets and Liabilities - 4.3.8

The NEC compensates EGL well for its efforts, tolerating what it considers a high level of financial and material squandering. It understands that such waste is a by-product of the research-intensive nature of EGL's business and in any case funds most of the process through taxation and property seizures. EGL does indeed invest considerable sums in R&D — the SLEDGE program alone accounts of billions of pounds of funding — but with such large sums involved the corporation finds it easy to pad the figures by a fraction of a percent and thus conceal its own covert projects. Sanvit regards the situation as another great irony, the CEF funding research into a counteragent for its Seravin-Three and, indirectly, funding Liberati operations.

Though listed on the Caprician Mercantile Exchange, EGL sees no advantage to posting its fiscal returns — as an Earth company it is barred from the CCE — and thus the size and diversity of the company's resources are little known. The Sartu Labs serve as the focus for speculation into the company's affairs but it is widely believed — correctly — that the installation is too small to account for all the materials consumed by the company. Speculation is rife as to the existence of one or more additional facilities, most likely in orbit.

Furthermore, EGL has used the profits of its work to acquire controlling interests in several Caprician corporations, through the Earth company's involvement is concealed from CEF and CCE alike by a succession of shell companies. Corporations like Pharmacon, Silver Helix and Cellini Telecom are de-facto subsidiaries of EGL and extend Chairman Sanvit's influence across Caprice.

Allies and Enemies - 4.3.9

EGL has a relationship with the NEC that stretches back almost seventy years and many regard the company as inextricably bound to the Earth military. Publicly the relationship remains strong, despite the recriminations that followed the Terra Nova debacle and the stalled operation on Atlantis. In private, however, members of EGL on Caprice have begun to doubt the wisdom of supporting the NEC. Though fully aware of the NEC's total-war tactics, its willingness to use any tactic and weapon in its arsenal to ensure victory, the plan for a scorched-earth withdrawal from Caprice should the situation deteriorate has left the board cold.

As a consequence, Chairman Sanvit has authorized exploratory contacts with members of the Liberati resistance in the eventuality EGL need "deniable resources" to use against CEF installations; in the eventuality that the corporation cannot develop a vaccine against Seravin-Three they plan to sabotage the launch facilities. The SLEDGE training program provides the ideal cover for these contacts, with EGL operatives given the perfect excuse to prowl the streets and deal with the underbelly of society, all excused as research for the program.

While EGL's contacts with the Liberati are shocking, they pale into insignificance compared to Chairman Sanvit's recent communications with Chairman de Souza of the native Hakkar, Inc. That the two companies, publicly regarded as archrivals, should communicate and perhaps even cooperate on some issues is a testament to the concerns engendered by the CEF. Neither company wants to see Caprice harmed, each having great physical and emotional investment in the Gateworld. While not seeing eye-to-eye on many things, the desire to stall the CEF's inhuman plans serve as common ground for the two conglomerates, at least for the present. To date, communications between EGL and Hakkar have been exploratory but both groups are slowly realizing that though they originated on different sides of the conflict, their future may lie together.



4.4 - GALLOT CAPRICE (GEC)



Like Hakkar, Gallot Enterprises (Caprice) is a remnant from Earth's first colonial era. Unlike Hakkar, Gallot has managed to remain in continuous operation, even during the dark days of Earth's withdrawal, gaining independence from its Terran parent. The years of isolation have allowed Gallot Caprice to prosper, diversifying far beyond its heavy industry and mineral extraction roots, gaining renown for its consumer electronics, software and military vehicle contracts. Since Earth's return, GEC's former parent, Gallot Sol (GalSol), has sought to regain control of its "stolen property," envious of the Caprice corporation's success and prosperity. The CEF has to date rebuffed Gallot Sol's claims, preferring to leave Gallot Caprice in the hands of people who understand military contracts. This action has not prevented a war of words and covert forces as the two companies square off, however. Internally, matters are little better for GEC; increasing tension within the corporation over its collaboration with the CEF threaten to rip it apart at the seams.

Vital Statistics

Legal Name:	Gallot Enterprises (Caprice)
Headquarters:	Gallot Tower, Gallot Hub
Date of Founding:	5240; Independent since 5790
Chairman:	Clayre Gesstyum
Principal Industries:	Vehicle manufacture, heavy engineering, electrical engineering, chemicals, mineral extraction
CMEC rating:	9317 (4th)

4.4.1 - History

Gaumand-Kreuf, Inc. was one of the foremost companies involved in developing Caprice, one of the few to rival SynTek and Slayke Industries for size and influence. Best known for mineral extraction and processing, the corporation also established a solid reputation for precision prospecting equipment and sensors. The company became very rich but at the same time was *corrupt and complacent*. It squandered vast sums on unprofitable ventures and in 5240, after a failed attempt to establish a presence on Terra Nova, was rapidly approaching bankruptcy. Martin Gallot, head of an industrial concern in New Sydney, saw an opportunity to make a sizable profit by pulling the failing corporation out of its downward plunge and purchased Gaumand-Kreuf for a bargain price.

Restructuring the company and streamlining the business, Gallot re-launched the company — which now bore his name — regaining its market position and slowly edging out its rivals. His methods were underhand but so were those of Slayke and SynTek. The company prospered while the people of Caprice suffered, Earth-born managers caring little for the welfare of their workforce. After all, there were millions more potential employees desperate to escape to the colonies.

The Trent Sector Accord singled out Gallot Enterprises as one of the worst offenders in mistreating the workforce, and it imposed strict penalties until Gallot complied with the new regulations. Surprisingly, over the next century the company became one of the staunchest advocates of workers' rights, a stance that would ultimately have profound effects on the company. Meanwhile, the discovery of additional colony worlds between 5390 and 5491 bolstered the fortunes of the Caprician arm as contracts for modular all-terrain vehicles (ATVs) came flooding in from explorers and colonists.

Earth's decision to abandon the colonies in 5790 shattered the interstellar economy and brought low many corporations. Most corporate executives fled back to Earth on Concordat evacuation shuttles but almost all of the management of Gallot Caprice chose to stay on the Gateworld. They had developed strong ties to the world and its people. Caprice was their home. The riots and fires that wracked Gomorrah took a heavy toll on Gallot and the company endured and rebuilt, becoming a founding member of the Coalition and the only company with a representative on the CCE for its entire history.

The return of Earth in LC 260 (6115) threatened to undo all the progress Gallot Caprice had made in its years of independence. Its parent company, broken by the years of the Third World War, sought to regain control of its wayward offspring, only to find its demands blocked by the Earth military. The CEF needed combat machines and Gallot Caprice was one of the largest suppliers to the Corp-Serfs and so was a natural choice. Luckily for GEC, the CEF realized that replacing the corporation's management with outsiders from the CEF or Gallot Sol would be counterproductive, especially when the corporation was cooperating with their demands. The GEC board realizes, however, that its best hope of retaining a semblance of independence is to make itself invaluable to the CEF, and with that in mind the company has staged a series of aggressive takeovers designed to bolster its manufacturing capacity.





Industries - 4.4.2

Initially focused on mineral extraction and precision engineering, Gallot Caprice has grown organically over the centuries, creating or acquiring new subsidiaries. Much of this growth took place before Earth's withdrawal, providing the company with a stable base that allowed it to weather the turbulent times that followed. Under a succession of far-sighted leaders the company has continued to diversify and expand, allowing it to retain its place on the CCE.

Engineering remains Gallot's largest endeavor, homage to the company's industrial origins. Rather than instrumentation, the company is now best known for its vehicles, in particular Mounts and ground cars. The company also maintains a substantial presence in the VTOL market through its Bollé subsidiary, with designs like the Mark 9 originating in Gallot-owned factories. In addition to Corp-Serf forces, the CEF is a major buyer of Gallot military equipment and the company's market share has increased substantially over the last year with its acquisition of Webb-Bowen Industries. The hostile takeover surprised many and some analysts suspect it may be part of efforts to gain Gallot a much-coveted contract to manufacture CEF Battle Frames. Moscow Heavy Industries, one of the Earth companies that accompanied the CEF, has expressed displeasure at the acquisition, having itself been in talks to acquire Webb-Bowen.

Mineral extraction also remains a major thread of Gallot's business, with four separate subsidiaries exploiting resources in the Cat's Eye Trench and the highlands. Several of these companies have, however, been the victims of attacks by roving bands. Though ostensibly Liberati assaults, the Gallot board suspects GEC's rivals of complicity in the attacks, supporting and sponsoring the nomads in an attempt to undermine the Gallot subsidiaries. Trask Mining in particular has been hard-hit by the raids, driving profitability and thus the company's share value dramatically downward. This weak position leaves Trask vulnerable to a hostile takeover, prompting Gallot Enterprises to spend millions of pounds buying up Trask stock in an attempt to prevent such an event.

Consumer electronics form the third major strand of Gallot's business, spanning everything from personal entertainment units to food processors. Though not the largest manufacturer, data-rigs form a substantial part of the company's annual business, as does software for them and computer terminals. Gallot software is a de-facto standard in some industries, notably computer-controlled engineering and the creation of templates for autofacs, and Gallot's Scorpius Consulting subsidiary provides software solutions for large and small clients alike.

Facilities - 4.4.3

Gallot's installations dot Caprice, rivaled in number only by those of Hakkar. Gomorrah remains the center of its business and the heartland of its industrial might but mines and testing facilities are found throughout the highlands. The diversity and number of these bases is a testament to the company's history.

Gallot Hub is the business capital of Gomorrah, having formed around Gallot Enterprise's central manufacturing site and headquarters. Located at the heart of the 500-square-kilometer complex, the Gallot Tower acts as the nerve center for the corporation, housing not only the management for the main corporation but that of numerous major subsidiaries too. Unlike arcologies elsewhere in the city, the 150-story tower houses few residences, for the most part those of the corporation's elite. The remainder of its employees live in the surrounding districts, forming distinct tower communities each with its own entertainment and retail facilities. The quality of the apartments within the towers varies immensely, their size and location combining to reflect the employees' statuses. Many of the most popular towers have long waiting lists, though a sufficiently well connected individual can circumvent much of this bureaucracy. Gallot Hub also houses Chaville University, a wholly owned subsidiary of Gallot Enterprises. Widely acknowledged as the best business school on Caprice, entry to the university is open to all, though Gallot employees and their families receive priority.

Despite the corporation's core business, Gallot Hub houses surprisingly little in the way of manufacturing plants. Several key facilities remain within the hub but others relocated elsewhere over the centuries as land values in the region spiraled out of control (after Venarow, Gallot Hub has the highest property values on Caprice). Instead, Gallot manufacturing plants are located all throughout the world city, often forming clusters of inter-related industries. This dispersed nature poses a number of logistical problems for the company, particularly in light of the CEF's tightening of security, but they have persevered. Save for installing monitoring equipment and stationing the occasional observer, the CEF has left Gallot's installations largely alone, though the invaders seized every installation in Paladin Lots, transferring them to Moscow Heavy Industries.

The CEF also took charge of the handful of orbital refineries previously in Gallot's hands, used to produce ultra-pure materials vital to certain manufacturing processes. Control of these, too, has been transferred to Moscow HI, though the military ensures that Gallot receives the processed materials it needs to meet its CEF commitments.

Isolated in the highlands, Gallot's mining subsidiaries are its most vulnerable elements, frequently targeted by Liberati raiders and forces from other corporations. CEF restrictions on the deployment of corporate security forces have limited Gallot's response to the raids, leaving the installations and the convoys serving them vulnerable.

The highlands are also home to Gallot's principal proving grounds, which cover almost a thousand square kilometers on the northern fringe of the Cora Desert. Bunkers and dummy installations are scattered throughout the range, now used by the CEF as a training ground as much as by Gallot for its original purpose. Despite its distance from the main Gallot facilities in Gomorrah, the presence of a monorail link (built to support mining in the area) allows fast access to the site.





4.4.4 - People

Chairman Clayre Gessiyum



Born in LC 227 (6075), Clayre Gessiyum is a tenth-generation employee of Gallot and attended the corporation-owned Chaville University, widely acknowledged as the best business school in the city. Graduating in LC 244 (6096), she served with the company's marketing division where her insight and dedication earned her a rapid series of promotions. Within a decade she headed the division and had a seat on the board and in LC 267 (6125) became the youngest head of a first-tier corporation, having engineered the downfall of her predecessor. Though outgoing and sociable, Gessiyum has never married, remaining instead wedded to her career. Corporate rumor hints at a tragedy in her distant past but no substantive details have ever emerged.

Simon Webb-Bowen



The son of Alexander Webb-Bowen, Simon was set to inherit the family business. Greedy and ambitious, Simon did not, however, want to wait for his father to step down and demanded more and more responsibility within the company. After granting a series of minor promotions, his father refused to elevate Simon any further until he had gained leadership experience. Angered by his father's decision, Simon willingly collaborated with Gallot's efforts to seize control of Webb-Bowen industries, utilizing his detailed knowledge of the company to aid Gallot's hostile takeover. The price for his collaboration was a seat on Gallot's board, a decision Chairman Gessiyum now rues given Simon's frequent tirades.

Paulus Aurelius



Senior design consultant at Gallot Automotive, Paulus Aurelius is a close confidant of Chairman Gessiyum, having known her since they attended Chaville University forty years ago. Never particularly ambitious, Aurelius twice refused his current post at the head of the design bureau, fearing that to accept would take him away from the day-to-day design work he loved. Only the opportunity to put some of his revolutionary ideas into practice convinced him to take the post. Chief among these are enhanced control systems for Mounts, intended to allow faster and more detailed control of the walker's systems. Key to this experimental technology is a heavily modified data-rig and Aurelius insisted that he be the first person equipped with the prototype. Tests of the revolutionary interface continue.

4.4.5 - Motivations

Over the last few decades, survival has replaced profit as Gallot Caprice's principal motivation. Despite its commitment to supporting the CEF war machine, which is unwilling to pay much more than the cost of raw materials, the company remains profitable. The demands of its military commitment and efforts to stave off competitors are taking their toll, however.

An increasing number of the corporation's employees believe that aiding the CEF in crushing resistance on Caprice and beyond is the only way to ensure the company's survival. This group, known as the Colonialists, has advocates at the highest levels of the corporation, including the board. Jani Gusmaroli and Junior Rockingham are Colonialism's most vocal proponents but several other board members agree on a less vociferous level. Although falling short of an outright majority, the Colonialist viewpoint dominates Gallot's policy-making body.

Others feel that driving off the CEF, opposing the invaders and supporting the Liberati would best serve the company. Few advocates of this position have said so in public — to do so is to invite trouble with the CID — though several groups meet in private. They argue that the self-destructive elements of their policy — striking out at the corporation's largest customer — are a necessary price of freedom. GEC's association with the CEF is, however, an obstacle to closer relations with the Liberati resistance, the rebels fearing that the corporation would sell them out without a second thought if it thought it would bolster the company's position.

For the present at least, collaboration with the invaders seems GEC's best policy. Through developments like the Type 42 Peregrine vectored-thrust gunship, Gallot Enterprises seeks to ingratiate itself with the Earth high command, making itself an essential and irreplaceable part of the CEF war machine. This strategy is not without its dangers, and some fear that GEC risks making itself too important to the CEF, prompting a replacement of the company's management with unquestionably loyal personnel from Earth or, worse, a forced merger with a Terran company such as Moscow HI.





Tactics - 4.4.6

Before the CEF occupation, Gallot had a reputation for being harsh but fair. Its stance in business dealings was uncompromising but it rarely engaged in underhand tactics and industrial espionage. This "good guy" image attracted a host of deals and long-standing associations with other corporations. GEC found itself exposed to a wide variety of business opportunities, some it could exploit directly and others it undertook in partnership with its allies.

Since Gallot came under the domination of the NEC, however, the company's outlook has changed dramatically. Its independence and existence threatened by Earth's return, Gallot had little choice but to adapt its policies to the new circumstances. At first, these were subtle shifts — increasing use of deception in its negotiations, employment of operatives to gather intelligence and the like — but as the NEC tightened its grip, Gallot's stance hardened. The covert war with Gallot Sol and Moscow Heavy Industries has further transformed the corporation and the Gallot Enterprises of today is a far cry from that of 20 years ago.

A willingness to do anything to survive has replaced the affability and honesty that once dominated Gallot policy; sabotage, deception and espionage are now standard tactics of the company. Gallot is hard-pressed with little room to maneuver. Like the proverbial cornered rat, its response is to fight and to fight dirty. No tactic or stratagem is totally ruled out, though the board refuses to condone mass-murder. Selected assassinations are, however, perfectly acceptable and the board turns a blind eye to small degree of "collateral damage." As a military contractor, Gallot's security forces are well equipped and have considerable experience. This stands them in good stead against many of their native rivals but has proved less of an advantage against Gallot Sol and Moscow Heavy Industries, both of which draw their "irregular operations" personnel from veterans of the CEF and the Third World War.

To date, the conflict with GalSol and Moscow HI, though bloody, has largely stayed within "acceptable bounds" and avoided substantive intervention by the CEF or the CCE. Some hard-liners within the corporation, including Chief of Staff Graham, advocate efforts to provoke GEC's enemies into overreacting, gaining the company assistance from the supra-corporate bodies. The chairman has, so far at least, blocked any such endeavors though she fears that one day soon they may be the only option left for GEC.

Attitudes - 4.4.7

When the NEC assaulted Caprice in LC 260 (6116), few of Gallot's employees considered collaboration with the Earth forces. It soon became apparent, however, that the CEF would compel obedience, gaining the materials and services it required regardless of the natives' wishes. If they would have to do the work anyway, some argued, why not reap the reward for doing so? Thus began the schism that is Gallot Enterprise's greatest weakness.

Members of the pro-collaboration faction call themselves Colonialists, believing that the corporation's future lies with the NEC. They encourage active collaboration with the Earth forces, seeking to establish a rapport that they believe will guarantee their future. Not only do they seek to regain their dominance over Caprice but hope to ride the coat tails of the CEF and regain access to the interstellar markets the company lost over two and a half centuries ago. The colonialist ideal is particularly prevalent among younger members of the corporation who have grown up during the occupation, indoctrinated by the NEC's fascist principles. The ideal has also gained favor among older, ambitious members of the corporation who see collaboration as a means of advancing their own position, the conflicts that swirl around the company providing ample opportunities to make — or break — a corporate career.

Less clearly defined, the other side of the schism encompasses a broad range of more liberal views. Some advocate a more guarded approach to the CEF, working with the invaders for the company's benefit while seeking to curb the NEC's worst excesses. They believe that Gallot should seek to minimize the effects of the conflicts that simmer on Caprice (and beyond) rather than exacerbating them as the company has done for the last few decades. Others suggest Gallot distance itself from the occupiers, perhaps going so far as to seek Liberati assistance in throwing off the chains of oppression.

The Colonialist dogma continues to gain strength within the company as increasing numbers of indoctrinated youngsters join the workforce. The dominance of more liberal views among older members of the company has, to date, tempered Colonialist influence. Gessiyum has, however, had little choice but to endorse many Colonialist policies though this is seen as too little by some and too much by others. As tensions rise across Caprice in the wake of the Black Talon raid, so does the temperature of this dispute. Officially attributed to terrorist activities, the kidnapping and murder of several prominent corporate officials is linked to this ongoing dispute as hard-liners on each side seek to enhance their positions and undermine that of their opponents.

Only the threat posed by the company's external enemies — and its notional allies — preserves a semblance of order within GEC and prevents the internal dispute escalating out of control. Nonetheless, the requirement of protecting corporate personnel against internal threats as well as those from outside stretches corporate security forces to breaking point.



4.4.8 - Assets and Liabilities

The occupation has had a major impact on Gallot Caprice's profit margins though the corporation remains a viable entity. Efforts to meet the CEF's demands and the cost of the shadow war against GalSol and Moscow Heavy Industries have, however, seriously depleted the corporation's financial reserves. The corporation remains incredibly wealthy but much of this wealth exists as physical assets, material and property, and thus cannot aid the struggle. Though not yet in dire straights, Gallot may be forced to sell off several subsidiaries to finance its core businesses and retain a degree of independence. Gessiyum has so far refrained from doing so but knows she may soon have little choice. Already some subsidiaries have cut-corners on "non-essential" services such as education and healthcare, eliciting warnings that they are in danger of breaching the Trent Sector Accord. The political consequences of such a failure would be immense, shattering what little prestige the company still retains and signaling a fatal weakness that could trigger a "feeding frenzy" as other corporations seek to carve off elements of GEC.

Research and Development is Gallot's greatest hope for the future. The company has poured billions of pounds into new technologies that it hopes will interest the military. These range from new armor and structural composites to advanced control systems intended to give the pilot the decisive edge in a battle. CEF representatives have witnessed a number of demonstrations and have expressed their admiration for Gallot's efforts but have made no solid commitments to the new systems.

4.4.9 - Allies and Enemies

Once the "friend" of many Caprician Corporations, Gallot Caprice today finds itself isolated because of its association with the CEF. To many of its companions in the CCE, Gallot Caprice is nothing more than the lapdog of the Earth military, consisting of collaborators who do whatever their masters bid. Much of this scorn is genuine, but to some extent it masks jealousy of Gallot's influence with the overlords and the financial and technological gains the company has made during the occupation. Few appreciate the corporation's desperate struggle for survival and independence in the face of increasing anxiety within the CEF and GEC's erstwhile parent company's efforts to regain control.

Officially, Gallot Sol is barred from Caprice, its non-military nature precluding it from participating in the NEC's campaign. In practice, GalSol has infiltrated a number of agents onto Caprice who, for the last two decades, have waged a covert war against the native company. Sabotage, assassination and rumor mongering are all tools in GalSol's arsenal, intended to undermine GEC's financial and political position. GalSol has brokered a number of deals to improve its position, notably with Moscow Heavy Industries, one of the main Earth companies working with the CEF and which would like nothing more than to see its chief rivals humbled. Moscow HI is the principal source of weapons used by GalSol's operatives but links also exist with several native corporations who seek to punish the collaborators of Gallot Caprice.

The CEF is aware of the covert conflict but has thus far refused to take an active role in separating the combatants. Provided GEC meets its new increased production quotas the NEC expeditionary force sees no need to get involved in what Admiral Winthrop has called a "family dispute." Indeed, the CEF views the dispute as a means of keeping the corporations and their allies occupied, distracting them from any resistance to the occupation. They have, however, demonstrated their resolve to defend GEC's main military sites, increasing security patrols and dealing with any incursions harshly.

GEC's rumored ties with Hakkar are subject to much speculation among the other corporations. High-level meetings are known to have taken place through their content remains unknown. Many suspect a strategic alliance to curb the growing influence of Moscow Heavy Industries and perhaps to encourage the CEF to allow the two native corporations to manufacture Battle Frames.





KALAM-SOLLERS-MAKHAN [KSM] - 4.5

One of the "winners" in the CEF occupation, Kalam-Sollers-Makham has made immense profits since the resumption of contacts with Earth, bolstering its financial position and allowing it to "buy" a place on the Caprician Corporate Executive. Best known for its financial interests, KSM has underwritten much of the new development on Caprice, including the CEF's armament program. The corporation is a willing collaborator with the occupying forces, having established a solid relationship with the military high command. Combined with its financial interests and role as mediator, this gives KSM immense reach, tendrils of influence extending through all levels of Caprician society. Indeed, the corporation has perhaps the greatest reach of any company with the exception of Hakkar, and de Souza's advantage isn't as great as he would like it to be.



Vital Statistics

Legal Name:	Kalam-Sollers-Makhan, Inc.
Headquarters:	KSM Compound, Gomorrah Hub
Date of Founding:	LC 91 (5904)
Chairman:	Chairman Eleni Cohl
Principal Industries:	Finance, banking, trade, mediation, entertainment
CMEC rating:	8891 (11th)

History - 4.5.1

Formerly employees of BKZ, Elias Kalam, Julia Sollars and Alan Makhan chose to leave the financial litigators in the early 60th century, establishing their own consultancy specializing in investment law. After a rocky start, the new company soon prospered and within a decade had garnered a respectable CMEC rating and employed over a thousand people. KSM's big break came in LC 121 (5941) when the struggling Stavinsky Bank called on the company to represent it in a legal battle. Several high-ranking investment managers in the bank had been accused of skimming funds from the accounts they managed, and the investors had taken the bank to court. Unable to meet KSM's considerable fees, Stavinsky offered the company shares in the bank if they defeated the case against the bank. KSM duly won the case and found itself with a substantial minority stake in the bank, which the corporation's financial acumen turned into a controlling interest within five years.

Restructuring the bank and eliminating the bad practices that had taken Stavinsky to the brink of ruin, KSM slowly began to expand its influence. Shrewd investments bolstered its financial reserves and carefully considered loans extended its influence into the borrower companies. In these early years KSM played fair, working in the best interests of its clients as well as itself. However, Julia Sollars, last of the original partners, died in LC 137 (5962) and her successor as chairman of the company, Angus Langer, was considerably more ruthless. Langer realized just how much influence the company had and set about using its financial power to leverage control of many client businesses. At first this practice was opportunistic, KSM taking over the management of struggling clients, but by the early 61st century the company actively sought out companies to manipulate and acquire.

Even before the arrival of the CEF, KSM's influence was formidable but it lacked the strength to gain a seat on the CCE. Perhaps surprisingly, it was the CEF invasion that afforded KSM the chance to join Caprice's corporate elite. The occupation and subsequent security crackdown placed many companies in difficult positions, making them easy prey for KSM's aggressive acquisitions and mergers teams. This explosive growth, combined with not a little behind-the-scenes negotiation, blackmail and bribery, finally earned KSM a place on the CCE in LC 262 (6119), a position it has consolidated in the years that followed by building alliances with the invaders.

The Earth forces knew that simply demanding supplies would quickly destroy the planetary economy and that to avoid this, they would need financial backers. Much of this funding came from Earth and taxes levied on the occupied peoples but the CEF also sought out local partners willing to underwrite their operations. KSM leapt at the chance, seeing the immense possibilities as partners with the NEC once interstellar trade resumed. The events on Terra Nova and Atlantis have not been encouraging but the KSM board still believes it has made the right long-term choice and, in any case, is now too deeply committed to back out. The company has been allowed to participate in several trade missions to Earth, though these have been closely chaperoned by NEC agents.



4.5.2 - Industries

The public perception of Kalam-Sollers-Makhan is of a financial institution, providing banking, pension and investment services for corporations and individuals. Like many top-tier corporations, however, the company is far more diverse than many believe. Indeed, thanks to its acquisitions policy KSM arguably the most diverse corporation, though its patchwork nature limits the company's prominence in all but a handful of sectors.

KSM's core business, finance, spans more than two dozen subsidiaries and three times that number of brand names. The largest and best-known KSM financial institutions are Stavinsky, Administrative and Clinical, and KSM itself. Stavinsky operates on the personal level, offering services tailored to individual Capricians and small businesses. Its staple is personal banking and associated financial services such as mortgages, loans and pensions. It has branches throughout Gomorrah and also operates a popular on-line advice service. Grossman Bank and Lyondene Bank are wholly owned subsidiaries of Stavinsky, acquired in the chaos following the occupation, and which the company has chosen to retain for the sake of brand identity as separate institutions rather than absorbing them into Stavinsky. Administrative and Clinical also offers pensions though its core businesses are insurance, personal investment and private fund management. A&C specializes in medical insurance and has ties to many of the independent providers in Gomorrah. KSM itself handles corporate banking, including investment services and loans. The company handles payroll information for almost a fifth of Gomorrah's companies, giving it access to vast quantities of information on clients and their employees.

The company's contacts and (public) honesty make KSM an ideal mediator for inter-corporate disputes. The impressive reputation of its mediation services makes the corporation a popular choice for settling disputes, and should the dispute prove insoluble, it controls several prominent law firms.

Since its alliance with the CEF, trade has become increasingly important to KSM. Formerly a minor sideline — the company had little to offer Terra Nova, Atlantis or Utopia — renewed ties with Earth have given KSM access to a number of high-status commodities such as artwork and historical artifacts that can be sold for a premium. Despite the NEC's best efforts, these trade links have also demonstrated to KSM how poor conditions on Earth and Mars are, and why the CEF is so driven in its mission of conquest.

KSM's fourth largest — but least known — business sector is entertainment. It controls several prominent restaurant and bar chains as well as entertainment and sports complexes. Many of these are open and above board but the company works hard to conceal its ties to prostitution and drug dealing, which, while not illegal in Gomorrah, could harm KSM's image.

4.5.3 - Facilities

KSM's patchwork nature means that small enclaves of the company's influence exist all over Caprice, largely in Gomorrah but also extending into the highlands and orbital installations (many of which KSM funded). As might be expected, however, the heart of the corporation's power is the Gomorrah and Gallot Hubs.

Gomorrah Hub, site of the Caprician Mercantile Exchange, incorporates the massive KSM Compound, which houses the corporate HQ and those of several major subsidiaries. Perhaps surprisingly, the architects of the buildings in the complex did not seek to compete with the architectural splendor of the Exchange, nor did they attempt to emulate the massive edifices favored by some corporations. Instead, the complex displays an elegance rarely seen in Gomorrah, quality of design and materials winning out over pretentious displays of technical superiority. The greatest testament to the company's wealth is that few buildings top 100 stories (and most barely reach 50), indicating a lack of concern for land prices. KSM's greatest extravagance, however, is the substantial park that covers almost a square kilometer at the heart of the complex. Complete with trees, gardens and a small lake, the park is a haven of tranquility amidst the frenetic bustle of the corporate HQ, a favored venue for employees to take their lunch and to relax after hours. The large, opulent apartments that surround the verdant space house the corporate elite, though a number of smaller studio residences exist and are used as prizes (with a one-year occupancy) at the company's annual awards.

The Viroflay Mesa is KSM's largest single facility, converted into a massive amusement arcology over the last century and a half after its mines were exhausted. Complete with its own mascot, Morris the Miner, the arcology is a popular vacation spot, particularly for those with young children who revel in the complex's rides, swimming pools and other entertainments. Extensive crèche and daycare facilities allow parents time to enjoy themselves too, and some sectors of the complex, strictly off limits to minors, are designed expressly to cater to adult holidaymakers. Indeed, one whole floor of the arcology, clearly marked and known as Club Hedonism, exploits a loose interpretation of the Right of Consent (see *Life on Caprice*, p. 65) to allow a wide range of licentious activities to take place in public.

KSM oversees many of the Business Transaction data-rig Info-nodes in Gomorrah, working with Costa Moreia and other service companies to ensure the devices remain fully functional and suitable for the needs of the residents and corporations. While CM and its ilk are concerned with the hardware of the nodes, KSM oversees the software used for commercial transactions and the corporation processes the vast amount of information gathered daily, reconciling transactions and accounts and organizing appropriate fund transfers. KSM engineers rarely go into the field, leaving routine hardware and software upgrades to the service corporations, but occasionally the corporation is involved in field trials of new systems.

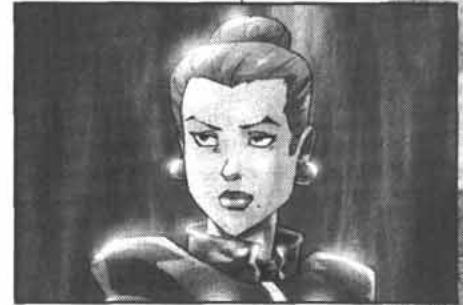




People - 4.5.4

■ Eleni Cohl

Cold and ruthless, KSM chairman Eleni Cohl has often been referred to as the “new Mazir de Souza,” a testament to her business acumen and razor sharp intellect. In the forty years since she joined KSM, Cohl has used her keen analytical mind, unerring business insight and formidable skills of persuasion to advance through the company, becoming chair of the KSM board six years ago. She frequently demonstrates a formidable grasp of psychology and understanding of what motivates others. Cohl’s early life is a mystery — there is no record of her life before she joined KSM — and the chairman has done little to shed light on her formative years. Some conspiracy theorists suggest a biological link to the Hakkar chairman, claiming that she is his daughter or even a clone and thus KSM an extension of The Spider’s power. Confrontations between Cohl and representative Muir in the CCE would appear to disprove the proposals but the theorists suggest that this is merely play-acting to hide the relationship between the corporations.



■ Worcester Langer

A distant descendant of Angus Langer, Worcester has represented his family interests on the KSM board for almost two decades. Though of only middling business skill, Langer is a consummate diplomat and negotiator and often represents KSM at high-ranking corporate meetings. His relationship with Chairman Cohl is professional but he privately dislikes the idea that an outsider heads the company his family has served for centuries.

■ Captain Dionne Muster

A former Corp-Serf and arena duelist, Captain Muster has commanded KSM’s “irregular operations” teams for the last sixteen years. Officially only a member of the company’s security forces, her mix of ruthlessness and cunning have earned the captain a solid reputation within the company and with the few outsiders who know of the teams’ existence. Muster is a staunch admirer of the CEF’s tactics and equipment and recently strengthened her ties to the Earth military by marrying Major Chandra Mulkis, an officer in the CEF’s 3rd Infantry Division.

Motivations - 4.5.5

In general, money is popularly seen as the core of all corporate activity, though in almost all cases it is merely a facet of a company’s ambitions. In KSM’s case, however, money is at the heart of everything the company does, literally and figuratively. An old adage states, “It takes money to make money,” and KSM is perhaps the wealthiest company in Gomorrah, at least in liquid assets. Standards of living in the upper echelons of the corporation can only be described as opulent, and even lesser workers have plenty. However, the company firmly believes that “plenty” isn’t enough and constantly works to expand its wealth, which coincidentally expands its power base and influence. Every member of the corporation is encouraged to do his or her best for the company, with incentives offered for business leads, the recruitment of staff and ideas for efficiency.

To KSM’s way of thinking, its collaboration with the CEF is a business deal, a very large, long-term investment in the future of humanity in which KSM believes the NEC will play a dominant role. Some board members have expressed doubts about the scale of KSM’s investment (which they can nonetheless afford, having made immense profits during the occupation) and the long-term viability of the NEC. The reversals on Atlantis and Terra Nova were only of peripheral concern to KSM — with sufficient funding and planning the CEF would be victorious over the disorganized rebels — but the Terranovan Black Talon raids have given KSM cause for concern. Not only do they suggest continued (and unsurprising) opposition to the CEF operations but they demonstrate a degree of coordination unexpected in the outer colonies and a determination to take the war back to the NEC. Now, rather than considering the benefits of picking up the pieces on distant worlds in the wake of the CEF war machine, the KSM board has begun to consider the possibility of war in its own backyard, Caprice, and the resultant devastation of its assets. KSM is too deeply entwined with the CEF to extricate itself without crippling financial losses and thus it is in its best interest to aid the Earth forces in the subjugation of the colonies. The board is currently considering substantial new loans to the NEC, intended to facilitate decisive campaigns against the worlds that have resisted Earth’s return.

KSM representatives have undertaken a series of high-level meetings with CEF commanders to discuss the military’s requirements and the benefits to KSM. Details of these meetings are unknown but rumors suggest KSM would be given administrative control of several important corporations on the re-conquered worlds should the campaigns prove successful.





4.5.6 - Tactics

KSM has a wide variety of tactics in its arsenal, employed singly or in groups to make money for the corporation. They range from the mundane to the esoteric, blatant to subtle, from accepted practices to out-and-out illegal actions. KSM will, quite literally do and say anything to make money, all the while convincing its victims that it is doing them a favor.

The company's most mundane and open tactics are interest payments on loans and credit purchases, and fees for services rendered. These are clear and above board, and the corporation encourages individuals and corporations to avail themselves of KSM's services to increase their fee and interest revenues. The company spends considerable sums on advertising and direct marketing to seek out and expand this market. There is, however, a darker side to KSM's loans business. Where large sums are involved the company often asks for items of comparable worth to be put forward as security on the loan. This is usually the item being purchased — a car, a property and so forth — and in the case of business loans can also include the borrowing company itself. Should the borrower default, KSM is within its rights to take possession of the "security" items. In the case of loans to private individuals the corporation often errs on the side of generosity — they don't want the hassle of selling off the repossessed goods — but they take a harder stance with businesses. Direct repossessions are comparatively rare, but when a company defaults KSM and its subsidiaries often demand substantial stock concessions or privileged information as recompense. To the debtors this act appears as generosity — the corporation leaves them with their businesses — but is in many regards just a way of gaining influence by stealth. In the most extreme cases, the corporation will engineer the debtor's financial crisis, either by impeding its business in some way, or by calling in the loan earlier than expected. The former is KSM's preferred option, especially when a third party can be blamed for the events, as it avoids damage to their public image.

Investment plays a major role in KSM's strategies, both as a service to outsiders and as part of the corporation's own efforts to increase its wealth. The *Caprician Mercantile Exchange* is central to these efforts, with various forms of stock speculation and commodities trading providing forums for investment. The volatility of the markets since the CEF occupation has made such investments a risky endeavor, especially as the markets form a proxy battleground for the ongoing conflict between native and Earth corporations. The skill and knowledge of KSM's brokers has allowed the company to make considerable profits on short-term investments, though most long-term funds are struggling to break even.

KSM's operation of Business Transaction Info-nodes and the processing and reconciling of the data thus generated allows the corporation to build up a detailed profile of almost every Gomorran's financial status, shopping habits and associated traits. Its contract with the Gomorrah Regulatory Authority places restrictions on what KSM may do with this data though these deal principally with security of actual transaction data and details of an individual's financial affairs. It does not limit the company's use of more generalized data derived from the operation of BT nodes, which it uses to direct sales of its own financial products, and which it sells to other companies to aid their direct-marketing campaigns. Less legitimately, KSM use the data to identify corporate and individual targets for manipulation and blackmail, regarding the data as merely another weapon in its arsenal, albeit one used with the utmost care so as not to undermine KSM's position.

4.5.7 - Attitudes

KSM and its subsidiaries work hard to project an image of competent and efficient service, with solid and exacting standards governing their relationship with outsiders. Though in many regards a *façade* concealing the corporation's black heart, KSM does invest considerable sums in ensuring its staff is well trained and equipped for its jobs. In return, the company expects loyalty and diligence, often prompting accusations of a "hive" mentality from outsiders. Indeed, *conformity* is a major trait within the workforce.

Hard work is expected of employees, particularly newcomers who have yet to demonstrate their value to their peers and superiors. Long hours are commonplace, with most employment contracts worded in terms of "the time required to perform the job" rather than any specific working hours. A number of new employees break under the strain, though KSM works diligently to minimize such incidences by screening applicants with interviews and batteries of psychometric tests. Employee retention is a major issue within the company — KSM invests considerable sums in its employees and has no desire to see others benefit from its efforts — and though working its employees mercilessly, it rewards them well and adheres strongly to the "work hard, play hard" ideal. Wages and benefits for employees are among the best on Caprice.

Ambition is considered a virtue within KSM, providing the impetus for the devious and often unscrupulous tactics that typify the corporation's dealings with outsiders. Loyalty to the company remains a core imperative, however, preventing the fratricidal politics endemic in other corporations. Balancing the two is a tricky proposition, placing emphasis on each worker to demonstrate his or her own skills and value rather than undermining the positions of others. The result is a seemingly polite and harmonious workforce but, like many things associated with KSM, what lies behind the *façade* is often very different.





Assets and Liabilities - 4.5.8

KSM's policies have netted it a wide variety of assets — houses, vehicles and businesses — and its facilities span the infinite city. Physical assets are, however, only a portion of the company's riches. Most of the KSM's wealth exists in digital form, in stocks and shares, bank balances and debts. A substantial proportion of the company's wealth is tied up in loans to individuals and corporations on the Gateworld, but these pale into insignificance next to the "loan" (KSM prefers to think of it as an investment) to the CEF. The company has spent billions of pounds on the CEF, funding the development of equipment and its subsequent manufacture, and while it has made substantial profits during the occupation, they are mostly peripheral results of the CEF's actions. Their direct return on the investment has been minimal — limited trade links with Earth and Utopia — and the company has faced the difficult choice of whether to cut its losses or to invest even more money in the hope of one day gaining substantial returns on its investment.

Allies and Enemies - 4.5.9

Though KSM maintains working relationships with many of the corporations on Caprice, its active collaboration with the CEF has resulted in a general cooling of these partnerships. Unlike other collaborators such as Gallot Caprice, KSM's clear strength and its obvious political and financial gains from the partnership have allowed the company to maintain a strong presence in the CCE. Ironically, that KSM chose to work with the invaders and has profited from its actions plays well with the other corporations. Business is, after all, business.

KSM's active collaboration sits less well with the rank and file residents of Gomorrah, many of whom regard it as cold-blooded treachery. Fortunately for KSM, the exact extent of its links with the CEF is not public knowledge and those who label the corporation as "unethical mass murderers" are commonly derided as fanatics. Nonetheless, containing the damage caused by its association with the NEC occupies a large portion of the corporation's PR efforts. One of the board's greatest fears is that a competitor will beat it at its own game, undermining its position with a devastating leak of information. With that in mind, KSM has actively worked to desensitize the population to such claims, staging "leaks" of information by "jealous rivals" that it can easily refute and which mask and undermine the real leaks.

The Liberati hate KSM with a passion and do all they can to disrupt the corporation's affairs. Unfortunately for the Liberati, they are ill equipped to hit KSM where it hurts — in the stock markets and the bank balance — and the corporation's principal facilities are too heavily guarded to warrant attack. The Liberati can attack KSM's small, isolated businesses, those it acquired through repossessions, but they learned early on in the occupation that doing so only harmed their cause, turning the communities against them and having no appreciable effect on the corporation.

Publicly, the CEF is non-committal about its relationship with the corporation but numerous high-ranking officers, including Admiral Winthrop and Lieutenant General Szetir, are regular guests at corporate soirees and enjoy the full range of the corporation's hospitality. The CEF doesn't yet trust KSM as far as it does the Earth corporations that accompanied the task force, but of all the Caprician companies it is one of the few the military cooperates with rather than compels to do its bidding.

In their turn, the Earth corporations are keeping a wary eye on KSM, fearing that the Caprician corporation may usurp their favored status. They find the CEF's willingness to allow KSM to trade with Earth particularly worrying, suggesting a degree of trust that many of them do not enjoy with the overlords.

Rumors persist that KSM works hand-in-hand with Hakkar, but while the corporations do maintain a profitable business relationship, claims of more solid ties remain unproven. Like stoneheads of Terra Nova, the mermaids of Atlantis or Caprice's own oil, the absence of supporting evidence has never stopped conspiracy theorists from airing their wild ideas.



4.6 - COSTA MOREIA [CMS]



A service corporation, Costa Moreia pervades all aspects of life in Gomorrah, responsible for overseeing many of the menial everyday tasks that people take for granted. Everyone knows Costa Moreia and has frequent contacts with the corporation's employees yet few would list it in the top ten or even top twenty companies in the trench city. The members of the Costa Moreia board, governors of the fifth-largest company on the planet, which employs more than ten million people, see no reason to correct public perception, preferring instead to exploit this effective anonymity for their own ends. CM employees can go almost anywhere in the city, making them some of Caprice's best sources for information.

Vital Statistics

Legal Name:	Costa Moreia Services
Headquarters:	CM Administrative Compound, Gomorrah Hub
Date of Founding:	5601; Independent since LC 62 (5868)
Chairman:	Gabrielle O'Reilly
Principal Industries:	Construction, utilities, transport infrastructure
CMEC rating:	9291 (5th)

4.6.1 - History

Keyser-Moran Industries survived Earth's withdrawal largely intact and was one of the few companies to prosper in the new, lean Caprician economy. Its involvement in mineral extraction and construction was at the heart of its success, allowing it to exploit the massive reconstruction and redevelopment that took place within Gomorrah in the years after the withdrawal and the Great Fire. Realizing the poor state of Gomorrah's infrastructure, Keyser-Moran became involved in maintaining the complex system, forming a bridge between corporations and ensuring each had the basic utilities they needed to survive.

Much of this work fell on the Costa Moreia subsidiary that soon became a household name within the city. Though it was Keyser-Moran's largest and most profitable subsidiary, however, little of the revenue Costa Moreia earned was returned to the company or its employees. Instead, it was appropriated by the parent company, used to fund its own extravagances and ill-conceived ventures. Resentment festered in the subsidiary's management, waiting for an outlet.

In the mid 59th century, Keyser-Moran found itself embroiled in a bitter conflict with the nascent Hakkar, jealous of the new company's success and seeking to limit the growth of what it referred to as the "upstart corporation." Initially legal and above board, the conflict soon degenerated into a free-for-all. What started as a war of stocks and advertising quickly became a war of assassination, espionage and disruption. Hakkar retaliated blow-for-blow against K-M, and the conflict could easily have escalated to engulf all of Gomorrah. Instead, it came to a sudden and devastating end on 16 May, LC 62 (5868) when the Corporate Executive received damning evidence of K-M's illegal operations.

A detailed investigation followed, which lead in turn to severe sanctions against the company. Within six months, Keyser-Moran Holdings, the core of the corporation and the main target of the penalties, filed for bankruptcy, shattering the company into a host of smaller businesses. Rival corporations absorbed the majority of these concerns but the principal subsidiaries, including Costa Moreia, became independent corporations in their own right.

Though initially believed to be a Hakkar ploy, the quality of information provided to the CCE soon made it clear that the incriminating evidence originated *within* Keyser-Moran. The whistle-blower was never identified, but the subsequent rise of Costa Moreia left few observers with any doubt as to the identity of the perpetrator. No longer hampered by its parasitic parent, CM prospered, expanding its business interests and improving the quality of its services. Though the initial spurt of growth surprised many, few saw it as a threat and CM was allowed to develop largely unhindered. Costa Moreia became allies of the other corporations, handling the routine but important tasks with which many corporations did not want to be concerned.

Soon, the client corporations began to regard CM as little more than a menial servant, looking down their noses at the company's humdrum, repetitive tasks. They concluded that Costa Moreia was harmless and unlikely to amount to anything, forgetting that hard work and perseverance can also bring success.





Industries - 4.6.2

Costa Moreia's industrial base is far-reaching yet at the same time one of the most restricted of a first-tier corporation. Almost every aspect of the corporation's business revolves around life in the city of Gomorrah, incorporating the structures, resources and services essential to everyday living.

Construction is the most glamorous of the company's businesses, incorporating all stages of design and execution. The company's architects, based in Gomorrah Hub, have a reputation for flair and innovation and many of the most elegant buildings in the infinite city began life in their computers. They are equally at home designing new buildings or renovating existing structures, with considerable experience in using "stacking" methods (see **Life on Caprice**, p. 33) to expand usable space. Vast fleets of sky-cranes (heavy-lift VTOLS) and cargo transports are common sights at construction sites, many of the buildings being too massive for "traditional" methods like self-jacking cranes.

Building maintenance forms a substantial part of Costa Moreia's business, ensuring the city's structures conform to the standards laid down by the Trent Sector Accord. All property owners are, by law, obliged to have their buildings examined by a structural engineer every ten years and to pay for repairs (or demolition) as required. CM carries out almost eighty percent of these surveys and is also the principal contractor for routine maintenance.

CM works closely with water refineries and reprocessing plants, as well as with power generation companies, to ensure that everyone from the largest corporations to the smallest house-owner has access to the utilities. A de-facto monopoly, this unglamorous side of Costa Moreia's business reaps immense rewards: after all, everyone needs access to water and power. CM also works with authorities from 59 hubs to maintain the roadways and railway lines within their districts, and also holds the contract to maintain the entire Tachyon Monorail system.

The last major strand of Costa Moreia's business, and its most secretive, is intelligence gathering and exchange. Only the corporation's closest allies know of CM's extensive espionage network, which utilizes the "invisibility" of the corporation's workforce to gather information on a wide variety of subjects.

Facilities - 4.6.3

Costa Moreia's installations pervade the Cat's Eye Trench and dot the planet's numerous maglev lines. Almost every hub contains a CM works depot (notable exceptions being Paladin Lots and the lawless Friednam-Serrby Hub) from which the company's employees carry out their essential tasks. Each houses the various vehicles utilized by the workforce, a mix of groundcars and utility VTOLs. A few also serve as bases for construction Mounts but in most cases these specialized vehicles remain at one of the six regional HQs. Each hub depot houses a broad range of workers though the exact mix varies according to the region's demands. Gallot Hub, for example, contains a high proportion of "cosmetic maintenance engineers" (street sweepers, refuse collectors and the like) who ensure the public areas of the business hub remain in immaculate condition. In contrast, the Envry depot serves as the base of operations for a larger contingent of construction teams and structural engineers, reflecting the massive rebuilding and beautification program currently taking place on the edge of the Fahd arm.

Each hub also contains numerous facilities for the reclamation and processing of water and sewage waste, as well as the never-ending task of scrubbing pollutants from the atmosphere. Roughly two-thirds of the facilities are owned and operated by Costa Moreia and the corporation's workers oversee the operations of many of the others. The strategic significance of these facilities — they are ideal vectors for chemical, bacteriological or viral agents — has prompted the CEF to station security forces at each. In most cases this is a token presence, the guards working hand-in-hand with CM's own security forces, but in high-profile areas like Gallot and Gomorrah hubs, Earth troops completely replace corporate forces.

CM's regional bases, two located in each of the North Tower, Central Plainses and South Tower regions, oversee operations in a number of hubs, ensuring the workers in each have the tools and resources to carry out their tasks. Each has a dedicated administrative division that works hand-in-hand with the Gomorrah Coordination Committee and other service corporations to ensure the smooth running of the infinite city, prioritizing work-teams and coordinating inter-hub operations. The regional bases serve as central repositories for specialized equipment such as construction Mounts, SkyCranes and transport VTOLs, complete with service facilities and garages.

In a sharp contrast to the headquarters of most first-tier corporations, the Costa Moreia Administrative Compound in Gomorrah Hub is starkly utilitarian and unprepossessing, considerably smaller than many of the corporate offices that surround it. The corporation sees no reason to spend vast sums on ostentatious displays, preferring instead to focus resources on important matters such as work and employee benefits. Where public displays are called for, the corporation utilizes the facilities of the Gomorrah Coordination Committee, a governmental body dominated by Costa Moreia.



4.6.4 - People

Gabrielle O'Reilly



Gabrielle O'Reilly is a classic case of rags to riches, a living demonstration of Costa Moreia's egalitarian policies. Once a Liberati wanderer, O'Reilly journeyed to Gomorrah in LC 255 (6110) after most of her band died in a storm in the Capra Wastelands. Unsited to life in the corporations, she signed on with a CM work crew and quickly demonstrated both her physical strength and organizational skills. A natural leader, she quickly came to head the team and within five years served as regional controller for CM maintenance crews operating in the South Tower region. Competent and levelheaded, she made steady progress through the corporation, joining the board in LC 262 (6118), which nominated her to head the corporation in LC 270 (6129). Though lacking the flair and dynamism associated with many corporate high-flyers, O'Reilly has proved a popular chairman though she is beginning to tire of the responsibilities, longing for the simpler life of her youth.

Marianne Lucas

Though not yet thirty, Marianne Lucas is already head of administrative services in the North Tower district, her impressive memory, attention to detail and ability to organize others earning her a rapid series of promotions since she joined the workforce seven years ago. Born to junior managers in the corporation, Lucas was indoctrinated into CM's work ethic from a young age and has always striven to excel at her work. Described as cold and humorless, Lucas is not well liked by her staff and peers, though she is respected for her abilities. Other than work, Lucas' only joy in life is her 10-year old son, Miles, whom she has raised almost single-handedly since her husband's death five years ago.

Sam Bey

A graduate of the prestigious Bounds Green Engineering School, Samuel Bey gained a reputation as one of Costa Moreia's best construction engineers. In a career spanning almost fifty years, Bey has worked on projects the length and breadth of the Cat's Eye Trench, overseeing the assembly (and sometimes demolition) of a wide range of buildings. He served as principal engineer on the Highgate Building and the Barbican Complex, as well as the South Wing Extension of the Caprician Mercantile Exchange. He is best known, however, for the Prada Arena renovations, a project that very nearly claimed his life. A chemical leak while overseeing tests of the building's atmosphere reprocessors left him horribly scarred and also destroyed many of the alveoli in his lungs. The damage proved irreparable and he wears a breathing mask to gain sufficient quantities of oxygen.

4.6.5 - Motivations

As with all corporations, money is an important factor in Costa Moreia's activity but it is not the driving force behind the corporation's actions. Over the centuries since CM gained independence from Keyser-Moran, the corporation has increased its involvement in the day-to-day activities of Gomorrah and has slowly transformed into a self-perpetuating and all-pervasive entity. Money has become a peripheral issue, an essential commodity rather than a driving force; its work is the corporation's principal reason for existing. In many regards, Costa Moreia is the civic infrastructure of the city and demonstrates loyalty to the entire populace, corporate or otherwise.

Far from the dynamic go-getter image many Caprician corporations project, Costa Moreia is a monolithic entity, perceived as ponderous and slow to act. In reality, however, individual work teams and hub depots respond quickly to events in their areas of responsibility, and the company prides itself on its favorable customer response ratings. The corporation as a whole, however, is guilty of many of the things its critics accuse it of, but it does not regard its careful and deliberate nature as a flaw. With the lives of 311 million people in its hands, Costa Moreia wants to ensure that its decisions are the best it can make. Unlike other corporations, CM is distinctly unambitious in its goals. Maintaining the infrastructure of Gomorrah is plenty of work already.

Despite CM's ties to many bands of Liberati nomads, the corporation is not particularly supportive of the resistance movement. All Costa Moreia wants is to be able to do its job and, to it, one overlord is as good as another, be it the NEC, the Corporate Council or any other body. CM understands the appeal of the freedom *ideal* but also associates it in some regards with anarchy, the antithesis of everything it stands for. Though appreciating why many other corporations chafe under the CEF occupation, and having suffered a little itself because of more stringent security protocols and a shortage of resources, the one thing the Earth forces cannot be accused of is promoting disorder and to that end CM sees no need to undermine the colonial government.





Tactics - 4.6.6

Costa Moreia workers are an ever-present sight in Gomorrah, given as much attention by the average corporate worker as a commsbooth or rat. Most corporate workers simply go about their duties, reinforcing the idea of CM employees as hardworking and conscientious, but other specially trained operatives exploit their "invisible" status to a less noble end. They form a pervasive and almost invisible network of spies, able to report on the activities of other corporations and the CEF, information the board is able to use to good advantage. Though mostly superficial and limited by the access granted to CM employees, this information allows Costa Moreia to keep a close eye on goings on in the trench city. Where the company desires more information on a subject, dedicated infiltration teams can take action or monitoring equipment can be installed. In some cases, equipment such as microphones and cameras is put in place during construction or renovation operations but the risk of discovery — most corporations take active anti-bugging measures — limits the use of such tactics. In most cases, information gathered by operatives never leaves Costa Moreia; it is used simply to direct the corporation's business efforts. In a few cases, however, CM trades information with close allies such as Hakkar and occasionally undertakes "shopping expeditions", missions to gather information on behalf of a client corporation.

In more regular business circles, the corporation's core business of maintenance and construction, Costa Moreia relies on efficiency, value for money and experience to win and maintain business. Though not always the cheapest supplier, the corporation's long-standing reputation of quality service (and not a small degree of consumer inertia) works in CM's favor. Service contracts for building maintenance, garbage handling and general cleaning are likewise lucrative, if unglamorous, sources of income for the company, providing a constant stream of revenue (and information).

Occasionally, disputes arise between CM and other corporations, often over unpaid bills (usually, the client-corporation attempts to blame its non-payment on some shortcoming of CM). While the corporation is often tolerant of small clients' problems (who in any case are usually good payers), it has little patience for the large corporations that can easily pay and that are "playing games" in pursuit of a fractional profit. In most cases, CM takes no immediate action in recovery of this debt, its contract obliging it to provide support as required, but after several months of non-payment the corporation will withdraw its services, adjudging the client corporation as "irredeemably in breach of contract." This usually has the desired effect; after several days, the offending corporation soon realizes that paying its bills is preferable to having fno garbage collections. In the most extreme circumstances CM *will* terminate water and power supplies to a client though this is a last resort, usually only undertaken if legal proceedings have stalled.

Attitudes - 4.6.7

Hard work and determination are the central tenets of Costa Moreia's work ethic, the status of each employee dependant solely on his or her own efforts. Common sense and practicality are strongly encouraged at all levels, from the lowliest street tech to members of the board. Waste — of resources or effort — is likewise discouraged and recycling is central to the corporate culture.

Though many families have worked for the corporation for generations, rank within Costa Moreia is largely merit-based. Anyone with sufficient skill, drive and aptitude can reach high office within the company, as Gabrielle O'Reilly demonstrates, which encourages every worker to do the utmost for the company. Costa Moreia expects its people to work hard for the company, and it rewards them amply for doing so. Wages within the corporation are above average for Caprice, as are provisions for healthcare and education. The company's close links with the transport companies also allows CM to offer subsidized travel to all its employees and their dependents.

The only groups able to circumvent some elements of the corporate meritocracy are the so-called shareholder families, whose control of substantial amounts of corporate stock allows them to wield considerable influence in the board. Here too, however, a degree of the corporation's common sense comes into play, restricting membership of the board to those who have served at least ten years with the corporation and who thus have a solid grounding in its affairs.

Save for increased security at several facilities and an increase in the price of raw materials, the CEF occupation of Caprice has made little difference to the corporation's daily operations. Senior members of the company frequently meet with representatives of the NEC Colonial Board, with whom they cooperate fully. The working relationship between the corporation and the occupiers is businesslike though CM has expressed concerns about various CEF construction projects across the city. Though not doubting the competence of the CEF engineers, Costa Moreia worries about the potential impact of the CEF activities on the structure of a city with whose intricacies the military engineers are unfamiliar.

Live and Let Die

Vermin infest all areas of Gomorrah and Costa Moreia wages a never-ending war against the cockroaches, rats and pigeons that infest the city's buildings. Chemicals and physical traps form the cornerstone of its efforts though it also seeks to use natural pest control methods. Trained dogs, cats and canyon hawks hunt out larger vermin, while parasites and viral agents have been employed against the whole range of Gomorrah's unwanted guests with mixed results. Use of the latter has ceased since the occupation, with the CEF fearing that such systems could be used against itself in the same way that the CEF plans to use the Sour Grapes contingency against Gomorrah should the city prove ungovernable.





4.6.8 - Assets and Liabilities

Though Costa Moreia is one of the largest and most powerful companies on Caprice, many of the buildings and structures it controls and maintains do not belong to it directly but rather are the subject of maintenance contracts and service agreements. Much of the company's wealth exists in the form of personnel and equipment, as well as the immense quantities of raw materials needed for even routine tasks in the vast world-city of Gomorrah. These stockpiles have dwindled during the occupation — the CEF's presence and the risk of war have driven up prices and made it impossible to maintain supply levels — though they continue to lock up a substantial proportion of the company's capital. Further complicating this matter is the nature of billing and payment within the city. CM's contracts oblige it to carry out necessary maintenance work as required, billing the client companies for any time and material not already provided for by the contract. The terms of such invoices usually call for payment within 30 days but, fearing a downturn in the economy, many companies are failing to pay on time, dragging the situation out to 60, 90 or even 120 days. As a consequence, an increasing proportion of Costa Moreia's wealth exists as debt, forcing the corporation to dig into its (substantial) reserves. At present the situation poses no real threat to Costa Moreia, but should something happen to cause the companies to default — an outbreak of war on Caprice for example — the corporation would find itself in a perilous situation.

The Costa Moreia board has taken the Black Talon raids as signs of more difficult times ahead and recently authorized the expansion of the corporate security forces, resulting in contracts with Gallot and a host of other suppliers. Spread across the world-city, guarding thousands of installations, few people appreciate the size of CM's paramilitary forces. Indeed, CM is one of the largest contributors to Corp-Serf forces and many of its 'private' security personnel are veterans of the supra-corporate police force. This represents a formidable investment of capital by the corporation but one it considers worthwhile so as to minimize damage to the city's social and physical fabric.

Started as tax write-off and financial stratagem for concealing the corporation's wealth, Costa Moreia maintains several hostels in the Alpha level that feed and house members of the under city's population. Though requiring minimal investment — a few hundred thousand Pounds per year — these hostels bolster Costa Moreia's reputation among the under classes and provide the corporation with a vast pool of casual labor.

4.6.9 - Allies and Enemies

Most corporations look on Costa Moreia as an all-pervasive but menial group, powerless and beneath their notice. Thus, while CM maintains business links to many of the companies in Gomorrah, it regards few as allies.

The corporation's strongest relationship is with TransTrak, the consortium responsible for operating the bullet trains and trams within the city. The member-companies of the consortium, caught between the twin-goals of profit and reliable service, depend on CM to maintain their networks in top condition, thus allowing them to meet the stringent performance criteria laid down by the Gomorrah Coordination Committee. Without Costa Moreia's diligence, the vast and intricate network of lines would soon degenerate into chaos.

The company also maintains strong ties to the various power generation and water purification companies that operate within the city. CM serves as a conduit for the utility companies' "product," allowing it to reach the client quickly and efficiently. Though seemingly a straightforward process, Gomorrah's "open market" policy turns what should be a simple task into a logistical nightmare, allowing clients to buy their utilities from whichever supplier they choose and leaving Costa Moreia to arrange the physical details. In practical terms the client's utility supply is unaffected, drawing from a generic "pool" thanks to standardization imposed by the GCC, but CM must still organize to take the appropriate quantities of resources from each company and to remunerate them accordingly. Though ostensibly neutral in such matters, disputes between these suppliers often expand to encompass CM as the feuding parties seek to draw the neutral (but essential) distributor onto their side. While Costa Moreia does favor particular suppliers, the company strives hard, but not always successfully, to maintain an air of neutrality.

Its role as a utility distributor has brought Costa Moreia into close contact with the Hakkar Corporation, operators of many of the ice-mining vessels that ply the Blessed Asteroid Belt. Publicly, the relationship between the two corporations is one of client and contractor, though the bond between them is much stronger than this would suggest. Costa Moreia owes its independence to Hakkar's conflict with Keyser-Moran, and the two companies have actively shared information on mutual enemies (and allies) for the last several centuries. Unlike most members of the CCE, Hakkar does not underestimate CM's power and influence, particularly its intelligence-gathering capabilities.

Costa Moreia maintains strong ties to several bands of Liberati nomads, employing them as freelance troubleshooters at various highland locales. CM also plays an active role in employing Liberati who, for whatever reason, choose to spend time in Gomorrah. In many cases the work is hard and laborious but it offers an above-board and honorable alternative to the Alpha-level clip joints that are the normal employers of the transient population. Despite reservations about any dealings with corporate entities, most Liberati appreciate Costa Moreia's efforts on their behalf and respond in kind, extending the company's influence even further.





CATS EYE NEWS NETWORK (CEN) - 4.7

Born in the dark days of the Great Fire, Cat's Eye News Network is the largest media and communication corporation on Caprice, responsible for more than half the print and broadcast media on the Gateworld and a daily feature in the lives of almost two-thirds of the world-city's population. Comprising more than fifty subsidiaries, often in competition with each other, CENN is one of the least cohesive corporations on the planet; it is fragmented by ambition and factional politics. The CEF occupation has placed severe restrictions on the corporation's operations, with many of its undertakings monitored by CID agents and its broadcasts subject to censorship. These limitations have forced several subsidiaries into bankruptcy and threaten to whip the remainder into a cannibalistic frenzy. Best known for bringing news to the masses, CENN may very soon be the news.



Vital Statistics

Legal Name:	Cat's Eye News Network
Headquarters:	CENN studios, Gomorrah Hub
Date of Founding:	LC 4 (5795) as GBN, LC 62 (5867) as CENN
Chairman:	Alecks Sugano
Principal Industries:	Media, entertainment, communication, consumer electronics, data systems
CMEC rating:	8806 (14th)

History - 4.7.1

Like many things associated with CENN, there are two versions of the corporation's history: the version the company's publicists promote and the truth.

According to official company records, the companies that would later form the Cat's Eye News Network banded together during the dark days of the Concordat withdrawal, working together selflessly to uphold the traditions of the Colonial Information Board. These documents claim the various broadcasters realized that if the city was to survive, the population would need up-to-date and accurate information on events in the city, particularly since many residents were recent refugees from other worlds.

In truth, the companies did help coordinate the disaster relief effort, particularly in the wake of the Great Fire, but their motives for doing so were entirely selfish and cooperation between the companies was minimal. Indeed, many broadcasters actively supported specific gangs and corporate remnants, inextricably linking themselves to the petty conflicts that raged in the city. In the most extreme cases, broadcasters fought bitter turf wars, assaulting the transmitters and facilities of their rivals and killing their personnel. The formation of the Coalition brought a semblance of peace to the trench city but the disparate elements continued to feud, the battle now a war of words rather than of guns and bombs.

CENN itself began as a loose alliance of several broadcasters during the crisis, recognized formally with the merger of seven news and media agencies as the Gomorrah Broadcasting Network in LC 4 (5795). The group's members shared technical information and traded broadcast material, allowing each to provide a much wider range of programming than their immediate rivals and facilitating their dominance over the local area. In the years that followed, GBN's influence grew steadily as more and more companies saw the wisdom of joining the alliance. The alternative was to be driven out of business by dwindling audiences and market shares.

The members of the alliance existed as pseudo-independent entities under the GBN umbrella until LC 62 (5867), when the Cat's Eye News Network was born, creating a single body responsible for the gathering and dissemination of news within the trench city. Owned jointly by the member-corporations, CENN became a regular fixture in people's lives, one of the few constants throughout the 5000-kilometer long city and across all social levels. Within a decade, CENN was synonymous with broadcast media in Gomorrah.

In the two centuries since its formation, CENN Corporation (as the company is now known) has flourished, diversifying into other areas of media and broadcast communication. The CEF invasion, however, hit them hard when the invaders imposed stringent censorship on the corporation's broadcasts and later forced the company to broadcast propaganda documentaries about the CEF, the NEC and Earth. Though initially of interest to the isolated Capricians, the dry, humorless material is now a major disincentive to watching CENN broadcasts. Ratings have plummeted, along with the associated advertising revenue, prompting bitter recriminations among corporate executives.



4.7.2 - Industries

Though best known for broadcast news, CENN's media interests span the full range of factual and entertainment programming and are not limited to broadcast media. CENN-produced news bulletins appear on most channels (many of which are owned and operated by the corporation) and the company manages its own dedicated news channel, CENNx26, which broadcasts a rolling series of news and current affairs programming. The corporate headquarters in Gomorrah Hub oversees citywide broadcasts but a dozen "regional" centers dot Gomorrah and oversee news and programming relating to the districts in their areas of responsibility. Though few hubs have their own studio, most are home to one or more teams of reporters and these scour the city for stories that are subsequently graded for regional, corporate or citywide interest and broadcast on the appropriate segments. The NEC authorities insist on vetting any broadcasts before transmission, however. This has prompted a major change in the way the company operates; hitherto, most bulletins were live and minimally scripted.

CENN also produces much of the trideo and video entertainment consumed by the corporate workforce. Game shows, talk shows and soap operas are staples of the industry but several subsidiaries specialize in creating feature-length shows for broadcast or rental. Caprician movie-making houses are masters at creating artificial environments, using computer imaging to create realistic facsimiles of Earth, Terra Nova and the other colony worlds (as well as more exotic, imaginary locales). On a world where most people's environment consists of cityscapes and artificial canyons, such imagery — epitomized by the productions of Annyklas Entertainment, based in B.F.T. Heights — is a major crowd-puller and can make the difference between financial success and commercial disaster. Though not directly targeted by the CEF's censorship of the media, the entertainment industry has found itself under pressure by the occupier's insistence on broadcasting pro-NEC propaganda.

Print is a small but lucrative part of CENN's business. While most corporate citizens are quite happy to access news and entertainment through trideo and the like, a small group — principally high ranking corporate executives — prefer hardcopy reports and books and are willing to pay a premium for such materials. Terran and native authors are the staple of such collectors, though the scarcity (and illegal status) of Terranovan works has made them sought-after collectors items.

CENN is also deeply enmeshed in the physical side of the technologies it uses, being one of the leading manufacturers of trideo playback units and personal communicators. The corporation also manufactures data-rigs on behalf of the Caprician government and builds data terminals and rig-reader systems.

4.7.3 - People

Alecks Sugano



For more than a decade, Alecks Sugano served as the anchor on CENN's nightly news, becoming one of the best-known personalities in Gomorrah. Unlike many of his peers, however, Sugano was shrewd and ambitious, using his charisma and political savvy to carve out his own empire within the corporation. He was a natural choice for corporate chairman, serving as CENN's public face, though factional politics within the company limit his power and influence. The financial troubles currently wracking the corporation worry him deeply but his attempts to coordinate a response have been blocked by the greed and self-interest of his peers.

Ruth Japrisot

Investigative journalist and presenter of one of CENN's top-rated consumer affairs shows, Ruth Japrisot has established herself as a "people's champion," rooting out corruption and exposing the crooks who prey on everyday Gomorran citizens in her show "Japrisot, Uncovered!" Her actions, taken for ratings reasons rather than any sense of public responsibility, have nonetheless earned Japrisot a number of enemies, both within CENN and the wider corporate society, and many have sought to discredit the newshound and destroy her career. Rumors of contracts on her life, however, are dismissed by outsiders as little more than attempts to boost her popularity ratings.

Arthur Herr

Once a field cameraman and winner of the Cullen Prize for Commercial Journalism, Arthur Kerr now serves as senior news editor for CENN's Central Plainses studio. Harsh and authoritarian but with an excellent nose for the newsworthy, he directs the actions of field reporters throughout his district and has the final say on which news items make it into the show. He is both reviled and respected by those in his employ and is capable of making — or breaking — a career with a single word.





Motivations - 4.7.4

The acquisition of power and influence is central to CENN's activities, reflecting both internal policies and the corporation's relationship with outsiders. Always troubled by internal politics because of its patchwork nature and origin as an "alliance" of nominally like-minded companies, CENN has found itself troubled by serious confrontations as the company's financial position deteriorates. Subsidiaries have watched in horror as advertising revenues plummeted in response to the occupation and the CEF's insistence on using CENN as a vehicle for its propaganda.

Halting the steady hemorrhage of viewers has become central to the business strategy of the CENN subsidiaries associated with broadcast media, but they find themselves in direct competition with each other (and a handful of independents) for the remaining market share. Fratricidal conflicts have become increasingly common as the constituent companies struggle to survive, in many cases reflecting long-standing disputes that date back to the corporation's earliest days. The chairman has struggled, largely in vain, to maintain peace between the factions and fears the conflict within CENN will tear the corporation asunder.

Facilities - 4.7.5

CENN's installations dot Gomorrah, ranging from film studios and manufacturing plants to broadcast masts and theaters. The principal studios for the news and entertainment divisions are located in Gomorrah Hub and Gallot Hub, though a dozen other studios provide for the recording and airing of regional bulletins. Additional facilities serve as the base of operations for roving reporters, allowing them to edit stories and transmit them to the regional news centers for subsequent approval and broadcast. CENN's central facilities are surprisingly compact, making extensive use of "virtual" sets and studios that are easily tailored to meet the demands of specific programs; the company's programmers and modeling technicians are among the most adept on Caprice at creating artificial environments.

Trideo, video and radio transmission masts dot the Cat's Eye Trench, providing near-total coverage for CENN's broadcasts. Tight-beam microwave pulses link the studios and the transmitters, which in turn use radio to reach repeater stations and antennas throughout the city. The principal transmitters, equipped with their own power generation units and security systems, are directly owned and maintained by CENN. Most repeater stations, however, are leased from other corporations, located high on buildings and reliant on the host for electricity and defense. Each structure has several receiving antennas, each linking into a base station that distributes the signal to the building's apartments and offices along fiber-optic lines.

The corporation's manufacturing facilities are situated throughout the city and are quite compact, utilizing advanced technologies to maximize efficiency. The manufacturing plant for data-rigs, located in Canyon Hub, is among the most advanced in the city, using cutting-edge autofacs and assembly robots. It is also among the most stringently guarded non-military complexes in Gomorrah, patrolled by Corp-Serf and CENN security troops and equipped with state-of-the-art security systems.

Tactics - 4.7.6

Knowledge is power and CENN has worked hard to maintain a stranglehold on information and its dissemination within the infinite city. CENN firmly believes that whoever controls the flow of information controls the city. Careful release of information at the right time and to the right people allows the corporation to manipulate events to its own advantage. While teams ponder over the best way to manipulate data to maximize its benefit to the corporation and while never outright lying (to do so would be to invite trouble with the independent news agencies and the CRA), they subtly twist information to suit their own agenda.

When others contest CENN's portrayal of events, the corporation is quick to respond with threats of litigation. In most cases the opponent will back down, unwilling to face the media giant, but where a case does go to court CENN uses every trick in the book — above board and otherwise — to win. It is one of the largest employers of lawyers and litigators in the city, each subsidiary setting aside millions of Pounds as a "war chest" to pay for legal costs (including bribes and out-of-court settlements) that may arise from day-to-day business.

CENN is not above using the courts to legitimize its less official tactics. For example, rumors suggest that a number of the devices marketed by the corporation were developed by other companies, with design schematics or prototypes acquired by spies in the employ of CENN. Through legal trickery and sharp maneuvering, the corporation's lawyers ensured that the Caprician Patent Office (part of the Corporate Regulatory Authority) contained documents that indicated CENN rather than the original developer "owned" the technology. Faced with such "facts" the developers usually have little choice but to drop their claims, the alternative being a massive CENN lawsuit.





4.7.7 - Attitudes



CENN works hard to present a benign image to the public at large, seeking to demonstrate its impartiality while manipulating people and events behind the scenes to its own advantage. The concept of a façade crops up throughout the corporation and its inner culture, with workers rarely letting their true emotions come to the fore. Instead, they hide behind artfully crafted illusions, politeness and charm hiding their true intentions and meaning. In truth, cold ambition is rife in CENN, workers seeking to enhance their own position at the expense of their peers and subsidiaries attempting to outdo each other in the struggle for ratings and survival. Though such a cutthroat environment may not seem conducive to healthy human relationships, it has only served to make more special any existing ones. A CENN employee's trust is extremely hard to gain, but once it is, it is generally so for life.

Perhaps as a side effect of this generalized attitude, loyalty to the corporation as a whole is becoming an increasingly rare trait within CENN, replaced by departmental and subsidiary affiliations (sometimes even loyalty to individual executives). Though not to blame for the CEF's censorship and propaganda, the reputation of the CENN board of direction has declined steadily over the last two decades, their leadership being perceived as weak and ineffective. The situation has worsened noticeably over the last few years, as CENN's financial problems have become more apparent. Efforts to prop up the company via diversification into new markets, including training films and other specialized media, have angered those members of the workforce "ignored" by the board's efforts.

4.7.8 - Assets and Liabilities

The CEF presence and its attempts to control the media have wrought tremendous damage to CENN, the ubiquitous presence of censorship and propaganda prompting many customers to abandon traditional media, the corporation's core markets, in favor of more social activities such as clubbing and bars. This response has thrown the company into crisis and has sparked a succession of fratricidal conflicts as individual subsidiaries struggle to survive in the emaciated market.

Diversification into consumer electronics and household appliances has eased the situation for CENN as a whole but has done little to aid individual subsidiaries struggling to cope with greatly reduced funding. The revenues gained from the new ventures are divided between the new subsidiaries and the parent company, but political rivalries and animosities hinder efforts to filter money back to where it is needed most: in the existing subsidiaries.

On paper, CENN remains a rich corporation but much of the company's wealth is tied up in intellectual properties that have been devalued by the NEC presence on Caprice and the occupier's emphasis on practical military technologies. Characters such as "Juan Moreno," digital star of a series of computer games and animated movies and once estimated to net the company over a 50 million Pounds a year, have been rendered valueless by the occupation, sales having collapsed to a fraction of their pre-invasion levels.

4.7.9 - Allies and Enemies

Officially, CENN is a neutral observer and reporter of affairs on the Gateworld but few companies are blind to the corporation's manipulation of events to its own advantage. Surprisingly, this has caused few problems; CENN has no outright enemies though a number of companies are wary of dealing with the media conglomerate, nor does it have permanent alliances with other corporations.

CENN's relationship with the CEF has never been good, the corporation regarding the presence of CEF monitors an affront to its dignity. Never before has CENN allowed another organization to dictate what it reports and while the military reaps the benefits of using the corporation as a vector for propaganda, CENN has suffered the consequences of the CEF's heavy-handed censorship. Its reputation for "objective reporting" has been clearly compromised by the biased reporting while falling audience figures have devastated the company's revenue.

While soundly condemning CENN's 'collaboration' with the CEF, the Liberati regard CENN as a great hope for the future of Caprice. Although the CEF has tampered with the material broadcast by CENN, it has not compromised the corporation's equipment. CENN's transmitters could thus be used as a means of communicating with the corporate masses. Several adventurous Liberati cells have already infiltrated some of CENN's relay stations, installing hardware that will allow them to use the transmitters for their own ends. Such tactics are, however, localized and the Liberati know that to have a significant impact they will have to strike at the corporation's nerve center — or make an alliance with its leadership.





OTHER MAJOR PLAYERS - 4.8

There are literally thousands of corporations on Caprice, all of them struggling to advance their own positions, and it is not possible to include comprehensive information on all of them. Several other major players in the murky waters of corporate politics include the following corporations.

Caprice Ships Interstellar (CSI) - 4.8.1

Once a manufacturer of in-system ice-mining vessels, Caprice Ships Interstellar inherited Cantonni-Rand's Caprice shipyards and small Gateship fleet, as well as control of the Arflight defense platforms. CSI played a vital role in maintaining trade links with Utopia and Atlantis as well as Terra Nova, servicing Caprice's precious Gateships as well as the local ice-mining fleet. Since Earth's return, CSI's principal facility, the Monolith Shipyard, has been taken over by the CEF and used as its headquarters. CSI employees have been co-opted into working on a wide range of military projects, including maintenance of the NEC's warships and construction of landing craft.

Stefan Kiesel heads CSI and is one of the few corporate magnates to witness first-hand the destructive firepower of the CEF navy, having accompanied the 2nd Fleet in their assault on Utopia. Under his leadership, the corporation has ingratiated itself with the CEF and the Earth companies, hoping to re-learn the secrets of Gateship manufacture and interstellar travel. Outwardly, its loyalty to the CEF is absolute but like most Caprician corporations, this hides an opportunistic and jealous heart.



Lysander, Inc (LYI) - 4.8.2

A newcomer to Caprice, its representatives first arriving in LC 260 (6119) Lysander is an offshoot of Earth's Gavan Industries. Its principal role is the transportation of goods between Earth and the colonies, providing the CEF with vital equipment and resources not available locally and freeing up military transports for other duties. The corporation also acts as a "postal service" for the troops, providing them with a vital link with home, though the NEC's CID closely monitors this service. In reality, Lysander is out to make money, pure and simple. It provides the CEF and corporations with goods no one else can supply, notably exotic foodstuffs and luxuries from Earth and the other subjugated (or partly subjugated) worlds. However, though the goods it provides are much sought after by the corporate elite, most native corporations despise Lysander, regarding its representatives as exploitative interlopers.

Basil Skliris is Lysander's Caprice Director, responsible for all imports and exports. Though born on Caprice, he was one of a number of youngsters educated on Earth as a means of solidifying the CEF's hold on the former colony and is staunchly loyal to the NEC.



Kinzler Industries (KNZ) - 4.8.3

Once Caprice's largest manufacturer of mining equipment, Kinzler Industries has been suborned by the CEF and turned into the principal supplier of personal and vehicular weapons. The company has little choice but to cooperate with the CEF, but the chairman, Michi Jones, has done everything possible to ensure the company remains independent. This includes fighting vicious trade wars with other companies, including the mining subsidiaries of Gallot Enterprises. Most of the conflict has been away from Gomorrah, in the highlands of Caprice with forces raiding back and forth between the mining facilities. Like the GEC-GalSol conflict, the CEF tolerates this covert war, believing the competition between the two companies spurs both to work harder.

Though Kinzler is a native corporation, chairman Michi Jones was born on Earth. He arrived on Caprice in the "liberation" and was one of a number of corporate officials charged with kick-starting Caprice's military manufacturing base to supply the CEF. He revels in the influence his position grants him — he is the only Earther to sit on the CCE — and has worked hard to expand the company and its power base. Kinzler is tied into the CEF war machine, but despite his brief, Jones has endeavored to maintain the company's foothold in its core markets. He does not want to see the company devoured by the NEC military.



The Cornillion Consortium (COR) - 4.8.4

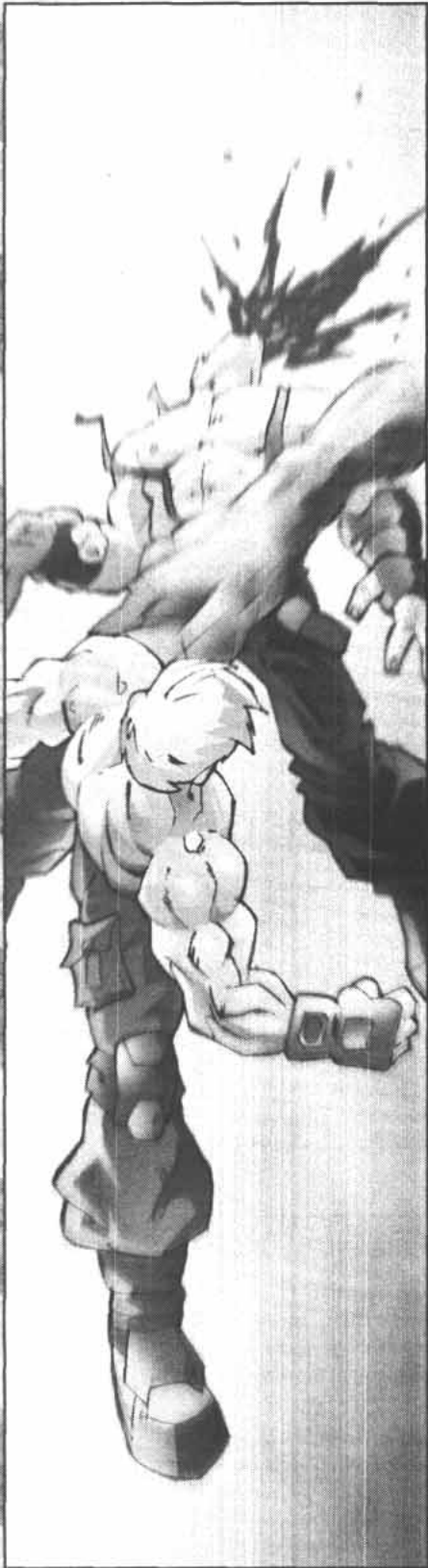
More an association of minor business interests than a true corporation, the Cornillion Consortium is the owner/operator of the asteroid and water miners essential to Caprice's survival. It works hand-in-hand with corporate ice mining and refining efforts, principally by Hakkar, and has strong ties to CSI. The Consortium also has strong ties to the Liberati and plays a major role in smuggling Terranovan agents onto Caprice. The CEF is wary of the Consortium's independent nature, however, regarding it as a grave security risk, and were it not for the vital role it plays in supporting the planet, would likely imprison them all.

The Consortium's motivations are diverse, but the group as a whole is mainly concerned with safety issues and collective bargaining. As a whole, the spacers of the Loki system are an insular bunch, caring little for politics in the outside world. They brook little interference in their affairs and frequently make life difficult for "freelance" pilots (those not associated with the Consortium or another recognized ice-mining group). Formerly commander of the ice hauler *Mauritania*, Secretary Justin Anguileme is equal parts businessman and rogue. His reputation is larger than life, but his often-irreverent attitude to "dirt side" politics hides the skills of a cunning orator and manipulator.





LETTING OFF STEAM



"Collaborator!"

Sash had only a moment to register the cry before a solid blow connected with the side of his head from behind and to the right. He went down, his head spinning, and immediately felt a sharp blow in the side as his assailant kicked him, heavy mining boots taking him just below the ribs. He wretched. Several more blows fell and then, as soon as it started, the assault ended. He glanced up and saw a kid in his late teens being restrained by the bar's bouncers. The youth struggled in vain against his captors, all the while protesting vehemently.

"Let go of me, you japes! He's one of them," his erstwhile attacker screamed, clearly intoxicated, though whether drunk or frosted on drugs wasn't immediately obvious. Sash struggled to his feet, his right hand nursing the sore spot beneath his ribs. All eyes turned in his direction and the crowd began to whisper. Realization dawned on them; he was wearing a corporate pin that identified him as an employee of KSM. *Let them think it's a mistake,* he thought, knowing full well the "esteem" in which the bar's patrons held his corporation. He drew himself up to his full height, wincing momentarily as sharp pains shot up his side.

"Appreciate well, sonny." He probed his jaw and mouth with the fingers of his left hand. They came away bloody.

"Bastard parasite!" The crowd jeered and hooted, clearly on the kid's side.

"That's 'mister parasite' to you, kid." The youth became visibly more angry and struggled against his captors. Several people in the crowd yelled for the guards to let him go.

A lopsided grin crossed Sash's face. *"Yes, do. Let's see how he gets on in a fair fight rather than an ambush."* More catcalls and jeers. This was too easy.

"Take it to the challenge ring, gents," one of the bouncers said, nodding to his left. Perspex walls enclosed the bar's fight space, marked in several points with the scars of past combats. Sash tipped his head and gestured toward the dueling arena, the grin remaining on his face. The youngster's eyes narrowed and, after a moment, he nodded his assent. *The bouncers let go and he strode into the ring.*

Stepping into the arena, Sash removed his jacket and shirt, passing them to one of the bouncers. *"Won't be long."* The bouncer's eyebrows lifted and he shook his head. Sash turned to face his opponent who had likewise stripped down to his vest and trousers.

"Fulcon?" the youth asked. Full consent. Anything goes, perhaps even a fight to the death.

"Of course." Sash signed the release form a bouncer held out to him then began a quick and graceful warm-up routine before dropping into the guard position. Ribald comments echoed down from the audience. The kid attempted to copy the kata, but lacked Sash's experience and was, in any case, too out of it to get the routine right. The result was ungainly and the crowd laughed. Sash beckoned his opponent forward with a flick of the fingers.

It had been a tough day and he was going to enjoy this.





CORPORATE CHARACTER - 5.1

Like all Capricians, the corporate citizens of Gomorrah are driven, confident of their own abilities and determined to succeed. They are proud of their heritage as Earth's first daughter colony and their ancestors' success in carving out not only a viable world from what many regarded as a glorified mining colony, but in creating a society that has prospered in the face of repeated adversity. They endured the hardships of the initial colonization and the literal fires of Gomorrah's rebirth after the Concordat's withdrawal. Now they stand firm in the face of Earth's attempt to regain control of its colonies. This concept of struggle against adversity is at the heart of the Caprician psyche, with corporates and Liberati alike believing that to forget the struggles of the past is to lose the core of their identity. To many, the best way of ensuring their heritage is never forgotten is to make struggle an ongoing part of their lives.

To corporate Capricians this takes the form of the ongoing effort to do one's best for one's employer, helping it to succeed against its rivals. This manifests as a strong work ethic, most employees fully expecting to work long hours on behalf of their corporation. Indeed, those who don't do their utmost to support corporate endeavors will, at best, find themselves ostracized by their peers, and at worst ejected from the corporation and forced to live in the slums of Alpha Level or to seek refuge with the Liberati. Struggle also exists within the workplace, as employees vie to outdo each other in pursuit of promotion opportunities and bonuses. At the same time, the corporate structure encourages teams of workers to bond, working together for common good. Even so, the workplace is a stressful environment that takes an immense toll on the health of corporate employees, and each company is obliged to spend considerable sums on medical care, physical and mental, to ensure its workforce remains productive.

Most workers are not bound to a particular corporation and can change jobs as they see fit, though many voluntarily make a lifelong commitment to their employer, leading to generation after generation working for the same company. This loyalty can easily rival the nationalistic fervor that exists on other colonies such as Terra Nova or Utopia, in turn leading to intense rivalries between the workers of competing corporations. Each corporation seeks to harness these rivalries for its own ends, using them to bolster production and foster team spirit. In most cases, the rivalries are benign but in some cases may occasionally erupt into violence. Inter-corporate disputes are a major source of fights in the challenge rings of Gomorran bars and clubs, particularly where an employee of one corporation "strays" into a venue frequented by its rival's workforce. Public brawling is, however, discouraged and Corp-Serf forces punish offenders severely, particularly where alcohol or drugs are involved.

■ Bonuses, Incentives and Team Building

Most corporate employees receive a salary, paid into their accounts and accessible via their data-ig. In most cases this comes in two parts — a fixed element guaranteed every month and a performance and productivity related bonus. These bonuses may be paid monthly as part of the regular wages, or may be awarded annually or biannually based on longer-term performance targets. In either case, the aim is to encourage staff performance, and other inducements such as staff awards, holidays and even accommodation are routine. So common is the practice of incentivization in the workplace that several "performance enhancement" companies exist to spur on the employees of client companies. Corporations see great benefits in forging their workers into a dedicated team that works (and often plays) together, and team-building exercises are a common practice, using games, competitions and associated social events to foster greater understanding between coworkers. Inter-departmental (and occasionally inter-company) sports events also serve a useful purpose in binding work teams together.

■ Corporate Pride

Mount duels play an important role in building corporate pride and morale, with many companies sponsoring (or owning) teams in the various arenas that dot Gomorrah. Some companies, like Hakkar, have their own arenas that also double as venues for concerts and exhibitions. Many of the inter-corporate matches are one-offs, team events or solo duels intended to settle grudges and resolve disputes. Most are for limited time periods or until one side is unable to continue or withdraws. A few, known as Blood Matches, specify no time limit and are to the death. To enhance the excitement, many such duels restrict armaments to melee weapons, though this limits participation to humanoid designs.

More than a dozen corporate leagues operate within Gomorrah, staging regular matches between corporate teams over the course of a year. Points are awarded for match victories and the number of "enemy" Mounts destroyed in a contest, with the highest-scoring team at year's-end receiving a trophy and/or qualification to a higher league. Caprice's most-watched legitimate sporting event is the end-of-year championship match between the two best teams of the Alpha League. (Terranovan Gear Dueling is actually more popular but is banned by the CEF.)





5.2 - CUSTOMS

A whole host of customs, rites and rituals exist within corporate society. Some recognize key stages in a person's life, while others are intended to smooth interpersonal relationships in the high-pressure corporate environment. Many are specific to individual corporations or to regions of the city, leading to a near-infinite number of permutations. A number of customs however, are common throughout corporate society or express themselves in a large proportion of the population.

5.2.1 - Family

Family is the principal social element within corporate society, though the definition of the family unit has evolved considerably since the colonization of the Gateworld. With millions of people crammed onto a small percentage of the planet's surface, the population lives in close proximity to each other, fostering a strong sense of community within residential zones. Such neighborhoods are often regarded as extended families whose members cooperate on a broad range of issues. Caprician tradition also recognizes colleagues as part of the extended family, acknowledging the strong ties that grow between coworkers. Thanks to corporate housing projects and residential zoning, colleagues often live in close proximity to each other and thus there is often considerable overlap between the "neighborhood" and "work" elements of extended families.

The most common expression of the extended family are so-called "nanny groups," impromptu childcare associations established to supervise children while their parents are working. Families of corporate employees are small, usually between one and three children, but in almost all cases both parents work. In some nanny groups, the nanny is simply an off-duty corporate employee watching the neighbors' kids, while other groups are actual crèches, complementing or replacing corporate facilities. Members of a nanny group take their responsibilities very seriously, often seeing themselves as mentors to the children, guardians of their spiritual and cultural well being — almost unofficial godparents. Quite often, the boundaries between biological and surrogate parents blur over time and children raised in a nanny group are usually socially adept and out-going. Such individuals are, however, less likely to have well-developed maternal or paternal links and are similarly disinclined to foster such relationships in their offspring.

5.2.2 - Marriage

The status of marriage within corporate society varies considerably and is a matter of personal choice. Some corporations frown on cohabitation between unmarried individuals (especially if the partners work for different corporations), regarding it as a distraction from their assigned duties and a potential security risk. Other corporations actively encourage cohabitation, believing that stable relationships actually enhance productivity. The principal of consent allows for a broad range of marriages, and same-sex partnerships or those involving more than two people are not unusual. Caprician law treats cohabitants and married people in the same way so there is no legal incentive to marry, though many still choose to do so as a formal expression of their commitment to each other.

Corporate adherents of the major faiths usually marry in a religious ceremony, but the vast majority of corporate marriages are civil affairs, enacted through the signing of a Matrimonial Contract. In its simplest form, this document acknowledges the relationship between the partners and their desire to be together, but provision is made for a wide range of additional clauses. Legally, anything the partners consent to can be included in the contract but most common are items such as property ownership, non-disclosure terms and conditions under which the agreement can be terminated. Indeed, as a holdover to Caprice's less savory past, some Matrimonial Contracts have set expiration dates (usually after one or five years) at which point the partners may choose to renew their commitment or go their separate ways. Because of these provisions, divorce is rare in corporate society.

5.2.3 - Prejudice

Prejudices within corporate society range from the overt to the very subtle. The most obvious is inter-corporate rivalry, stemming from the strong sense of loyalty workers feel for their corporations. In its mildest form, members of other corporations are looked upon with disdain, outsiders with nothing to offer, but this can escalate into hatred and open violence. Some workers, particularly the younger ones, actively seek out confrontations with members of rival corporations in their free time, ensuring the challenge rings of Gomorrah's bars are always busy.

Within corporations, there is often considerable friction between management and other workers. Members of the former group often have a more comprehensive education and receive higher wages, prompting them to look down on others. In turn, other workers regard management as aloof and arrogant, caring little for the day-to-day concerns of the workforce. A few companies have taken extensive measures to reduce internal problems, working to ensure that managers understand the needs of the workers (and vice versa). Indeed, in some cases, notably Costa Moreia, managers are promoted from the general workforce, avoiding the "them-and-us" mentality that pervades most corporations.





Education - 5.2.4

The Trent Sector Accord obliges corporations to provide their employees' dependents with an education, though the quality and depth of schooling varies widely from corporation to corporation. Every corporate child receives "primary education," which includes pre-schooling and general instruction up to age 12. At that point, each child undergoes a detailed assessment, the child's strengths and weaknesses governing the shape of his or her future education.

Those with appropriate aptitudes undergo advanced schooling, "secondary education," in scientific, technical or business studies as appropriate for another four years. Those who do not demonstrate strong aptitude may undergo vocational training and be employed doing manual work, but the majority is abandoned, forming a non-corporate under-class in Gomorran society. For those remaining in education, further testing at age 16 determines if they will attend at university or technical school as appropriate or enter into the workforce.

Corporate policy on "tertiary education" varies widely. Some sponsor the student with no strings attached, paying tuition fees with no preconditions on the student's future career. More commonly, corporations require tertiary students to agree to a minimum period of work with the corporation to repay the debt, usually five years. This requirement secures the company's investment against "headhunting," where recruits actively seek to entice promising students to work for their (or their client's) company. Attempts to leave the company before this period has elapsed result in a breach of contract suit and efforts to recover the corporation's investment. Some corporations take the investment concept a step further and actively bill the student for tertiary education. Not as restrictive as employment contracts, the student is free to choose whom to work for, though the conditions attached to the funding usually favor the sponsor corporation (by allowing repayments in pre-tax salary deductions rather than as a lump sum, for example). Scientific, technical and business courses predominate, though various social sciences courses reflect corporate commitment to the mental health of their employees and to the study of exploitable social phenomena. In many cases, however, courses such as psychology and sociology are electives of a business course rather than stand-alone curricula. Most students graduate at age 20 or 21 though some, particularly those on complex scientific courses, may remain in education until their mid 20s. Most graduates enter the workforce on the bottom rung, though the lucky few who qualified for internships or apprenticeships during their education (and thus have practical knowledge as well as book learning) often start in posts that are more senior and receive more substantial wages.

Corporate Law - 5.2.5

Corporate law, like Caprice's more general legal code, centers on the Right of Consent. Provided all parties involved in a deal agree to them, almost any provision is legal. The main exceptions are false claims and the destruction of property belonging to a third party, since both involve non-consensual actions directed at others. Contracts are central to business relationships, codifying the participants' relationship and detailing what is expected of each. However, while false claims are illegal, deception and manipulation are legal business tactics. When signing contracts, corporations and individuals need to ensure that they are agreeing to what they think they are agreeing; contract writing is, in some regards, an art form, using tortuous language to hide pitfalls and provisions from the unwary. Even in the most mundane circumstances it is advisable for a legal professional to examine an agreement before signing; once consent is given to the terms they are legally binding and cannot be escaped (tricking individuals into giving verbal consent is a favored tactic of less scrupulous corporations).

Any disputes regarding corporate law or contractual provisions are first brought before an Adjudicator who will either rule immediately or forward the matter to a hub's Adjudication Panel for more detailed consideration. If the panel cannot resolve the matter, or if the dispute crosses hub boundaries, the case passes upward to one of four regional courts, each comprising the city's most learned and experienced advocates. Few matters proceed beyond this level but those few that do go to the Corporate Regulatory Authority, which is the ultimate arbiter of corporate law. Participants who disagree with a decision may appeal to a more senior court though these courts may, at their own discretion, refuse to hear the case. Furthermore, if two panels/courts in succession reach the same verdict, the matter may go no further. Decisions of the CRA are final and not subject to appeal.

Corporate Bonding

While slavery is illegal on Caprice, indentured servitude flourishes in several corporations. "Consensual" agreements allow corporations to impose whatever conditions they like on employees, many of whom accept the restrictions willingly in exchange for security. Known as corporate bonding, the process binds the worker to the corporation more tightly than a regular employment contract, usually as a means of paying off debt or as security for a loan or other benefit. The contractual provisions vary widely depending on the corporation and the circumstances, sometimes generous but often harsh. Corporations often exploit bonded workers, treating them as little better than slave labor during their period of service, particularly where the bond period is for only a few months or years. Where the indenture is for a longer period or unspecified, workers tend to be treated better, regarded more as an "investment" by their corporate masters.





5.3 - LIFESTYLE

In many regards, corporations *are* the lives of their employees. They provide food, shelter, healthcare and education, indoctrinating their people into their culture. Liberal corporations allow their employees considerable freedom to choose their own lifestyles, making no judgments as to the validity of one lifestyle over another. They understand that individuality is often the key to innovation and performance, something they seek to encourage. Other corporations maintain a tight grip on the lives of their employees, dictating almost every aspect of their existence. Known as "hive corporations," these companies regard employees as small (but no less valuable) cogs in a larger machine. In some cases, the corporations mandate worker lifestyle via employment contracts but in most cases, such conditions are "optional." Failure to comply, however, often leaves the worker's career stalled.

5.3.1 - Residence

Accommodation falls into two broad categories: Corporate and privately owned. The former dominates Gomorrah, with more than two-thirds of the corporate population living in premises provided by their employers. No company mandates that its workforce live in corporate-owned buildings, but economic and social factors strongly encourage it. Usually located in or near the workplaces, corporate premises are convenient and are usually subsidized by the employer. Furthermore, such buildings often house the corporate-sponsored schools and health clinics, with residents of the complex given priority for their use. Those who live elsewhere often face considerable difficulties finding school enrollment for their children or making medical appointments. Finally, residents of corporate housing complexes usually form tight-knit communities and aid each other at home and at work. Those not part of these extended families often find themselves "out of the loop" and bereft of many opportunities for advancement.

Property prices in Gomorrah discourage large residences, and apartments, corporate or privately owned, are compact but functional. The smallest, for single junior workers, are little more than single-room dwellings containing space for cooking, sleeping and relaxation. In the poorest areas, apartments may share bathroom facilities though most squeeze a toilet and shower into a small side room. Prices for such accommodations range from 60-120 Pounds per week if rented or 50-150,000 Pounds if purchased outright.

More senior personnel or small families reside in mid-size apartments with distinct living and sleeping areas. These mid-range facilities vary considerably in size and configuration, with between one and three bedrooms and with either combined kitchen-dining-living areas or distinct rooms for each. Such apartments are usually located at the heart of the residence tower and thus lack windows, relying instead on sunscoops and viewscreens. A few may overlook an atrium park or the city itself but these are extremely rare and much prized. Prices of 175-400 Pounds per week are common, with purchase prices between 100 and 650,000 Pounds. Apartments with balconies go for considerably higher sums.

The residences of top-flight corporate employees are still compact compared to those on worlds like Terra Nova but compared to those of more junior staff, they can be palatial. Many have access to balconies overlooking the city or atrium parks and all are lavishly decorated, with facilities for entertaining guests. The starting rent for such apartments is 500 pounds a week (and more typically over 1000) with purchase prices at least 750,000 pounds.

5.3.2 - Healthcare

Another obligation imposed by the Trent Sector Accord, corporations must provide their workers with competent and comprehensive medical care. Such treatment is expensive and specialized, and only the largest corporations can afford to make the necessary investment. The others hire the services of specialist care providers, either directly through long-term service agreements or indirectly through medical insurance. Hospital staff and trauma teams will always provide emergency treatment but more sophisticated treatment requires authorization from the insurers or a transfer to a medical facility that has agreed to care for the patient. Patients without insurance or agreed medical cover will *not* be treated. The hospitals are, after all, businesses and not in the habit of giving away handouts.

The data-rig stores details of each patient's medical coverage, as well as key elements of the patient's medical record and riders that apply to the coverage. The quality and extent of medical coverage can often be a deciding factor in changing jobs, considered right alongside wages and promotion prospects.

Corporate healthcare conforms to the Neufeld Axiom, emphasizing quality of life over longevity, though as Chairman de Souza of Hakkar demonstrates, life-prolonging techniques are available to those few who want them. Most effort, however, is spent on trauma care — Caprice is a harsh planet and the lifestyles of its occupants expose them to considerable dangers.

Physical reconstruction and cosmetic surgery are available in corporate medical facilities but few employees utilize them voluntarily, even if badly injured by their work or leisure activities: the Caprician population see scars and other signs of injury as badges of courage and of struggle against adversity. Some corporations, however, mandate that their employees meet baseline physical requirements to fulfill their jobs and require them to undergo appropriate medical procedures where available.





TECHNOLOGY - 5.4

Corporate Caprice is a technologically advanced society. Many systems exist to aid the daily routine, facilitating the frenetic pace of life in the infinite city. Others form the cornerstone of Caprician life and without them, daily life would be impossible.

Caprician technologies for the purification and "refining" of water and air are, without doubt, the most sophisticated in human space, usually smaller and more efficient than comparable systems found on other worlds. Lacking the life-supporting resources the other colonies take for granted, Caprice had little choice but to excel at such systems, with companies like Hakkar and Costa Moreia making considerable profits from their development and operation. They range in size from vehicular systems to filtration plants and atmosphere reprocessing stations that span entire city blocks. Despite the best efforts of the corporations, the Gomorran atmosphere is rife with pollution and consequently gas masks and personal rebreathers are popular accessories. Many are starkly utilitarian but others are decorated with intricate patterns and motifs that vary from season to season.

Autofacs ◆

Autofacs are Caprice's most revolutionary technology. Computer-controlled manufacturing devices, they utilize pre-stored templates and materials to produce simple goods or components that can subsequently be assembled by more traditional methods. Varying in size from desktop machines to room-sized bays, they form a key element in Caprice's economic prosperity, allowing fast, accurate and efficient production of items. In most cases the 'facs can only shape materials provided them — they cannot create entirely new materials — though some medical and chemical 'facs are capable to synthesizing new substances from stored compounds. Use of 'facs is tightly controlled and supervised, with each machine licensed by the CRA. In theory, each autofac contains built-in blocks that prevent the manufacture of weapons or another autofac but an appropriately skilled technician can circumvent these safeguards. (Acquiring the raw materials needed to feed these illegal refits is often another matter, however.)

Personal Technologies ◆

Personal technologies designed to integrate the corporate workforce into the digital economy of Caprice form another cornerstone of Caprician technology. Every resident of the trench city receives a data-rig during his or her early years, consisting of a small implant installed in the head or neck. This device serves as a repository for information on the bearer, serving as a combination credit chit, identity card and information store. The current models are "dumb" and require an external browser — a Smart Pack Reader, a Data-rig Info Node or a sales terminal — to access the data it contains. Work is currently underway to develop more advanced versions that can be accessed by the user without additional technologies. The program has resulted in several spin-off technologies, notably 'ghul circuits' that allow an equipped person to 'share' his senses, but a fully interactive data-rig is likely decades away.

Vehicles ◆

Vehicular technologies form the key business of numerous corporations, ranging from drones and small personal conveyances to massive cargo transports and engineering vehicles. While ground cars remain the staple mode of transport, the scale and vertical nature of the world-city encourages the use of flying vehicles, particularly lighter-than-air or VTOL models. Such vehicles are the favored mode of transport for the corporate elite and most buildings contain VTOL landing pads and garages. Vectored-thrust vehicles are also popular with security forces and emergency services, allowing them to reach any part of the city within a matter of minutes. The biggest problem, however, is traffic management, handled by the Corporate Regulatory Authority under the watchful eye of the CEF. With tens of thousands of flights per hour in the confined space of the city, it is a testament to the skill of the controllers and the sophistication of their systems that aerial accidents are a rare occurrence.

Utility walkers have always been important to the Caprician vehicle industry but the arrival of the CEF prompted a rapid advancement in the military application of such technologies. Both bipedal urban combat Mounts and the larger quad- or hexapedal models have been upgraded to meet the demands of the CEF and to integrate new technologies developed during the years of occupation and from the lessons of Terra Nova. The greatest effort, however, has been on Gear-analog walkers known as Battle Frames. Much of the work on these new systems has been carried out by Earth companies that accompanied the CEF to the Gateworld, but several native corporations supply parts and have sought to convince the CEF that they should be involved in the entire manufacturing process. The Earth military is, however, wary of trusting its military secrets to companies that could potentially turn the weapons against them. The demands of building and testing a new fighting force may, however, leave them with little choice.





STRANGE BEDFELLOWS



Hampton Rhodes took a brief sip of his drink, hoping that his nervousness didn't show too much. Dressed in the apparel of a junior corporate executive out for an evening of fun, excitement was the last thing he wanted. Sous-Caporal Rhodes, lately of the Southern MILICIA and now a member of the 6th Black Talons, operating under the auspices of the Westphalia Cabinet, was waiting for someone.

The agent, codenamed Shooter, was meant to rendezvous with the Terranovan commando here at six and would identify himself with the passphrase "The stars look bright tonight." Not exactly the easiest phrase to work into a conversation, and it was now quarter-past. Rhodes was worried. Was his cover blown? Were CID agents already on his trail, just waiting to pounce? And why was *she* still watching him?

He glanced back at the leggy blonde who'd been eying him up for the last ten minutes. She wore a knee-length Ocean Wear skirt and matching jacket. The heat-sensitive gel packets within the fabric swirled as she danced, the result an ever-shifting swirl of color. She probably wasn't much above 25, a junior corp exec out for a good time like he was supposed to be. Her close-cropped blonde hair and fine features lent her an elfin look. *Cute*, Rhodes thought. The kind of girl he usually went for, back in Port Oasis, but a dalliance he couldn't afford at this time.

She saw him looking and smiled. *Hell. She's coming over.*

"Anyone sitting here?" She gestured at the empty seat next to him. There was something odd about her accent but he couldn't quite place it. He shook his head and she slipped into the chair, graceful as a cat.

She held out her hand and smiled winsomely. "Hi. I'm Shari."

Unsure of the exact social protocol, he just reached out and shook her hand. "Liam," he said, using his cover name. He attempted to withdraw his hand but she held on, her smile broadening.

"So . . . Liam, how come I've not seen you here before?" She drew his hand toward her and leant forward to kiss his knuckles. As she did so, Rhodes glimpsed the octagonal corporate pin on her collar, four red arrows pointing towards the letters "EG" in white. He froze. That explained the accent.

EG. Elite Genom, the top Terran corporation on Caprice. *Oh, hell. Oh, hell.*

"Erm..." he stuttered. It was all he could manage.

"Oh never mind. It's not important." She stood again but made no effort to move away. "Let's go for a walk. I could do with some . . . company." She tugged his arm, a coquettish smile crossing her lips.

He swallowed and could feel the sweat beading on his brow. "I'm flattered but I don't think so." He cast around for a suitable excuse. "I'm waiting for a friend." *Get lost bimbo. Now!*

She released her grip on his bicep, sliding her hand down his arm, fingertips sending small shocks up his arm. She lingered for a moment on his hand, tracing a zigzag pattern from his wrist to his index finger, then picked up his beer and took a quick sip. Her eyes narrowed and she grinned impudently.

"That's a shame. The stars look bright tonight."





DESIGNING A CORPORATE CHARACTER - 6.1

Corporate society offers a host of ideas for **Heavy Gear** characters that can be used in almost any campaign set on the Gateworld. Campaign type will play a major factor in character selection: campaigns involving combat will likely center on Corp-Serf forces and other corporate military careers, while those favoring politics and corporate intrigue call for corporate executives, spies and lawyers. Indeed, characters need not be affiliated with any company to take part in a corporate campaign: Liberati, CEF and even Terranovan agents are all at work in Gomorrah, while former corporate employees — dropouts — can provide intriguing roleplaying opportunities.

In all cases, the central tenets of Caprician life — hard work and self-reliance — should shine through. Corporate characters are driven to succeed, constantly seeking to advance their own positions and those of their corporations while blocking the efforts of their rivals. Even when not directly involved in corporate business, this determination and belief in one's own abilities will influence a character's reactions.

Capricians — and corporates are no exception — live life to the fullest. A corporate secretary, quiet, mild mannered and hardworking during his workshift, may be the life and soul of the party at other times, drinking, dancing and fighting. They give "110 percent" in every aspect of their lives, constantly struggling to demonstrate their worth to the corporation and to their peers. Few corporates believe in a quiet evening in, instead subscribing to the ethic of "Work hard, play harder."



Concept, Background and Subplots - 6.1.1

Corporate loyalties play an important role in defining a character's outlook and personality and should thus be decided during character creation. Members of liberal corporations like Costa Moreia will likely have a similarly relaxed and open view of life, accepting a wide range of attitudes, beliefs and personalities. Those employed by a hard-nosed company like KSM are more likely to impose their corporate prejudices on the world, appearing cold, arrogant and distant. Players need not, however, be bound by such backgrounds though they provide a useful source of inspiration for character design.

Rank within the corporation can play a major role in character design and in determining the objectives of a campaign. Junior workers are likely to have considerable freedom of action but have restricted influence within the corporate environment, falling foul of their superiors, daily routines and outside influences like Corp-Serfs and the CEF. More senior characters, middle management and the like, are bound by the responsibilities of their position and are thus less likely to be "out and about" but instead manipulate others. Campaigns involving such characters are less likely to be action oriented but rather focus on the inter- and intra-corporate politics within the trench city.

A character's stance on the CEF occupation will also be very important. Characters who resent Earth's interference in Caprician affairs are more likely to sympathize with the resistance movement and thus to work with Liberati and the Terranovan saboteurs now arriving on Caprice. The matter, however, is complicated by corporate loyalty, characters with strong ties to their corporation perhaps suffering doubts about striking back if doing so would harm their own corporation or its interests. Balancing such demands — corporate loyalty against loyalty to the larger Caprician population — can be a major theme in campaigns involving resistance to the occupation.

Attributes and Skills - 6.1.2

Characters originating in one of the Caprician corporations use the standard character creation rules found in the **Heavy Gear** rulebook. There are no restrictions on attribute and skill selection though players should consider the character's intended concept carefully before making any purchases. For example, characters involved in physical occupations — miners, assembly workers, stevedores and so forth — will have above-average FIT and BLD attributes, while their INF scores are likely to be below average. Office workers are more likely to have high KNO and PER scores while neglecting FIT or AGI.

Principal skills depend on the character's occupation. For example, Electrical Design and Electronics are useful for an electrical engineer, and Law and Theatrics for a litigator. Bureaucracy and Business should appear in most cases, and Hagglng, Leadership and Computers may also be appropriate.

Several of the Perks and Flaws in the **Heavy Gear Gamemaster's Guide** may also suit corporate characters, particularly Connections (p. 13), Favor (p. 14), Property (p. 15), Rank (p. 15), Subordinates (p. 16) and Wealth (p. 16). Characters belonging to a media corporation like CENN may also wish to consider Famous (p. 14). However, care should be taken with these Perks to avoid them becoming a crutch for poor roleplaying.



6.2 - EQUIPMENT

Capricious corporate society makes use of a wide range of technologies to ease every-day working. These vary from the mundane — data-rigs and personal communicators, without which daily life would be impossible — to specialized, esoteric devices intended to meet a specific business needs. Many devices are little more than status symbols, indications of the individual's role and importance within society, either in the workplace or social environments.



Junior Corporate Exec
 1) Notarizer
 2) Adaptive Lenses
 3) Corporate Pin



Corporate Operative
 1) Sub-dermal Display
 2) Ghul Circuit
 3) ActiveKloth Clothing

Notarizer (Cost: 150 Pounds) □□

A small electronic device, the notarizer is used to record conversations and data-rig IDs for subsequent presentation as evidence. Unlike normal hand transcribers, which simply store information for later transmission and analysis, notarizers are solid-state devices whose media is "embossed" with a security code that prevents tampering. A Notarizer can only be used to record once (each stores 30 minutes of conversation) though it has unlimited playback capability. When presented at court, each device is checked for tampering by an official technician and if found to be in working order, the contents are entered into court records

Adaptive Contact Lenses (Cost: 50-100 Pounds) □□

Laser surgery and genetic modification have become the standard methods of combating sight defects but for a variety of reasons, moral and medical, some individuals never undergo sight correction procedures and instead rely on glasses and contact lenses. Such technologies have not stood still over the millennia and the latest innovation is adaptive contact lenses able to change their appearance in response to external stimuli. Linked to microscopic digital processors and sensors, the patterns displayed on the wearer's eyes can shift through a pre-programmed series of patterns, triggered by blinking, or can be set to change dynamically, an eerie sensation for those observing the effect. Adaptive lenses are often combined with Ocean Wear or ActiveKloth garb for the total "chameleon" effect.

Sub-dermal Display (Cost: 2500 Pounds) □□

Accessing information stored on a data-rig is usually accomplished via a hand-held Smart Pack Reader or a data node. Sub-dermal displays represent an effort to make the process more intuitive, implanting a small, flexible screen in the wearer's forearm. An s-d display functions as a basic reader, allowing an individual to access his data-rig and carry out a range of actions. The functionality is limited when compared to a full-size reader or data node but the convenience of the system leads many to herald it as the next step in 'rig technology. However, the prohibitive cost of the system (which does not include the requisite surgery) means s-d displays are unlikely to be anything other than toys of the very rich.

Ghul Circuit (Cost: 75,000 Pounds) □□

For several decades, scientists within Hakkar have researched methods of integrating data-rigs into the human brain, allowing the 'wearer' to use the system interactively without the need for a Smart Pack Reader and to access the wider world through personal communications units. At present, the system is too bulky for use in routine data-rigging but a version of the system is in limited use by security personnel. Known as a ghul circuit, this version of the system doesn't feed information to the equipped individual but rather allows the recording and transmission of the individual's visual and auditory senses. Though still experimental, the espionage potential of ghul circuits (implanted willingly or otherwise) is immense. Trials on a fully interactive version of the system have yet to include humans though Hakkar and several allied corporations have begun to use ghul'd canines as part of their security measures.

ActiveKloth Clothing (Cost: 50-500 Pounds/item) □□

Currently enjoying considerable popularity with young corporate workers, ActiveKloth builds on the market established by Ocean Wear for dynamic clothing, utilizing fiber-optic threads woven into each garment to display an ever-shifting sequence of images. Each item of clothing has its own power supply and processor pack and can operate for up to 13 hours without recharging. Removable memory chips allow the wearer to customize the garb, choosing from dozens of commercial programs or creating a unique one. Several high-cost ActiveKloth items incorporate miniature cameras, allowing the wearer to exploit their own surroundings to create a truly unique image.





CORPORATE CAMPAIGNS - 6.3

The corporations of Caprice represent a broad range of interests and each has its own ambitions and fears. Almost any kind of campaign can be run in the world-city of Gomorrah, reflecting the diversity of the corporate culture.

Campaigns may involve convoluted corporate politics, with characters as high-flying managers (or aspiring to be so), or may center on the day-to-day activities of members of the workforce. The Corp-Serfs offer numerous possibilities for paramilitary campaigns in the city, policing the hubs and maintaining law and order while all the time under the guns of the CEF occupiers.

Though most of the population resides in the world city, corporate campaigns need not be limited to Gomorrah. Numerous corporate-owned facilities dot the highlands and characters may find themselves assigned to such facilities as punishment or as a test of character and ability in advance of a promotion.

Indeed, almost anything is possible in corporate campaigns though several themes dominate, each having a subtle (or not so subtle) impact on events.



Duty ◆

Loyalty and dedication are central to corporate life, both to the company and to one's family. The web of friendships and associations play a major role in shaping a character's daily routine and has considerable influence on the character's actions. Characters who follow their duty to their friends, family and corporation will likely be supported and aided by those they help. Those who choose to ignore their duty, or who actively oppose the "normal" course of events, may find this support removed or worse. In many cases, duty to family and corporation coincide but this need not always be the case. Balancing the two aspects is a constant juggling act and a character may find that the only way to keep faith with his family involves slighting his employer, or vice versa. Tough, if not impossible, choices are increasingly common as tensions on Caprice slowly come to a boil.

Intrigue ◆

Intrigue is an everyday part of corporate life. Workers struggle against each other for an advantage that can make the difference between a promotion and a reprimand, corporations constantly seek an edge over their rivals, and Capricians seek to undermine Earth's position. Espionage, black operations and sharp dealings have always played a part in corporate affairs, but the current situation is dynamic and unstable. Where once corporations simply struggled for market share, today, politics and ideology also play a role. Loyalists struggle against collaborators, and native corporations fight their Earth rivals. However, the situation is far from black and white: several native corporations side with their erstwhile enemies from Earth to limit the influence of the military and many "collaborators" work hand-in-hand with the Liberati resistance. The face a corporation shows to the world is rarely, if ever, a true representation of its interests. The presence of the CEF — and now the Black Talon teams — on Caprice adds new layers to an already complex situation.

Profit and Power ◆

At their most basic level, the corporations of Caprice — and their employees — are concerned with the twin ideals of money and power. Workers and corporations alike strive to increase their wealth and influence, viewing those who do not do likewise with suspicion. Success is everything in the corporate environment, and many corporations and individuals believe the end always justifies the means. Those who succeed reap the rewards of their efforts while those who fail are vilified. People and corporations actively seek to strengthen their own position and to weaken that of others. Characters will undoubtedly find themselves involved in some form of power play, as instigators, victims or even 'innocent' bystanders.

Freedom ◆

Caprice is a world firmly held under the boot of the NEC oppressor, and many corporations are committed to regaining its independence. At the CCE's insistence, they play a waiting game, studying their CEF enemy and learning its strengths and weaknesses before striking. Some corporations, however, are eager to free themselves of the CEF yolk and agitate for an immediate counterattack against the occupiers. Others have come to doubt the wisdom of any move against the Earth forces, having made immense profits during the occupation. Given a choice between being rich and enslaved and being poor and free, a number of corporations prefer the former.

On another level, there are those within Gomorrah who call for the removal of oppressors who have enslaved the city far longer than the CEF, namely the corporations of the CCE. When the survivors of Earth's withdrawal rebuilt the Caprician government, they intended that the city be ruled by democratically elected representatives. Corporate politics have, however, deadlocked the Coalition Assembly, leaving power in the hands of an elite group, the CCE. Having struggled against one oppressor for over two decades, some in the city do not want simply to trade one overlord for another.



6.3.1 - Headhunting

Having the right people working on a project is often a major factor in its success, and corporations expend considerable effort and resources in protecting their key staff — or influencing those of other companies. The preferred method is to suborn the individual (or team) in question, offering alternative employment, complete with commensurate inducements (bribes, blackmail and the like). This has the net effect of increasing the corporation's own assets as well as reducing those of the opposition. Many freelance groups specialize in headhunting (or, as they prefer to call it, "aggressive recruiting"); they are usually composed of an odd mixture of adventurers, private investigators and other assorted specialists. One never knows when a particular talent or skill might come in useful to find and persuade the right person to switch side.

If legal methods are ineffective or simply unapplicable, then kidnapping or murder are viable alternatives. This assumes, of course, that the corporation can avoid any blame for the incident (or better still, shift it onto a rival). Such operations are blatant violations of the Right of Consent, and the terrible dishonor and public relations disaster that follows even private revelations of such action is rarely worth it unless the person being targeted is absolutely vital to the survival of the company.

◆ Starting Point: Ghosts in the Night

Hakkar, Inc. has invested considerable time and effort in developing the next generation of data-rig technologies. A number of prototypes are currently undergoing testing and several specialized versions have already entered limited use. To date, a single R&D team has carried out the work and the corporation's rivals, eager to gain an insight into the new technologies or to hinder Hakkar's progress, have instigated operations to capture or kill one or more team-members.

Suggested Player Characters <input type="checkbox"/>	
1:	Members of the research team
2:	Corporate spies
3:	Security staff
4:	Bodyguards
5:	Family members targeted by the operations
6:	"Freelance operatives"

6.3.2 - Corporate War

Conflicts between corporations are commonplace, with raids and counter-raids an accepted part of business on the Gateworld. Some elements of the conflict are legal and above board, taking place in the Caprician Corporate Exchange or the open markets of the world-city. Others take place in the shadows: sabotage, assassination and terrorism. The conflicting corporations must walk a fine line between restraint and aggression. Too little and there is no appreciable effect. Too much and they risk sanctions by the CRA.

The conflicts are usually fought with limited resources and for clearly defined objectives, using "surgical strikes" to target the opponent's weak points. There have been occasions, however, when disputes have progressed from isolated raids to fully-fledged wars, corporate forces striking at each other in an escalating series of assaults that can quickly get out of hand.

◆ Starting Point: The Price of Freedom

Gallot Enterprises (Caprice) has spent much of the last two decades fighting for its very survival against agents of its erstwhile parent, Gallot Sol. Initially a war of words, the conflict has steadily degenerated into a war of black ops teams; GalSol's forces seek to weaken the renegade subsidiary and bring it to heel while GEC's forces wage a far-ranging anti-terror campaign. The CEF has tolerated the conflict, believing it distracts the combatants from more sinister plotting, but will not allow the dispute to interfere with the reconstruction of its combat forces.

Suggested Player Characters <input type="checkbox"/>	
1:	Corporate security agents
2:	Saboteurs
3:	Innocent bystanders
4:	CID investigators
5:	Agents of another corporation
6:	Liberati using the dispute to strike at the CEF





Marketing Exercise - 6.3.3

Designing and developing a product is only half the job. People have to be persuaded to buy it, often in the face of stiff competition from existing brands. Simply getting the product to the stores is rarely enough and considerable time, effort and money has to be spent on marketing the item, increasing awareness of it among potential buyers and then turning that awareness into sales. A wide variety of methods are used to do this, though three methods dominate: advertising, sales representatives and trade shows.

Advertising campaigns can blanket whole segments of the population, using trideo and other media to increase knowledge of the product. While easy to produce and distribute, ad campaigns are passive, targeting small-scale buyers and best suited to low-cost items of interest to large proportions of the audience. Visits by sales representatives actively target potential buyers but are time consuming and best suited to large, corporate orders.

Trade shows blend the two, attracting an audience already predisposed to the product while retaining provision for one-on-one discussions between sales staff and potential buyers. Some companies rely on trade show sales to remain in business, subsidizing them through the remainder of the year, while others attend simply because it provides a means of showing off their wares and upstaging their competitors.

Starting Point: Motor Show ◆

The biannual Gomorra Hub Motor Show attracts exhibitors and attendees from across the trench city, each eager to display its wares and to make deals with potential buyers. The weeks leading up to the show are a frenetic mess of last minute preparations and tests to ensure the prototypes perform as expected. For the designers, the show itself is a rest from their breakneck preparations, placing the burden instead on the marketing teams.

☐ Suggested Player Characters

1:	Salesmen
2:	Corporate buyers
3:	Convention organizers
4:	Corporate spies
5:	Mount enthusiasts
6:	Terranovan agents

Quality Control - 6.3.4

Every new product has its quirks and flaws and in some cases, a product is rushed into production with minimal testing and evaluation in order to meet a deadline or to beat a rival product onto the market. Occasionally, a corporation is lucky and the product works fine the first time, but in most cases the public discovers "features" and "bugs" that harm the reputation of both the product and the company with a corresponding impact on sales.

Companies that are more conscientious subject their goods to rigorous tests and examinations, ironing out the last few wrinkles before releasing them onto the market. In many cases (such as vehicles or pharmaceuticals), the law mandates such tests on the grounds of public safety, leading to an extended period of evaluation, analysis and fine-tuning.

Starting Point: Field Trials ◆

Gallot Caprice has spent considerable sums developing a new generation of Mounts using advanced control systems and incorporating new technologies. It has staged a number of exercises at the corporation's proving grounds in the Cora Desert, demonstrating the new machines to the CEF and potential corporate buyers. No firm orders have yet been placed though the company remains hopeful.

☐ Suggested Player Characters

1:	Test pilots
2:	Development scientists
3:	CEF observers
4:	Corp-Serf officers
5:	Liberati saboteurs
6:	Corporate security



6.4 - STOCK NPCs AND PERSONALITIES

The most unique aspect of **Heavy Gear** is its underlying storyline. Over the course of the next years, readers, Gamemasters and Players will see the world of the game change and grow as the story threads scattered throughout our sourcebooks are woven together. While the storyline is intended to serve as an interesting background to individual Gamemasters' campaigns (which are the foreground), it does mean that not every character in the game can be used freely without worrying about the consequences. To give Gamemasters some indications of how to use these introduced characters, every **Heavy Gear** product since *Life on Terra Nova*, first edition has featured the chesspiece system and included a brief description of it.

New characters are given one of five chess pieces as an indication of their importance in the storyline. This permits Gamemasters to understand how best to use these NPCs without worrying about disrupting the setting and having to retrofit upcoming source material. Of course, roleplaying is about creating one's own stories, so Gamemasters should feel free to disregard the limitations of the chesspiece system, as long as they understand that their campaign world may no longer mesh with Dream Pod 9's.

The principal use of the chesspiece system is to indicate each character's importance to the overall storyline of **Heavy Gear**. These pieces, however, also give some indication of how to use the characters as NPCs in roleplaying sessions, even if one is not concerned with remaining consistent with the background storyline.

◆ Historical Figures

Kings and Queens are characters who have died before the date featured on the Timewatch™ display. Their inclusion indicates that they have had some importance for **Heavy Gear**, either by setting events in motion that have influenced the **Heavy Gear** storyline or by leaving a legacy still felt. These characters have usually played some role which is important to the storyline, but may also have simply been a prime example of the spirit of their times. Often their legacy will play a role in the development of the **Heavy Gear** storyline, and their descendants, old allies and enemies might as well. Gamemasters running historical scenarios should treat these Historical Figures as Restricted Characters so as not to alter the main line of the storyline.

◆ Restricted Characters

Rooks are characters who are key to the **Heavy Gear** storyline and are to be used with care. Although they can still be useful in a roleplaying campaign — both as background elements and motivating forces — their survival is critical to the storyline until they can leave their mark. Although many Rooks hold powerful positions, others seem utterly powerless or even insignificant. Small actions may have larger consequences later in the storyline. Gamemasters should tread carefully when using these characters in roleplaying scenarios, but they can become contacts, allies or even adversaries of Player Characters. Using them in purely confrontational scenarios, however, may prove unwise due to the chance for fatalities.

◆ Very Important People

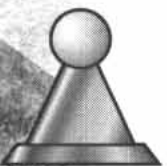
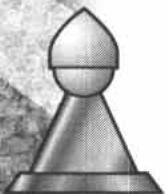
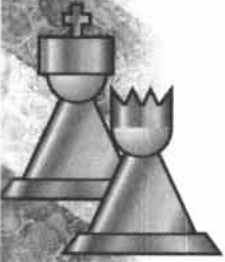
Not everyone of note is central to the **Heavy Gear** storyline. Very Important People are those characters who have a significant impact, but are not critical to the storyline itself. This does not mean they have no influence on it, however. Knights may not play a central role in the **Heavy Gear** storyline, but they may well have some impact. As important people in the game setting, they can influence major players or simply be carried along by the storyline. Gamemasters can feel free to use Knights in their adventures and campaigns, but they should remember that all will be well protected (in one way or another) by underlings and allies.

◆ Social Encounters

Social Encounters are those characters who are included in source material primarily to add flavor. They are rarely critical individuals and do not have a significant impact on the storyline, but they stand as symbols of larger trends. They serve most commonly as contacts and background elements, rather than opponents. Bishops serve as reminders of social forces beyond the central plot of the storyline. From student movement leaders to fashion designers, these social leaders may have some secondary effect on the storyline but are mostly present to add flavor and reflect current events. Gamemasters may use social encounters as they see fit, although they are rarely designed for combat of any sort. Bishops may return in future products, but for purposes of atmosphere only.

◆ Expendables

In general, Expendables are "average" people. They have no personal impact on the storyline and are included in **Heavy Gear** products primarily to be used by Gamemasters. Although this category is used for faceless stock NPCs and typical citizens, many of the Pawns are anything but everyday. Some pawns are peripherally linked to the storyline, but they have no real effect upon it. Interesting pawns can even be used as Player Characters if the GM and Player wish.





CORPORATE LAWYER



Every corporation, large or small, maintains an extensive legal department. Some lawyers specialize in contract law, formulating documents to the corporation's best advantage and examining those presented by outsiders. Others deal with litigation, pursuing court cases — real and spurious — against the company's rivals or defending against such actions. Lawyers, particularly juniors, work long hours for which they are well rewarded.

Attributes

AGI	0	APP	-1	BLD	-1	CRE	+1	FIT	0
INF	0	KNO	+1	PER	+1	PSY	0	WIL	+1
STR	0	HEA	0	STA	25	UD	3	AD	3

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Bureaucracy	1	+1	Etiquette *	2	0	Notice	2	+1	Theatrics	1	0
Business	1	+1	Interrogation	2	+1	Psychology	1	+1	*Specialization		
Computer	1	+1	Law (Corporate) *	2	+1	• (Corporate)					

Equipment and Cost

Typical Equipment:	Legal reference books, data-rig (implanted), upper-class clothes
Salary:	150,000 to 250,000 P
Basic Character Costs:	20 Character Points and 34 Skill Points



JUNIOR EXEC



Young and ambitious, junior executives are the lifeblood of every corporation. They strive to win the respect of their peers and the gratitude of their superiors. Most push hard to make their dreams come true, becoming fully immersed in the murky waters of corporate politics and willing to do whatever is necessary to advance their position. Others prefer a more steady approach, gaining regard for their dependability and persistence rather than for taking risks in pursuit of success.

Attributes

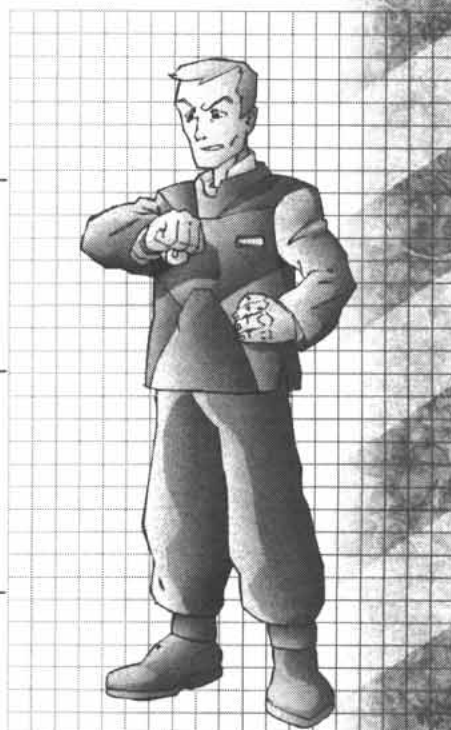
AGI	0	APP	+1	BLD	0	CRE	+1	FIT	0
INF	0	KNO	+1	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	+1	Dance	1	0	Haggling	1	0	Notice	1	0
Business	1	+1	Dodge	1	0	Hand-to-Hand	1	0	Social Sciences	2	+1
Computer	2	+1	Etiquette	1	0	Leadership	1	0	* (Corporate)		

Equipment and Cost

Typical Equipment:	Data-rig (implanted), middle-class clothes, communication device
Salary:	50,000 to 150,000 P
Basic Character Costs:	19 Character Points and 27 Skill Points





FACTORY WORKER



If its executives form a corporation's lifeblood, its factory workers are the sinews and bones of the organization. Though rarely as well educated as their white-collar counterparts, their technical skills, strength and manual dexterity are essential to the smooth operation of any factory complex. Human workers carry out tasks robotic systems cannot perform and serve as troubleshooters for the machines and autofacs that carry out the bulk of the process.

Attributes

AGI	+1	APP	0	BLD	0	CRE	0	FIT	+1
INF	-1	KNO	0	PER	0	PSY	0	WIL	+1
STR	0	HEA	+1	STA	30	UD	4	AD	3

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Athletics	1	+1	Dodge	1	+1	Intimidate	1	0	Streetwise	1	-1
Bureaucracy	1	0	Etiquette	1	0	Mechanics	2	0	Tinker	2	0
Computer	1	0	Hand-to-hand	1	0	Notice	1	0			

• (Corporate)

Equipment and Cost

Typical Equipment:	Data-rig (implanted), work clothes, toolkit
Salary:	15,000 to 30,000 P
Basic Character Costs:	18 Character Points and 23 Skill Points



CORPORATE SPY



Information is without doubt the most precious commodity in Gomorrah and corporations go to extreme lengths to keep tabs on the actions and ambitions of their rivals — and their allies. Electronic snooping by such mechanisms as listening devices and by defeating computer security is a staple of corporate espionage. In many cases, however, there is no substitute for an operative “on the ground,” either as a part of a one-off incursion or a “plant” within the target company, reporting back on a regular basis.

Attributes

AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	-1	KNO	0	PER	+2	PSY	0	WIL	+1
STR	0	HEA	0	STA	25	UD	4	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Disguise	2	0	Hand-to-Hand	1	0	Small arms	1	0
Business	1	0	Dodge	1	0	Notice	1	+2	Stealth	2	0
Computer	2	0	Etiquette	1	-1	Slight of Hand	1	0	Streetwise	1	-1

• (Corporate)

Equipment and Cost

Typical Equipment:	Data-rig (fake implant), appropriate work clothes for cover, locksmith kit
Salary:	Varies depending on position
Basic Character Costs:	20 Character Points and 31 Skill Points





DROPOUT

Life in the corporations is tough, the constant pressure to succeed and the lengthy working hours bearing down heavily on the workers. Stress-related illnesses are commonplace and most corporations spend considerable sums on psychiatry to keep their employees motivated and productive. However, a few employees crack under the strain and find themselves institutionalized or abandoned, forgotten by friends and family alike. Others voluntarily give up the corporate lifestyle, seeking instead the simplicity of the Liberati way of life.

Attributes

AGI	+1	APP	0	BLD	0	CRE	0	FIT	-1
INF	-2	KNO	+1	PER	0	PSY	0	WIL	-1
STR	0	HEA	-1	STA	20	UD	4	AD	3

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Business	1	+1	Hand-to-Hand	1	+1	Slight of Hand	1	+1	Streetwise	2	-2
Dodge	2	+1	Notice	2	0	Small arms	1	+1	Tinker	1	0
Etiquette	1	-2	* (Corporate)								

Equipment and Cost

Typical Equipment:	Data-rig (implanted), ragged clothes
Salary:	500 to 2000 P
Basic Character Costs:	12 Character Points and 20 Skill Points



MINER

Without raw materials, many corporations cannot function and therefore mineral extraction is big-business among the corporations. In addition to using freelance contractors, principally Liberati bands, many corporations employ their own mining staff, particularly in more senior positions. Such workers live a tough life, working long hours in often inhospitable conditions, but are well paid compared to their factory kin in the city. Some work in deep mines in and around Gomorrah, but the majority lives and works in mining camps located in some of Caprice's most isolated locales.

Attributes

AGI	-1	APP	-1	BLD	+2	CRE	0	FIT	+1
INF	-1	KNO	0	PER	0	PSY	0	WIL	0
STR	+1	HEA	0	STA	35	UD	8	AD	7

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	First Aid	1	0	Haggling	2	-1	Small Arms	1	-1
Dodge	1	-1	Gambling	1	0	Melee	1	-1	Survival	1	0
Drive	1	-1	Hand-to-Hand	2	-1	Notice	2	0	Tinker	1	0

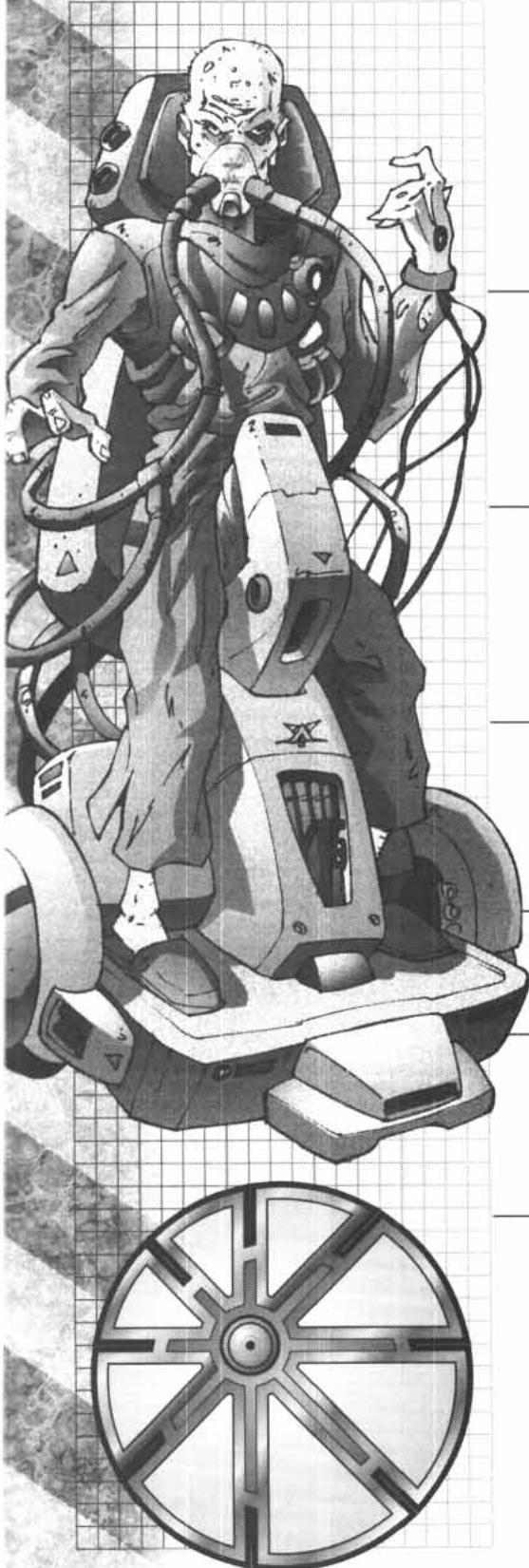
Equipment and Cost

Typical Equipment:	Data-rig (implanted), protective clothes, mining tools
Salary:	20,000 to 50,000 P
Basic Character Costs:	18 Character Points and 22 Skill Points





MAZIR DE SOUZA



The influential chairman of Hakkar and likely the most powerful person on Caprice, Mazir de Souza's dominance extends to all levels of Caprician society. Spending almost all of his time in the corporate arcology, shielded from the perils of the outside world, de Souza keeps a close tab on the events within his corporation and the city of Gomorrah. His ability to manipulate events from his vantage point atop the Hakkar arcology has earned him the nickname 'Spider of Caprice,' an appellation in which he takes perverse amusement. Legally little more than the head of the Hakkar board, de Souza's grip on the corporation's reins of power is absolute. No major decisions are made without his approval though junior employees are allowed considerable freedom to carry out their duties. His physical condition has deteriorated markedly over the last few decades though his intellect remains formidable. Those who judge de Souza's abilities on the state of his body rarely get chance to make a second mistake.

Profession ◆

De Souza has outlived all of his rivals and has a sufficiently solid grip on the current generations of corporate high-flyers to keep them in their place. Few members of the Hakkar board like the chairman but they respect his skill, determination and resolve. Several ambitious — and some would say stupid — individuals have sought to usurp The Spider's position over the years (the last attempt was in LC 261), only to find that de Souza had anticipated their move and manipulated them to further his own agenda.

Attitudes ◆

De Souza is totally dedicated to Hakkar and advancing its position on Caprice and beyond. During his almost two centuries of life, de Souza has witnessed many changes on Caprice, some of them sudden, others gradual. His outlook reflects this, and he is willing to play a very long-term game to get what he wants. He favors behind-the-scenes manipulation to overt confrontation but is perfectly willing to use direct tactics where they are appropriate.

Combat Reactions ◆

Far too old and frail to take part in combat, de Souza relies on his bodyguards and sophisticated security systems to safeguard him against harm. This is not to say, however, that he is defenseless should an assassin reach him: his life-support chair conceals a powerful five-shot taser (see **Heavy Gear Equipment Catalog**, p. 35, for stats) that The Spider can use to deadly effect.

Vital Statistics □

Age:	191	Height:	161 cm	Weight:	60 kg	Hair Color:	None	Eye Color:	Blue
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Attributes □

AGI	-3	APP	-2	BLD	-1	CRE	+2	FIT	-3
INF	+3	KNO	+2	PER	+1	PSY	+1	WIL	+2
STR	-2	HEA	0	STA	20	UD	1	AD	1

Skills □

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	3	+2	Foreign Language*	2	+2	Law	2	+2	Psychology	3	+2



MARIKO SANVIT



A scientist-turned-manager, Mariko Sanvit retains close links to EGL's day-to-day work, despite the importance of her position. Born in Singapore on Earth, she joined EGL as a means of escaping poverty and quickly proved her worth as a manager in New Moscow. By 6112 her calm efficiency and reputation for getting results had earned Sanvit a succession of promotions and she served as Operations Director for the company's NorAm operations. In 6115 she was further honored with a place in the EGL team accompanying the Earth military in their liberation of Caprice. Politically astute, Sanvit realized that the move was as much an attempt by the board to limit her growing influence in the corporation. They saw the Caprice assignment as a dead-end posting but she resolved to turn the situation to her own advantage, utilizing the "colonial savages" to establish her own power base. When the head of EGL operations on Caprice died in LC 267 (AD 6125), Sanvit stepped in as chairman pro-tem, a position grudgingly confirmed by the corporate HQ in New Moscow a year later.

◆ Profession

Mariko is cool and professional, rarely letting her emotions show and never losing her temper. She takes a keen interest in the activities of her subordinates and is a common sight in the corporation's labs. The scientists look on the chairman's visit with a mix of trepidation and excitement. On the one hand she comes down harshly on anything she considers wasteful or counterproductive, but on the other she has personally intervened to aid several projects stalled by corporate (or CEF) bureaucracy.

◆ Attitudes

Once concerned solely with power in the corporation, her marriage and time on Caprice have wrought considerable changes in Chairman Sanvit. She grudgingly admits a fondness for the city of Gomorrah and its population and is horrified by the CEF's Sour Grapes contingency. Despite her origins on Earth and former loyalty to the NEC, Sanvit has authorized a series of actions which, if discovered by the CID, would earn her a death sentence or, worse, confinement in Bastile Alpha.

◆ Combat Reactions

Though preferring not to fight, Sanvit will defend herself if attacked, seeking to delay her assailants long enough for her protection detail to arrive and deal with the threat. She has no appreciable martial training though she was once a keen fencer and still practices occasionally to keep fit.

□ Vital Statistics

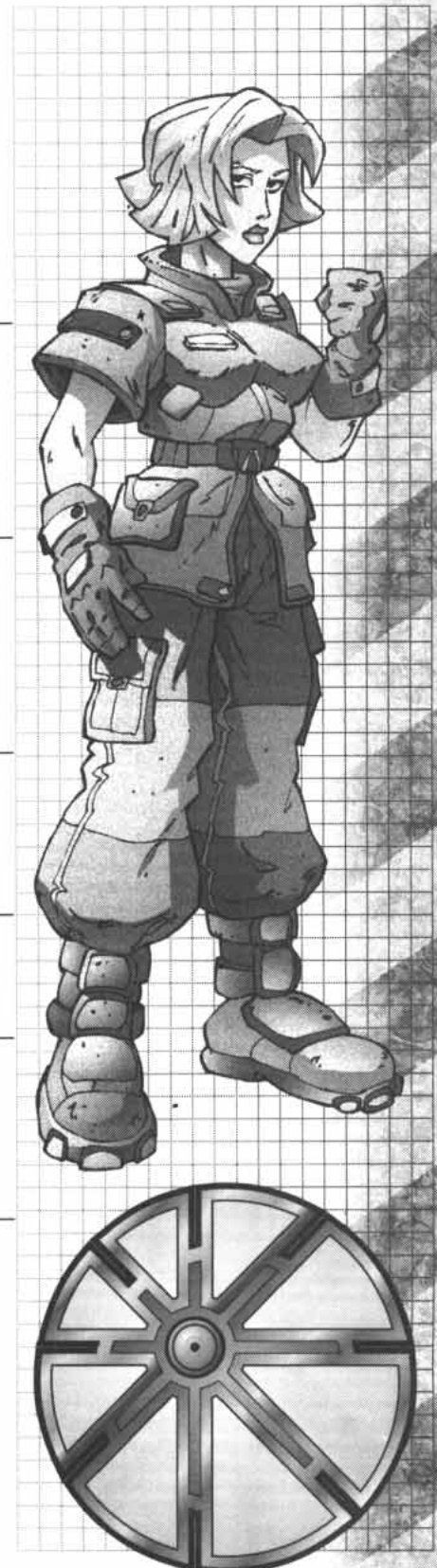
Age:	58	Height:	152 cm	Weight:	72 kg	Hair Color:	Black	Eye Color:	Brown
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□ Attributes

AGI	0	APP	0	BLD	0	CRE	+2	FIT	0
INF	+2	KNO	+2	PER	0	PSY	0	WIL	+2
STR	0	HEA	+1	STA	30	UD	3	AD	4

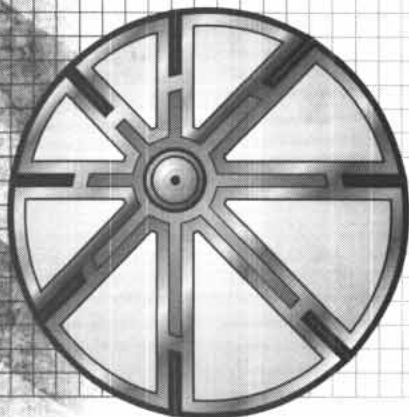
□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+2	Etq. (CEF) (Corp.)	2	+2	Leadership	3	+2	Melee	1	0
Business	2	+2	First Aid	2	+2	Life Sciences	3	+2	Notice	2	0
Computer	1	+2	Law	1	+2	Medicine	2	+2	Physical Sciences	1	+2





CLAYRE GESSIYUM



Gallot Enterprises (Caprice) has spent the years of the occupation struggling for its very existence against its former parent company on Earth. The company has needed strong leadership to survive during this difficult time and for the last decade and a half this has come from Clayre Gessiyum, a tenth-generation employee of the corporation. Well-educated, determined and smart, Gessiyum rapidly progressed through the corporation's ranks after joining the workforce in LC 242 (AD 6096) and within a decade she headed the marketing division. The death of her father in an internal corporate struggle shortly before the CEF invasion wrought subtle but important changes in Gessiyum's psyche. Ambition replaced determination as she resolved to lift the company above the petty internal struggles that had plagued it for years. The return of Earth helped her plans as the threat of re-absorption by Gallot Sol prompted board members to put aside their petty disputes. When GEC's chairman proposed a "negotiated settlement" with the Earth company in LC 265 (AD 6125), she felt little guilt at engineering his downfall and taking his place.

Profession ◆

Clayre Gessiyum is dedicated and hard working, always giving her best to a project. Ambitious and willing to do almost anything to advance her position, Gessiyum has earned many enemies during her career — in the last 18 months she has survived three assassination attempts, only two of which have been conclusively linked to GalSol operatives — but her ruthless pursuit of power has also earned her considerable admiration, both within the company and its partners in the CCE.

Attitudes ◆

Since taking charge of the corporation fifteen years ago she has come to realize that dedication is not always enough, the ongoing conflict with Gallot Sol and its allies taking a tremendous toll on her resolve. She fears that despite her best efforts and those of her people, the corporation is in grave danger of losing its independence and of being swallowed up or dismembered by its erstwhile, and now very angry, parent.

Combat Reactions ◆

Gessiyum exercises regularly and is in excellent physical condition but she abhors violence and will seek to avoid any physical confrontations. She will attempt to negotiate and if that fails, will flee. If given no other choice she will fight but her small stature limits her ability to resist.

Vital Statistics □

Age:	62	Height:	166 cm	Weight:	62 kg	Hair Color:	Brown	Eye Color:	Green
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Attributes □

AGI	0	APP	+1	BLD	-1	CRE	+1	FIT	+1
INF	+2	KNO	+2	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	20	UD	2	AD	2

Skills □

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	Cooking	1	+1	Investigate	3	0	Physical Sciences	1	+2
Bureaucracy	3	+2	Dodge	2	0	Leadership	3	+2	Social Sciences	1	+2
Business	2	+2	Etiquette	3	+2	Music	2	+1	Teaching	2	+1
Computer	2	+2	Haggling	2	+2	* (Corporate)					





ELENI COHL

Eleni Cohl's early life is shrouded in mystery, a source of considerable speculation among the scandal merchants and fringe elements. Many stories link her to Hakkar, claiming she is a descendant of Mazir de Souza or perhaps even a clone of the Spider. As with all good conspiracy theories there is an element of truth to the story, though the details have become distorted over the years. Born Eleanor de Souza, she spent her formative years in the Hakkar corporation surrounded by the trappings of wealth and power. Keenly intelligent, Eleanor was an excellent student and had a promising career ahead of her. In her late teens, however, she came to realize that many of her peers denigrated her successes, attributing them to her family name rather than to her own skill and determination. She resolved to prove her worth and shortly after her nineteenth birthday fled the corporation, residing for a short while with the Gomorran underclass. Her data-rig was modified, and she emerged a few weeks later as Eleni Cohl, soon winning employment with KSM.

● Profession

Cohl is a manipulator par excellence and enjoys getting others to do her bidding, all the while convincing them that it was their idea. Combined with her sharp intellect and near-miraculous business insights, this trait has allowed Cohl to establish herself as the key player in the company, earning her the chair of the company six years ago.

◆ Attitudes

Cohl is often cold and aloof, her keen intelligence concerned with more important matters than pleasantries. She is, however, more than capable of turning up the charm when she desires. Unfortunately, the one person she cannot affect is Lothan Muir, Hakkar's proxy representative on the CCE. Muir knows of Cohl's true origins — his master is, after all, The Spider — and often uses this information to needle the KSM chair and force concessions for his own company. Cohl hates this situation but is leery of taking action against a corporation that still employs most of her relatives.

● Combat Reactions

Cohl spars regularly as part of her fitness regime and has a brown belt in judo. She has no fear of violence but appreciates that her small size is a major disadvantage. If threatened she will respond defiantly, using her charms to distract her opponents long enough for help to arrive. If this isn't possible, she carries a small-caliber pistol that she jokingly refers to as her "most persuasive argument."

▣ Vital Statistics

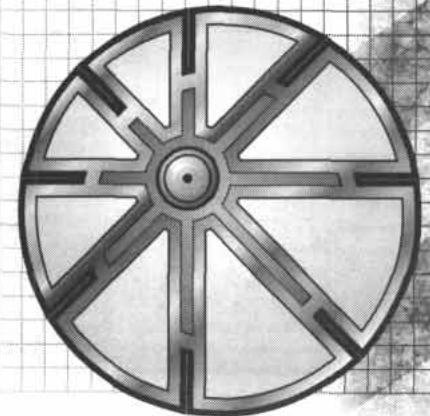
Age:	66	Height:	145 cm	Weight:	52 kg	Hair Color:	Black	Eye Color:	Brown
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▣ Attributes

AGI	0	APP	+2	BLD	-2	CRE	+1	FIT	+1
INF	+2	KNO	+2	PER	0	PSY	0	WIL	+2
STR	0	HEA	+1	STA	20	UD	2	AD	1

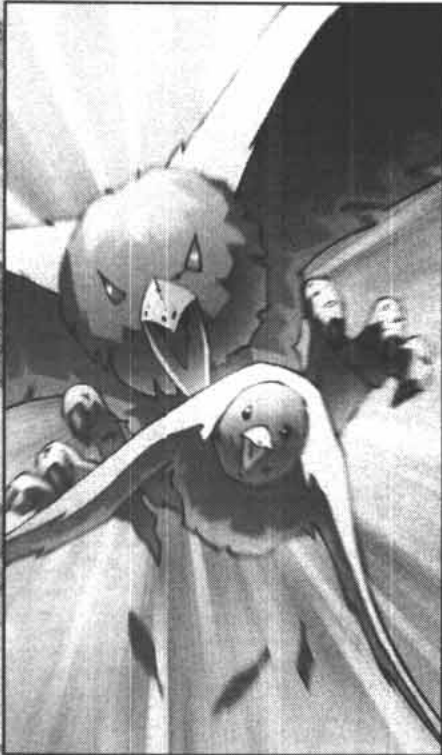
▣ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+2	Etiquette	2	+2	Leadership	3	+2
Business	3	+2	Hand-to-Hand	1	0	Notice	2	0
Computer	2	+2	Human Perception	2	0	Psychology	2	+2
Dance	1	+1	Law	2	+2	• (Corporate)		





CANYON HAWK



The dramatic explosion of the pigeon population in the Cat's Eye Trench during the early years prompted the corporations to seek a means of controlling their numbers: the decision was made to release natural predators. Several types of bird of prey were imported from Earth for the task but the most common, a genetically modified peregrine falcon known as the canyon hawk, has proved particularly effective and has thrived in Gomorrah. Hardier than its Earth cousin and adapted to survive on less water and in lower temperatures, the hawks roost high atop Gomorrah's buildings, diving deep into the city in search of prey, which they then consume where it lies or carry back to the nest to feed their young. Seeing a canyon hawk stoop on its prey is considered good luck among corporate executives, a metaphor for strong and determined individuals succeeding over the uneducated masses. Conversely, discovering a hawk's body is widely regarded as heralding seven days of bad luck.

Attributes

AGI	+4	BLD	-7	FIT	+3	INS	+1	PER	+3
WIL	+1	STR	-2	HEA	+2	STA	10	UD	1*

*(+natural weapons).

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	3	+3	Dodge	2	+4	Hand-to-Hand	2	+4	Notice (Tracking)	3	+3

Special Abilities

Talons(x3 damage)	Bite (x3 damage)			
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GHUL'D DOG



One of the earliest applications of Hakkar's prototype ghul circuits were the canines used to patrol many of the company's compounds. Prized for their acute senses and bred for aggression, scientists argued that equipping the beasts with the advanced sense-relay system would give handlers a valuable insight into their charges' actions, turning the beasts into sentient, mobile sensor platforms. Several dozen dogs have undergone the procedure and been returned to their duties, with more scheduled to follow if the trials are successful.

Attributes

AGI	+2	BLD	-5	FIT	+2	INS	+2	PER	+2
WIL	+2	STR	-1	HEA	+2	STA	10	UD	1*

*(+natural weapons).

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	3	+2	Dodge	1	+2	Hand-to-Hand	3	+2	Notice	3	+2
* (Tracking)											

Special Abilities

Bite (x5 Damage)				
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PIGEON [CAPRICIAN]

How the first pigeons got to Caprice isn't clear, but within a decade of the establishment of permanent settlements in the Cat's Eye Trench, the avian scavengers were living off the detritus of human habitation. Described by many as "flying rats" with no natural predators in the infinite city, pigeons have thrived and can now be found in most parts of Gomorrah, through they are most common in the rubbish-strewn bottom levels. They nest on any available ledge on buildings and canyon walls, adding their own mess and waste products to the surrounding area. Pigeon excrement is a known vector for various minor diseases common in the trench city's underclass. Though generally timid, flocks of hungry pigeons have been known to attack humans who are visibly carrying food, though in most cases loud noises and sudden movement will cause them to flee.

Attributes

AGI	+3	BLD	-7	FIT	+1	INS	0	PER	+2
WIL	0	STR	-3	HEA	0	STA	10	UD	1*

*(+natural weapons).

Skills

Skill	Level Attr.	Skill	Level Attr.	Skill	Level Attr.	Skill	Level Attr.
Combat Sense	1 +2	Dodge	1 +3	Notice (Tracking)	1 +2		

Special Abilities

Peck (x1 damage)				
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VAT ANIMAL

Meat is a prized part of the Caprician diet but with land at a premium, it is not cost-effective to raise livestock in the same manner as on Earth, Terra Nova or the other colonies. Instead, scientists have developed a gene-ginereed series of animals: while technically still cows, pigs and sheep, each creature is little more than a mass of flesh surrounding an atrophied skeleton and nervous system, contained in a life-support device that feeds it and removes waste products. Even after a thousand years of human habitation on Caprice, these "Vat animals" remain a contentious issue among some segments of the population, the conditions in which they are kept being regarded as barbaric. If presented with the facts, many in the general populace would agree the conditions are indeed terrible but given the choice, they will still choose the meat.

Attributes

AGI	-5	BLD	+5	FIT	-3	INS	-2	PER	-2
WIL	-3	STR	+1	HEA	-3	STA	35	UD	6*

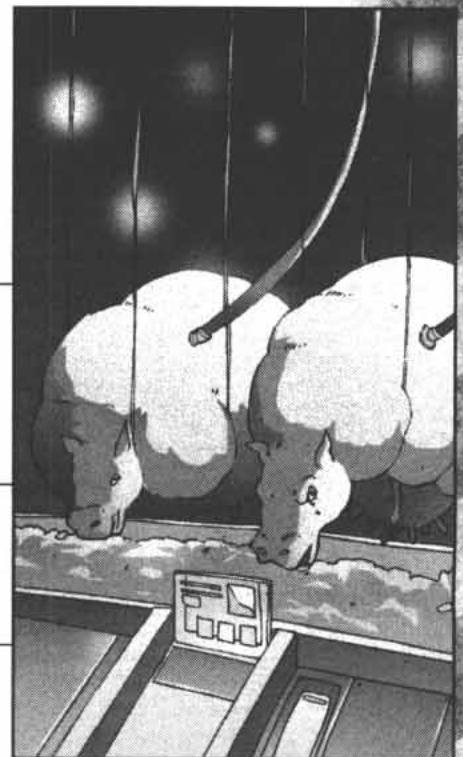
*(+natural weapons).

Skills

Skill	Level Attr.	Skill	Level Attr.	Skill	Level Attr.	Skill	Level Attr.
Notice	1 -2						

Special Abilities

Bite (x5 damage)				
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MARK 9 "FLITTER" VTOL TRANSPORT

The Mark 9 is typical of the cargo transports used by Caprician corporations to move goods around the infinite city and between Gomorrah and outlying installations. Its balance of capacity, performance and price make it a common sight in the city. The basic model uses six vectored-thrust turbofans, each generating 1000 horsepower, though some custom variants use four larger engines instead. Though maintenance requirements on the variant are lower, it has not proved popular because of the increased fuel consumption of the larger engines.

The Mark 9 was initially built for a crew of two, but developments in automation technology mean that a single operator can fly the aircraft with little difficulty. However, GRA safety regulations dictate that all aircraft operating within the city must have a crew of two people. Jump seats at the rear of the cockpit allow for the transport of two additional passengers should the need arise. Also at the rear of the cockpit is a small pressure-sealed hatch that allows access to the capacious cargo hold.

◆ Service Record

The Type 9 is a workhorse design used by many corporations in Gomorrah as a utility transport for moving small cargo lots between sites quickly and efficiently. Although perfectly serviceable within the Cat's Eye Trench itself, the Mark 9 is not designed to handle the rigors of highland winters on a routine daily basis. Dozens of variants exist, some manufactured by the corporations and others the result of tinkering by end-users. The exact number of Type 9s and similar models in service is not known but most estimates suggest more than five million have been built over the last century and a half since the first version entered service.

Game Statistics

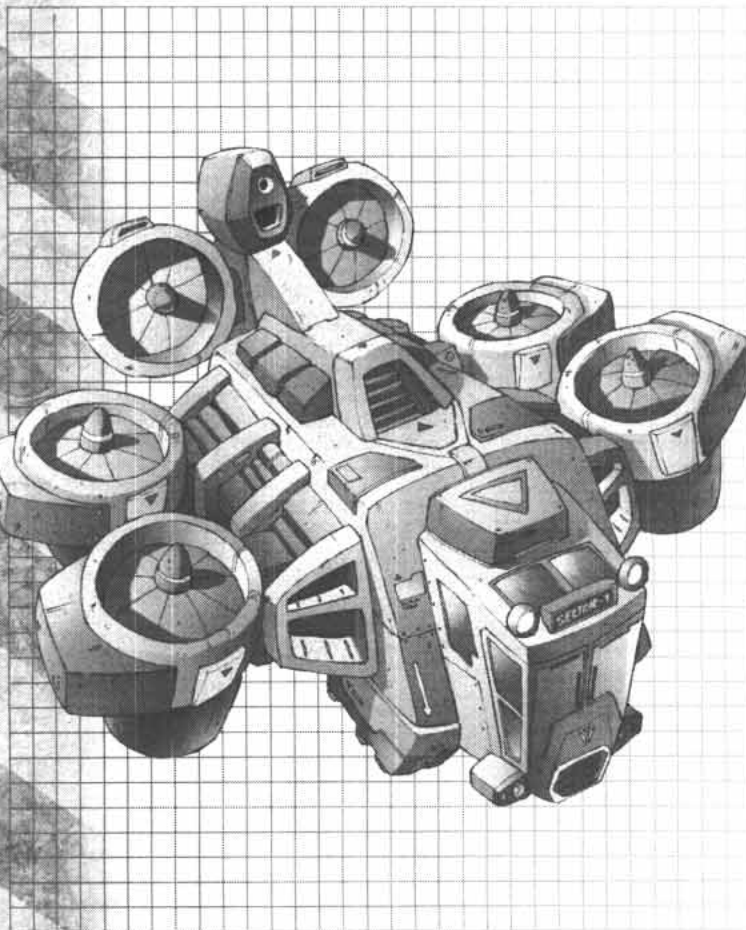
Threat Value:	158	Offensive:	0	Defensive:	29	Miscellaneous:	443	Lemon Dice:	3
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Vehicle Specifications

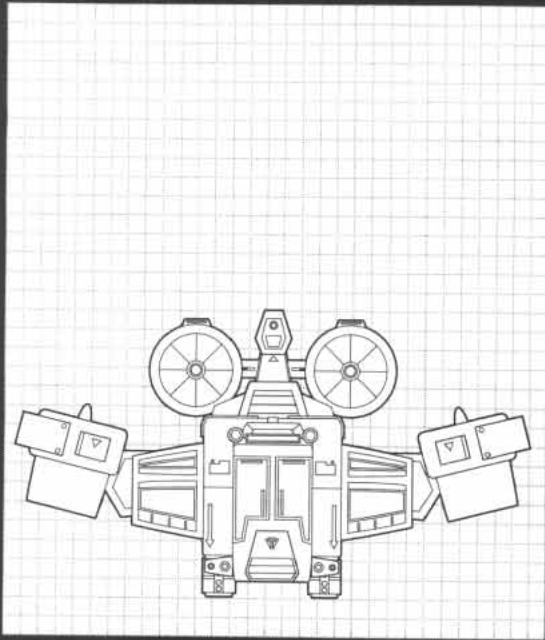
Code Name:	Flitter
Production Code:	Mark 9 HLV
Production Type:	Mass Production
Cost:	49,375 Pounds
Manufacturer:	Various corporations
Use:	Cargo Transport
Height:	6.1 meters
Length:	12.2 meters
Width:	6.5 meters
Average Armor Thickness:	7 mm
Armor Material:	Composites
Standard Operational Weight:	15,000 kg
Primary Movement Mode:	Flight (240 kph; Stall 0 kph)
Deployment Range:	350 km
Sensor Range:	40 hexes/2 km
Communication Range:	400 hexes/20 km
Powerplant:	6 x vectored turbofans
Engine Output:	6 x 1000 hp

Weapon Payload

Name	Ammunition Payload
-	-



MARK 9 VTOL



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

• PILOT NAME: _____

• RANK: _____

• SQUADRON: _____

• AFFILIATION: _____

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:

• BONUS ACTIONS:

CREW DAMAGE

VEHICLE CREW

CREW

BONUS ACTIONS

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD: F 4

• PRIMARY TOP SPD: F 8

• SECONDARY COMBAT SPD: - -

• SECONDARY TOP SPD: - -

• MANEUVER: -1

• DEPLOYMENT RANGE: 350

ELECTRONICS

• SENSORS: -2 2

• COMMUNICATION: -2 20

• FIRE CONTROL: -2

ARMOR

• LIGHT DAMAGE: 6

• HEAVY DAMAGE: 12

• OVERKILL: 18

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD

TOP SPD

COMBAT SPD

TOP SPD

MANEUVER

FUEL SPENT

ELECTRONICS

SENSORS

COMM

FIRE CONTROL

ARMOR

LIGHT DAMAGE

HEAVY DAMAGE

OVERKILL

GENERAL SPECIFICATIONS

• THREAT VALUE: • SIZE: • COST:

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
-	-	-	-	-	-	-	-	-	-	-	-
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AMMO

FULL

LEFT

WEAPONS

WEAPON 01

WEAPON 02

WEAPON 03

WEAPON 04

WEAPON 05

WEAPON 06

WEAPON 07

WEAPON 08

WEAPON 09

WEAPON 10

PERKS

NAME	RATING	GAME EFFECT	AUX
Airlift Winch	4	Can lift cargo up to Size 4	Yes
Automation	1	Acts as one crew	-
Autopilot	-	Acts as level 1 pilot	Yes
Cargo Bay	-	96 m ³ (6 x 4 x 4 m)	-
Easy to Modify	-	+2 to Repair and Modify rolls	-
High Towing Capacity	-	Double (can lift up to its own weight)	-
HEP: Desert	-	-	-
Life Support	-	Limited	Yes
NOE Flyer	-	Can fly at altitude zero	-
Passenger Seating	-	2 persons	-
Urban Friendly	-	-	-

PERKS

PERK 01

PERK 02

PERK 03

PERK 04

PERK 05

PERK 06

PERK 07

PERK 08

PERK 09

PERK 10

PERK 11

FLAWS

NAME	RATING	GAME EFFECT
Cannot Glide	-	No wing surface
Exposed Fire Control	-	+1 to Fire Control damage rolls
Exposed Movement	-	Movement hits are one step worse
Fragile Chassis	-	+1 to Structural damage rolls
Large Sensor Profile	1	Subtract from Concealment

DEFECTS

NAME	RATING	GAME EFFECT
-	-	-
-	-	-
-	-	-
-	-	-





TYPE 42 "PEREGRINE" GUNSHIP

The Type 42 Peregrine is a new model VTOL gunship currently undergoing field tests by the CEF and Corp-Serf forces. Designed by Gallot Enterprises (Caprice), it is intended to replace the aging Corp-Serf Hornet. Agile and swift, the Peregrine is well suited to operations in Gomorrah, though Gallot has received many complaints about the noise level of its four massive turbofans. The two crewmembers sit in a tandem configuration, pilot in the rear seat and gunner/navigator in the front seat. An under-slung free electron laser cannon provides the principal armament, though shoulder hardpoint rocket packs provide additional close-in suppressive firepower.

◆ Service Record

Only ten Peregrines have been produced to-date, shared equally between Corp-Serf and CEF units (the latter on a trial basis). The Earth military has used the Type 42 in several operations against Liberati bases, losing one to enemy ground fire and another to engine failure. Nonetheless, the CEF has been pleased with the design's performance, although it has yet to place any firm orders. The Corp-Serfs, while applauding Gallot's efforts, have requested a number of modifications to the design, including the replacement of the rocket packs with a non-lethal weapon system such as a tear gas grenade launcher and the addition of a searchlight.

Game Statistics

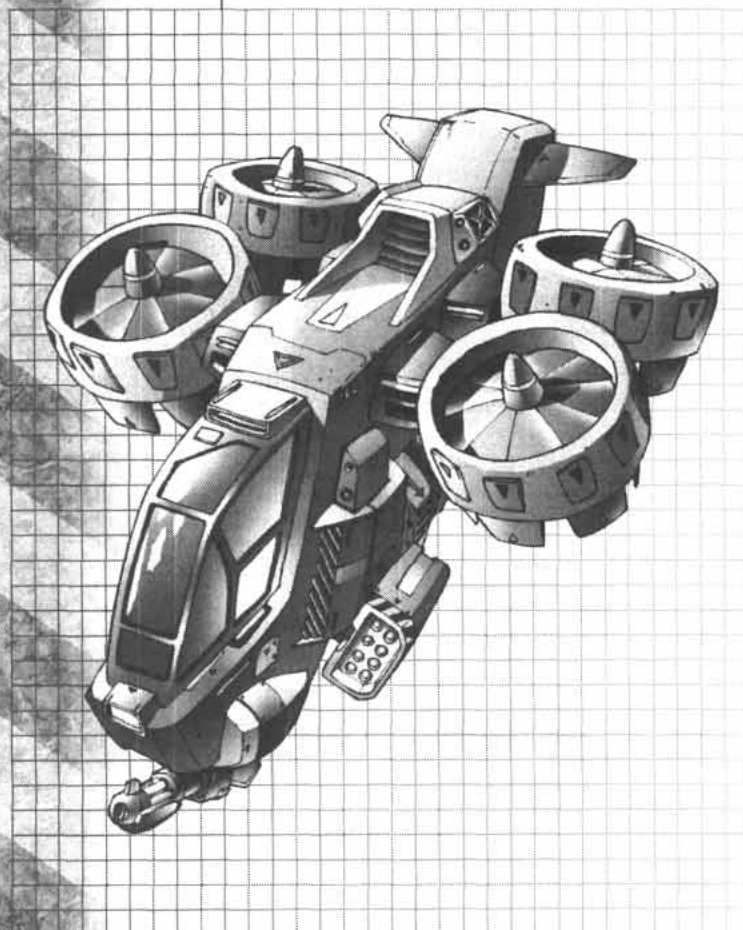
Threat Value:	559	Offensive:	1375	Defensive:	166	Miscellaneous:	135	Lemon Dice:	1
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Vehicle Specifications

Code Name:	Peregrine
Production Code:	Type 42
Production Type:	Late Prototype
Cost:	3,194,286 Pounds
Manufacturer:	Gallot Enterprises (Caprice)
Use:	Patrol Gunship
Height:	3.6 meters
Length:	7.4 meters
Width:	4.2 meters
Average Armor Thickness:	13 mm
Armor Material:	Composites
Standard Operational Weight:	8100 kg
Primary Movement Mode:	Flight (450 kph; Stall 0 kph)
Deployment Range:	250 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	4 x vectored turbofans
Engine Output:	4 x 2000 hp

Weapon Payload

Name	Ammunition Payload
FE Laser Cannon	20 shots
51mm Pylum Rocket Packs	32 rockets





CRUSADER GROUND CAR

One of more than a dozen nearly identical designs, the Crusader typifies the utility groundcars commonly seen in Gomorrah. The standard configuration contains seating for six passengers in addition to the driver and has a roomy luggage compartment. Quick-release clamps on the seats allow easy customization and many versions contain only four or two seats and a larger cargo capacity.

Flexibility is central to the vehicle's design and it can be easily customized for a wide variety of tasks and environments. Modified Crusaders serve as light goods vehicles, taxis and even ambulances. Military versions serve as Corp-Serf patrol vehicles, carrying detachments to their assignments quickly and efficiently. A pintle mount allows the addition of an infantry support weapon or water/foam cannon for riot duties. Most Crusaders appear in Gomorrah but life support and off-road capability allow even standard models to be used in highland regions.

◆ Service Record

The Crusader and its ilk have been a feature in Gomorrah for centuries, since they are more cost-effective than vectored-thrust craft in many circumstances. The ease of customization means there are almost as many configurations of Crusader as there are individual units that have been built. Though private ownership of vehicles is rare, some young corporates take great pride in buying old Crusaders and spend considerable time and effort on substantive upgrades and modifications. These "hotrodders" meet regularly and stage dangerous (and illegal) races in the lowest levels of the city.

Game Statistics

Threat Value:	27	Offensive:	0	Defensive:	22	Miscellaneous:	57	Lemon Dice:	3
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Vehicle Specifications

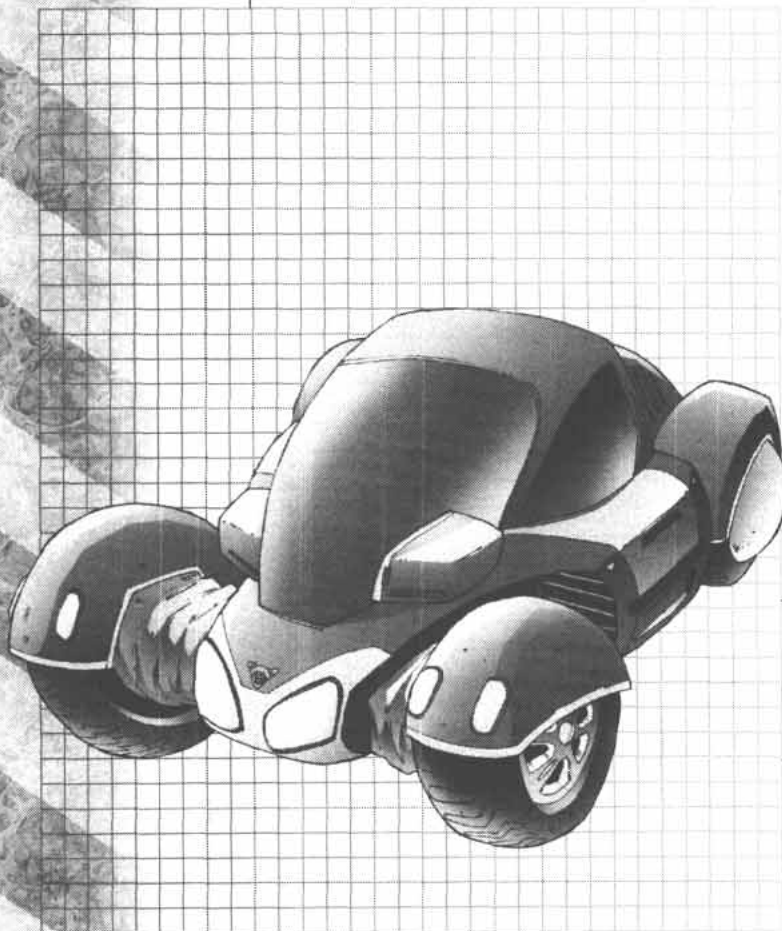
Code Name:	Crusader
Production Code:	-
Production Type:	Mass Production
Cost:	20,250 Pounds
Manufacturer:	Various corporations
Use:	General purpose urban ground vehicle
Height:	3.4 meters
Length:	5.1 meters
Width:	2.5 meters
Average Armor Thickness:	3 mm
Armor Material:	Composites
Standard Operational Weight:	2900 kg
Primary Movement Mode:	Ground (120 kph)
Deployment Range:	250 km
Sensor Range:	20 hexes/1 km
Communication Range:	100 hexes/5 km
Powerplant:	Gas turbine
Engine Output:	250 hp

Weapon Payload

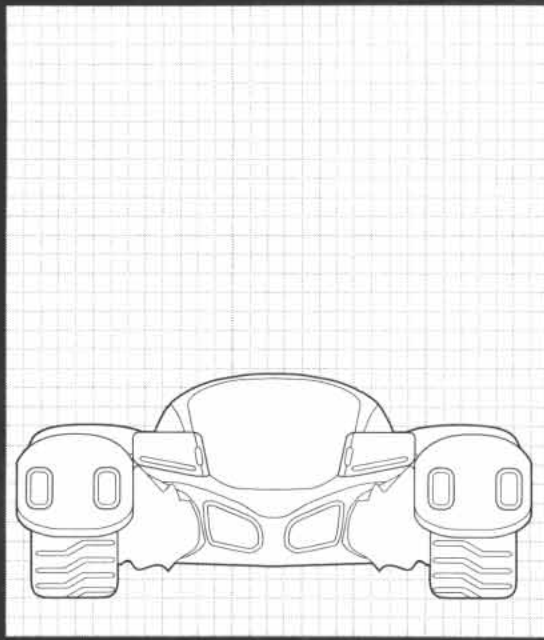
Name	Ammunition Payload
-	-

Option

Optional Equipment	New Threat Value
Add Pintle Mount and Searchlight (Fixed, 50m)	34



CRUSADER GROUND CAR



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

• PILOT NAME: _____

• RANK: _____

• SQUADRON: _____

• AFFILIATION: _____

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:

• BONUS ACTIONS:

CREW DAMAGE

VEHICLE CREW

CREW

BONUS ACTIONS

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:

• PRIMARY TOP SPD:

• SECONDARY COMBAT SPD:

• SECONDARY TOP SPD:

• MANEUVER:

• DEPLOYMENT RANGE:

ELECTRONICS

• SENSORS:

• COMMUNICATION:

• FIRE CONTROL:

ARMOR

• LIGHT DAMAGE:

• HEAVY DAMAGE:

• OVERKILL:

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD

TOP SPD

COMBAT SPD

TOP SPD

MANEUVER

FUEL SPENT

ELECTRONICS

SENSORS

COMM

FIRE CONTROL

ARMOR

LIGHT DAMAGE

HEAVY DAMAGE

OVERKILL

GENERAL SPECIFICATIONS

• THREAT VALUE: • SIZE: • COST:

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-
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AMMO

FULL

LEFT

WEAPONS

WEAPON 01

WEAPON 02

WEAPON 03

WEAPON 04

WEAPON 05

WEAPON 06

WEAPON 07

WEAPON 08

WEAPON 09

WEAPON 10

PERKS

NAME	RATING	GAME EFFECT	AUX
Autopilot	-	Acts as Level 1 Pilot	-
Ammo/Fuel Containment System	-	Absorbs first "Ammo/Fuel" hit	-
Cargo Bay	-	8 m ³	-
Easy to Modify	-	+2 to Repair and Modify rolls	-
Life Support	-	Limited	Yes
Passenger Seating	-	6 people	-
Urban Friendly	-	-	-
-	-	-	-
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PERKS

PERK 01

PERK 02

PERK 03

PERK 04

PERK 05

PERK 06

PERK 07

PERK 08

PERK 09

PERK 10

PERK 11

FLAWS

NAME	RATING	GAME EFFECT
Exposed Fire Control	-	+1 to Fire Control damage rolls
Exposed Movement	-	Movement hits are one step worse
Fragile Chassis	-	+1 to Structural damage rolls
Large Sensor Profile	1	Subtract from Concealment
-	-	-
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DEFECTS

NAME	RATING	GAME EFFECT
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