

# SHADOWRUN WAR





# ALL HELL!

The diplomats have failed. The tensions have only grown worse. Each side has pushed the other too far, so there's nothing left to do but fight. At the border of Aztlan and Amazonia, war has broken out. The streets of Bogotá are being pummeled, mercenaries are being hired and killed in approximately equal numbers, and blood is being spilled in dark rooms to give strength to mages on the battlefield. Most importantly, runners are being hired by the score.

War! puts *Shadowrun* players into the world of open combat. From sabotage missions behind enemy lines to intelligence operations to small-squad mercenary tactics, *War!* provides the background information, gear, and rules players need to plunge into the chaos of battle.

*War!* is for use with *Shadowrun, Twentieth Anniversary Edition*.



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# WARR!



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```

Connecting Jackpoint VPN ...
... Matrix Access ID Spoofed.
... Encryption Keys Generated.
... Connected to Onion Routers.
> Login
*****
> Enter Passcode
*****
... Biometric Scan Confirmed.
Connected to <ERROR: NODE UNKNOWN>
"Crimes, like virtues, are their own rewards."

```

**JackPoint Stats**

63 users currently active in the network

**Latest News**  
 <020573> Any irregularities seen on the site can be reported, but you can also assume I'm generally aware of them before you are. -Fastjack

**Personal Alerts**  
 \* You have 9 new private messages.  
 \* You have 1 message queued for anonymous re-routing.  
 \* You have received 4 Metalink Friends add requests.  
 \* You have 9 new responses to your JackPoint posts.  
 \* PDA: Today is the last day of the Big Rhino's three insects for the price of one combo platter.  
 \* PDA: Three airlines have raised their prices to Bogotá. Affordable plane tickets are becoming harder to find.

**First Degree**  
 \* You are hidden from all contacts.

**Your Current Rep Score:** 59 (89% positive)

**Current Time:** Feb. 06, 2073, 01:12

- PREFERENCES
- FEEDS
- TASKS
- LINKS
- HISTORY

Welcome back to JackPoint, omae; your last connection was severed: 22 hours, 10 minutes, 43 seconds ago



**Today's Heads Up**

- \* There's a lot of stuff going on in the world. You'd best know how to be able to find it. Read this before getting on a plane. [Tag: [Sixth World Almanac](#)]
- \* There's life in some of those older drone models out there. Make do, wear it out, etc. etc. [Tag: [This Old Drone](#)]

**Incoming**

- \* If you're going to wade into a war zone, better know just what you might be up against. Or, even better, what new toys you might be able to put to use. [Tag: [MilSpecTech](#)]
- \* Some of us fight war with bullets, some of us fight war with information. Both kinds of fighting are starting to get heavy, so be armed and be ready. [Tag: [Spy Games](#)]
- \* Does anyone even have downtime anymore? Hell yeah we do. We'll be talking about some of the things we do with it-while always being ready to make some cash on the side. [Tag: [Attitude](#)]

**Top News Items**

- \* The CAS has expelled two Aztlan diplomats, claiming the officials were engaging in acts of espionage within CAS borders. Aztlan has issued a pro forma denial that sounds to many observers like an admission of guilt. International observers are wondering if CAS will use this incident to wring concessions out of Aztlan, or if this is a prelude to them taking more overt hostile action against their neighbor to the south. [Link](#)
- \* Draco Foundation officials deny reports of significant resources being sent to the Antarctic coast. They maintain that any of their assets in the area are simply on routine shipping runs, moving south around South America to avoid the problems with the Nicaragua Canal. [Link](#)
- \* Demonstrations by metahumans in Seattle petitioning for the Ork Underground to become an official city district are growing larger. Knight Errant spokespeople are saying they have no concerns about the demonstrations turning violent, but observers have seen security presence at these events increase at rates surpassing the growth in the number of attendees. [Link](#)

- CHAT
- MESSAGES
- FILES
- POSTS
- NEKUS
- SEARCH

Active

Tom Star Prewall

Active

Jack in the Box Antivirus

Active

SpanWith Inter

On/Receiving

Commcode

Excellent

Signal

Active

Hidden Media

Local Map

**WAR!**

Invited Guests: None

Posts/Files tagged with "War":

- \* Facts at Your Fingertips
- \* Bogotá Culture
- \* The War
- \* Global Hotspots
- \* Bogotá History
- \* Mercenaries
- \* Bogotá Neighborhoods
- [\[More\]](#)

CONTINUE

ADVANCED SEARCH

SAVE



# ... FACTS AT YOUR FINGERTIPS ...

## Posted by Hard Exit

Here's the skinny, all in a clean little package. I make it quick, I made it simple, and I kept it to the things you might want to know. Want to know how alkaline the mud puddles in Zona Norte are? Tough shit. Want to know where to get a burger in the same place where you can drink the water? I'm your woman. Sure, there's some of the obligatory statistical bull, but if you can't use that to your advantage, you should reconsider your line of work. I might not be a local, but I've been "vacationing" here professionally for a little while. I know it as well as I know anywhere. So, welcome to Bogotá.

Bogotá's a big place. More importantly, it's crowded. Not like Neo-Tokyo, where everyone's crammed in tight, convenient little sardine-can apartments. In Bogotá, everyone is piled on top of everyone else. There's no organization. There's no planning. In most of the world, you'd be surprised to find a dead body buried in the walls of your basement. In Bogotá, you'd be hard-pressed to find a house *not* built on a pile of corpses.

The funny thing about war is, it's rarely as official as the history books make it out. A real war doesn't have a beginning or an end. They fade into existence and sometimes they fade out of existence. War isn't an event, it's a state of mind. It's hard to say when Bogotá passed from "global hotspot" to "war zone," but that's clearly what it has become.

## A VISITOR'S GUIDE FOR VISITORS WORTH GUIDING

### THE WEATHER

In short: The weather rocks almost all year around. It's never too hot, it's never too cold. It's always humid, but not overbearing. Sometimes, there's a little change because of El Niño, but it's still not that bad. They have rain, but it's not Noah's Ark shit. They've never had snow—at least, not *natural* snow. Honestly, if it weren't for the drug cartels, the bombs, the corruption in politics and the overbearing poverty, Bogotá would be a great place to live.

The air's not too nice, though I've seen worse. It's not as industrial here as some places, but the pollution piles up because

### Urgent Message...

#### BOGOTÁ AT A GLANCE

**Population:** 12,500,000

**Human:** 68%

**Elf:** 11%

**Dwarf:** 4%

**Ork:** 12%

**Troll:** 5%

**Other:** <1%

In this case, "other" refers to things otherwise unidentifiable as standard metahumans. This includes vampires, naga, and embodied spirits. Rumors persist of an entire community of ghouls in the bombed out Zona Centrico district. They're exceedingly rare, since Aztechnology's policy is "shoot on sight" for any nontraditional breeds. Aztechnology's numbers claim the population of other breeds is negligible. Of course, it's in their corporate interest to claim that their pogroms are more successful than they are. Some estimates put as many as 100,000 nonstandard residents.

there's no government to speak to enforce what little pollution regulations there are.

That said, sometimes there's intervention. I said before that the weather's not that bad, but that's only true when it's left alone. Sometimes, there are get magical strikes from what I can only imagine is the Amazonians. So a caveat: Bogotá gets snow. It shouldn't. They get it during the summer sometimes. It's not the climate's fault though—just the fault of those living in it.

- Weather in Bogota's hard. Because of the conflict and all the magic flying from one side to the other, things aren't very predictable. Want to go to the park? Expect rain. You don't like the weather? Wait five minutes. It has its pros and cons.
- Marcos



- Sure, it's harsh. But at least it has a good baseline. Hell, once the war's over (ha, ha) I might consider moving down there and working on my tan.
- Hard Exit

## GETTING IN

If you asked us a year ago, we'd have told you that flying into Bogotá without Aztechnology's permission was a suicide run. Permission isn't that difficult to get anymore, but now, it's more that even if you have permission, you're at risk. Not too long ago, a buddy of mine was flying in all on-record and legit. He comes in, just about to land, and wham! Hailstorm. It brought the plane down straight into the landing strip, killing everyone instantly. You can find three sketchy videos of planes being struck down by lightning with a little searching. Long story short: Amazonia has a lot of ways to fight this war, and they're using them. This isn't just about firing guns and artillery, but unleashing the forces both sides have been working on for years. If you're going in, you need to be aware of the full range of powers that might be unleashed on you. So, unless you can harness the power of giant fucking birds, stay out of the sky.

Driving in isn't so risky. That's not saying much. That's like saying that it's less dangerous to chop a toe off than it is to chop your foot off. Neither are desirable, but academically, one is better than the other. If you have any say in the matter, approach from the northwest. Repeat after me: Driving through the Amazon is idiotic. That's one of the best lessons you'll ever learn. Don't learn it through experience. Take my word for it.

Theoretically, Highway 50 goes through the Amazon. And I guess technically it does, but that doesn't mean your vehicle can survive the trip, even if you're not attacked by some nasty, undocumented rainforest critter.

That said, this is the Bogotá Travel Bible:

**1:1 Take a guide.** They're cheap, they're generally reliable, and they know the material better than you. It's also a lot better to see something rend the guide than rend you.

**1:2 Grease palms.** Customs, bandits, guides and even policia will back off with a nominal contribution towards their shitty lives.

**1:3 Don't talk back.** Nobody cares about your reputation elsewhere. They're more concerned about avoiding saturation bombings and carnivorous trees.

**1:4 Don't kill authority figures.** Sure, the policia don't have any real power. But the tribals have a tenuous hold on the people. They don't like threats to their little bits of stability.

**1:5 That having been said, tribal law is no joke.** Learn about it. If you're in a new area, and you don't know the tribal law, lay low and don't do anything stupid.

- You're neglecting the one most important option: Go on some company's dime. Sure, you can get shot down. But you can get shot down no matter how you make it in. Especially if you're representing an interest that's not Aztlan, you have a degree of protection. Nobody wants to draw third parties into this already jumbled clusterfuck of a war.
- Marcos

## PUBLIC TRANSIT

To say that Bogotá is overcrowded is an understatement. Thankfully, TransMilenio is there to keep the streets only somewhat filled with private transportation. TransMilenio (the transportation system, not the failed city division; more on that later) is one of the most successful projects in Columbian history, it's somehow lasted the test of time for almost a century. TransMilenio is huge. It's overcrowded, but what do you expect? It breaks down to twelve major subway lines, six light rail terminals and hundreds of magnetic trolleys. Anywhere in Bogotá that isn't a bombed-out shell, you can get within two blocks of it. While that doesn't say a lot, since a lot of the city is bombed out, it's still impressive.

Sure, there's a lot of crime at the terminals, but Bogotá isn't exactly the center for world stability now, is it? You're just as likely to be mugged at a light-rail station as you are on the streets. Maybe even a little less, since TransMilenio is one of the few government resources left that hires dedicated security forces. I know a few derelicts that swear by TransMilenio stations for a peaceful night's sleep, saying that at least it's better than the alternatives.

The layout for the system is solid as well. With the exception of breeches due to attacks, you can get most anywhere after only a single transfer. For the runner not interested in dealing with the ins and outs of vehicle theft, TransMilenio is a great option. It runs 24/7, and no matter what kind of murdering asshole you are, there's someone on the rail systems worse than you.

- I popped my cherry on the TransMilenio while on vacation with my family. True fact.
- Kat o' Nine Tales
- It's a good place for it. I bet no fewer than a couple thousand Aztlanians have. And I don't think they mind. It adds to the ambience. It's not like it's Lone Star territory, where you're liable to get jail time for screwing in public.
- Hard Exit

## COMMUNICATIONS AND ENTERTAINMENT

The beauty of Bogotá is that it's like a little media island, or at least the closest thing you can get to a media island in a city in this wireless world. While you can technically get entertainment from the outside, it's hit or miss and difficult at best. Most everyone just relies on local buzz. Which is great, because at least they're in touch. You get the voices of people on the streets. Sure, there are plenty of corporate interests in the way. But when it comes down to it, they don't micromanage as much as conspiracy theorists would like to think.

### Trideo

Due to the war, standard trideo networks are all but nonexistent. NABS has a pretty strong foothold, and you can connect with them more often than not. You'd be surprised to find out how much anarchist-left information gets out there in the trids. Before you ask, I'm not just talking about Amazonian eco-terrorism propaganda mumbo jumbo. Lately I've been getting in to a show called *Kill the Planet, Stop the War*. It's a bit tongue-in-cheek, but the point of the program is that as long as cash is king, the fight for the Amazon's not going to end until it's dead and gone.



They specialize in subversive messages, trying to undermine the Amazonian side of the conflict. Their argument is, there's no changing the Amazon situation. Even if Amazonia killed every member of Aztechnology and wiped every trace of their power from the map, there'd be another megacorp ready to step in and fill the gap. If there's a resource, somebody will exploit it so long as it appears to be potentially profitable. It's the nature of capitalism. The Amazon will always look profitable to capitalists.

- You make it sound very romantic. It has the feel of the late 1970s' punk rock movement around Manchester. This makes me wish I had a time machine.
- Winterhawk
- No offense, but there's a difference between Brits whining about their middle-class lives and their inability to get laid, and people regularly targeted by missile strikes. Lil' bit.
- Kat o' Nine Tales
- Whatever. Spirit's spirit. You've either got it or you don't. Who really cares what it's directed at, so long as it's directed? It could come from The Sex Pistols as much as Dostoevsky as much as a pirate station.
- Picador
- Point.
- Kat o' Nine Tales

### Simsense

The simsense industry has a similarly indie vibe to it. The big difference is, with indie, you have to make bigger waves with a smaller audience. This means shock, which means there are a lot of street hustlers out there promising you that you'll see things you've never seen, experience things you've never felt, if you just try out their wares.

Some of these guys are legitimate street salesman (weird phrase, I know), but a lot of them are actually on the Aztechnology payroll, distributing Aztechnology product. People in a war zone look for escape, and the Big A knows it can fund part of their war effort by selling that escape. With a lot of people out of work and willing to be recorded doing just about anything, sim actors are one of the few professions in the city seeing significant growth. Besides the military, of course.

- And when she says "doing just about anything," she means it. There's stuff in Bogotá simsense recordings that kind of freaks me out, so all of you who aren't me better be extra careful.
- Kane

### Music

Bogotá's got the same shit the rest of the world has. That is to say a whole lot of shit. We have the same pop star crap filtered in, your Teiko Ikemoto and other similar fads. We also have local celebrity, Spanish-speaking musicians. Thing is, they're no different. They sing the same stuff. It's all 4/4, 90 or 120 bpm mass-market trash. Indie music has its place, but most of it doesn't really exist outside the bars it's played in. Hell, live music is a rarity, with all the danger of being in a bar with expensive instruments.

There's something of a traditional music movement as well. Traditional Columbian music is really an animal all of its own, a conglomeration of African, Spanish, Caribbean, American and native sounds. Everything has a hint of that hot, "forbidden fruit" Catholic vibe going on, while not actually being constrained by any law or anything. There's even a catchy dance style called Pasillo that has a strong following with the hipper young kids. While you pass by store windows, you hear top 40, and everywhere you look you can find "revival music." I think it's a good thing—Bogotá needs to keep its identity so that it isn't consumed by the same Japanese or North American trends as every place else. While everything popular in Columbia comes from a mix of other places, the important thing is that they're mixes of things that aren't the same boring popular stuff, and that it's unique to the region.

The one thing that Bogotá will always keep with pride as a local symbol is the escopetarra, which is a musical instrument (namely a guitar,) fashioned out of a modified weapon. Not only do they look hot, they're a great symbols of peace. There's nothing Bogotá needs more right now than symbols of peace. Except, well, actual peace.

That leads me to the other big thing with music: Protest. Music's always been a peaceful method of protest for as long as time could tell. In Bogotá, it's turned up to eleven. Protest music is loud, brash, and almost as violent as the war itself. Guitars grind, drums explode, and synthesizers scream. When protest bands play, you often can't tell what they're saying. But you can sure as hell *feel* it. The words don't matter, the rage pulses and tears through the neighborhoods. Sound ordinances became obsolete right around the time of the first bombs. The whole mentality is, the music should be louder than the bombs. Often times, it is. Some bands eschew normal musical instruments, instead hammering away on the instruments of their own destruction. I've seen one band, Pollo Maligno, made up of percussion instruments fashioned out of bombs, mines, and military vehicles. In Bogotá, there's no such thing as half-way protest.

- So, there's a word for it? Escopetarra? I'm going to have to get one of those. They're hot as hell.
- Kat o' Nine Tales
- Yeah, but don't think about fitting it as a weapon. Everyone knows, these days. It's neither effective nor ironic anymore, it's just sad. But don't let me deter you: You get one, I want pictures.
- Marcos
- While I'm talking here, I should give a shout-out to Esmé Calderon. She's talented, she's pissed, and she's plugged in to the resistance. Good, fiery music.
- Kat o' Nine Tales
- I've heard of Calderon. She's good, but some people think she's being used. Rumor is that Bogotá Libre! coordinates her appearances, putting her in neighborhoods where they're looking to get the locals to their side. Calderon plays one day, uprising happens the next, full of people all fired up by her music. At least, that's the theory.
- Marcos



## Sports

Soccer, or fútbol as we'd have it, is the most popular sport by far. How does it differ from the rest of the world? Well, they allow magic. Because of the Amazonian influence, and to a lesser extent Aztechnology's stranglehold on the culture, soccer is full of adepts that hurt, maim, and sometimes kill each other. It's always been something of a violent sport; we didn't change that for the better. Soccer trid coverage includes automatic slow motion, since most humans can't even see a lot of the plays that go through. Ironically, while soccer is friendly to adepts, it's not friendly to metahumans. The rules as written disallow their participation on grounds of fairness and safety. They say nothing about a hyper fast, magically buffed leg kicking straight through a player's abdomen. Funny how racism works, right? What we do is, we put the metahumans in their own sports. I'll talk about that later.

Bogotá loves soccer. They love a number of other sports, too. But unfortunately, the war efforts have brought most of them to a halt. Cycling used to be a big deal. Now, it's impossible. Boxing is still popular, but it remains a niche event. Baseball has lost a lot of popularity since it doesn't have the corporate sponsorship soccer does.

Now, the important one: ulama. Ulama is the oldest sport known to man, at least the oldest still in regular practice. The Aztecs played it thousands of years ago, and the pre-Columbians had a version of it. It's probably Amazonia's biggest contribution to Bogotá's entertainment industry because it's open to metahumans. The point is to keep the ball (a solid, vulcanized rubber ball, to be specific) in bounds while not touching it with your hands. Purists only allow touching it with the hip. Players wear nothing but a loincloth and a hip guard, which gives them very little protection from the ball, which is hard as hell and breaks ribs in the right hands. Some groups play with sticks, but officially, you kick, head-butt and otherwise slam the ball around in ways that are painful just to watch. While trolls have a distinct advantage, elf players are known for being able to keep the ball from opponents, so we've yet to see an all-troll team. The game has a lot of death symbolism, but as far as I can tell, it's popularity comes from something a little more direct—players risking death every few seconds on the field.

- Ulama? We need to get that up in Seattle. I'd join a league in a heartbeat. Sounds like it doesn't pretend to be something it's not, like most sports. Do they stick to outdated, sexist rhetoric?
- Kat o' Nine Tales
- No. I'm not speaking from full authority, but the two games I saw were pretty heavy on females, maybe fifty-fifty. There was a clear bias towards metahumans though. Maybe a tenth of the players weren't.
- Hard Exit
- I'm not afraid.
- Kat o' Nine Tales

INCOMING FEED.....



## Old-School Radio

With moves towards more modern technology, radio (and its red-headed cousin, television,) has been left alone by the powers that be. This means that if you want to get a completely uncensored message out, you do it over the airwaves. Guerrilla radio and television are important parts of Bogotá culture. You pass by a bodega, you'll hear someone editorializing on an old rabbit-ear set. Fortunately for would-be revolutionaries, broadcasting technology is cheap. If you scrounge around in the right junkyards, it might even be free. This is extra convenient, since rogue stations sometimes "happen" to fall victim to violence—violence often perpetrated by people on Aztechnology's payroll. So if you have an old set with a broken station knob, you're shit out of luck. Most stations stay in business for a few months at most. The most popular, [R]evolution, changes its call numbers and broadcasting offices on a weekly basis, donating all its old materials to smaller broadcasters.

- Have you ever considered that when someone gets on a major network, that it's because they were vetted? While the philosophy behind pirate radio is worthy of applause, in practice there's a huge signal to noise problem.
- Dr. Spin
- That's easy to say when you get a steady paycheck from Horizon. Clearly, you have no bias.
- Aufheben
- How many audition tapes have you had to watch? Until you've seen a thousand untalented hacks trying to prove their value to you, and you've had to bank on one to save your career, you have no room talking.
- Dr. Spin
- We're not talking about talent, here. We're talking about information. Talent entertains. Information informs. These are people in small communities, strangled by corporate interests. Most of what happens to them happens in the shadows. Pirate radio casts a light in those shadows. But don't take my word for it. Some material from these broadcasts has made its way to the Matrix, a pretty easy find for anyone who knows how to search. Track it down and listen for yourself.
- Aufheben

## Fashion

Fashion in Bogotá is an exercise in extremes. Our middle class has its own upper, middle, and lower classes that vary more than those in most places. A lot of Bogotá looks like twentieth-century Columbian farmers. That isn't because it's fashionable; it's because they live at about the same standard of living as a twentieth-century Columbian farmer did. You cross by the man in coveralls, unable to read, and he's likely to own a farm full of coca. That coca sees use in so much novacoke, and he sees cents on the dollar. He uses his income to lease farming equipment and maintain his land with almost no surplus, but according to the raw numbers, he's middle class.

The current fashion trend among the more well-to-do classes is to dress in clothing inspired by traditional garb, with big nuyen

going to manufacturers of small batches of handmade clothing. On the middle edge of the middle class are workers can't really afford the expensive stuff, so they do the next best thing. We call those people Irregulars, since they buy the throwaway irregular clothing from manufacturers at discount. If you're classy in Bogotá, the one thing you always look for is the guy with a missing button. He's the pretender acting above his station.

- Sombreros. That is all.
- The Smiling Bandit
- While I must applaud your insight, I don't think they actually wear sombreros.
- Hard Exit

## Discoteca

Dancing is a blast. Almost as much as sex (speaking of which, have you had sex in a war zone before? You should. It's a rush. Nothing like seeing your lover's body lit up be the flash of artillery blasts). Dancing is something the Catholics tried to restrict a while ago, but just like sex, it overpowered them in their old age. Dancing is an important part of Latin culture, and it's also an important part of the Amazonian culture. So nights in Bogotá are loud as fuck (see what I did there?). A block without a discoteca is suspicious. In fact, if you see a block without somewhere where there's no dancing going on, you should probably turn tail and run. A Columbian that doesn't like dancing is a Columbian that probably has an unhealthy obsession with killing, or some other antisocial behavior.

- A guy that doesn't like to dance is a murderer? I find that a little hard to grok.
- Kia
- It is what it is. You don't believe me, come around Bogotá some time. I'll show you a neighborhood that doesn't dance. You won't want to come back.
- Hard Exit
- Speaking of dancing and antisocial behavior, check out War Temple in Nuevo Suba neighborhood. Loud dancing, fights every evening, dead bodies most mornings. It's wild, even for me.
- Kat o' Nine Tales

## BTL

BTL is here to stay, just like in the rest of the world. It carries with it the same risks, the same stigmas, and the same restrictions. Difference is, Bogotá's a war zone. If you wander out in the streets on a BTL rush, people are going to see you in one of two ways: as a BTL junkie or a drug user. Both of those profiles say, "I'm a person with money that won't be able to fight back." Good luck surviving it. My advice: Stay away from BTL while in Bogotá. If you're going to do it, do it in the privacy of your own flat, and lock the doors as well as you can.

- I'm going to call bullshit. You think sex in a war zone is good? It's nothing compared to war zone BTL. The whole point of BTL is being able to do the things you want to, but you don't want to take the risk for. Programmers in Bogotá know that tension first-hand. You





read stories by people that have lived through hell, why not go the whole nine yards?

- Turbo Bunny
- If I were going to risk my sanity, I think I'd do it from the safety of my high-rise condo, away from missiles and napalm and unspeakable jungle horrors.
- Hard Exit
- Your loss.
- Turbo Bunny

## LAW(LESS)

On paper, Bogotá has a ton of laws. In practice, it has a ton of laws, but they're not the same as the ones that are written down. Ever since Aztechnology came down with a heavy hand on the ghost cartels and effectively eliminated any authority the Columbian government was holding on to, tribal gangs have been all too happy to step in and take control of the place. Every neighborhood has someone looking over it. Each of those someones has their own rules and methods of enforcement.

What this means for you is that a three-block walk might have you under three different sets of laws, three different groups of enforcers, and three different calibers of bullets flying at you if you break those rules. When you're on the streets, the single most dangerous mistake you can make is to wander around without knowing your shit. Don't do it. Or at least, if you're going to do it, lean on a guide. Here's a few examples of some of the key laws you should know about, in no particular order:

### Don't Touch Our Shit

This is a common one, almost universal. It comes down to a writ of sovereignty for the gangs. If you mess with their things, or their members (who are, in the end, an extension of their things,) you are met with ire. Sometimes this means death. Sometimes it means a lifetime of abusive treatment. Sometimes it just means paying a small penance in cash, pain or apology, then not doing it again. On a more gang-related level, this means don't move in on their territory. If you rob a bodega, you'd better hope the local gang doesn't catch wind of it. It's *their* bodega, which means they have the right to rob it.

### Your Life Is Only As Valuable As Your Word

This is another broad category, and a common one. If you make a promise, you must keep it. Yes, this means repaying financial debts. Mostly, this is what it means outside of the gang proper. In most of these gang cultures, financial debts are the closest things to stability members have, so they take them very seriously. If you owe somebody money, and you don't pay them on your agreed terms, your life is theirs. In some gangs, this becomes more literal than in others. In almost all, there's room for abuse. Since we're just talking about your word against someone else's, it's not out of the question for random passers-by to be grabbed off the street by gang members, claiming that they entered into a financial relationship gone awry. Some of the gangs even establish and maintain records of financial debts in their neighborhoods, including ones they have no part in. This helps prevent unwarranted street snatchings (the gangs, of course, get a five percent cut of any deal

on the list, of course. They're not tracking that information out of the goodness of their hearts).

### Don't Alert La Policia

This actually sounds a lot worse than it really is. In almost all instances of tribal law, it's a logical rule when you see it in practice. The tribes thrive on a manageable level of chaos, but they really need stability to maintain power. It's their goal to keep the peace. So there are two real reasons for wanting to keep the authorities out. First, the authorities tend to muck things up. They get in everyone's business and end up arresting all the wrong people. Second, the gangs are just better at the job. They don't have red tape getting in the way of justice. Really, the gangs are reflections of their neighborhoods. If you call the authorities, you're telling your neighborhood that it isn't good enough to handle its own problems.

### Magic Is A Tool Of The Tribe

This one is rare. But when it exists, it's typically maintained with an iron fist. In these communities, residents must keep magical abilities hush-hush, or resort to putting them on permanent loan to the gang. Magic can be frightening, and more importantly it can be powerful, so that means the gangs have a strong interest in keeping track of who can wield it. They do this by using their favorite tool—fear, making anyone terrified that if they use magic outside of the tribe, they will have the wrath of the tribe beating on their head in very short order. This practice takes power out of the hands of the common people, but it also makes them feel safer because they believe that the more power their neighborhood tribe gets, the better able they will be to protect the local residents. It might seem fascist, and maybe it is. But when you've seen trees grow violently out of the ground, killing your neighbors, sometimes you need a little fascism to curb the edge.

### Killing Is Not Acceptable

The unwritten end of this law is, "unless we do it." Killing shakes up the neighborhood. It's just about the biggest sign that a gang can't control its locals. That's unacceptable. Killing mobilizes gang members faster than anything, with maybe the exception of rape. Killing leaves a trail, dropping baggage in the form of friends, associates, families and all the people owed by that person. Killing is never an isolated act. Nobody is truly alone in the world.

You get the gist, right?

- Be careful, you're almost making these groups sound reasonable.
- Dr. Spin
- Funny how that works. Small groups of people, working together, living together, not needing outside corporate governance. And it kind of works, the people prefer it to corpocracy. Who'd have thought it possible?
- Aufheben

## THE PATCHWORK NETWORK

Inconvenient for those interested in homogeneity, convenient for those looking for a bit of privacy, Bogotá's full of small-area networks. Some of the stronger tribes act as patrons for local networks, allowing the residents in their turf limited access



to the outside world. Of course, the nature of the wireless Matrix means that most of those residents can still access the Matrix at large, but the default limitations work well on the vast majority of the people. Often, the perception of a fence is just as strong as a fence. This means that sometimes, it's not so easy to make moves in the Matrix against the people in the tribal neighborhoods.

What does this mean for a runner? Well, it means that you might have a rough time in those neighborhoods, if you're used to a completely open Matrix. However, it means that if you take the effort necessary to get in, you don't have to worry as much about outsiders bumbling around near you. It's a challenge, but it has its payoffs. If you get used to it, it's refreshing. You'll feel alienated when you go back to the great big, public world. It's a strange thing, privacy. You never really know how great it is until you don't have it anymore. You also don't know how annoying it is until you can't get rid of it.

- Let me be a little more direct here: Bogota's Matrix fucking sucks. We've moved so far towards free information and universal access that little pockets of information kept from the outside world are about as backwards as it gets.
- Clockwork
- Oh? I don't seem to have any problem accessing their pocket networks. It must be a user failure on your end.
- Netcat

## BULLETS, BOMBS, AND BIGOTRY

Given enough time, a war zone becomes permeated with the tools of destruction, both literal and figurative. When a war starts, you run the risk of catching a stray bullet every time you hit up the grocery store. After the war's been going on for a while, there's more collateral risk. At the start, you might be subject to a pogrom of whatever minority group you may belong to. Later on, it's more a thing of latent bigotry preventing you from living the life you should otherwise be able to.

Bogotá's not a forgiving place. No matter who you are, it's full of people that don't like you. If you're poor, the corps hate you. If you're rich, the tribals hate you. If you're a metahuman, you bet you can find a tribe or ten that hate you. The thing about war is, it never makes peace. It brings standstills, surrenders, and conquests. It makes hate. Bogotá's no exception. Don't get me wrong, it was never paradise. But now it's a cesspool. If you point in any direction, you're pointing at somebody that hates somebody he doesn't know. Metahumans have it rough. While they're technically no more hated than any other group, they can't exactly hide the thing that gets them hated. A poor person can get one nice set of digs. A rich person can slum it. A magician can keep his shit under wraps. A troll, well, not so much. While they get some inherent advantages, the only place in the culture that's really been carved out for them is ulama. It's like in the twentieth century, with African Americans and sports. They dominate the field, so it's one of few places where they're on the level. And I'll be damned if those popular orks don't turn their backs on their old neighborhoods the moment they sign a contract, more often than not. Would you blame them?

So you get it. I don't need to harp on it. You walk down the street, there's racism. There's sexism. There's classism. There's all that bullshit. But look at it this way: It's a metaphor for the physical state of affairs. In Bogotá, you walk down the street, you'd better watch yourself. Sure, you might have the rep to not get shot, but no rep in the world will protect you from a landmine or errant car bomb. It's Hamburger Hill out here. Your average bystander has probably lost a family member or two in the struggle. There's a damned good chance it wasn't even a targeted kill, just some bad luck—wrong place, wrong time, etc. Say, for example, that my brother lost his leg to a random pineapple grenade. I have the kind of money to get it replaced, but he's stuck. Money's not the issue, supply and demand is. So if my brother wants a new leg, he's going to be paying upwards of ten times its value on the market, since there's some rich snob willing to pay more for the limited resource cyberwear.

- It's really a sad state of affairs. People under oppression resort to oppression because it's the only thing they know.
- Goat Foot
- You're not giving them much credit. There are plenty of educated people in Bogotá, who are just as racist as the huddled masses. They're very aware of their racism. They like it—it's some of the only elitism they've got. Everyone's got their elitisms.
- Marcos

## THE LEGAL MARKET

As far as I'm concerned, you should avoid legal sellers at all costs. In a war zone, legitimate business is slave to the ebbs and flows of local occupation. Whoever is in charge on one particular day gets to make all the calls that day. Business owners can't keep up with the day-to-day changes, because it's a logistical and commercial nightmare. Prices are high, selection is low, meaning it's not a good market for people wanting to buy on the up and up.

Sounds pretty dystopian, doesn't it? It's not really that bad. I'm just picky. If you want food, you can get food. If you want corned beef in a can, you might be shit out of luck. If you want bedsheets, you can find them. If you want a red and gold Egyptian knit sheet set, you might have to wait a while. If you need candles, they're just candles, you can find them anywhere. If you want a candle blackened with pitch and scented of tobacco in honor of Votan, you should pay close attention to where you're trying to buy it, the local tribals might not be too fond of Mayan faith. You want a commlink? Get yourself a commlink. (Want a MilSpec commlink? Then see the section on the Black Market, below, because you sure as hell won't find a legit one.)

The stores are the same as anywhere else. You can walk into a Marvin's, just as easily as you could in Seattle. It's just a little different environment. Even the biggest chains can't fight the local tensions.—they're too impersonal and detached to be able to do anything about the city's overall climate.

So, to wrap that up: If you want to buy legit, over-the-counter goods, don't be picky. Expect to make compromise. And expect to pay extra.





INCOMING FEED.....

## THE BLACK MARKET

The legal market in Bogotá may be overpriced and generally lame, but, the black market rocks. You can get what you need, when you need it, and if you're willing to barter a bit, you can get it for the price you want. So long as it's not a limited resource, you can get it. Now, if you want one of those limited resources, you're shit out of luck (unless you have armloads of cash at your disposal), but anything else is keen. I found a perfect construct virtual replica of Teiko Ikemoto recently for a steal. Literally, the guy had me steal some shit from the meat market, and he gave me the code. Now, I'm living large with the next best thing to an Ikemoto BTL, without the brain damage and addiction.

Now, let's get this out of the way immediately: Medical service in Bogotá sucks. Unless you're willing to grease palms hardcore, you can expect very long wait times, even in emergency situations. Doc Wagon does exist, but I wouldn't say it's usually worth the trouble. You don't know how many runners I've seen bite the bullet while waiting for the Wagon to arrive. Additionally, medical supplies are at a premium. It's a war zone, what do you expect? If you're trying to buy some chemical goodness, and the

merchant asks for four times what you'd pay elsewhere, you take the offer, smile, and nod. You just got off like a bandit. Five to six times market value is the standard here.

Now, the war zone thing means good things for some parts of the market. Mass-produced weapons tend to be cheap (especially that new nanofax-produced AK-147). Things that can be taken from dead soldiers, are, surprise, surprise, easy to find. Landmines and grenades are right up with candy in their levels of availability. Maybe a little more available: sugar isn't very easy to come by.

- How is the drug scene?
- Glasswalker

• Surprisingly tame. Aztechnology has guaranteed that nobody that'd want to do drugs has the money to buy 'em. So most drugs are on a pure export basis. All the coca comes from down here, but it's not refined locally. It's too dangerous. Besides, none of the tribals want to put that kind of target on their backs. If you're into novacoke or anything like that, you have to get it imported back, which costs an arm and a leg.

- Hard Exit

# ... BOGOTÁ HISTORY ...

Like many early evenings in Bogotá, it was pouring rain down over the war-torn city as three bullet-ridden armored vehicles, including one built for transporting cargo, drove rapidly down the cracked and pot-holed street to pull up next to a seemingly abandoned garage in Zona Norte. Stepping out of the vehicle in the deluge, a female dwarf and six local runners that she had hired to be her protection detail for this meet cautiously circled her, and escorted her to the metal door of the garage. Immediately, the runners began sending warnings to her commlink; they were being watched by the locals. They noted that if things went south with, they could encounter an immediate threat from the cartel's local sympathizers. The runners went so far as to assess the local's capabilities; five confirmed assault rifles, two sub-machine guns and at least one grenade launcher. Based on the way they were armed, the locals seemed to be in good with the cartel.

"Let's get this over with," Lyran said, as she walked up to the heavily graffitied security door, covered in anti-Aztlan slurs. Knocking loudly on the garage, Lyran waited for the Olaya cartel representative to answer. She waited patiently as a security camera pointing down at her from near the top of the roof switched on and inspected the individuals waiting outside.

"*Buenos Días, Señora.* I am glad you were able to make it. Now, you and only two of your guards will be allowed in. The rest of your entourage will have to wait outside sitting in the rain, or there will be no deal."

With a nod to the team leader, Lyran directed most of her runner team to hang back and guard the vehicles, taking only the leader and one of his more cybered team members with her as the locks on the metal security door quickly unlatched and the security door slowly pulled back, revealing an interior that had been transformed from servicing vehicles and drones to serving as an underground talismonger shop. Lyran made note of the fact that there were two cartel thugs inside the garage with the talismonger.

"Let's see what you have for me," Lyran said. Even before the middle-aged cartel representative could ask to see the payment, Lyran sent over account information from her commlink, revealing an account with the agreed upon payment of three hundred thousand nuyen, ready for transfer at the successful conclusion of the meet.

The older gentleman, with prison tattoos and scars all over his body that told the story of a very difficult life, directed Lyran to the back office that had been converted into a walk-in refrigerator. "Your order is in that corner there."

Lyran quickly inspected the goods. Four mature wyverns, with mostly intact hides. Their eyes were all intact, as were their teeth and their poisonous stingers. The wyverns did not appear to have been dead for longer than a week. *Good.* She then inspected the next set of items; six naga pelts. Again, they were

all in a condition that she could work with for enchanting foci. So far, this new contact was paying off. The next items were two carcasses of embracers. Lyran laid her hands on the bright red skin of the primate, looking over the two carcasses. Again, the hides were in excellent shape, and Lyran had no objection to the goods.

*Just a couple of more items, and we can be out of here...*

The next items were laid out in two briefcases, which the talismonger brought and opened for Lyran. The first contained eight vials of sap from Sangre Del Drago trees. Lyran took her time to carefully assense the vials, making certain the sap was authentic. After a few minutes, Lyran confirmed the potency and the validity of the samples. She then turned her attention to the last briefcase, the item that could cause the most trouble for this meet.

The first thing to give the Olaya talismonger away was a nervous twitch—a quick check of the time on his commlink and an uncomfortable glance over to Lyran's body guards. It was quick, and she might have missed it if she hadn't been carefully watching for it. But she saw it, so now, without even examining the contents, she already knew she had to be on the lookout for something suspicious. And knowing that, she quickly found what was wrong with the three vials.

"Now, Hector, it looks like we have a deal breaker here."

"What do you mean? That is authentic and perfectly good—"

"Do not insult me by finishing that sentence," Lyran snapped. "I have used Drago sap before. I know what to look for. The texture is off on these samples, plus the astral signature seems to have been imprinted on this liquid, whatever the hell it is. Do you or the Olaya cartel believe me to be such an easy mark? Because I'm not. And it's going to cost you. I'm certain that either the Andes or the David cartels can meet my needs without cheating me."

"Now, what a minute! Although there could be a problem with the Drago sap, and I'm not saying that there is, that doesn't mean we can't conduct business with the other goods here. I could give you a ten percent discount for your troubles."

"And what, risk that you've done something to these hides to make them look more appealing? And risk fucking up my enchanting? No thank you. We're done here, you second-rate hack."

Lyran stormed off, without responding to the talismonger's pleas, which predictably turned into indignant rage about the costs that had been incurred to the cartel for retrieving the items, and demanding that she must pay up for the goods she ordered. Just as she reached the doorway, she saw her bodyguards raise their weapons, as gunfire began rang out in the small garage.

*Why do these things always happen to me?*







## Posted by Snopes

It amazes me how so many of these so-called news nets have oversimplified (or in some cases, intentionally distorted) the actual causes of this bloody war between Amazonia and Aztlan for the sake of their under-educated viewer audiences (who have the attention span of an Awakened goldfish and who generally lack the capability of thinking for themselves). If their rudimentary understanding of this region and this war were to be believed (and not laughed at), Amazonia was the aggressor that initiated an unprovoked attack against Aztlan in the city of Bogotá on November 13, 2072. That single action, according to those news nets, led Aztlan to declare full-out war against Amazonia, citing its need to protect its national interests from those types of aggressive acts (as if that single attack was any different from all the other atrocities and bloodshed that have occurred between those two nations over the past two decades). Then, in a tremendous coincidence, just a few days after the official declaration of war, Aztlan mounted a well-coordinated and effective ground invasion deep into Amazonia territory (almost as if that “unprovoked attack” was, I don’t know, already a part of Aztlan’s timetable for this war). The consequences of that invasion continue into the present day.

That scenario, ladies and gentlemen, is outright bullshit. If you believe that garbage, you probably also believed that flimsy PR-line about Aztechnology “accidentally” bombing the capitol building for Bogotá’s government in 2071 during its “noble” effort to rid us all of the dangerous tempo (never mind the fact that the aerial strike also conveniently eliminated a majority of Aztlan’s most influential political enemies inside of Bogotá in one big boom, leaving the city vulnerable to a hostile take over by Aztlan). Well, here is the real pay data about what’s been going on with this war and how it all started, data that isn’t littered by lazy reporting and careless fact-checking or compromised by glaring omissions or propaganda—that is if you are still interested in the particular novelty that I like to call “the truth.”

The Amazonia-Aztlan hostilities have been brewing ever since the late 2040s, when the two nations moved into and conquered their respective shares of Venezuela and Colombia. When their expanded borders finally met around the city of Caracas, it triggered intense fighting throughout the disputed territory that lasted for several months. Eventually, after both sides had grown tired of slugging it out with each other without gaining any significant benefit or advantage from the bloodshed, the two nations reluctantly agreed to a cessation of hostilities, with each nation grudgingly agreeing to recognize their new borders (although a few hundred dead soldiers each year from border skirmishes seems to stretch the definitions of “cease fire” and “non-aggression”). This agreement also officially established Caracas as a free city and established a buffer zone between the two nations in the form of Bogotá and its surrounding territory, which stretched into the Amazon Rain Forest for several hundred kilometers. At that time, Bogotá maintained at least some semblance of independence from both Amazonia and Aztlan with its own functional (if corrupt) government. But with Aztechnology maintaining a stranglehold over Bogotá in the form of the Aztechnology Business Complex, it was not surprising that as time passed after 2050, more of Bogotá fell under Aztlan’s and Aztechnology’s political influence. Large swatches of land and property were procured through shady

back-room agreements and quickly absorbed by Aztechnology into its business complex. During that time, there were also an increasing number of local businesses that were either adapting themselves to servicing Aztlan’s infrastructure or were becoming subsidiaries of Aztechnology. Aztlan pesos were becoming as common on the streets of Bogotá as nuyen. As the economic infrastructure became more Aztlan-friendly, Bogotá saw a dramatic increase in the number of residents who were becoming either Aztlan or Aztechnology citizens, allowing them to take advantage of the new economic opportunities that Aztlan was offering to them (i.e., your standard Faustian deal). It was becoming apparent to most locals in Bogotá that if left unopposed, Aztlan would completely assimilate the entire city of Bogotá and establish it as one of its conquered cities within only a few more years’ time, in a sort of peaceful coup d’état.

- I wouldn’t say that what Aztlan and Aztechnology were doing during that time was all that peaceful. From what I have heard, many influential people who had the *cajones* to spit in Aztlan’s and Aztechnology’s faces and turned down their lucrative offers were rumored to have been personally walked into the rainforest by the Azzies and never seen again. And most of those suspicious disappearances ended up being publicly blamed on the cartels, meaning the murders were officially (and conveniently) labeled as “drug-related.” Those that weren’t lucky enough to disappear in the rainforest probably either ended up being used as blood sacrifices or are still serving life sentences in one of Aztlan’s maximum security prisons—good luck finding them! There’s really no way of knowing who is currently incarcerated in Aztlan’s prisons or how long they’ve been there, as accurate record keeping inside those gulags has never been one of Aztlan’s priorities.
- Dr. Spin
- I also wouldn’t believe any of the so-called police reports from that era as well. If the majority of the city’s police force wasn’t already bought and paid for by the cartels, the rest of it would have been bought off by Aztlan and Aztechnology to carry out their dirty work. Many of the police reports during that time contained more fiction than you’d normally find in an Aztechnology and Aztlan “cultural festival.”
- Clockwork
- Although it’s almost impossible to find accurate documents from that time, firsthand stories from the locals point to a handful of people believed responsible for Aztlan’s great expansion into Bogotá. The stories identify two corrupt Principal Mayors, five former members of the District Council, and at least sixteen former magistrates. Many of those who haven’t already been hunted down by the Colombian Liberation Movement and executed are still listed as missing. A few of the member groups from the Colombian Liberation Movement still have active bounties on those people’s heads, despite the passing of almost two decades. A few of them are worth quite a bit of nuyen and may be worth pursuing.
- Glasswalker
- Bounties spanning two decades? I guess that goes to show just how passionate these people in Bogotá can be.
- Black Mamba



- Some of the wealthier families who lost family members during Aztlan's expansion into Bogotá continue to have considerable standing rewards out for the return of the remains of their missing family members. If you don't want to get blood on your hands by working with either of these two nations, you could get involved in this fairly respectable work of tracking down remains. The only downside is you would be spending long stretches of time in the rainforest, shifting through possibly thousands of remains, and enduring all the paranormal and mundane dangers that this Awakened rainforest has to offer.
- Glasswalker

By 2055, local political organizations, religious groups, the cartels, and paramilitary groups with the means and the will to oppose Aztlan, including the Andes and the Olaya cartels, the local Bogotá government, *Bogotá Libre!*, the True Brazilians, and the Catholic Church, all began to lash out vehemently against Aztlan's covert activities. Tentative land and business acquisitions that were being brokered behind closed doors were suddenly exposed to public scrutiny via the state-run media, the Matrix or other shadowy avenues, often leading to massive political rallies in the streets of Bogotá (we're talking about over half a million patriotic citizens in attendance at each street rally). Often, those demonstrations turned into violent riots against Aztlan forces that eventually resulted in an immediate termination to those negotiations. Death threats, sabotage, assassinations, and terrorist acts were also directed toward any local businesses or individuals who were looking to establish a new business relationship with Aztlan or Aztechnology. For every single opportunity that Aztlan seized upon to gain a stronger foothold inside of Bogotá, there were five other opportunities that were sabotaged by these increasingly organized factions, slowing Aztlan's long-term designs for the region to a tortoise-like crawl.

Both the Aztlan government officials and the Aztechnology Board of Directors were rapidly becoming frustrated over the deteriorating situation in Bogotá. They knew the local opposition groups would not relent in their resistance to their agenda, nor would their idealism simply be bought off like many of Bogotá's officials. Aztlan also realized these particular groups could not be touched militarily without provoking a violent reaction from Amazonia (Aztlan was already aware that Amazonia was actively providing aid and supplies to the opposition groups, as well as helping them to organize and wage a proxy war in Amazonia's name inside of the city). To compound an already precarious situation, Aztlan was in the middle of expending vast amounts of military resources fighting the Yucatan rebels in the north, spurred on by the massacre at Campeche in 2050 (yet another conflict, which, if chatter on the Matrix is to be believed, Amazonia was meddling in). It was because of that political reality that Aztlan felt compelled to avoid opening up a war on two fronts at any cost (because, as you may very well know, both Aztlan and Aztechnology have a long list of enemies around the world who would have loved nothing more than to have taken advantage of that particular situation).

So from 2058 to 2061, despite wanting to strike decisively at their political enemies in Bogotá, all Aztlan was willing to do officially in the region was to fortify its holdings, put down any violent uprisings that occurred and made sure that those

opposition groups could not retake any of the sectors of Bogotá that they had already acquired (read: stolen) until such time they could stabilize the Yucatan Peninsula. Once that objective could be accomplished, Aztlan officials anticipated that they could then reassign additional military assets to Bogotá, which would finally allow them the resources necessary to overcome their enemies in the South American city and fend off any retaliatory strikes that Amazonia would almost certainly level against them. And if they could do that, they figured that they could eventually secure the entire city for themselves, along with the vast rainforest resources that surrounded it. At least, that was the suspected thinking of Aztlan's officials at the time.

- So, what exactly did Aztlan do about their enemies? Aztlan isn't exactly a "wait and see and hope for the best" type of nation.

• Elijah

- Not everyone in Amazonia believes in the dragons or in their cause to restore the rainforest to its natural state. Many metahumans deeply resent the fact that they have been forced out of the forest to live in very crowded conditions, in very specific cities that have been designated for metahuman inhabitation. Many of the laws that Hualpa has established to protect the rainforest have cost many metahumans their livelihoods and have ruined their qualities of life, without any type of compensation. The harsh laws restricting metahuman life in Amazonia have all but made many metahumans feel as though they are second-class citizens to the rainforest itself.

Aztlan played off that sentiment, setting up paramilitary groups to agitate and spread anti-Amazonia rhetoric. Although at the beginning most of those paramilitary groups were made up mostly of Aztlan spies and warriors and any mercenaries and shadowrunners that they could hire, many of those cells went on to win widespread popular support from various disillusioned factions within Amazonia itself who desired to help Aztlan win in Bogotá out of spite for Amazonia.

- Kay St. Irregular

- As their numbers grew, Aztlan helped to arm and equip these new paramilitary groups with advanced weaponry and surveillance equipment. These new paramilitary groups became highly skilled in providing vital intelligence back to Aztechnology on Amazonian operations in and around Bogotá, allowing Aztechnology to sabotage and end many of those insurgent operations that had threatened to destabilize their grip on Bogotá.

To stall their enemies even further, Aztlan also conducted a series of assassinations of key members of the opposition groups and tried to blame them on Amazonia. Although the smear campaigns ultimately failed to fool anybody as to who really was to blame, those operations proved to be a successful delay tactic for Aztlan, as the opposition groups were forced to reorganize their operations, change their communications strategies, and engage in various rebuilding efforts to recover from the losses of their key personnel, buying Aztlan valuable time to fortify their interests in the city.

- Black Mamba

However, even as Aztlan waited for more favorable conditions to develop in the Yucatan, yet another crisis developed



for the nation up in the north, during the Year of the Comet. At the end of 2061, Ghostwalker crossed through the Dunkelzhan rift in DeeCee. In the weeks that followed, Ghostwalker assumed control over Denver as its “beneficent guardian,” and then kicked Aztlan out of Front Range Free Zone with the assistance of the Confederate American States (CAS). Any thoughts or plans that Aztlan and Aztechnology may have had of using their military to eliminate the opposition groups in Bogotá were scrapped, as they were forced to scramble a hefty portion of their active and reserve military units to key locations in the north to prepare for a potential counter-offensive in Denver to try and retake its territory (a military operation that never materialized), as well as positioned military assets near the Pueblo and CAS borders as a deterrent to discourage the two enemy nations from potentially taking advantage of Aztlan’s losses in Denver, and moving into Aztlan territory to try and reclaim territory they had lost so many years ago.

As hostilities threatened to erupt along Aztlan’s northern border, an escalating number of violent confrontations with Amazonian guerilla cells and inhabitants along its southern borders forced Aztlan to keep their attention and their resources divided, preventing them from accomplishing anything of real significance during that time frame. Between 2061 and 2062, SURGE exploded throughout a vast majority of the native populations on both sides of the borders. This led many residents on both sides of the border who were already highly paranoid of their enemy to assume that the radical, physical changes caused by SURGE originated from some unknown biological or chemical agent that the other side had launched against them in some sort of preemptive strike. Because of those fears, the hostilities between both Aztlan and Amazonia ignited once more and expanded throughout the area, reaching their highest levels within the buffer zone around Bogotá since the two nations first fought over the disputed territory between 2049 and 2050. Hundreds of people were left maimed and injured, while thousands of others went missing in the rain forest and were assumed killed during the unofficial fighting between the two sides.

From the intelligence reports and the communiqués that I have acquired and pieced together from that time frame, those hostilities, suspicious troop movements, and provocative military exercises that were being carried about by Amazonia during that time had led several high-ranking Aztlan officials to fear that even as they prepared to deal with Ghostwalker, Amazonia was preparing itself and its forces to invade Bogotá and take full advantage of Aztlan’s weakened presence in the city (a tactic that Aztlan knows all too well). To complicate the situation for Aztlan, a significant number of natural disasters, ranging from massive earthquakes and tidal waves to frequent nature spirit attacks, began to plague Aztlan in the Yucatan Peninsula starting on March 15, 2062. As a result, both Aztlan and Aztechnology were forced to deploy even more of their troops to deal with the devastation and to contain the damage already done to its infrastructure from the natural disasters.

It soon became obvious to both Aztlan and Aztechnology that their military assets were spread too thin throughout their own country to successfully repel a full-scale invasion of Bogotá from a nation with as many ground troops and raw resources as Amazonia had at its disposal to bring to bear on

the Colombian city. After a series of high-level, emergency meetings in Tenochtitlan between the Aztlan government and the Aztechnology Board of Directors, an urgent communiqué went out to their personnel stationed in Bogotá on July 8, 2062, directing them to scramble all available resources to developing methods of fortifying Aztlan’s position within Bogotá against superior invading forces “by whatever means necessary.” Toward the end of 2062, the military and intelligence operatives in the city did just that; they found a solution to their problem that took the form of the Sangre Del Diablo tree in a project called “Operation Pared Verde,” or Operation Green Wall.

- Although most people don’t want to believe or admit that Amazonia is inherently aggressive, I am here to tell you that there is real truth to the rumors that Amazonia was in fact preparing military strikes against Aztlan during the Year of the Comet, including invading Bogotá. I personally knew a few Amazonians that were going to be involved in the initial invasion wave. There were even several border towns and villages inside Aztlan’s border that were actually seized by Amazonia during that time, to gauge Aztlan’s reactions. Given that Amazonia eventually pulled back from Aztlan’s territory, it seems as though whatever Aztlan did around Bogotá convinced them that a direct confrontation wasn’t an option for them at that time.
- Glasswalker
- Hey Glasswalker, is there any truth to the rumors that say that while occupying those towns and villages, Amazonia carried out its own form of ethnic cleansing? And that Amazonia has a lot more blood on its hands than what we all suspect or know about? I know a couple of people that would be very interested in confirming those rumors, and would help them make up their mind as to who they will support through this war, if anyone.
- Pistons
- Given who I know, what went on, and the people that I might endanger if I talk about what I know, that is not something I would like to discuss openly here. Let’s talk about it offline.
- Glasswalker

In Operation Pared Verde, the Azzies discovered that the Sangre Del Diablo tree possessed many unique properties that would suit their needs well. They discovered that it was a tree that was carnivorous in nature (yes, you read that right—tree, carnivorous), that would magically induce an unfortunate individual to approach its base, where it would use its limbs and branches to ensnare the passerby, and would engulf that would-be victim in a corrosive sap. That sap would begin liquefying the metahuman flesh on contact, and prepare it for the tree’s consumption.

In addition to the danger the trees posed to ground troops (to both metahumans and paranormal critters—the trees do not seem to discriminate in what they would eat), the Sangre Del Diablo trees proved to be extremely durable, resistant to both magical and physical damage. With enough of those trees entrenched around Bogotá, along with deploying more conventional deterrents such as landmines and drones, Aztlan and Aztechnology felt confident that neither large numbers of Amazonian ground forces nor large,





armored units such as tanks and armored vehicles could easily be moved into the city from the surrounding rain forest. And if they tried, they could be assured that the losses Amazonia would take in moving their troops through those death fields would weaken their forces enough to make a confrontation with Amazonia winnable.

- So what's the big deal with these trees? I mean, can't you just carpet-bomb the hell out of the area from the air, and be done with them? I'm sure against a few Thor shots, those weeds wouldn't fare up so well.
- Orbital DK
- Given that Hualpa has devoted much of his time and energies into protecting and restoring the rainforest, do you really think he would sanction something like that? Even in the face of such rabid trees? Besides, from what I hear, the cartels have already tried a slash and burn offensive against the trees, particularly since their cash crops, the coca fields, are constantly being threatened by them. And they have found something disturbing about them during their efforts to eradicate them; that the seed pods of the Diablos are not only heat resistant, but they become active when exposed to high temperatures. By using any type of fire to kill Diablos, you're only helping them to spread. A majority of the time, you'll end up with an even worse infestation that what you originally started with. It's not a happy ecological situation in that part of the world right now.
- Hard Exit

And so, throughout the rest of 2062 and into 2063, Aztlan systematically germinated the rain forest with seeds from the Sangre Del Diablo trees, under Operation: Pared Verde. Due to the extraordinary growth fueled by the Awakened rainforest, the seedlings of the Sangre Del Diablo trees developed rapidly and within three months of being germinated were at an age that they were able to start killing metahumans and paranormal critters. At the very start of 2062, the Sangre Del Diablo trees found in and around Bogotá were estimated to number as few as twenty specimens. But by the start of 2063, however, there were as many as a few thousand carnivorous trees that bordered the city. And unfortunately, no one really knows how many of those infernal trees there are in the region now, a decade later. But through the planting of those trees as well as through the use of other conventional military deterrents, there ended up being no invasion of Bogotá during the Year of the Comet, or in the immediate years that followed.

- Leave it to Aztlan to take something that was meant to be a rare occurrence in the wild, and cause it to become unnaturally abundant, to the detriment of everything else around it. Altering a natural ecosystem in this fashion, in an Awakened rainforest no less, is a perversion and a heinous crime against nature herself. Aztlan needs to be brought to justice.
- Ecotope
- I'm sure those groups that sided with Aztlan before the Year of the Comet feel like idiots now. They fought vehemently against Amazonia because they weren't allowed to work in or use the rainforest as they had previously. But now, thanks to Aztlan, they

have the Diablos in the rain forest, in all of their overabundant glory. If they thought their livelihoods were being threatened by a dragon and his policies, what do they think the Diablo trees are doing to those same livelihoods? And to find out that the nation that they had fought for and shed blood for based on convincing lies turned out to be the ones responsible for the spread of those deadly trees? To me, that's quite a betrayal from Aztlan.

- Marcos
- Assuming any of those groups are still around, I would agree with you. If they were based in the rainforest near Bogotá when those trees started to take root, chances are those trees completely wiped out their numbers so that even if some of them still survived, they're probably in no condition to be a viable threat to Aztlan. I would guess that any survivors have already been absorbed into other opposition groups, such as the Colombian Liberation Movement.
- Hard Exit

Although developing the Sangre Del Diablo trees into a natural barrier proved to be a successful (and insidious) tactic for Aztlan, it was a plan not without its share of consequences. For one thing, the program itself turned out to be just a little *too* successful in some ways. The aggressive trees flourished in the Awakened rainforest and spread like an out-of-control wild fire, going far beyond the boundaries of Bogotá and extending much deeper into the rainforest than projected. There have been repeated instances over the years where Aztlan troops were patrolling through areas of the rainforest they had thought were clear of the Diablos (and they probably were ... months earlier), only to wind up being eaten by the offspring of those same trees that they themselves were responsible for planting (talk about reaping what you sow!). Many roads, villages and patrol routes in the vicinity of Bogotá have since become abandoned due to the region being simply overrun by dozens, if not hundreds, of the carnivorous trees, including the once vital Highway 50 that was one of Bogotá's main arteries.

And since the implementation of this operation, the trees have found their way into parts of Bogotá itself. Several neighborhoods (including a few that, ironically enough, were once occupied by Aztlan) have been made uninhabitable to most of the indigenous people. The few groups that have remained in those infested neighborhoods, from smugglers, opposition groups to the cartels, have had to adapt to the presence of the Diablos by utilizing certain safety precautions, such as the use of chemsuits and heavily armored vehicles designed to limit visibility and exposure to the deadly trees and their sap. All the occupied buildings have also been shuttered up to prevent any accidental visual contact with the trees that line the streets outside. But, in a war-torn city, even the most diligent precautions aren't always effective when vehicles are attacked and are destroyed by drones and roadside bombs, when chemsuits are ripped apart by gun fire and are rendered vulnerable to the tree's sap, when buildings are constantly being bombed and when the local urban warfare tactics include driving your enemies into those dangerous parts of town, and into the clutches of the Diablo trees. In the end, if you are able to avoid Bogotá neighborhoods that have been overrun by the Diablos, it would be advisable for you to do so.





INCOMING FEED.....



- I don't think all of the incidents of the trees coming into the city were merely accidental. Even though Aztlan did lose a few of their own neighborhoods to the trees, the opposition groups lost a hell of a lot more ground than the Azzies did, more so than what could have possibly been mere coincidence. And once some of these groups were eventually driven from their safe houses by the trees, Aztlan and Aztechnology were all too happy to hunt them down while they were on the move through the city, and eliminate them.
- Marcos

The other major consequence for the region was how the aggressive Diablo tree turned out to be a highly invasive species. The Diablo trees have displayed a remarkable ability to kill off the other indigenous trees, fauna, and wildlife, taking over the surrounding ecosystem and using the power of the Awakened rainforest to fuel its own propagation. From the empirical data that I have seen since 2063, nearly fifteen species of plant and animal life which previously inhabited the rain forest surrounding Bogotá, are now very close to extinction due to the over abundance of these carnivorous trees and their insatiable hunger. And reports on the spread of the tree show that the problem is only getting worse, as significant numbers of Diablo trees have also appeared across the border in Amazonia. This only exacerbates the problem from Amazonia's perspective, as the ecological balance they are trying to preserve is threatened.

- As Marcos suggested with what happened in Bogotá, there is a likely chance that the spread of the Diablo trees in Amazonia was no accident either. Many of the hot spots of the Diablos in Amazonia occurred in 2063, around their mana power sites, as well as around the various dens and lairs of their dracoforms and dracomorphs that were strong allies of Hualpa. Very specific growths of particular trees in the wild are rarely that targeted without some sort of help.
- Lyran

• That may be, Lyran, but I've only been able to confirm the existence of this one project that dealt with the establishment of this barrier around Bogotá. There were no other references made to any other uses of the Diablo trees by Aztlan. It could be that the documentation of any other such projects that the Aztlan and Aztechnology military ran during that time using the Diablos has already been destroyed. But it is an interesting notion and something worth investigating. Just like trying to figure out if Aztlan has any other plans for the Diablo tree in the future.

- Snopes
- One thing I would love to know is whether Aztlan has ever tried to weaponize the sap of those devil trees. It seems to me that type of biological weapon that liquefies flesh would work well on either a small-scale delivery system, such as capsule rounds, or on a large-scale delivery system, similar to napalm. And on the plus side, that sap could be considered environmentally friendly.
- Beaker



- Beaker, please don't give the Azzies any new ideas.
- Hard Exit

When Amazonia discovered the overabundance of the Sangre Del Diablo trees in the area, they were not happy at all with the defilement of their rainforest. Sabotage and terrorist attacks inside Zona Oeste, the Aztechnology Business Complex, and at the El Dorado airport increased by over two hundred percent. Car bombs and suicide bombings became regular occurrences. Masked gunmen repeatedly snuck into the high rises in the Aztechnology Business Complex and opened fire in sensitive areas for Aztechnology, killing several high-profile executives, researchers, soldiers, Aztlan priests, biochemists, and engineers. Disappearances of Aztlan and Aztechnology personnel reached record levels, and many of the abductees were believed to have been deliberately fed to the Diablo trees as payback. Two military transports carrying three hundred Aztechnology soldiers collided over Bogotá in February 2064. It was discovered later that the planes' navigational systems had been sabotaged. In retaliation for the collision, Aztlan and Aztechnology sent in significant numbers of ground forces (without the Bogotá government's consent) into the sections of Bogotá that were strongholds for the various opposition groups (Zona Centrico and Zona Sur), and captured ten metahumans that the Azzies claimed were Amazonian intelligence agents who were responsible for the terrorist attack. They were immediately given a show trial in Tenochtitlan, and were publicly executed in the Aztlan capital. (I should say ten were executed and close to two hundred and fifty were massacred during Aztlan's raid in Bogotá. I should also mention that from the records I uncovered, only three of the ten were actually Amazonian spies, and were actually guilty of the crime. But hey, as they say, truth is always the first casualty of war).

Bogotá officials at the time condemned the raid, and vehemently demanded the Aztlan and the Aztechnology officials who sanctioned the bloody raid to be tried for murder charges inside of the local courts. But after several long months had passed without any cooperation on the part of Aztlan or Aztechnology to meet the government's demands, the only thing that the Bogotá government's complaints accomplished was to show to the citizens just how impotent they were in dealing with the foreign powers. And so, as the street clashes and the terrorist attacks increased in frequency and drew in tremendous numbers of the population that strained the Bogotá police force's resources and threatened the city with wide-scale riots, the rallying cries of the political groups like *Bogotá Libre!*, who demanded a new government with the backbone to stand up to Aztlan, grew much louder, and with much more intensity. As expected, the Colombian Liberation Movement saw its greatest gains in its recruitment efforts during and after 2064, as the people's faith in their government began to falter.

To finally curtail the ongoing violence that was occurring in its central sections, Aztlan quickly signed peace accords with the Yucatan rebels and their feathered serpent leader, Pobre, on June 5, 2064. For Aztlan and its leaders, this was viewed as a positive outcome. Though they lost the peninsula and allowed a new nation to be formed from the remnants of the rebel groups that were once violently opposed to it, the peace treaty was seen as a way to prevent Amazonia from using this new nation as a staging

point to overtly attack the central portions of Aztlan without drawing the scrutiny and condemnation from the international community and the UN (even as ineffective and worthless as that may be). Once hostilities in the Yucatan had officially ended and stability was finally restored to many of the central parts of Aztlan, many of these so-called news nets then predicted Aztlan and Aztechnology would immediately carry out their decade's-long desire to bring its military might down to Bogotá to finally claim the Colombian city and rid itself once and for all of a problem that had been a thorn in its side since at least 2050. Projections from these same sources said that once in position, the additional forces would agitate the already tense atmosphere between the two nations and would lead to the proxy war that had been waged on the streets for years to finally change into a full-out hot war between Aztlan and Amazonia within six months. However, proving the news nets and critics wrong (yet another reason why I don't rely on them), Aztlan chose to move their assets back to Tenochtitlan and instead, chose to send a diplomatic envoy to Manaus, trying to end the support Amazonia was providing to the Bogotá opposition groups diplomatically instead of militarily.

There are lots of interesting theories on the Matrix relating to Aztlan's motivations for the peace talks. Some theories suggest Aztlan was so pissed off over losing its territory in Denver, that it was willing to make peace with Amazonia in the short term to allow it to focus everything they had on dealing with the ongoing "Ghostwalker problem." Even a decade later, Aztlan still has not lost its drive to see retribution done for Ghostwalker's "crimes." Other theories suggested that Aztlan was looking for a little good PR to try to improve its global image. Some suggested that although it was a PR ploy, the ultimate goal of the maneuver was to allow Aztlan to do a little posturing and allow them to proclaim it was Amazonia that refused to talk, and to paint Amazonia as the bad guy in the news nets. Others suggested that the damage inflicted on Aztlan's infrastructure from the recent natural disasters and spirit attacks that began in 2062 in the Yucatan Peninsula was far worse than what any outsiders could have possibly realized, which may have taken a serious toll on Aztlan's ability to wage war. In essence, those theories suggested Aztlan was looking to buy itself desperately needed time to conceal its weaknesses from outsiders (Amazonia in particular) and to recover from the crippling disasters in order to rebuild its military strength for a fresh round of hostilities in the far-distant future (which is always possible—the Big A always seems to have elaborate schemes, deceptions, and plots that would put both Proteus AG and Horizon to shame).

- Snopes failed to mention that another possibility for Aztlan's decision to pursue diplomatic talks in Manaus may have had something to do with the fact that both Aztlan and Aztechnology experienced a major political shake-up during 2064, when Juan Atzacapotzalco was assassinated during the signing of the Yucatan peace talks. The Aztlan president at the time, Flavia de la Rosa, was quickly promoted to become the new CEO of Aztechnology, while a popular Senator in the Aztlan Government at the time, Enrico Silva, was elected in a special election to replace de la Rosa. From what I hear, the way Silva and de la Rosa have chosen to handle things have sometimes come into conflict with each other, and it took some time to resolve those issues. One (de la Rosa) favors a more heavy-handed approach to things in the form of sanctioning the use





## BOGOTÁ TIMELINE

**2045-2048**—Belize, El Salvador, Guatemala, Panama, and Nicaragua become states of Aztlan.

**2049**—Amazonia moved into Venezuela and Colombia. Responding to alleged calls for assistance, Aztlan moved into what was left of free Colombia and made a stand.

**2049-2050**—Amazonia and Aztlan clash in violent battles in Colombia and Venezuela. The two nations come to terms in 2050, recognizing the new borders of each nation, and a cease-fire is enacted. That cease-fire also established Caracas as a free city, and Bogotá and its surrounding region as a buffer zone between Aztlan and Amazonia.

**2050-2055**—Aztlan and Aztechnology begin to methodically acquire land in Bogotá, expanding the Aztechnology Business Complex. Aztechnology encourages local businesses to adopt Aztlan business practices, acquires several as subsidiaries. Dramatic increases occur in the numbers of Bogotá citizens who apply for either Aztlan or Aztechnology citizenship to take advantage of the new economic opportunities.

**2051**—Rebellion in the Yucatan Peninsula turns into open warfare. Aztlan develops large numbers of military assets to deal with the situation.

**2055**—Opposition to Aztlan's and Aztechnology's systematic acquisitions of Bogotá become organized, groups such as the cartels, the Catholic Church, *Bogotá Libre!*, True Brazilians, and other members of the Colombian Liberation Movement began to emerge as leaders of this opposition movement. Many of these groups are secretly supported by the Amazonian government, fighting a proxy war against Aztlan.

**2061-2062**—The Year of the Comet and its fallout. Ghostwalker reappears in North America and conquers Denver. One of his first acts is to force Aztlan out of the Front Range Free Zone. Aztlan responds by deploying military assets along the northern borders as a preventive measure against the PCC and the CAS. Aztlan build-up was also meant for a potential incursion back into Denver to reclaim its territory, which never happened. Surge explodes through Bogotá and the surrounding area, causing an escalation in violence along the borders. Aztlan was faced with fighting multiple enemies on multiple fronts.

**2062-2063**—Aztlan began Operation: Pared Verde to germinate the surrounding rain forest with Sangre Del

Diablo seeds. Sangre Del Diablo trees react to the power of the awakened rain forest and develop at an unnatural rate. Within three months, the trees are capable of killing metahumans and other paranormal creatures, offering some protection to the city from a potential invasion.

**2063-2064**—Violence continues to escalate when Amazonia realizes the nightmare Aztlan unleashed on the rainforest. Violence culminates in a collision of two military transport planes carrying three hundred soldiers over Bogotá. In retaliation, Aztlan sends troops into Zona Centrico and Zona Sur to capture the Amazonian agents responsible for the attack. Aztlan ships ten accused prisoners to Tenochtitlan for trial, and they are quickly executed.

**2064**—Aztlan signs the peace agreement with the Yucatan rebels and their leader, Pobre on June 5, 2064. During the signing ceremony, a bomb detonates, killing Aztechnology CEO Juan Atzcapotzalco.

**2064**—Aztlan executes Dzitbalchén, accusing him of being responsible for the bombing that killed Aztechnology CEO Juan Atzcapotzalco. Rosa de la Rosa is named as Atzcapotzalco's replacement as Aztechnology's CEO, Enrique Silva installed as the new Aztlan President.

**2064**—Crash 2.0. Both Aztlan and Amazonia had to scramble resources away from the Bogotá region to deal with Winternight's attempt at detonating EM pulse weapons inside their most populated cities, as well as deal with the aftermath of the Matrix Crash, including the release of the weapon of mass destruction known as Ymir.

**2065-2066**—Aztlan and Amazonia meet in Manaus to discuss negotiating an end to hostilities in Bogotá.

**2071**—Aztechnology, under Corporate Court and Interpol authority, bombs Bogotá to strike at the tempo facilities. Aztechnology would later go off target and began striking at political enemies in the opposition movement, including the Bogotá government. The National Capitol building is destroyed, and the Bogotá government falls.

**2072**—Aztlan and Aztechnology attempt to divide the city of Bogotá into two sections, the northeast and the southwest with the "Transmilenio Line." The plan ultimately fails.

**November 13, 2072**—Amazonia sends in a black ops cell to confirm rumors about a new Aztlan weapons program. The black ops cell is caught inside the facility. Aztlan declares war on Amazonia, and initiates a ground invasion of Amazonia territory a few days later.

of biological and chemical weapons (such as in the Yucatan), while Silva, a military combat veteran, prefers a more subtle approach to foreign threats, such as the heavy use of special forces. The warrior classes began to see a lot more action in the region when Silva took over, especially the Otontin warriors.

• Kay St. Irregular

- The thing to keep in mind about Enrico Silva is: In his actual, classified biography, and not the state-written, glossed-over edition of a bio, he's not only a highly decorated, retired Jaguar, but he used to command the whole Battalion of Jaguar Guards for Aztechnology. And he did so for close to *twelve years*, while surviving several assassination attempts on his life in the process,





before being elected to the Aztlan Senate. Talk about someone who knows how to work in a very hostile environment and thrive (or at least survive) under pressure. Whatever he may have done during that time, I doubt we will truly know the full extent of his and his warriors' actions while everyone was preoccupied with the unlikely peace talks in Manaus.

- Glasswalker
- When Silva was elected as the new Aztlan president, everyone should have known that war was coming. He immediately began pushing Aztechnology to upgrade and retrofit Aztlan's naval fleet as well as retrofit their army and air force with state-of-the-art gear and weaponry. From what I've heard, he's got state-of-the-art aircraft carriers and nuclear-powered submarines being built in San Diego. Since being in office, he has been dramatically expanding the various Aztlan warrior classes (the Ocelomeh, Cuacuahntin, Otontin, and Cuachicqueh) by at least fifteen percent, and he has been pushing to make the uniforms of both the Aztlan military and Aztechnology much more similar, so that it is hard to tell from a distance whether they are Aztlaner or Aztechnology (to perhaps avoid another Operation: Reciprocity). To me, the only reason you install someone with that type of background as your new national president is if war is on your agenda.
- Kay St. Irregular
- If I were Pobre, I would watch my back. Not all those aircraft carriers and submarines are meant for Amazonia.
- Marcos

There are also the theories that suggest Aztlan genuinely wanted stability in the region. The instability was clearly making Aztlan's and Aztechnology's presence in Colombia extremely unprofitable and untenable. For as long as they have had a presence in Colombia, Aztlan and Aztechnology have been fighting a proxy war with a very capable adversarial nation, a political idealism rooted in a fervent nationalism, and a powerful, global religion that was diametrically opposed to its own religion and politics. Undoubtedly, all the battles Aztlan has fought on all those fronts have cost Aztlan and Aztechnology billions of nuyen over the years. In my research, I have found conflicting evidence that could be used to support more than one of these theories, so it is really anyone's guess of what Aztlan's real motivations were for this diplomatic envoy. But the diplomatic talks would soon be disrupted by another global calamity—Crash 2.0. Both Aztlan and Amazonia were forced to scramble a significant amount of military resources back to their respective capitals, Tenochtitlan and Manaus, to hunt down Winternight and its agents. Both capitals were faced with destructive EM Pulse bombs, as well as the release of Surtr nanites and the Ymir biotoxin that had killed thousands of people and had incited mass panic. By the end of 2064, neither Aztlan's nor Amazonia's immediate priorities included Bogotá, and the city saw some reprieve in the violence that was playing out on the streets, as the resources that were being spent to flame the violence were temporarily being used elsewhere.

Aztlan and Amazonia resumed diplomatic discussions six months after their nations had recovered from the Crash, and they spent the next fourteen months negotiating behind closed doors. In the middle of 2066, both nations announced that they

had reached a new peace settlement that would help reduce the violence in not only Bogotá, but throughout the region. And I can tell you that almost everyone who knew and understood the history of this region (myself included) was shocked by this announcement. To tell you the truth, I still can't find the actual reasons why Hualpa and the Amazonian government actually agreed to the new peace accords with Aztlan (pretty much everything I saw in their agreement was bullshit; it seemed to me that nothing in it gave a single, genuine reason why Amazonia would overlook the animosity and the offenses Aztlan committed against it over the years for the hostilities to suddenly end). Were there concessions made by Aztlan that weren't in the official agreement? Was it an extraordinary amount of nuyen paid to Amazonia from Aztlan? Were the nations still battered from Crash 2.0, and was this a way to save face for both sides? Could the agreement have been motivated by some covert prisoner release? Could it be Amazonia's way of countering Aztlan's public posturing, by signing an agreement that Aztlan did not expect them to do? Could it have something to do with the alleged falling out between Sirurg and Hualpa? Or could it have something to do with the rumors that Saeder Krupp and Lofwyr had been secretly poaching enchanting materials from the rain forest, in Hualpa's own back yard? And perhaps Lofwyr became the priority to Hualpa over Aztlan at that time? I just don't know. And believe me that realization doesn't freak anyone out more than me. People depend on me to find these things out. And I would like to think I'm one of the best at it. But this time, I came up with nothing. If anyone has any reliable pay data on this issue, I would be willing to pay you for what you know.

- Being able to hide information in official government documents isn't a new practice for Aztlan. This is from the nation that has redacted several sections of its own constitution, for the sake of "national security." Even today, a vast majority of Aztlaners still do not know what is all in their constitution.
- Mr. Bonds

Just as everyone could not believe that the two agreed to peace, those same people (again, myself included) believed that peace for the region was an unobtainable goal for such aggressive nations that have shared a long history of bloodshed between them, and that the peace would surely be very short-lived (long live cynicism and jaded thinking!). And of course, that assumption would ultimately prove correct. But surprisingly, this time around, it was Amazonia's fault (albeit somewhat indirectly) for the failure of peace in the region.

Amazonia is known for having one of the largest unconventional militaries in the world (their military is broken down into guerilla cells, not divisions and battalions like Aztlan's. These cells also lack a distinct chain of command, and are typically kept independent and isolated in fear of Aztlan compromising their positions or operations. Many of the cells were also composed of individuals who think more along the lines of predator and prey, and don't take well to non-aggression treaties). As such, when Aztlan and Amazonia announced their peace deal, there were more than a few guerilla cells that simply disregarded the agreement. The members of those rogue sells continued to provide material support for the opposition and



paramilitary groups operating inside Bogotá, as well as openly attacking Aztlan whenever there was a target of opportunity. I personally did my own fact checking on this, and I could not find any creditable evidence to suggest that these cells were any way provoked or tricked by Aztlan into continuing the fighting (well, provoked beyond the traditional antagonistic history these two nations share), nor could I confirm that these rogue cells were secretly carrying out any black-ops missions for Manaus. From what I have pieced together, those maverick cells were indeed unsanctioned when they began their attacks against Aztlan, and Amazonia simply allowed their people to have a freehand to cause mayhem for Aztlan.

Although Aztlan protested these attacks on numerous occasions, Amazonia simply failed to effectively police its own guerilla cells. Of course, it did hand over a few violators every so often to keep up appearances of cooperation for the sake of the agreement, but it was obvious that they were merely handing over individuals (all metahumans, by the way) who had little consequence in the unsanctioned fighting. The leaders of the major rogue cells were still left to roam free and to cause even more damage. Even when Aztlan protested the activities to the United Nations, the UN Security Council stalled on taking any action and ultimately failed to act on the matter. By 2068, Aztlan gave up on trying to convince the UN to intervene on their behalf, and once again began looking for its own solutions to the ongoing violence; violence that was also becoming exasperated by political extremist groups such as *Bogotá Libre!*, which stepped up its opposition to Aztlan by executing any alleged Aztlan sympathizers inside the Bogotá government.

Aztlan's response to both the rogue opposition groups and Amazonia came in the form of tempo. At the start of 2071, the ghost cartels began peddling the new Bioengineered Awakened Drug (BAD). The drug was pushed as the new, trend-setting party drug for the club scene, a drug that promised to open up new markets and expand profits exponentially for the cartels. However, unbeknownst to them at that time, a serious side effect of the drug included forcing the user to form an unwilling dream pact with shadow spirits once they had a certain level of drug within their system. Aztechnology and Aztlan began to unravel the secrets of tempo in 2071, and they came to the conclusion the dangerous trend needed to end as quickly as possible (or at least that was the public response to it. There are many street fixers and drug suppliers in the region that still claim that the David cartel is still dealing tempo on the black market, and that Aztlan and Aztechnology are ignoring it because it is their ally that is dealing the drug and bringing in the nuyen).

Because the Olaya and Andres cartels were cultivating tempo in and around Bogotá, and due to the fact that local government officials were turning a blind eye to the problem (after all, the Olaya and the Andres cartels were a major force in keeping Aztlan out of the rest of Bogotá and keeping them in power), it was clear that no local action would be taken to put an end to the tempo production. Aztechnology intelligence reports (which I have obtained and are available [here](#)) also indicated that Amazonia was aware of the properties of tempo, and like the Bogotá officials, they did not want to offend their allies in Bogotá, nor upset their share of the profits they were receiving from the sale of the Awakened drug.

Aztlan soon realized that it had an unprecedented opportunity to finally lead a devastating strike against the resistance groups and their Amazonian allies under the cover of eliminating a major international drug operation (and thereby preventing themselves from being targeted by another Operation: Reciprocity from the Corporate Court or similar measures from the UN). All Aztlan and Aztechnology had to do was to show the Corporate Court and Interpol its research and intelligence findings and convince both international organizations of its helpful intentions. In the summer of 2071, Interpol and the Corporate Court gave their blessings to aerial strikes that would be designed as surgical strikes to eliminate the capabilities of the cartels to mass produce tempo (I still want to know who the Aztlan representatives bribed or who they slept with to get both the Corporate Court and Interpol to go along with this plot. Seriously, in hindsight, a joint government and corporate task force, not including either Aztlan or Aztechnology, would have been ideal for this type of operation and would have given it validity).

Immediately, Aztlan and Aztechnology used the approval given to it by the two global organizations to build up their military forces in the area, nearly tripling their military capabilities in the region. It is, of course, of no surprise that Amazonia quickly followed suit in what was tantamount to an arms race, and the first stage of this new war.

At first, the Azzie strikes were carried out on target, destroying tens of thousands of acres of *gameleira torcida* fig trees and *Brugmansia* fields, the vegetation used as key components of tempo. Because the Corporate Court and Interpol both sanctioned the operations, Amazonia could not do much about it (officially) but watch from the sidelines. Weeks later, after Interpol and the Corporate Courts became complacent with Aztechnology and they had lowered their level of supervision over the air strikes, Aztechnology and Aztlan began to "inadvertently" strike at other targets that weren't a part of the original mission. They first took out the Capitolio Nacional while Congress was in session, which immediately created mass chaos and panic on the streets as the local government had all but collapsed in the wake of the destruction of its headquarters, and the deaths of almost all of their elected officials. Aztlan proceeded to target specific compounds for the cartels within Bogotá that had nothing to do with tempo and everything to do with their gun-running operations and their explosive manufacturing plants for the resistance groups. They then targeted known churches and cathedrals that the Catholic Church was secretly using to provide logistical support to the various paramilitary groups that had been attacking the Aztlan teocallis and military infrastructure. Aztechnology targeted street clinics and hospitals that were known for treating wounded resistance members, as well as safe houses that Amazonian agents, spies, and sympathizers were using for operations bases. Aztlan then bombed the hell out of the Guaymaral Airport to ensure that it couldn't ever be used by either Amazonia or by the cartels, ensuring that its own El Dorado airport would be the sole functioning airport for the region. In doing so, Aztlan guaranteed that it alone maintained air superiority over Bogotá and the neighboring territories.

- There is still illegal air traffic going in and out of the disputed area around Bogotá via smugglers. Smugglers will scout out clearings that





can be used by aircraft to safely land. Sometimes, these clearings have to be modified to make them work (i.e., killing off Diablos). Often times, these clearings will only be used for a few days before the smugglers abandon them to set up another makeshift landing strip at a different location. This is due to the extraordinary growth of the rainforest, as well as a security measure to prevent them from being caught by either Aztlan and Aztechnology, Amazonian forces, or by the cartels, if they aren't already working for them or giving them their cut of the action.

- Aufheben
- If you want to fly anywhere near Bogotá, you will want to be sure that your plane is equipped with Improved Takeoff and Landing systems (the one that gives you the Vertical Takeoff and Landing capacity if at all possible), as well as lots of armor and Lock-On Countermeasures. Since the war started, SAMs have been flying fast and furious down in this region. Your aircraft will not survive without those modifications.
- Marcós

As the intense bombing strikes were underway, Aztlan attempted an ambitious second operation to expand its grasp on Bogotá, one that would have constructed a wall along the former Transmilenio Mass Transit System to establish the “Transmilenio Line,” a heavily fortified wall that would have ran right through the heart of Bogotá. This wall would have eventually divided the entire city into two sectors. Those two sectors would have become known as the northeast sector, where the Aztechnology Business Complex was located and would have included the surrounding sections of the city that contained the largest portion of the Aztlan-leaning population, and the southwest sector, where a majority of the resistance and the paramilitary groups maintained their strongholds that had consistently frustrated Aztlan over the years. The northeast sector would have become united under Aztlan control, while the southwest sector would have essentially been handed over to the opposition groups. It was Aztlan’s hope that this plan would increase in-fighting between the groups, who would be seeking to exert their own political influence and ambitions over their sector of Bogotá, and they would then become so embroiled in their own petty rivalries that it would destroy whatever cohesion they had. In the long-term, Aztlan hoped that a full civil war between the organizations would have developed that would have eventually weakened each of the organizations to the point that Aztlan could have rolled into their sector several months or years later with their superior military force and conquered the rest of Bogotá. This plan was thought of by many Aztlan officials as the final solution to the instability in Bogotá, one that would have finally taken away Amazonia’s last area where they could effectively fight a proxy war against Aztlan. And at first, the plan seemed to be taking hold, as many of the political organizations, many of which held incompatible philosophies and political beliefs, began to turn on each other.

But while building the fence that promised to be this “final solution,” Aztechnology failed to consider the possibility that other parties might set up shop in Bogotá, groups that would radically alter the scope of this conflict with the opposition groups. An anarchist group called Black Star became active within the city around this time in 2071. Not only was Black Star

targeting Aztlan directly with their own members, who were all experienced shadowrunners and mercenaries, but they were also making contacts with the various street gangs and local tribes in the area who were opposed to Aztlan. Up to that point, Aztlan had not considered any of the street gangs or the tribes to be much of a threat. They made sure they had enough street gangs bought off and loyal to them that they could call on them to deal with either the rival street gangs or the local tribes should they become unruly. But once Black Star began to intervene, the street gangs and the local tribes found themselves armed with much more sophisticated weaponry, and they received extensive training from the anarchist group in how to carry out effective urban warfare tactics against a superior force. Over the next eight months, sophisticated attacks on Aztlan’s efforts to build the wall doubled, attacks that their military experts were not expecting from simple street gangs and tribes, nor did they anticipate the sudden increase of sophistication in the attacks. As Aztlan attempted to cope with this new development and an exponential increase in casualties, the opposition groups slowly resolved their issues with each other (for the time being) and once more, started targeting Aztlan as a cohesive force in their fighting. It is my personal opinion that the opposition groups still owe Black Star a debt of gratitude for arriving when they did and slowing the process Aztlan was making on the wall. Things might have turned out much differently for Bogotá had Aztlan gotten its wish and successfully segregated the two portions of Bogotá. By May 2072, eleven months after they began the project and six months after the project was scheduled to be completed, Aztlan finally gave up on their plans for finishing the wall, due to relentless attacks that killed dozens of their engineers, workers, and soldiers, and sent the project way beyond the scope of its projected cost (close to eight hundred million nuyen to build one fence). Only approximately sixty percent of the actual wall got built, and today, most of that wall lies in ruins.

Even as the Corporate Court and Interpol demanded an end to the bombings in 2072, the damage to Bogotá had already been done. The city’s infrastructure was in tatters, with no functioning government to address the problems. Nearly seventy percent of the city was without electricity or running water. Bogotá’s remaining police force, without a functioning government to pay the salaries its members, was either absorbed into the various mercenary forces that were establishing a presence in the city as the prospects for war (and employment) increased, absorbed into the local tribes that they were affiliated with, or joined the various resistance groups and cartels. Law and order on the streets (such as it was) collapsed. Roads soon crumbled from neglect and the accelerated growth from the Awakened rain forest, or they became cratered by bombings, landmines and improvised explosive devices. Without a functional local government to appease, Amazonia found it easier to escalate their attacks with much more collateral damage, specifically targeting and assassinating key Aztlan figures in the region such as Rafa Espinosa, the former commander for Aztlan forces in the region. New groups suddenly started emerging in the city, from GreenWar to merc groups such as Met2000 and Tsunami, and began assisting both sides in the escalating conflicts. With all the violence that had seized the city throughout the years, it was amazing that no official declarations of war had ever been issued by either side ever since the two sides agreed to peace in 2050. But that was about to change.



Toward the middle of 2072, certain documents I have seen demonstrated that Aztlan had arrived at the conclusion that it both wanted and needed full out war with Amazonia. These classified documents acknowledged that there would be no successful way of defusing the on-going conflicts in Bogotá without directly dealing with the nation that was responsible for pulling the strings for the opposition groups from the shadows. But many Aztlan officials saw the prejudice that the UN had against their nation when they chose not to act on the very valid complaints they had against Amazonia. If a war started, both the UN and the Corporate Court would actively look for ways to punish them for the war, no matter the reasons for it. Aztlan feared that from the UN's perspective, if both sides had blood on their hands and it was Aztlan that was involved, they would rather punish them instead of hitting the politically correct, environment-friendly nation. In order for them to avoid another Operation: Reciprocity, Aztlan knew that it needed another tempo-like event that could be blamed solely on Amazonia. They needed to find a way to provoke Amazonia into taking direct action against them instead of using their proxies. Using their history as a weapon, Aztlan found its answer.

Utilizing its considerable intelligence assets, Aztechnology allowed whispers telling of a new weapons program that was allegedly being developed inside the Aztechnology Business Complex to reach the resistance groups. These rumors pointed to research being conducted at the Juan Atzacapatzalco Research Facility that would dramatically alter several native species of insects found in the area to give them a much more potent, genetically engineered venom, and would make them carriers of new strains of Aztlan-designed diseases. Without proper treatment for either the venom or the diseases, a bitten or stung victim would die quickly, in an extremely painful manner. The only ones that would have the anti-venoms and the anti-virals to treat the genetically engineered venoms and diseases would be Aztlan. The rumors also suggested that the new venom in particular would be able to overcome most critters' immunity to normal pathogens. The dramatic changes to the ecosystem tied introducing these poisons, combined with the ongoing presence of the Sangre Del Diablo trees, would undoubtedly shift the balance of power in the region even further into Aztlan's favor. Those rumors also suggested that Aztlan was only a few months away from releasing these new insects into the ecosystem.

Amazonia knew that it was on the clock, and its leaders believed they had to strike quickly before this weapons program could be implemented. But the nation also knew that Aztlan had successfully tricked both the Corporate Court and Interpol by using one agenda to hide another, so it wanted to be cautious. It wanted evidence to support the existence of this weapons program to justify its need for a preemptive strike. So it spent weeks reaching out with its intelligence resources and hiring shadowrunners in an effort to prove or disprove these rumors. Inevitably (thanks to Aztlan's counter-intelligence efforts), a majority of Amazonia's intelligence assets seemed to validate the disturbing claims about this new weapons program. After reaching the conclusion that the program did in fact exist and that it posed an immediate threat to the rain forest, Amazonia sanctioned actions to take out the research laboratory.

Due to the sensitive nature of the mission, Amazonia realized this was not a mission that it could rely on deniable

assets to accomplish. Using either proxies or mercenaries in the operation might be enough for Aztlan to call into question the legitimacy of any evidence recovered from the laboratory, which could raise doubt in the minds of the UN Security Council members as to whether the evidence is strong enough to justify sanctions and embargos. However, Amazonian officials knew if they obtained it themselves and were able to document that the evidence had not been tampered with, it could give Amazonia the leverage it needed to get what it wanted from the UN. And so, on November 13, 2072, Amazonia sent in one of its own black-ops cells into the Aztechnology Business Complex with the mission to recover all program-specific documents on this classified weapons program before destroying the laboratory and all living specimens contained within it, to prevent them from ever being released into the rainforest.

The operation, however, went bad, and the black ops cell was discovered inside the Aztechnology research facility. A running gun battle soon ensued between the Amazonia cell and the Aztechnology security forces. This gun battle lasted for close to fifteen minutes, and eventually left thirty-five Aztechnology guards and researchers dead. By the time the cell hacked into the nodes and accessed the data for the facility and discovered it was a ruse, it was too late. There was in fact no weapons program at the research facility, as the facility itself was actually researching the healing properties of the Sangre Del Drago trees that had manifested at the same time as the Sangre Del Diablo trees. The facility's researchers were developing ways of artificially replicating the sap and its healing properties from the rare Drago trees, as the Sangre Del Drago trees are far rarer than their carnivorous twins, and a lot less resilient.

- So, what's the scoop on these Sangre Del Drago trees? Are they carnivorous like the Sangre Del Diablo trees? And how are these two different, other than their names?
- Cosmo
- When the Sangre Del Diablo trees manifested there was a second, SURGED tree that also emerged, the Sangre Del Drago trees. From the outside, the Sangre Del Drago trees are practically indistinguishable from their cousins. But on the inside of the trees, there is a world of difference. One tree actually destroys with its sap, while the other heals.

In nature, there are animals and insects that mimic other types of animals in coloration, usually disguising themselves as the more dangerous, predatory, or poisonous varieties of their species. This type of mimicry actively discourages predators from preying on the weaker animal or insect, out of fear of being poisoned or killed themselves. It is a remarkable defense mechanism, and one that the Drago seems to have developed.

So while the Sangre Del Drago tree is not carnivorous, it tends to grow very close to significant concentrations of Sangre Del Diablo trees. It won't eat you, but there's no guarantee that the ten similar-looking trees around it aren't looking at you as being especially tasty plant fertilizer. And the only reliable way of telling between the two (other than walking up to each tree and figuring out which ones don't want to eat you) is their sap. The Sangre Del Diablo's sap is a dull, crimson red, while the Sangre Del Drago's veins flow with a red sap that glows vibrantly. There is debate in some



enchanters' circles that there are slight, discernable differences in the auras of the trees on the astral, but at this time I haven't been able to confirm that.

- Lyran
- So, what kind of value do these trees have on the black market as far as reagents go? Why should shadowrunners be interested in these materials?
- Ma'Fan
- Both the bark and the sap from Sangre Del Diablo and Sangre Del Drago trees are considered exotic reagents. And they carry a hefty price. Sangre Del Diablo materials can go anywhere from 5,000

nuyen per unit all the way up to 10,000 nuyen per unit. And Sangre Del Drago can go as high as 30,000 nuyen per unit. Most of that is because of the dangers inherent in harvesting these materials. I've known good talislegging parties that have disappeared completely in the forest surrounding Bogotá. Another interesting fact: although you can continually harvest reagents from the same, living Sangre Del Diablo tree, because of its frail nature, you can only harvest up to three units of bark or sap from any one Sangre Del Drago tree before you actually kill it and render the already harvested reagents worthless. For the reagents to have their magical qualities intact, the trees themselves must remain alive, at least until they are used to enchant an item. Interesting, no? Adding to the difficulty of harvesting the materials from the Drago and the limited quantities

### SANGRE DEL DIABLO TREES

B	A	R	S	C	I	L	W	M	Ess	Init	IP
16	4	2	12	5	3	3	6	5	6	5	2

**Condition Monitor Boxes:** 16

**Armor (Ballistic/Impact):** 8/8

**Skills:** Unarmed Combat 3, Perception 4, Intimidation 3, Exotic Ranged Weapon (Sap) 4

**Powers:** Hardened Armor, Compulsion, Corrosive Secretions, Engulf (Water), Immunity (Fire), Magical Guard

**Notes:** Engulf should follow all the rules for a normal Water Engulf, but the sap also acts as an acid, attempting to liquefy the target so the tree can digest the victim. For as long as the individual is engulfed, he needs to resist an additional 6P. The materials from the Sangre Del Diablo tree (sap, bark) count as exotic reagents. When used in enchanting a power or spell focus, add +1DV to any combat spell that does physical damage to a target that the focus is aiding (for example, treat a manabolt spell cast at Force 6 as if it had been cast as Force 7). This increase does not apply to any combat spell that does stun damage. Sangre Del Diablo trees are particularly durable. A talismonger can harvest up to 15 units of reagents from a single tree before the tree dies. If the talismonger takes less than that from the tree, the tree will heal the parts of itself that were taken, and replenish 1 unit of regents per week. A talislegger can come back to that same tree after the tree has healed itself up, and harvest up to another fifteen units of reagents.

### SANGRE DEL DRAGO TREES

B	A	R	S	C	I	L	W	M	Ess	Init	IP
10	3	2	5	6	3	3	6	5	6	5	2

**Condition Monitor Boxes:** 13

**Armor (Ballistic/Impact):** 4/4

**Skills:** Unarmed Combat 3, Perception 4, Intimidation 3, Exotic Ranged Weapon (Sap) 4

**Powers:** Armor, Immunity (Fire), Magical Guard, Mimicry (special)

**Notes:** The only defense the Sangre Del Drago tree has against talisleggers or talismongers from tapping into it for its extremely valuable materials is its ability to convince them that it is a Sangre Del Diablo tree. These trees are far more rare than the Sangre Del Diablo trees and are known to live in dense groves of Sangre Del Diablo trees, seemingly for their protection. A Sangre Del Drago's sap or bark can be used in two different ways. The sap and bark are known to have extraordinary healing properties. Applying the sap or bark to a physical wound will aid in the healing of that wound (roll 12 dice, each hit heals one point of damage from the wound). The sap or bark can also be used to eliminate toxins or cure diseases. Once applied, however, the material is used up. When used in enchanting, any focus treated with the Drago materials that are used in a way (such as a spell) that causes drain on a body reduces the amount of the Drain the character has to soak by a -1.

Unlike their twins, Sangre Del Drago trees are particularly frail. A talislegger or talismonger can only ever harvest up to five units of reagents from a single tree before the tree dies. The Sangre Del Drago tree lacks the ability to replenish the materials that are taken from it, no matter how long ago those materials were taken from it.

### MIMICRY (SPECIAL)

**Type:** P **Action:** Auto **Range:** LOS **Duration:** Sustained

Similar to the Mimicry paranormal critter power, but instead of producing sounds that mimic hunting calls and speech, the Sangre Del Drago's tree convinces a passerby (visually) that it is actually its much more dangerous (and far more common) twin, the Sangre Del Diablo tree. A character would need to make a Perception Test against the tree's Charisma + Magic. Failure to meet or exceed the successes on the tree's test means that the character is convinced that the tree is just another Sangre Del Diablo tree, one that should be avoided.



of the sap and bark is the tree's rarity. Out of any ten trees in a Diablo-infested area of Bogotá, you can expect that six of them are likely to be Sangre Del Diablo trees. Three of them are likely to be your average, run of the mill tree that has found some way to survive amongst the Diablos. And then there's the tenth tree. One out of every five thousand times or so, you may be lucky enough to find a Drago tree.

- Lyran
- So, what's so impressive about the Drago's sap? Is it even worth pursuing if they are so rare and surrounded by those dangerous Diablos?
- Elijah
- I would say so. The sap can be used in two different ways. It can be directly applied to a person, and do some powerful healing on a particular wound. It doesn't matter if the person has been poisoned by Ringu, bitten by a Naga, or has suffered burns over ninety percent of their body, the sap seems to counter it. Another use the sap or the bark has is in enchanting. When foci are fused with the exotic regent, any action taken using that particular focus that is taxing on a person in the form of drain, the sap from Drago tree helps reduce that burden on the body. It is quite impressive. I personally am keeping an eye on Aztechnology. If that research is genuine, and not simply a cover story, that would be some serious pay data there in that lab that I wouldn't mind acquiring for myself.
- Lyran

When this raid became public knowledge, Aztlan used the public backlash against Amazonia over the bloodshed in the "unprovoked attack" to declare war on its enemy. Many accused Aztlan of being the one responsible for spreading the rumors that provoked the attack, but no one could prove that accusation. Both the United Nations and the Corporate Court conducted an investigation into the matter, but both concluded that there appeared to be no conclusive evidence of wrongdoing on Aztlan's or Aztechnology's parts. As such, both entities decided to take a hands-off approach to the conflict, unless circumstances arose that would force their hand for intervention. And that's where we are at now, ladies and gentlemen: war.

- I have recently read several posts that expressed fear that Aztlan might actually win this war with Amazonia. What kind of bullshit is that? The rebels in the Yucatan Peninsula consistently fought Aztlan to a stalemate for years, until the peace accords were finally signed. And during all that time, the Yucatan rebels had so many fewer warriors and much less magical talent backing them up than Amazonia has at its current disposal. In my opinion, Amazonia should have just shown some balls, stopped playing puppet master, and stormed Bogotá years ago. If they had, we wouldn't be talking about this now.
- Danger Sensei
- It isn't that simple. In the grand scheme of things, Amazonia and Aztlan are pretty evenly matched. They each have their own advantages and disadvantages in different areas that essentially

balance the scales between them. Yes, it is true that Amazonia has four or five times as many paranormal critters such as dragons working for them. But at the same time, Amazonia employs far fewer metahumans in its guerrilla cells, due to their ideological imperative that large numbers of metahumans are to be banned from the heart of the rain forest. And many of the paranormal critters that are fighting on the front lines cannot take advantage of state-of-the art (or even merely modern) military technology such as tanks, LAVs, body armor or guns (which Amazonia also bans from being used in their rainforest, which has all but depleted their options for establishing a modern military). Technology can be a great neutralizer when it comes to magic and numbers. So any type of direct conflict between these two nations should be seen as a gamble, because there is no guarantee for either side that they will come out of it as the victor.

- Glasswalker
- So where is Gaia in all this? Why bother kicking Aztlan's ass in the Yucatan, and then sit idly by as Aztlan threatens the rain forest? That doesn't make a whole lot of sense to me. Does anyone have any answers as to why Mother Nature isn't helping Amazonia out this time around?
- Ecotope
- I have to be careful what I reveal about this, as I have contacts actively working in the Bogotá region for the Catholic Church. From what they told me, when the declaration of war was finally made by Aztlan prior to the invasion, nearly all of the major teocallis throughout Aztlan were activated simultaneously. Many in the church assumed that they were calling upon the much rumored blood mage gestalt to level a major, magic attack against Amazonia as a first strike. And perhaps those rumored high-level, blood-mage initiates were involved in whatever great ritual those temples invoked. But since those temples went active, there hadn't been any Amazonian locations that we know of that have gotten nailed by blood magic. Coincidentally, at the exact time those teocallis became active, that remarkable, accelerated growth of the rainforest suddenly plummeted. Could whatever rituals those temples are involved in be related to the suppressed growth of the rain forest? And could they also be responsible for the noticeable decline of nature spirits in the rain forest? Who can say for certain? But it could definitely be a sign that Aztlan is taking precautions this time around to prevent Mother Nature from intervening in this conflict as strongly as it did in the Yucatan.
- Fianchetto
- The teocallis appear to have only been used to suppress the growth of the rain forest and the nature spirits for only a short time to give Aztlan an unexpected advantage at the beginning of the invasion. The growth of the forest is returning to normal now, as is the population of the nature spirits. But the damage from Aztlan's rapid advance into Amazonia territory has already been done. Amazonia's front lines have been broken in several places. It will be interesting to see if Amazonia, now aided by the full magical power of the rainforest, can reverse their fortunes in this war, or if Aztlan can continue its push to Manaus.
- Winterhawk





## RECENT DEVELOPMENTS

Now that you have been properly educated in the blood-soaked history between these two powerful nations, you may be wondering how the war itself is proceeding. If the abridged news reports about the region are so distorted, than what is the real story about the war?

When Aztlan first invaded the rain forest, there were a couple of things that took Amazonia by surprise. The first was discovering that the Awakened rainforest's extraordinary growth seemed to have diminished almost overnight with no explanation. Then, the sheer number of nature spirits in the region seemed to diminish as well, in exact proportion to the decreasing growth of the rain forest. Before the first battalions of Aztlan's military rolled into the rain forest, Aztlan sent in a large wave of blood spirits to lead the spearhead offensive. With the disappearance of so many of the wild nature spirits that the guerrilla cells were counting on for support, the guerilla cells outside of Bogotá were caught off guard, routed, and driven by the blood spirits into groves of Sangre Del Diablo trees. The Amazonian guerilla cell members faced a terrible fate—they were either drained by the blood spirits or consumed by the Diablo trees in the initial invasion that numbered in the several thousand. A true massacre. The cells that weren't caught in the onslaught of the blood spirits were ambushed by what appeared to be other Amazonian guerrilla cells. Theories abound that these cells were in fact Aztlan intelligence agents who managed to assume deep cover assignments in the rainforest.

- Those fake Amazonian cells were likely Aztlan sleeper cells. If they were planted a while ago, say in '65, while Aztlan sent its diplomats to Manaus to "talk" and have gone undetected up to this point, the damage they could have inflicted on the Amazonian military could be incalculable. They would have gained intimate knowledge of cell locations, supply lines, infrastructure, and means of communication, including encryption and codes. Scary shit.
- Hard Exit
- That doesn't scare me as much as make me wonder about how many of those blood spirits in the opening offensive have gone free in the wild and have become new predators in the area, thanks to Aztlan's recklessness in using them in a military campaign. Those wild blood spirits can impact the landscape of the rain forest just as much as the Diablos.
- Man-Of-Many-Names

Once the initial guerilla cells were thrown into chaos, Aztlan mobilized and sent its aerial squadrons and heavy armored battalions into the rainforest, sending the remaining battered Amazonian guerilla cells into full retreat. During the initial phases of the invasion, Aztlan seized upon the opportunity to take several thousand Amazonian warriors captive for intelligence-gathering purposes, even as it succeeded in cutting communication between the various cells that wreaked even more havoc on the front lines. Many of the Amazonian prisoners of war have been sent to several undisclosed Aztlan POW camps that are believed to be operating inside of Colombia.

## HEROES (OR VILLAINS) OF THE WAR

Posted by Dr. Spin

In every war, there are individuals who distinguish themselves in their services to their nations. These individuals are seen as heroes to their own nation, and villains by the enemy. These are the soldiers that (in a conventional army) wear the most medals and decorations on their chests, and have the most confirmed kills. And these are the people most often targeted for extractions or assassinations by mercenaries or shadowrunners in pursuit of the large bounties placed on their heads by the enemy.

### AMAZONIA

**M'Boi.** An elusive figure in Amazonian intelligence, M'Boi is believed to be an Elder Lindworm of considerable power. Captured Aztlan intelligence reports on M'Boi suggests that during the war, he has served in the role of envoy (and occasionally enforcer) between Hualpa and the various dracoforms and dracomorphs scattered throughout Amazonia. Dracoforms, like metahumans, have their own agendas and their own desires. Living in Amazonia does not guarantee that all dracoforms in the rainforest will choose to fight in the war, choose to continue fighting, or choose to ally themselves with Hualpa. M'Boi, according to Aztlan, is known for making sure the dracoforms are either currently active in the war, remain motivated to fight on the front lines, or will soon become active in the war. There were a couple of instances where the dracoforms conducted raids on Aztlan interests, but in doing so they inflicted tremendous collateral damage on the rainforest itself. A few days later, bodies of those same dracoforms involved in those raids were found dead, killed by other dracoforms. The same fate fell upon another dracoform found to be leaking secrets to Aztlan. M'Boi may have played a pivotal role in learning about Sirurg's plans for Cali before the attack was launched, and he also worked to marshal the Amazonian forces around Cali, so that once the attack occurred, Amazonia could force their way into the city with superior forces and take it.

**Alejandro Tepevolloti.** Aztlan has particularly good reason to hate Tepevolloti. For years, Alejandro Tepevolloti, a jaguar shapeshifter, served as one of their elite Otontin warriors before defecting to the Deep Green terrorist group known as Primeira Vaga in 2063. Alejandro Tepevolloti has since been active in Bogotá, causing trouble for Aztlan, both in the city and in the rain forest. Tepevolloti typically acts in the service of Primeira Vaga, but often, when the group's agenda and goals mesh with Amazonia's, Tepevolloti will actively aid Amazonia. Several of Aztlan's military campaigns in the rainforest were believed to have been lost due to Tepevolloti providing intimate knowledge of Aztlan military procedures to Amazonia forces and training the troops on how to counter them.

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Urgent Message...

In addition, Tepevolloti has uncovered several of Aztlan's deep cover spies, leading them to being executed by Amazonian forces. Alejandro Tepevolloti is actively wanted by Aztlan for treason. He is the only Otontin warrior ever to defect from the ranks and turn traitor.

**[Unknown individual(s) impacting minds].** No matter how armored the soldier is, or the high tech gear he carries, the soldier is still vulnerable when it comes to his mind. Even in 2073, soldiers still experience what is still commonly referred to as Post Traumatic Stress Disorder. This mental condition, triggered by exposure to the brutal and inhumane consequences of war, can render even the most battle-hardened soldier unfit for combat. And there is still no method to accurately predict which soldiers would become prone to this condition, as onset of this condition does not generally impact every soldier, or even occurs at the same time. However, approximately a month ago, classified Aztlan documents have reported that whole platoons of Aztlan soldiers have become afflicted with this mental condition, almost simultaneously. The onset of the mental condition has been severe in all cases. Many of the soldiers afflicted by this condition while in the rainforest have failed to return to base, as they were incapable of dealing with the horrors found in the deep jungle. Those that did find their way back to Aztlan lines were shipped back to Tenochtitlan for examination and treatment. The general consensus of the medical teams treating the soldiers found that the condition was artificially introduced into the soldiers, almost as if someone had shredded their minds with magic, and severe Post Traumatic Stress Disorder was the consequence of the attack. So far, no known treatment, either mundane or magical, has successfully allowed the surviving victims to return to the front lines. Many of the soldiers have been so traumatized that rational conversation with them has been practically impossible. However, Aztlan currently has assigned specialized, magical units to patrol those areas, and to hunt for the cause of the artificial mental condition. It is assumed that whoever or whatever is behind the attacks or working in Amazonia's interests, as no such incidents have been reported in Amazonia's lines.

## AZTLAN

**Celeste Vargas.** As the Vicar General for the Path of the Sun, Celeste Vargas has always maintained a seat of power within the Aztlan religion (as well as being an influential figure with the Aztlan government). Now that Aztlan President Silva has tried to distance himself from the state religious leaders, Vargas has become even more powerful. Vargas has been responsible for overseeing the training of the Awakened in the military and ensuring that they became nahualli. It has been Vargas' responsibility to keep an eye on the magical practices of Amazonia, using the Path of the Sun religion to counter the use of those magics. It is believed by some that Vargas was the one responsible for designing the ritual used to suppress the rainforest's regenerative abilities and its nature spirit population. She has regularly passed on intelligence to the Jaguars and to the Leopards. It is rumored that the Vicar General is a blood mage with close ties to a particular unit on the front lines called the Blood Daggers. She is believed to be working to discover locations of power sites and identities of high level initiates in the Amazonian military.

**Rafael Guzman.** Major Rafael Guzman is the commanding officer of the Blood Daggers, a highly specialized and covert unit in the Aztechnology military (many military documents don't even acknowledge its existence). It is believed that this unit is composed of nothing but Awakened individuals, and more specifically, blood mages, and that it contains at least thirty members. Although the Blood Daggers generally carry out any Special Ops missions that Tenochtitlan asks of it, Major Guzman and the Blood Dagger's primary mission is rumored to be hunting high-level Amazonian initiates on the frontlines.

**Araceli Perea.** Major Araceli Perea is unique amongst the Leopard Guards. Whereas most Leopard Guards are heavily cybered or adepts, Major Perea is a high initiate mage. She commands a detachment of Leopard Guards in Bogotá. It is rumored that her detachment makes trips into the metaplanes, hunting spirits that are strong allies for Amazonia. They're tasked with learning their true names or obtaining their spirit formulas and destroying those spirits in their native plane so that they cannot be reappear in a month's time to aid their enemy. Major Perea's detachment is commonly viewed as one of the most hard-core detachments in the Leopard Guard corps. It is believed that Perea and her detachment have permanently destroyed close to sixty spirits.

Urgent Message...

BOGOTÁ HISTORY

But before you lose all hope if you are a supporter of Amazonia, you should remember that although Aztlan's ability to route Amazonian ground forces has proven to be disturbingly effective, Amazonia is also managing to inflict serious damage of its own inside Aztlan itself. On December 28<sup>th</sup>, mercenaries working for Amazonia set off sympathetic explosions throughout the Nicaragua Canal. Damage to the canal was catastrophic and forced the canal to be shut down. Although Aztlan had originally pledged to get the canal up and running again within two weeks,

the canal currently remains closed due to relentless sabotage from mercenaries and shadowrunners that have repeatedly killed the engineers and the construction workers that were in the process of rebuilding the locks. These attacks are believed to have cost Aztlan and Aztechnology billions of nuyen in lost revenue, and has also potentially scared away dozens of clients from using the Nicaragua Canal while the war continues, leading to some preliminary to re-open the Panama Canal as an alternative. It will be interesting to see how this attack affects the overall war,





INCOMING FEED.....

and whether it will drive Aztlan to try to end the hostilities in an expedited fashion.

- Has anyone considered that it might not have been Amazonia behind those attacks, but perhaps another interested party? I'd check to see who's pushing the Panama Canal recovery effort—someone thinks there's money to be made there.
- Picador
- Maybe some Corporate Court members are maneuvering to get Panama re-opened, but on the whole they'd much rather see the Nicaragua Canal return to full functionality. It's more modern, can handle bigger ships, and in general the corps had become accustomed to using it. This attack has long-term economic ramifications for many on the Corporate Court, and I wouldn't be surprised if those corporations will start pushing harder for peace negotiations in the region the longer the Nicaragua Canal is down.
- Cosmo

Then there is the matter of SIRRURG, the extremist dragon (or “the Destroyer” if you prefer). When he was not out earning his nickname, most notably with the destruction of EuroAir Flight 329 in 2041, he was associating himself with the likes of eco-terrorist groups such as GreenWar and Primeira Vaga. For years, SIRRURG has been hiding from public scrutiny. Many in the international community wanted him to be held accountable for various terrorist activities that he personally engaged in. Neither the Great Dragons nor Amazonia, however, have been interested

in honoring those demands made by the international (read: metahuman) community. And predictably, in 2073, SIRRURG once again resurfaced. The first appearance he had made in years was in an attack on the Aztlan military base in Cali in January. And he wasn't alone. Trid recordings of the incident showed him leading a large-scale attack, composed of a half dozen other feathered serpents, a dozen or so wyverns, and a large horde of drakes, spirits, lindworms as well as various well-known (some say, infamous) members of GreenWar and mercenaries for hire. The overwhelming surprise attack on the military base turned into an Aztlaner bloodbath.

The locals reported that the attack lasted for three straight hours. Tens of thousands of rounds were fired during that time, and many were fired randomly at the airborne attackers, which ended up doing more damage to the city than the actual attackers. Tanks were heard firing their salvos at the dragons. Hundreds of mortars were fired. The thousands of Aztlan soldiers who were stationed at the base sought in vain for some type of sanctuary from the rage and the destruction that bore down upon them, but found none as they were torn into pieces by the raging dracoforms. Some of the security footage, hacked from the base's nodes and released on the Matrix, showed that several dozen Aztlan soldiers, after it had become apparent that they were fighting a hopeless battle, tried to surrender to the feathered serpent's forces. In the trid footage, the surrendering soldiers were massacred at SIRRURG's whim, and the big lizard indicated no interest in showing mercy to the metahumans. All the buildings on the base were ripped apart and left in shambles. Pieces of metahuman bodies were left to rot.

By the time reinforcements reached the base, Aztlan had lost up to five thousand troops and tens of millions of nuyen worth of military equipment.

Unfortunately the casualties would not be limited to the Aztlan base, as SIRRURG chose to cast one final spell before leaving Cali. Drone and security cameras, at 12:58 pm on January 18, 2073, caught a brilliant flash of blue light that enveloped a great portion of the business districts of the city. When exposed to the blast, people in the blast radius simply dropped dead. It didn't matter what metatype they were or even how old they were; they just dropped. None of the structures or any of the plant life in the area seemed affected. It took weeks just to figure out how many people died, but the final tally said that in those few seconds, close to another ten thousand people died from the magical assault.

- From what I have learned, I can speculate that the magic SIRRURG used was either fueled by or was tied directly into his inherent ability to alter fate. I have acquired many of the autopsy files of the people that died in that attack (including a couple of close friends), and it seems as though each person died of a specific condition that they would have eventually died from based on their genetic profiles. We're talking about the sudden onset of heart attacks in people who were otherwise currently healthy, aneurysms that previously there were no signs of a weakness in those arteries, respiratory disorders, cancers, genetic disorders; conditions and diseases that were not an immediate problem for the person but could have become a problem in the future had those genetic conditions not been treated. This magic abruptly triggered and accelerated all these conditions in all those people. *Simultaneously*. And no one was immune from those effects, not even newborn children that had just barely begun their lives.
- Frosty
- The loss of life in that attack is staggering but some good did come out of it. In all the chaos, Amazonia forces crossed the border and entered Cali a few days after this devastating attack. Aztlan had not had the time to completely recover from the loss and was easily forced out. Cali has become the first major city in this war to fall to Amazonia. And Amazonia is digging in.
- Hard Exit

SIRRURG wasn't still wasn't done. Two months later, SIRRURG and his forces reemerged in Managua, and they tore into a significant portion of the industrial infrastructure. Factories, farms and ranches, ore-smelting plants, strip mines, and drone factories were simply obliterated. Because Monterrey is not considered a prime military target, the standing security and military forces in the city to resist the attack were inadequate. SIRRURG didn't stop at destroying the facilities, but also butchered the (innocent?) workers who labored in those facilities. Hundreds died in SIRRURG's attack, hundreds of lives lost that most nations around the world condemned as not being valid targets under the United Nations' rules of engagement during wartime. Because of SIRRURG's actions, anti-dragon sentiment has been rising across the globe, being fueled by groups like Humanis. Rumors are flying fast and furious right now that suggest Hestaby, one of the most well known advocates for establishing pro-metahuman relationships and championing metahuman causes amongst the known Great Dragons, is considering speaking to the United Nations about the

situation with SIRRURG, to try to diffuse the situation. If my sources are accurate, she might be planning on publically condemning SIRRURG's actions, and giving her blessing to the UN to indict SIRRURG on war crimes and crimes against metahumanity. If those sources are reliable, those actions by Hestaby will be huge.

- Huge is a gross understatement. Try more along the lines of seismic. One of the things we've noticed about Great Dragons is that they will not speak ill about their kind in public. Not at all. And they would never force one of their kind to be held accountable to metahuman laws. Especially not after what Aztlan did to Dzitbalché. If Hestaby goes to the UN, it will be unprecedented. It could also create a deep division amongst the Great Dragons, between those that lean pro-metahuman and those that are staunchly anti-metahuman. Who knows what the consequences of that would be.
- Frosty
- What about Hualpa? What is his take on things with SIRRURG?
- Cosmo
- It would appear the great feathered serpent is still toeing the party line with his draconic code of silence. That is sad, because if he did speak up against SIRRURG, it could have been enough to rein him in. As it is, we have a rogue dragon willing to do anything in a very unstable environment to achieve his objectives. I don't have to be Awakened to foresee that this explosive combination could lead to disaster for all of us.
- Dr. Spin
- Forget about Hualpa. As far as I know, Hualpa isn't a follower of the toxic path. Pobre, on the other hand, is a different story. From things I have heard about his erratic behavior in the Yucatan during their rebellion against Aztlan, there is a good chance that dragon has gone toxic. I want to know who's keeping tabs on him, whether an alliance between him and SIRRURG actually happened, and whether it is still in existence.
- Marcos

With all the attacks Amazonia has been leading against Aztlan in other parts of its country, it is not surprising to learn that Aztlan is organizing its own special forces units and are preparing to expand the scope of the conflict into the many cities of Amazonia. Although nothing is for certain, contacts of mine have indicated that Aztlan and Aztechnology are gearing up to begin manufacturing large quantities of Ringu or acquire it on the black market. It is still unclear to me whether or not the Ringu would be used in one massive attack, or used in simultaneous attacks throughout Amazonia. Apparently, the UN has also learned of this plan and has urged Aztlan to show restraint, pledging "devastating consequences" to the nation if any weapons of mass destruction are used. This is just my opinion and my observation of the situation, but if use of the chemical weapon of mass destruction were to be authorized by Aztlan, it would be in Manaus, the national capital of Amazonia, which also happens to be where Hualpa, Arleesh, and SIRRURG have lairs. It would make sense for Aztlan to release the Ringu within that population, to give the dragons a huge gesture that screams "fuck you!" Such an act could prolong this war for years, and perhaps result in a war that won't end until one nation is utterly wiped out.



## ... BOGOTÁ CULTURE ...

Father Michael Veritas was led through the safe house's corridors by the guards for the Saviors for Bogotá political group, some of whom Veritas noticed were barely teenagers carrying assault rifles. Unlike the previous safe house, this one was obviously not built for trolls, as Veritas bumped his head repeatedly on the ceiling, and he had trouble squeezing through the tight doorways. When he arrived at the study, which had been hastily transformed into a makeshift command center and armory, Veritas did not find the individual he was hoping for. Rather, he found a young man who used to be an underling to the man he once knew as the group's leader, identified only as Hombre Caiman. *This will complicate things.*

"Padre, I'm glad you are here," Hombre Caiman said. "I'm sorry about our present accommodations. Aztlan raided our last headquarters two weeks ago, and we've been forced to make other arrangements for our group."

"I see. I take it Sombreron didn't make it out after the raid?" Veritas asked.

"I'm afraid not. Neither did four of our more senior leaders. I'm the new leader for my people, it would seem."

"My condolences for your losses. And I suppose congratulations are in order for your abrupt promotion."

"Thank you." After a brief moment, Hombre Caiman continued, "My men mentioned that you did not arrive with any supplies. They are overdue. May I ask when my group may be receiving them?"

Veritas hesitated. He hated breaking bad news to people, especially those that have recently suffered a loss. "Hombre Caiman, it has come to our attention that your group has recently begun associating itself with another local group calling itself, the Colombian Guard. We are ... concerned."

"Why is that any of your business?" Hombre Caiman spat, revealing a resentment that Veritas had never seen in his former leader.

"The Colombian Guard is well known for its anti-foreigner views. In the last three months, three of our missions have been vandalized with anti-church graffiti. Two of our influential parishioners have been beaten and robbed by individuals claiming to be from this group. The Colombian Guard lumps us in with the likes of

Aztlan. It is clear that the church's goals are not served by supporting them. And your newfound relationship with them is troubling. We want to make sure that our supplies do not make it to them."

The young man snarled. "Padre, you need to realize that the Saviors for Bogotá do not share their philosophies. If we did, we wouldn't be sharing this pleasant conversation. But practical concerns have made an alliance with them absolutely necessary. They have access to shamans that can provide magical healing."

"So do we."

"However, your resources are made available to us every couple of months, if we're lucky. We can call upon them when we need it. Plus, not counting yourself, the church's ranks are fairly thin when it comes to metahumans, specifically trolls and orks. We sometimes need that type of muscle for our missions."

"You are provided a stipend to help in those affairs. There are countless mercs and shadowrunners in town looking for nuyen. You should not need to go to the Colombian Guard for those services, when those mercs are available to perform the same services."

Hombre Caiman shook his head. "Padre, you do not understand the practical aspects of the street. Since we are locals, the Colombian Guard charges us much less for their services than would any outside outfit. Sometimes, we can get things done simply by bartering with them. That's called patriotism. And by using them, we can use your stipend for more supplies—more guns, more ammo and more medical supplies. It's called maximizing our resources."

"I understand where you're coming from, but I cannot allow goods that are meant to fight Aztlan to wind up in Colombian Guard's hands so that they can be used against us. No, until your organization severs its ties with the Colombian Guard, you shall receive no more aid from us. I would suggest finding another local group to do business with."

With a nod from Hombre Caiman, two guards in the room drew their weapons and pointed them at Father Veritas. "Unfortunately, Padre, with that being the case, we have a problem. I need those supplies, and you will authorize them to be released to me. If you don't, things will get ... unpleasant."

## Posted by Marcos

For centuries, Bogotá was a thriving city of millions, with a vibrant culture of academics, literature, performing arts and music that rivaled any of the other great cities and civilizations of the world. Founded under Spanish rule in 1538, the South American city would eventually fight for and win its independence from Spain in 1819, under the leadership of Colombia's most celebrated hero, Simon Bolivar. In 2073, Bogotá finds itself once again in need of a great leader like Bolivar, as Bogotá remains caught up in a bloody, international conflict between Aztlan and Amazonia, whose war is being waged on Bogotá's streets and is taking the lives of many of its citizens on a daily basis. Bogotá, without a functioning government, military or police force, finds itself at the mercy of the whims and fortunes of others (namely Aztlan's and Amazonia's forces, but also many other unwelcome groups that have started to emerge in the city to further their own agendas at Bogotá's expense). When it is not these two feuding nations disrupting life in Bogotá, it is the cartels and their in-fighting with one another, spilling even more native blood in their quest for domination of the crime trade, both inside of Bogotá and around the world.

- Some posters here believe that an anarchist way of life is the preferable one, filled with noble intentions and true freedom. Well, I would wager that Bogotá is the closest thing to what neo-anarchists desire, free of any type of authority—and guess what, it's a hell hole. I would hope this would teach some people to be careful what you wish for.
- Sticks

With so much division and no single unifying force, the future of Bogotá is very much clouded in doubt and will remain uncertain until an obvious victor rises from the chaos that has gripped Bogotá and begins to put the city back together. Perhaps the most tragic part of the war and its consequences is the fact that there are so many foreign interests competing with the locals to control Bogotá (national, corporate, religious) that I fear that if one of those foreign powers were to seize political control over the entire city, it will mean a completely new and different Bogotá, one that has been cut off from its proud cultural heritage, a city that will eventually lose its identity to some foreign power (comparable to what General Saito tried to do in San Francisco). And should a foreign power succeed in unifying the city under its flag (or corporate logo), it may not be long before even more turmoil and violence descends upon the city again, except this time, the new wave of violence could come from the fanatic groups and citizens turning on each other in a civil war. So far, the city has been fortunate that this has not occurred. Yet.

So which powers are trying to become Bogotá's next government? Which ones will do some good for the city? And which ones will do the most harm? For those that don't live in Bogotá and who don't understand the complicated relationships that exist in this city, this data is meant for you. Should you become involved in this part of this region, I would hope that you would make the right choice in supporting the groups that would be the most supportive for the survival and preservation of the rich Bogotá culture.

- I love it when people here get all sincere. Reminds me of when I used to care about stuff.
- Kane

## FALSE PROMISES: AMAZONIA AND AZTLAN

If it sounds like I am in despair over Bogotá's future, it is because I am. I have known many good people who continue to live in Bogotá (some who have died); and who continue to have their daily lives upset by the hostilities between Aztlan and Amazonia. They, and their neighbors, simply don't want a foreign influence obliterating their culture, and dictating to them what is best for their city. They are tired of the empty and hollow promises coming from both sides. They are tired of hearing lines like "We promise security for your city to rebuild. We promise new economic opportunities to fuel the local economy," only to see the people that said those lines leading a bombing raid, or stealing land from the locals, or raping the rainforest by exploiting the Diablo trees for their selfish purposes. I've seen families torn apart by family members disappearing, people who are believed to have been eaten by those damned Diablo trees that Aztlan inflicted on the area. Or worse, disappearing and forced to fight on the front lines for those foreign powers.

Aztlan has been by far the worst of the occupiers. In the sections they control, they have proclaimed that they are beginning the rebuilding process. They claim they are opening schools, rebuilding some of the hardest-hit neighborhoods, providing affordable housing, reopening museums and libraries, and reestablishing a law enforcement presence. In truth, the "schools" that Aztlan has opened teach Aztlan propaganda to the next generation for indoctrination purposes (to create a generation willing to accept Aztlan's presence in the city, and hopefully lead to a more stable city and stronger control over the Amazonian border). In order for children to attend these schools, both the parents and the children must have either Aztlan or Aztechnology SINs. The *castillos* (Aztechnology arcologies) and other structures that are being built are of Aztlan architecture, and with the addition of each new one, Bogotá's skyline becomes that much more foreign. Buildings of historical significance are regularly demolished to allow for "Aztlan progress." The reopened museums and libraries share the same names as their formerly Bogotá-run counterparts, but now have different, more insidious purposes. These museums and libraries have not been reopened with artifacts from Bogotá's culture, but from Aztlan's, emphasizing what a great culture Aztlan has, telling people why they should feel privileged to be an Aztlan citizen. And as everyone should already know, Aztlan prisons serve Aztlan, not the concept of justice. Everything Aztlan does for the "betterment" of Bogotá is for the sole purpose of making Bogotá a mirror image of Tenochtitlan.

Aztlan would love nothing more than to be able to take control of Zona Centrico, where many of Bogotá's most historically significant sites are located, including the former Capitolio National building, which is currently being used as the headquarters for *Bogotá Libre!* It would be a very significant





victory for Aztlan to gain control of the location where Bogotá's former government used to reside and to build its own governmental buildings over those sites. The Colombian Liberation Movement, as well as other groups, have realized the significance of Aztlan capturing that part of the city, and so far has put up a fierce resistance that has succeeded in keeping Aztlan out of those portions of Zona Centrico.

- Revolting. They call this a "clash of cultures?" Hardly. Feels more like an eradication of a culture to me. This is far worse than any alleged atrocities Amazonia may have committed fighting this war. And frankly, given the crap Aztlan is trying to pull in Bogotá, you can hardly fault Amazonia for fighting so hard against Aztlan's tyranny.
- Hard Exit

- If you're looking for anything interesting to acquire from the Aztlan "museums," you can forget about the public displays. All objects on public display are replicas. Seems as though they don't trust the Bogotá people with the real stuff that is safely locked away in other parts of Aztlan.
- Picador

- The public displays are indeed fake, but what is happening in the back is far more interesting. These Aztlan-run museums have been hiring mercs and shadowrunners to visit ruins and other archeological sites in the Amazon rain forest. Seems as though Aztlan is interested in uncovering pre-Colombian artifacts for research purposes.
- Glasswalker

- Or they are interested in them simply to acquire them first to destroy them and prevent them from reawakening the people's sense of patriotism. In any case, those back rooms in the museums hold promise for some profitable runs.
- Hard Exit

And then on the other hand, you have Amazonia, the other evil in this war, so hell-bent on destroying its enemy that it will do *anything* to wipe out that foe, even going to the same lengths that Aztlan went to keep its hold on city. They arm locals with high-tech weapons and such, and promise to give them their city back, but then they use them as cannon fodder in the most violent of campaigns that also end up destroying Bogotá in the process. The campaigns they wage in Bogotá are devastating, leaving hundreds of innocent families homeless and wide swatches of Bogotá uninhabitable. It is clear from the way Amazonia carries out its campaigns that metahumans tend to only be an afterthought to their forces. The locals might as well be suicide bombers when it comes to working with Amazonia.

- Ain't that the damn truth. A few days ago, an Amazonian war party entered the city to attack an Aztlan military post in the Nuevo Suba neighborhood. The war party was pretty successful in trashing the Aztlan post, but their attacks also destroyed a neighboring hacienda. Three adults and four children were confirmed killed in the aftermath. But did anyone official from Amazonia address those deaths? Not likely. And if they did, no one noticed. I guess being the eco-friendly nation absolves Amazonia of a lot of crimes in this war

with a lot of people. But probably not for those who actually live in Bogotá.

- Slamm-0!
- And that is one incident. If that is happening throughout Bogotá, you could be talking about dozens of innocent citizens dying on a weekly basis.
- Aufheben
- Not to sound heartless, but in times of war, civilians have always paid the price for war being fought in close proximity to them. No matter how hard you try, you're always going to have civilian casualties. It comes with the territory.
- Hard Exit
- I think the point of Slamm-0's! comments is that Amazonia isn't even trying to restrain their fury. Aztlan may have the same problem with collateral damage, but they seem much better at covering it up. Such callous recklessness from Amazonia will not ingratiate it to the metahuman people of Bogotá, and will only hurt its cause for helping Bogotá to be free of Aztlan.
- Glasswalker

## HIDDEN AMBITIONS: THE CATHOLIC CHURCH

Since the founding of Bogotá by the Spanish Empire, the Catholic Church has been interwoven with the city's religious beliefs. Even in 2073, a large segment of Bogotá citizens still identify themselves as Catholics (practicing or not). And because the Catholic Church shares that cultural history with Bogotá (and the Church has wisely chosen to foster that cultural heritage within its schools and universities), most groups are accepting (or at least tolerant) of the Catholic Church's presence in Bogotá and are willing to accept assistance from them in order to fight Aztlan and Aztechnology in the streets. Now whether or not that cozy arrangement will last after the war is over is another story, and perhaps is dependent on which political groups rise to power (if it isn't Aztlan or Aztechnology).

In the war zone that Bogotá has become, the Catholic Church seems to have its hands in almost everything that goes on in the city. When Aztlan began its bombings of Bogotá, the Catholic Church was the primary organization to try to protect Bogotá's history from obliteration. When Bogotá's vast number of libraries and museums were damaged from the "errant" bombings or were simply left abandoned after the government fell, the Catholic Church rushed in with its followers (as well as shadowrunners and mercenaries) to protect rare print materials, paintings, and metal workings from either being destroyed or sold on the black market and disappearing into private collections around the world. Despite the Church's efforts, according to their internal records, between five thousand and ten thousand pieces of art, literature, and sculpture pieces have been sold on the black market (thanks mostly to the cartels). The most prominent of the art and sculpture raiders are the Apep Consortium, the Nightingale Syndicate, and even Aztechnology. The Church has assumed the role of protecting Bogotá's cultural heritage from



destruction, in the same way that it preserved Western culture during the dark ages. This has won over a lot of supporters for the Catholic Church in Bogotá and has made their recruitment efforts for enlisting help of local citizens a lot easier.

In addition to protecting Bogotá's culture, the Church runs various local churches, schools, universities, hospitals, and street clinics for the residents of the city (many of these institutions obviously cater to the needs of the opposition groups). The schools and universities that the Church runs in Bogotá are practically the only alternative the locals have to the Aztlan-run education system (read: conditioning system) inside of the business complex. The Catholic Church, in unison with Horizon's Social Sciences Auxiliary Corps, helps to run two refugee camps that are a few kilometers outside of Bogotá. These refugee camps were set up for the various inhabitants of the rainforest (both metahuman and sapient paranormal critters) who've lost their natural habitats due to the active fighting around Bogotá and have fled from the forest for safe refuge. There are close to ten thousand refugees in the camps, unwilling to be enlisted in either side. With the refugee camps, the hospitals, street clinics, and the universities under its influence, the Catholic Church has been able to establish its own underground communications network with the resistance groups and paramilitary groups that it supports, and which support the Catholic Church in return.

- Therein lies the rub. The Catholic Church is committed to the defeat of Aztlan at all costs. And that fact has never been in doubt. The way Aztlan has suppressed Catholicism in its own country for years when a majority of its citizens practice it in secret, and fervently persecutes those citizens that are caught is definitely a good motivation for its animosity toward Aztlan. But I don't like how the Church is trying to use the situation to play politics. Providing unlimited support to groups that claim to be faithful Catholics and loyal to the pope? While placing limits on or outright denying support to those opposition groups that reject the authority of the Vatican, and who would like nothing more to kick the church out of Bogotá along with Aztlan? It is clear by the way the opposition groups are either growing in strength or disappearing that the Catholic Church is trying to shape the future political landscape of Bogotá when Aztlan is finally driven out the city. And sometimes, it isn't Aztlan or the street gangs that take out those smaller groups that are in opposition to the Church; sometimes the Church takes them out themselves to advance their agenda.
- Clockwork
- Ironically, that is the same shit that Aztlan tried to pull off that so pissed off the locals in the first place. Someone needs to remind the church that a Holy Roman Empire didn't work over in Europe during the Middle Ages, and it certainly will not work here now in South America.
- Jimmy No
- Everyone has their own agendas and a price attached to them. Why should the Church be any different?
- Picador
- Whether or not you agree with their methods, the Catholic Church has provided invaluable leadership and coordination between the

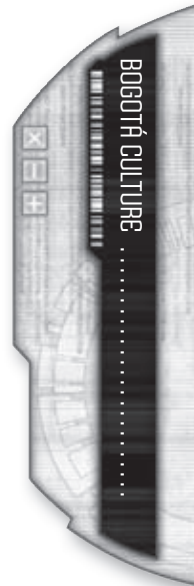
various factions, from the cartels and the street gangs, to the paramilitary groups. Would these groups have become as united and worked as effectively against Aztlan as they have without the Church acting as a (relatively) neutral third party? Not likely. From what I have heard, the Church has helped the groups to stay focused over the years and has helped to diffuse several situations that could have easily devolved into a full-out civil war.

• Fianchetto

There are three religious orders in the Catholic Church that are the most active in Bogotá and are making the most impact on the war. The first is the Order of St. Sylvester (a.k.a. the Sylvestrines). Their order is made up primarily of Awakened priests and clergy. They are the best known as the exorcists of the Catholic Church, and have been active in addressing various magical threats for the good of the faith. In Bogotá, they also help find residents of Bogotá who are magically gifted and teach them how to use their gifts in accordance with what the Catholic faith teaches. This order is most often found in the hospitals, helping to heal and treat the sick, and in the schools, helping to train the gifted. The current Archbishop for the Bogotá region, Archbishop Diego Rodriguez, is officially listed as being a member of the Order of St. Sylvester.

- Though Bogotá has many shamans who can heal, the Catholic Church's are perhaps the best trained, best equipped with magical gear, and the most educated. Many have medical degrees, and can perform at least field surgery if magical healing isn't enough. And generally, if you are active in fighting Aztlan, chances are they will offer their services at a reduced rate. With their reputation for quality care, these are the people you should go to first for your medical needs.
- Fianchetto
- Their services also happen to be in high demand by all those political groups that the church is aiding in this war. So those prized services won't always be available to you when you need them. In an emergency, you may need to settle for going to one of the paramilitary groups that have mages on staff for healing instead, or even bite the bullet and reach out to the cartels (as expensive as they are).
- Black Mamba
- The Order of St. Sylvester keeps track of Awakened members of the community; those that they have accepted to teach and those that they have rejected. Both the Colombian Liberation Movement and Aztlan would love to get their hands on that information so they can try to extract the individuals that are currently working with the Church, and find those that the Church turned down for training. Generally, the Church turns down the true psychopaths, those that want to use their gifts for destruction without a sense of conscience or restraint, and who have no interest in learning how to heal. Many other groups, however, see those qualities as merits and would pay handsomely to have the opportunity to recruit them into their ranks.
- Picador

There is a very secretive order that is active within Bogotá that has historically disguised themselves as Sylvestrines. In certain circles they are referred to as the Order of the Temple, more







commonly known as the New Knights Templar. These clergy are fanatical in nature, and their main goal is to bring the world and its various governments under the political influence of the Vatican. Like many fanatical groups, they tend to employ any means, no matter how extreme, that they think will bring them closer to their goal. The clergy from this order are often the ones tampering with the relations between the various groups to produce results desired by the Vatican. These militant priests have also been known to take the most gifted members of the community whom the Sylvestrines have indentified and militarize them. The New Knights Templar are the clergy members who are most likely to have a direct confrontation with Aztechnology security forces or the Aztlan military. In the internal makeup of the Church, most orders object to the methods of the New Knights Templar, considering them far too extreme and contradictory to Church teaching. The preferred targets for the Templars are the teocallis and any business or institution that supports the Aztlan religion in any way, shape or form. A lot of people, myself included, compare the Order of the Temple to the likes of Sirurg and his extremist factions in their ways of thinking and their methodology.

- No matter if you agree with the Order of the Temple's methods or not, they have a few things going for them that make them invaluable in this fight for the opposition groups. If rumors are to be believed, the Order of the Temple has been on the ground throughout Aztlan, helping support Catholic interests since 2041, when the Catholic Church was first banned by the Aztlan government. If that is the case, the Order of Temple may have acquired a hell of a lot of intel on Aztlan's operations, personnel, and tactics over the years. Second, their order carries a lot of magical fire power. Eyewitness accounts of New Templars in action suggest these clergy are able to summon spirits that have the appearance of archangels. If you were a resistance fighter in Bogotá, you would be crazy to turn down help from the New Templars should they offer it to you.
- Fianchetto

Finally, there are the New Jesuits. The New Jesuits are found mostly in the churches and the universities. Their main duties are to protect the churches and their congregations from Aztlan hostilities, even though Aztlan's harassment of the Church has lessened due to the start of the war. They are also the teachers and the professors in the universities. When called upon, most Jesuits are well trained and can handle themselves in a combat situation. However, I have found the New Jesuits to be much less extreme than the Order of the Temple and much more tolerable and agreeable to finding a peaceful solution to the Bogotá problem. Currently, the public operations of the Church in Bogotá are under the supervision of Archbishop Diego Rodriguez, who operates out of the Archbishopric Cathedral of Bogotá on the eastern side of Bolivar Square. It is unknown if the covert activities are run out of the same cathedral.

- Along with the disagreements between the various orders that Marcos alluded to, there is disagreement within the Church itself. Even in the present day, the Church is still suffering the effects of the schism that occurred early this century. On January 1, 2012, the pope at the time, John Paul IV, denounced the newly expressed metahumans as "abominations in the eyes of God." The Church then

went on to issue an official decree saying that anyone using magic were essentially blasphemers and corrupt. Many archconservatives in the Church applauded the decree, but the more moderate clergy and congregation rallied against it. That divide in the Church remains, passed down through generations of families. Some archconservative members of the Church might be having a difficult time assisting Amazonia to defeat Aztlan, despite Aztlan's hard-line stance against Catholicism in its own nation. In fact, many of the Catholics may see the war as an ethical dilemma as they try to decide which of the lesser evils to side with. I wouldn't be surprised that there aren't at least some Catholics in Bogotá who are actively defying the wishes of the current metahuman and Awakened-friendly Vatican and providing intel and assistance to Aztlan, if only out of spite for the "devils and the demons" they see inhabiting the rainforest.

- Goat Foot
- It's possible, but not very likely. Any of those "Judases" might be rewarded with their own thirty pieces of silver for as long as the war wages on, but should it end with Aztlan as the victor, they will still find themselves on the wrong side of an Aztlan prison for supporting an outlawed religion.
- Fianchetto

## POLITICAL FERVOR: THE COLOMBIAN LIBERATION MOVEMENT

When people refer to the Colombian Liberation Movement, it is important to know that it is not just *Bogotá Libre!* and the True Brazilians who make up this political movement. There are actually dozens of individual political groups that fall under the general classification of the "Colombian Liberation Movement" that have expressed a divergent array of political and religious ideologies toward the current state of the former Colombian nation and have expressed their unique desires to reshape the region. Amongst all of these diverse groups, *Bogotá Libre!* and the True Brazilians groups are just two of the larger and more influential organizations. Other prominent groups in the area include Many Worlds, One Bogotá, New Destiny, For the Angels, and Justice for Mother Earth. It is important to know who these groups are, because a few of these groups go beyond fanaticism, and are threats that should never wield political power. Ever.

*Bogotá Libre!* has become infamous for organizing extremely large and violent street rallies against Aztlan. If you have ever seen a violent demonstration in Bogotá make it onto the international news, chances are it was a demonstration organized by *Bogotá Libre!* Whereas other groups attempted, at first, to hold peaceful demonstrations, *Bogotá Libre!* deliberately armed their crowds and made sure they would be able to initiate violence against Aztlan forces. They also became publicly known for being the first known group to start executing Bogotá officials that were suspected of being Aztlan collaborators and claiming responsibility for those deaths.

*Bogotá Libre!* is filled with passionate and charismatic citizens. Their ranks have been swelling as of late, which is



indicative of how well Aztlan appears to be doing in the war. The more it looks like Aztlan will win, the more recruits join *Bogotá Libre's!* ranks. *Bogotá Libre's!* tactics have included smuggling explosives and guns into the Aztechnology Business Complex for terrorist attacks, firing rocket-propelled grenades at the various high rises, and attempting to blow up planes as they try to either land or take off at the El Dorado airport. The current leader of the group is a woman named Carla Prieto, the widow of Andres Prieto, the slain movement leader who publicly boasted about hanging Aztlan sympathizers and collaborators inside the Bogotá government. He was quickly silenced for his public boasts. *Bogotá Libre!* wishes to see all foreign influences removed from Bogotá and wants a city government built by the local citizens that puts the city, its culture, and its people first. If *Bogotá Libre's!* boasts are to be believed, their membership numbers in the hundreds of thousands. However, not counting one-time members, members who only give financial support to the organization, or those that are otherwise "moral supporters" of the cause (people whose only connection to the organization may be that they attended one of their street rallies), the active members of *Bogotá Libre!* are closer to fifteen or twenty thousand strong.

- If their numbers keep growing, Aztlan's going to take more direct action against *Bogotá Libre!*, and then you'll see the membership drop like a stone down a deep, dark well. People who sign up for protest often don't want anything to do with actual combat. And I can't say I blame them.
- 

The True Brazilians group is actually not a native, political group. True Brazilians is based out of Metropole, and is publicly backed by the New Jesuit order. Their main political goal for Bogotá is to arrange for the city and the surrounding area to become absorbed into Amazonia. Bogotá by itself, in this group's philosophy, is not strong enough to protect itself from outside aggressors or even from the conflicting interests from within, but with the aid of Amazonia, the city will finally have the stability to rebuild from being a feral city and once again flourish under Amazonia's guidance and support. Colombia will finally find liberation through a partnership with Amazonia. And as another benefit from having a relationship with Amazonia, the strong Catholic population within the city will be able to practice their religion freely (which has been the primary goal of the New Jesuits). With a fairly high sapient critter population in Bogotá, there is considerable backing for the True Brazilians, since they support Amazonia's protections of the rainforest.

The True Brazilians also welcome the infected as members, and the organization boasts of the largest gathering of the infected amongst the rest of the political groups in the Colombian Liberation Movement. The True Brazilians prefer to use the obsolete (and quite hazardous) sewer system to gain access to the Aztechnology Business Complex. Because of this unorthodox means of entrance, the True Brazilians have become particularly skilled at extraction. When the True Brazilians extract a target from the Business Complex, the Aztlan and Aztechnology forces will generally not follow if they flee into the sewer system (for obvious safety reasons).

- There are a couple of things that make the sewer systems so vulnerable to infiltration (and so valuable to the True Brazilians). From all the bombings, both aerial and roadside, the broken sewer system throughout Bogotá has an untold number of access points. Aztlan tried to seal them off, but fighting and resistance activity continues to poke new holes in the sewer system on a daily basis. And then there are the dangers inside the sewer system itself. Over the years, there have been an untold number of illegal chemical dumps (failed pharmaceutical trials, toxic drug by-products, etc.) by both the cartels and Aztechnology into the sewer system. This has left a dangerous chemical sludge in the sewer system. As one would expect, this has caused an increase in the number of mutated and toxic critters that live inside the sewer system, not to mention drawing in toxic spirits. Those that use the sewer systems are definitely committed members of the True Brazilians, because exposing yourself to that type of environment will, without a doubt, shorten your life span considerably.

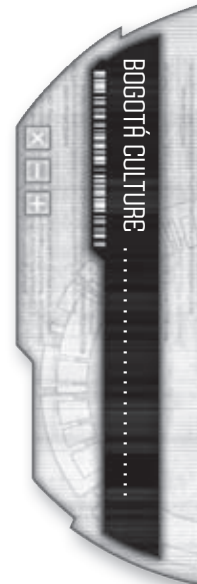
- Picador

- Toxic spirits *and* toxic shamblers? Now that's a scary thought.
- Mika

Recently, Aztlan raided the True Brazilians' headquarters in the Zona Oeste and assassinated the leader for the True Brazilians, Francisco Montoya. The True Brazilians have reestablished a new headquarters in a different part of Bogotá, and many believe the organization is now under the control of a Sasquatch; however, his or her name is not known outside of the political group at the moment. The True Brazilians are believed to have close to ten thousand active members within Bogotá itself, but it does in fact have other chapters and members spread throughout Amazonia, which are also funneling support to its movement in Bogotá.

Another active paramilitary group hasn't been around for as long as *Bogotá Libre!* or the True Brazilians is Many Worlds, One Bogotá. Many Worlds, One Bogotá was founded around 2065 by a female changeling named Debra "Firestorm" Herrera. Since that time, the charismatic leader has drawn thousands of idealistic citizens to her cause. She is promising an independent Bogotá, has offered amnesty for Bogotá citizens for any crimes committed during the war (even by the cartels) in exchange for their assistance in rebuilding Bogotá, and has promised to open up talks with the other groups about building consensus on a wide variety of political issues and priorities for establishing the next Bogotá and Colombian government. From all the speeches Herrera has given, her group appears to be the least radical and the most practical when it comes to their politics. Many Worlds, One Bogotá has refused to participate in violent street rallies and have condemned the use of violence against other Bogotá citizens. Herrera's group has seeing consistent growth in their membership in the eight years that it has been around. All best estimates of the number of people who belong to Many Worlds, One Bogotá show the group to be around ten thousand active members.

- It would be nice if such a genuine political group existed, one that wasn't about carrying out reprisals and the political power grabbing. I am sorry to say Many Worlds, One Bogotá is not the genuine thing. Many of the street gangs I work with have indentified several individuals inside of Herrera's inner circle that have been actively





practicing the Path of the Sun religion (and who have been seen attending Aztlan religious ceremonies in Zona Oeste). In addition, their members always seem a little too interested in the activities of the other members of the Colombian Liberation Movement. I would wager that this is a front for Aztlan spies. If Herrera was ever to convince the leaders of the other political groups to meet openly, I'm betting the location and time of the meet would conveniently fall into Aztlan's hands, and then there would be a bloodbath in the streets in Bogotá. So my advice: don't trust this group. If it seems too good to be true, it is.

- Aufheben
- The Catholic Church seems to be in agreement with you, Aufheben. From what I have heard, Many Words, One Bogotá is one of the opposition groups that the Church refuses to provide its support to. Which, up to this point, has always seemed odd to me, because their philosophies, at least publicly, have never conflicted with the Church's.
- Fianchetto

Another political group that is drawing a lot of attention (and controversy) is New Destiny. The membership of New Destiny covers a wide berth of political views, from those that outright hate the Awakened and non-humans (Humanis) to those who simply hate Amazonia for the harsh restrictions it places on metahumans. One of their most unifying core views of this group is that New Destiny will fight at all costs to prevent Bogotá from falling victim to dragons who would seek to exert control over their lives. This group likes to play trid recordings of what Ghostwalker did to Denver back in 2061 and 2062. They preach about how Ghostwalker, Hualpa, Arleesh, and Sirurg are practically enslaving metahumans to their wills. They preach about Lofwyr, and how he is trying to extend his presence into Bogotá at the cost of the locals' lives. The incident with Sirurg in Cali has help drive these passions and has improved the recruitment efforts for New Destiny. New Destiny, as a collective group, finds liberty for Colombia in anything that doesn't involve dragons, including allowing Aztlan to take control over Bogotá. Understandably, New Destiny finds itself at odds with most of the Colombian Liberation Movement groups; and when they do show up at street rallies and protests, there is usually violence between this group and the others that oppose Aztlan. New Destiny is often engaged in operations that sabotage the True Brazilians while advancing the agendas of Aztlan and Aztechnology. The size of New Destiny is relatively small and could be impacted by the fact that the Catholic Church does not support them. New Destiny's membership is estimated to be approximately five thousand members.

- Although the Church doesn't officially endorse New Destiny, there are several individual arch-conservative members (and a few missions) that have been openly disobeying the Archbishop's decrees and providing aid to this group. More than a few shipments of supplies and weapons that were meant for other opposition groups have ended up being redirected and turned over to New Destiny.
- Picador

INCOMING FEED.....



BOGOTÁ CULTURE



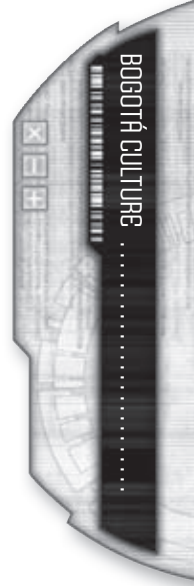
- The only redeeming thing about this group of assholes is that they have also set their sights on GreenWar, due to their associations with Sirurg. Perhaps if they keep GreenWar and Sirurg busy, then nothing like Cali will happen again. Attacks like Cali will only serve to fuel these types of extremist groups, making the political situation that much worse for this fractured city.
- 2XL
- If that's the case, are you sure that New Destiny is actively trying to foil GreenWar? If their cause is furthered by these devastating attacks so that their recruiting efforts can swell, couldn't they actually be providing assistance to them from the shadows for more of those attacks? I for one wouldn't place any type of trust in this group—they seem capable of doing almost anything.
- Black Mamba

In the Colombian Liberation Movement, there are also the groups motivated by religious fervor. For the Angels is perhaps the perfect example of this type of member group. Believing in establishing a government for Bogotá that would be loyal to the Catholic Church, the group has been doing everything asked of it by the Catholic Church (and allegedly by its representatives, the Order of the Temple). Generally, For the Angels have been busy working covertly within Zona Oeste, Aztlan's stronghold, supporting the underground Catholics who live in that part of Bogotá to practice their religion, even in fear of imprisonment or worse. In addition to helping the Catholics practice their religion, For the Angels helps those willing to organize resistance cells, gather intelligence, and cause disruptive acts inside Zona Oeste. Aztlan religious ceremonies have been disrupted. The hydro-electric and geothermal power plants that have been providing electricity to Zona Oeste have been sabotaged on several occasions. For the Angels has also carried out street demonstrations inside Zona Oeste, despite the fact that they know they will either be imprisoned inside Aztlan's maximum security prisons or be sacrificed in the teocallis. To the members of this group, suffering such fates is similar to the situation of the early Christians in Rome as they faced the lion's den and the gladiators in the Roman coliseum, and many believe they are sharing the fate of these martyrs. Despite the arrests (or because of them), For the Angels continues to see steady increases in their recruitment efforts. Estimates have their membership at nearly six thousand members.

Perhaps one of the most dangerous paramilitary groups inside of Bogotá at the moment (not counting GreenWar itself) is the Justice for Mother Earth organization. Although most paramilitary organizations interpret the name "Colombian Liberation Movement" in a political sense, this organization interprets the name very literally. And its not that they want to liberate Colombia (starting with Bogotá) from any particular national or corporate power, they want to liberate Bogotá "for the sake of the rainforest." To them, their ultimate goal is to force metahumanity out of Bogotá and allow the extraordinary growth of the Amazon rainforest to reclaim the land that the metahuman population has tainted. Obviously, this paramilitary organization has close allegiances to GreenWar and Primeira Vaga, furnishing them additional soldiers for their endeavors. In addition to attacking other members of the Colombian Liberation Movement, Justice for Mother Earth is doing everything in its

power to assault Bogotá's already dismal infrastructure, making sure that the situation in Bogotá becomes so dire that the city itself is uninhabitable to metahumans and becomes suitable for reclamation by the rainforest. There have been incidents where Justice for Mother Earth has set off sympathetic explosions inside the city's sewer lines in multiple sections of Bogotá. They constantly attack the electrical infrastructure and even target the highway infrastructure, making easy and safe access through the various sectors virtually impossible. There was an incident in July 2073 where lethal quantities of arsenic were added to the water supplies for many of the poor neighborhoods in Zona Sur. Without any other recourse, the native population drank the tainted water, and hundreds of people died from arsenic poisoning. Although no one claimed responsibility for the terrorist act, pretty much everyone in Bogotá knows that Justice for Mother Earth was behind it. On top of the other attacks against the city's failing infrastructure, Justice for Mother Earth is also doing its best to foil the other organizations' attempts at controlling the Sangre Del Diablo tree population inside of Bogotá. Although their numbers are small, many sources estimate that this group has less than four thousand members, the group is still able to cause a lot of mayhem do to the lack of an effective police force in the city.

- I actually feel sorry for those who live in Bogotá. Should they ever get their wish and be liberated from Aztlan, there is no way the city can avoid a civil war. The population is just too fractured due to groups pushing so many radical and incompatible agendas on it. Once the unifying "let's destroy Aztlan" motivation is gone, the political situation in Bogotá will deteriorate to the point of survival of the fittest. Should Amazonia succeed in taking Bogotá from Aztlan, they will have to leave a massive military presence inside Bogotá to maintain the peace. And who is to say that these same opposition groups who have been helping Amazonia fight a proxy war against Aztlan won't turn on Amazonia next?
- Glasswalker
- Aztlan and Aztechnology have proven to be a strong focal point for the violence of many of these anti-Aztlan groups. If one group needs something, such as demolitions, for a particular mission, and another group has demolitions experts and yet another has a surplus supply of explosives, many times these anti-Aztlan member groups of the Colombian Liberation Movement will not hesitate to bring their resources together to harm Aztlan in a joint mission. Most of these groups aren't even thinking about what happens next until after Aztlan is actually out of Bogotá (which will be a monumental challenge for the opposition groups). And as Glasswalker suggests, if and when Aztlan and Aztechnology are booted from Bogotá, all bets will be off with these groups.
- Marcos
- The only time these groups aren't too friendly with each other is when they are trying to recruit new people into their ranks from the local residents. It then turns into every organization for itself, and every dirty trick in the book is on the table to try to convince a member of the population to choose their group. As time goes on, the undecided populace from which these groups can recruit from will grow even smaller.
- Picador





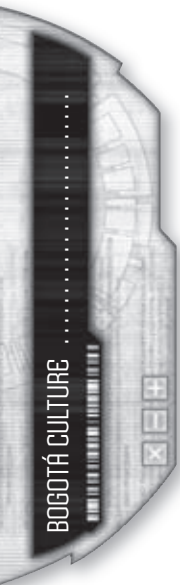
- It is not unheard of, especially when it comes to recruits that are Awakened, for groups to try and extract those recruits from one another and then find ways of encouraging them to become loyal members of their organization. Usually it involves threatening families and/or livelihoods.
- Marcos

## THE CORPORATE INTEREST

I would be remiss in providing you with information about the culture of Bogotá if I did not include more information about the megacorporations and their current roles in the city and the impact they may have on the city in the future. For over twenty years, life in Bogotá has been pretty much monopolized by the presence of Aztechnology and Aztlan and by their ongoing blood feud with Amazonia. The other megacorporations took note of the wildly fluctuating hostilities and the likelihood of a massive, all-consuming war between the two superpowers and decided that the risks involved in establishing significant holdings inside the former Colombian capital were too high. There was always a real possibility of Aztlan gaining full political control over Bogotá, which, in that eventuality, would have meant that any other

megacorporate holdings inside the city would have then been forced to conduct business under Aztlan law (which is, of course, far more favorable to Aztechnology than any other corp). And so, during the years leading up to the start of the war, any corporate activity (other than Aztlan's) was kept to a low profile so as to limit any megacorporation's potential losses in case a war broke out.

Before the war (when the government was still functional), Horizon held several contracts in Bogotá for establishing wireless networks throughout the non-Aztlan controlled sections of Bogotá. They also held the contracts to service and maintain three local trid media outlets that were, at the time, state-run. When the government fell, Horizon stepped in, rebuilt those trid stations (which are now Horizon properties), and began broadcasting the news and entertainment programs that Horizon desires without government interference. Understandably, Aztechnology and Aztlan are not happy with this development or with Horizon's "slanted" broadcasts, and they are actively recruiting shadowrunners and mercenaries to sabotage Horizon's assets in the Bogotá area. Horizon, on the other hand, is hiring runners and mercs to counter Aztlan's operations against it, as well as running counter-ops with their Dawkins Group agents.



## IMPORTANT CULTURAL FESTIVALS IN BOGOTÁ

- *Carnaval de Bogotá* is celebrated annually by the people of Bogotá in honor of the city's founding. The celebration takes place on August 5<sup>th</sup> and 6<sup>th</sup> in what used to be known as *El Parque Metropolitano Simón Bolívar*. In the 2050s, the Colombian Liberation Movement began to emphasize the sense of nationalism and patriotism at the annual celebrations, using folk songs, stories, plays, and dances to reawaken the people's sense of national pride, and conviction to do something about the foreign invaders. Since that time, Aztlan and Aztechnology has done everything it could to disrupt this carnival, from hiring street gangs to harass the crowds and to start violence at the carnival, to sending in tanks and troops, resulting in large numbers of casualties on both sides. To be able to win Bogotá, Aztlan knows it needs to win the culture war. As such, when the bombings of 2071 took place, Aztlan made sure to bomb the park where these festivals took place. Despite the damage inflicted to the park, and despite the destruction to the areas surrounding the park, hundreds of thousands of residents still brave the violence and make it a point to come out every year to celebrate the founding of their city.
- Before the war, the *Iberoamerican Theater Festival* was the largest festival honoring live theatrical performances from around the world, held in many of Bogotá's world famous theaters. This festival, held every two years, was meant to encourage harmony and tolerance between all the nations of the world. Under that guise, Aztlan and Aztechnology are allowed to perform their plays in the theaters that are relatively still intact from the bombings. Typically, Aztlan and Aztechnology translate and perform plays that normally would play on Broadway in Manhattan. Horizon is also allowed to enter performers in this festival, giving Aztechnology and Horizon a chance to engage in a rivalry that was first established in Manhattan. Many of the Aztlan plays are not without their controversy—some of them are designed specifically to deliver the message of "Aztlan isn't so bad, and cooperation with Aztlan and Aztechnology can only make our lives better." The stagings of these plays aren't without their share of violence, including attacks from the political groups of the Colombian Liberation Movement looking to prevent that message from being spread. Bombings and murders of the actors are far too common.
- *Rock Al Parque* is a music festival held annually (in May) by the youth of Bogotá. The purpose of the festival is to highlight many of the local performers. Over the years, Horizon has signed several bands to become the next South American stars. This festival draws in hundreds of thousands each year. Although there isn't too much disruption from Aztlan or Aztechnology at these concerts (as Aztlan and Aztechnology try to counter the festival with their own, in other parts of Bogotá), Aztlan and Aztechnology typically monitor the festival, looking for overt activities of the Colombian Liberation Movement, as well as distinct anti-Aztlan and Aztechnology activities.

Urgent Message...



Aztlan is also trying to seize control of the sections of Zona Centrico where the trid outlets are located. If Aztlan succeeds in gaining control of those neighborhoods, Horizon would be forced to either abide by Aztlan's laws for doing business inside its territory or leave. According to my sources, Horizon is using its corp security to aid the opposition groups in putting up a significant resistance against Aztlan's encroachment into those neighborhoods (and once again, the Dawkins Group is suspected to be an important part of that resistance).

**Ares**, the megacorporation of war and death, has been very busy in this area before and after the war officially started. Demand for Ares weapons has always been high here, and it only increased when the shooting started. Ares has been happy to take advantage of the street violence by setting up various smugglers and arms dealers in the area who peddle Ares goods, ensuring that all interested parties in the region were properly equipped with Ares' finest gear. Ares' underground presence has proven to be most disruptive for the cartels, as direct Ares' arms deals with the opposition groups have cut deeply into their own gun running operations and profits. Expect new conflicts (and new work for the mercenaries in the field) to begin developing between the cartels and Ares as Ares tries to expand its weapons sales in the area, while the cartels seek to keep Ares locked out.

Since the war began, Ares is also rumored to be in negotiations with the local tribes to provide weapons to them at a significant discount. This could signal Ares' desire to work with the tribes to secure a base of operations in Bogotá, where they could finally establish more of an official presence inside Bogotá (such as building plants to begin building their weapons locally, instead of having them shipped in). Without a functioning government to say no to an Ares presence in the city, and with Aztlan and Aztechnology distracted by the war, it seems likely that Ares will be able to successfully establish itself inside Bogotá.

And then there is **Saeder-Krupp**. For years, it has been speculated that Lofwyr and his corp have had a low-profile presence in Bogotá, mostly as a mobile talislegging operation, to obtain exotic reagents, artifacts, and other valuable magical goods from the region. If true (and my sources close to the Amazonian government seem to confirm this), this is a major slight to Hualpa, one he is most definitely not happy about. And like Ares, Saeder-Krupp seems to be taking advantage of the situation in Bogotá by establishing several subsidiaries inside the city that deal with heavy construction projects. From what my sources on the ground have told me, Saeder-Krupp is not waiting for a new government to establish itself, but rather has already taken the initiative to start rebuilding Bogotá, starting with the electrical plants, electrical infrastructure, the water treatment facilities, and the sewage treatment plants. The corp plans on working in sectors of Bogotá that have been lacking these services for months, if not years. Obviously, without a government in place to pay for the repairs, Saeder-Krupp isn't being paid (yet) for the repairs it is doing (it is however, seizing the unclaimed facilities that are not currently in Aztlan territory and claiming them as corporate territory). I have no doubt in my mind, however, that once a local government is formed, Saeder-Krupp will be calling upon them to collect. Given that the cost of rebuilding Bogotá will be in the tens of billions of nuyen, I have no doubt that Lofwyr will be looking to use the cost of the reconstruction to hold over the new government as leverage;

### The Veracruz Settlement and the laws governing international companies in Aztlan territory

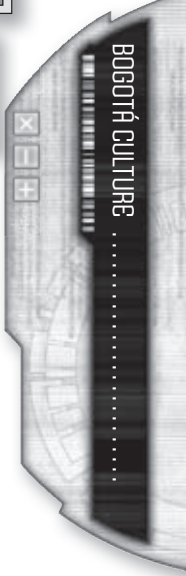
In 2044, Aztlan and Aztechnology took a provocative measure to nationalize all foreign-owned corporate interests and holdings that were operating inside Aztlan territory. This act essentially stole hundreds of millions, if not billions, of nuyen worth of assets that belonged to the megacorporations. In response, in 2048 the Corporate Court issued an Omega Order against Aztechnology. The other megacorporations proceeded to join forces, and in one massive, cooperative mission (Operation: Reciprocity), the corporate forces attacked Aztechnology's military base at Ensenada. Although the military base was only moderately damaged, the attack conveyed the message to Aztlan and Aztechnology that subsequent attacks could be much worse. Within seventy-two hours, Aztechnology capitulated and signed the Veracruz Settlement. This settlement, along with other legal agreements such as reparations, established the following rules for international companies wishing to conduct business in Aztlan territory. These rules included:

- Megacorporations could conduct business within Aztlan ONLY by establishing local subsidiaries.
- These local subsidiaries were required to have a majority of their shares owned by Aztlan citizens or by majority-owned Aztlan corporations.
- To prevent a corporation from using shell and dummy corporations to own multiple shares of the subsidiary, and thereby group those shares together for a majority, an "arms-length" rule was enacted to prevent that business practice. Violating this rule would result in the subsidiary losing its charter to do business in Aztlan and could allow Aztlan to buy up the remaining shares.

quite possibly for laws and policies that will be advantageous to Saeder-Krupp in the future and ensure that Lofwyr's company has a firm presence in the South American city. I am personally interested in seeing how that plays out in the years to come.

- Lofwyr is taking a big gamble here. Even with all the problems it has already experienced in Bogotá, Aztlan is still poised to assume total political control over the city. And as a whole, the war seems to be going in Aztlan's favor at the moment. If Aztlan is successful in winning Bogotá, Saeder-Krupp would be expected to abide by Aztlan rules, and it could eventually lose its entire investment in Bogotá to Aztlan and Aztechnology.
- Sticks
- Megacorporations, and Saeder-Krupp in particular, love to take big risks. They can be the most damaging to a corporation if they don't pan out, or the most profitable if they do. Lofwyr may be tipping his hand and letting people know that he thinks that Aztlan will lose this war, or at the very least, will lose Bogotá. How can you argue with a dragon who successfully protected his corporation during

Urgent Message...





Crash 2.0 by staying one step ahead of everyone else? And I hate to say this about any dragon, but if it helps Aztlan lose this war, I say more power to the scaly one.

- Hard Exit
- But do we really want Lofwyr having yet another foothold in South America and pissing off another dragon? Lofwyr already has the ire of Ghostwalker in Denver. How bad will things get between Hualpa and Lofwyr should he set up shop full time in Bogotá? And how would Sirurg figure into all this? Sounds like a recipe for disaster.
- Frosty
- So far, it seems Aztlan and Aztechnology are giving Saeder-Krupp a wide berth. They have not sent as many shadowrunners and mercs after S-K's operations as they have with Horizon. Perhaps they are not as threatened by power plants as they are by the media and free expression.
- Snopes
- Or perhaps they know who is allegedly running S-K's security down here: Scale. Rumor has it he and a detachment of the elite S-K guard are making sure no one derails Saeder-Krupp's operations down here. So if offered a job against S-K, be aware that you may run into that guy down here. He's been known to take runners alive and then track down their Mr. Johnson for appropriate reward—or ransom, however you want to look at it.
- Black Mamba
- Aztlan and Aztechnology may be making a big gamble of their own. It is likely they don't want to divert major resources from the war effort to deal directly with Saeder-Krupp. They probably figure they would rather spend their resources capturing the city, and then have their laws put Saeder-Krupp in its proper place after the war is over.
- Picador

**Wuxing**, like Saeder-Krupp, has found the enchanting materials offered by the Amazonian rain forest too tempting to ignore, and the corp has started up its own mobile talislegging operations in Bogotá. Wuxing regularly hires the Olaya and the Andes cartels to smuggle out the reagents they have harvested. It is believed Wuxing's operations in and around Bogotá are bringing in tens of millions of nuyen each year for the cartels.

- Although I expected many residents to be openly hostile to the idea of the other megacorporations finding ways of worming their way into their communities, I have been surprised to find that most, especially in the lower income class, are open to it. Unemployment in Bogotá sits at nearly thirty-five percent of the entire population. Undoubtedly, this was impacted by both the war and by the growing threat of the Sangre Del Diablo trees. The agricultural economy of Bogotá was simply devastated by the overabundance of the dangerous trees, which have preyed on livestock and farm hands while killing off crops. Ares, Saeder-Krupp, and Wuxing are actively hiring the unemployed local residents of Bogotá and winning over support for their presence in the city. And as a "bonus," most of the corporations are allowing them to retain their Colombian citizenship—for now.
- Hard Exit

## THE WILDCARDS

As in any war, you have your soldiers of fortune, those individuals that will work for money for either side. Those will be detailed in a separate article. Right now, I am concerned with the flip side of soldiers of fortune, the individuals and groups who work for neither side, but instead work for their own agendas, no matter how those interests align with the goals of the major players in the war. Sirurg, GreenWar, and Primeira Vaga are the perfect examples of this type of wild card. What Sirurg and his eco-terrorist groups have been doing up to this point has been mostly favorable to Amazonia, but their ultimate goals are distinct from Amazonia's goals, and you cannot trust Sirurg to always do things that are in line with Amazonia's best interests. Take the use of the entropy magic in Cali, for example. There is no way in hell Hualpa or the Amazonian government would have sanctioned such an act that slaughtered thousands of innocents. In fact, I have heard whispers of splinter cells developing in GreenWar and Primeira Vaga who see Amazonia as being just as culpable as Aztlan for the mounting damage that is being wrought on the rainforest from this war. As such, they have taken it upon themselves to start attacking Amazonian interests as well.

- What the fuck? Why would they do something like that? Don't they realize that Amazonia is attempting to preserve the environment and the rainforest from exploitation from Aztlan, and that it would be in their best interests if Amazonia won this conflict? What is wrong with them? Can't they even tell the difference between Aztlan and Amazonia any more?
- Aufheben
- There is a reason they are called "extremists." My suggestion for them: they all should go out and hug a tree; a Sangre Del Diablo tree.
- Black Mamba

In addition to the eco-terrorist groups that have been drawn into this region, there have been a growing number of toxic shamans and spirits that have become active around Bogotá near the beginning of the war. One could only speculate at what their agendas could be. Some are obviously in Bogotá to have their chance at poisoning the pristine rainforest that Amazonia has so zealously protected in the past. Obviously, some of their goals will coincide with seeing Aztlan being successful in keeping Amazonia preoccupied, and perhaps even defeating Amazonia altogether. A few toxics might target the metahuman population responsible for the environmental damage that has been sustained to the rainforest. In that case, they would probably side with GreenWar and Justice for Mother Earth. I have also received information from a few of my contacts on the ground in Bogotá that there are at least two very powerful toxics have recently arrived in the area who would like nothing more for neither side to win in order for their vision of utopia to take hold in the region. One of them seems to be calling herself "Absolute Equilibrium," while the other calls himself "Final Judgment." Understandably, Aztlan, Amazonia, and most political groups who are aware of them have put sizable bounties out for the extermination of these sterilists. It is perhaps the first thing that both Aztlan and Amazonia have actually agreed upon in years.

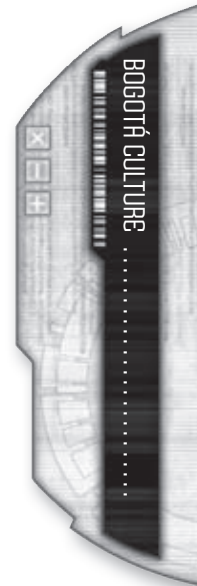


- These guys are creepy. The sooner someone eliminates these particular toxic shamans, the better. There is a neighborhood in Zona Sur, Francisco Pizarro, I believe, that has been touched by these shamans' madness. The mana in the neighborhood is completely untouchable now by anyone not a sterilist shaman. Mana is still present in the area so it's technically not a void, but it has become so warped the mana is absolutely unbendable. It's as unflexible as plascrete and it feels as frozen as ice. It is inaccessible even to high level initiates. And the people that live in Francisco Pizarro, I swear, they have been manipulated some how. A large percentage of them have lost any type of passion in their lives. They neglect their children, they neglect their physical needs, they neglect their responsibilities to go to work or to do anything other than rebuild the neighborhood and spout out a specific philosophy about "efficient population controls and mental and spiritual discipline." And in the process of rebuilding, the buildings themselves are taking on almost an alien construct, even more so than Aztlan's buildings. It's just ... wrong.
- Frosty
- Because of whatever the toxic shamans have done, the locals are avoiding the Francisco Pizarro neighborhood (whether intentionally or subconsciously). Without the traffic (or the passion), it has become an eerily tranquil section in the war-torn city. It also doesn't hurt that after a certain amount of time, these affected people drop dead from neglecting their own physical needs such as eating and sleeping. Trash is piling up in the neighborhood right along with the corpses. That neighborhood will have order in it all right; no one will be alive to disturb it.
- Picador
- The creepy feel of that neighborhood has also driven out any feral critters living on the streets, from demon rats and ghouls to gabriel hounds. The warped mana field has even affected the Diablo trees in that neighborhood. Most of them have died because the mana field has become so alien to them. I know the Diablos have proven to be a very difficult problem for Bogotá, but I don't think these toxic shamans' solution is advisable.
- Glasswalker

And if you thought the chaos brought about the different flavors of toxic shamans in the area was bad, it gets worse (doesn't it always?). Since the war started, there have been reports from the front lines of shadow spirits moving amongst the soldiers. Many local shamans believe these spirits to have been feeding off the soldiers' emotions, from the rage and fury of the soldiers engaged in the heat of battle to their despair and misery while on patrol or stationed in god-forsaken parts of the rainforest for extended periods of time. I have acquired Aztlan reports that confirm this, and they show that there has been a very steep spike in the numbers of suicides in the army's ranks since the war began. It would also seem that many of the battles taking place in the rain forest have become a lot more vicious, as if the soldiers were delighting in the cruel deaths of their enemies. It is hard to tell if the same phenomenon is occurring with Amazonia forces, as Amazonia doesn't seem to bother with such minutiae. What seems to be even more frightening is that there is a great increase in the numbers of shadow spirits being sighted inside Bogotá itself, and any time a sighting is made, those sightings have turned deadly. No one seems to know (or understand) what their

agenda is for Bogotá, but everyone seems concerned about their growing numbers in Zona Norte and Zona Centrico. I, for one, will be keeping a close eye on this phenomenon (as will Aztechnology, Horizon, and Saeder-Krupp. From what I hear, they have active bounties for the successful capture of these shadow spirits for interrogation and examination).

- So does anyone know whether these particular shadow spirits are related to the shadow spirits that are rumored to have been working with Primeira Vaga over the last few years?
- Lyran
- From what little is known about the shadow spirits of Primeira Vaga, their tactics are completely different from those that are currently haunting the region. The shadow spirits in and around Bogotá are actively feeding off the population and are growing their numbers rapidly, and they're not afraid of being noticed. Just what the shadow spirits associated with Primeira Vaga want is a mystery, with those spirits still not revealing themselves to anyone outside Primeira Vaga. I have no idea whether these two groups of shadow spirits will look at each other as potential allies or enemies. If they view each other as enemies, who knows what they'll do to each other, or what that will mean to Bogotá. I would definitely say, though, a spirit war would make things a lot more complicated for those living in the area.
- Sticks
- Can anyone confirm whether these spirit sightings have anything to do with the reports of the unusual number of Aztlan soldiers coming out of the rainforest with severe forms of post-traumatic stress disorder? Does anyone know if these attacks are being carried out by these "independent" shadow spirits, by the Primeira Vaga spirits, or is that a separate threat all together?
- Butch
- Don't know. What I do know, from listening to soldiers on both sides, is that there are two names that are often bandied about for the leaders of the wraiths and the shades: Maelstrom and Oblivion. I don't know if those are actually what the spirits call themselves, or if those are names the soldiers have given them. And there's the one fact everyone agrees on: They're really powerful. How powerful isn't clear, but there are stories that, if they're true, would put them on a level just below Zebulon, the free spirit of Denver. If those rumors are true, that's a very scary thought. A shadow spirit as powerful as Zebulon could take on a great dragon—and win. Maybe. And if there's two of them, and if they are as organized and are working together as some soldiers have suggested, that could be a problem. I doubt this age has seen shadow spirits with powers of that magnitude, and I don't know if we are ready for that yet.
- Frosty
- I'm wondering if one of those shadow spirits could have been originally located in Denver, perhaps at the Lakeside Amusement Park. Reports said whatever evil was lurking there was "cleared out," not that it was actually destroyed. Perhaps whatever it was that Ghostwalker let loose from the amusement park found its way down to Bogotá. Just some wild speculation on my part.
- Kay St. Irregular





## KEY FIGURES IN BOGOTÁ AND IN THE WAR

The individuals listed below may not be currently in Bogotá, or even in the region, but these people are exerting influence over the daily lives of the people who reside in Bogotá, and they will be the ones to determine the type of culture that will exist for the region after the war is over. These are also the players that shadowrunners and mercenaries will need to target to significantly impact the direction that the war is taking, as well as the division of political power in Bogotá.

### MARCELA RUIZ

Marcela Ruiz is a metahuman shaman (believed to follow Thunderbird) who is also a senior diplomat of the Amazonian government. She is believed to have authority from Hualpa

to negotiate business and governmental contracts that pertain specifically to the war. She also has been given the authority to oversee Amazonia's interests inside the Bogotá region. When Aztechnology began its bombings, Ruiz reacted in a knee-jerk fashion and gave shadowrunners and mercs permission to use whatever means necessary to get their missions accomplished, resulting in much higher collateral damage done to Bogotá infrastructure as well as generating a sharp increase in the number of casualties amongst Bogotá citizens. Understandably, Ruiz is not a popular woman inside Bogotá, and she has caused Amazonia to be isolated from some of the political groups within the Colombian Liberation Movement. In fact, some of the Colombian Liberation Movement groups have placed a bounty on her head from her alleged war crimes. It is also speculated that Ruiz has approached Horizon and the Dawkins Group about the problems Amazonia has been having in the war and has sought their assistance.

### HELPFUL TIPS FOR WORKING IN THE RAINFOREST

- Keep in mind that you may encounter Diablo trees almost any where in the rainforest. Generally speaking, you will not encounter only a couple of trees at once—you may encounter an entire grove of trees (a half dozen trees or more). Each of these trees are capable of influencing you to go to your death. It is advisable to bring with you at least one chemsuit if you are working in the rainforest. A chemsuit can protect you temporarily from the corrosive sap. However, the sap has been known to eat through the protective seals of a chemsuit, so long-term protection from the sap is not assured. If exposed to the sap, move to a safe location and then proceed to remove the chemsuit. If possible, acquire temperature-controlled chemsuits. Chemsuits can get hot even in ideal conditions. In a tropical climate, heat exhaustion from a normal chemsuit is a significant danger.
- Astral Recon can help your team spot large groves of Diablo trees and help you avoid unneeded trouble.
- One of the first rules of being a shadowrunner is to conserve ammo. There should be another rule: bring sufficient ammo with you. You should bring along enough ammo to last your entire team a couple of days longer than your job. You do not want to run out of ammo in this jungle, and finding corpses or patrols to scavenge from is highly unreliable.
- If at all possible, try and avoid scavenging Aztlan vehicles and/or bodies. Aztlan tends to booby trap equipment left behind to deter and or kill those who are scavenging, whether that is the cartels or Amazonian forces—or you. You will find the dangers associated with scavenging Aztlan equipment to far outweigh any financial benefits you stand to gain.
- Make sure you bring with you plenty of water purification tablets and antivirals. There are lots of sources of fresh water in the Amazon rainforest. Along with those sources of fresh water are parasites. Becoming infected with a rainforest parasite could mean death. There are parasites in the rain forest that have not been identified by modern science, and they may not have a known treatment. In cases of water shortages, try to rig up a system to collect rainwater.
- Bring plenty of antivenins with you. There are lots of poisonous creatures in the rainforest. You do not want to be stuck in the rainforest having been stung or bit by one of these creatures and not have a suitable treatment. Remember that, as is the case with the parasites that inhabit the waters of the rainforest, there are insects and critters still yet to be identified by modern science. It would be best to avoid being bitten or stung by the wildlife as much as possible.
- When employing ground vehicles to travel into the rainforest, it is best to take more than one vehicle. It is all too easy for a vehicle to become disabled from either attack or to become stuck in the difficult terrain. Having more than one vehicle limits your team's chances of getting stranded.
- Whenever possible, travel with other runner teams or make arrangements with the merc outfits. If you get in trouble, you have others than can assist you (more muscle, more guns), even if that means you have to tag along for their missions. It's better to be safe and survive in the jungle than to fall short in manpower and die alone.
- Everyone inside the rain forest is trigger happy. You may be working for Hualpa himself, or Enrico Silva, but the ground forces do not know that. Assume that whoever you come across will try and kill you. Stealth and magical concealment are your best choices when working in the rainforest, especially near the front lines or near Bogotá.

Urgent Message...

BOGOTÁ CULTURE



- I thought it was Hualpa's translator, Maria Locasin, who made those decisions.
- Clockwork
- Interestingly enough, it still might be. Locasin is technically responsible only for magical affairs inside Amazonia. There are other government officials and diplomats responsible for other state affairs (some metahuman, some not). Many of these other government officials are also members of a magic group for high-level Amazonian initiates, which is headed by Locasin. From what I hear, Ruiz is one of the initiates in that magic group. It wouldn't surprise me if Locasin hasn't tried to micro-manage the situation in Bogotá and put pressure on Ruiz to do things her way.
- Frosty
- That doesn't make much sense. Are you saying that one or both of them aren't following Hualpa's orders?
- Clockwork
- Hualpa is a dragon that tends to directly govern things that interest him (like the Awakened rainforest). With other things, like the war, Hualpa tends to give his underlings much more control over how things play out. It is possible that Locasin is trying to usurp Ruiz's authority in order to direct things in her way.
- Frosty
- Given how the war is going for Amazonia, one would think Hualpa might become much more interested in what's going on.
- Clockwork
- Which may also be the reason why I have heard that if things don't turn around soon for Amazonia, Ruiz will be replaced.
- Kay St. Irregular

## CAUAN SILVEIRA

Cauan Silveira is a sapient wyvern and is the leader of one of Amazonia's largest guerilla cells. As such, he has become the de facto leader of the Amazonian forces surrounding Bogotá. Cauan Silveira is a dangerous military leader, and many believe he shares extremist views with groups such as GreenWar and Justice for Mother Earth. His guerilla cell consists of nothing but sapient paranormal critters. He has shown hostility to all metahumans, even those fighting on Amazonia's side. While fighting inside Bogotá Cauan Silveira has shown little or no restraint in his attacks, causing more collateral damage and death to innocent civilians than any other guerrilla cell (and that's saying something). There is some belief that Silveira is loyal to Sirurg and not Hualpa, and that he was one of the wyverns that was present in Cali. It is also believed that a combination of Silveira's and Ruiz's heavy-handed actions are beginning to shift Bogotá's sympathies away from Amazonia, and their actions are leading people to become indifferent in the conflict, or even pushing them to join Aztlan's side. Silveira does not seem to care about the political fallout from his attacks; what he does care about is protecting and recruiting the sapient paranormal critters who make up a significant part of Bogotá's population.

- A couple of months ago, a dozen or so mercs who were working for Amazonia at the time (who happened to be made up of all

metahumans) arrived at Silveira's camp. They were pretty worn out and injured from fighting Aztlan and were running low on ammunition. And they came to Silveira for aid. Silveira, instead of helping the mercs out, ordered his guerilla cell to eat the metahumans! I heard that Silveira got called to Manaus to explain his actions to the Amazonian government and could have been punished severely for the crimes, but rumors suggest Sirurg intervened with key officials in the government and got the inquiry killed. It is interesting to see where certain loyalties lie. And it is also interesting to see that even after Cali, Sirurg still holds political influence in Amazonia.

- Kay St. Irregular
- What Kay St. says is the truth. Another merc team that I know recovered the remnants of the metahuman cybereyes that belonged to those mercenaries that were betrayed by the guerilla cell. The recordings contain the entire attack. It was ... gruesome. If you want a copy of the recording for yourself, feel free to send me a private message.
- Picador

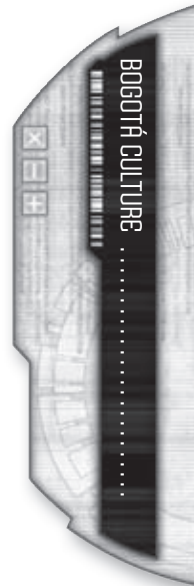
Many in Amazonia (mostly the metahuman population) feel Silveira should be removed from the front lines. What is keeping him in place, however, is his effectiveness. He and the guerilla cells that are loyal to him have caused the most Aztlan casualties of the war and have intercepted several important intelligence communiqués going from the Aztechnology Business Complex to Aztlan forces out into the field. Few other guerilla cells have been as effective as Silveira's.

## RAUL CHAVEZ

Raul Chavez is an ambitious, forty-nine-year-old junior executive from Aztechnology whose duty it is to ensure the successful operations of the Aztechnology Business Complex, maintaining the security of those businesses and subsidiaries inside the complex, as well as making sure it accomplishes its objectives outside of the complex. Raul Chavez has been in charge of the complex since 2066, just after the peace negotiations in Manaus resulted in a (subsequently ignored) peace treaty between Aztlan and Amazonia.

Many used to consider him to be on the fast track to earning a seat on Aztechnology's board of directors in the next five years, especially after he helped engineer Aztechnology's successful bombing raids in 2071. His career took a hit, however, from his failure to establish the Transmilenio Line, which cost his corporation nearly eight hundred million nuyen for a wall that wasn't completed and now lies in ruins. Although Chavez has since redeemed himself to some extent by using Aztechnology intelligence resources to spread the rumors about the fictitious weapons project that lured Amazonian assets into the trap that started this war, people still remember him for his bold claims that his concept, the Transmilenio Line, would be the "final solution" to resolve the ongoing problem with the opposition groups, and would finally allow Aztechnology and Aztlan the power to finally conquer Bogotá. People tend to remember empty promises.

- Now that Aztlan's forces are committed to the fighting in the rainforest, it will be all up to Chavez and his Aztechnology Security Forces to make sure their foothold inside the city is protected. With





## AMAZONIA'S FIVE MOST WANTED

- **Marc Saavedra**, the General of all Aztlan forces inside Bogotá, and responsible for the operations being conducted in and around Bogotá. Saavedra possesses mission imperative intelligence on Aztlan operations and movements within the rainforest. Saavedra is stationed at the military compound inside the Aztechnology Business Complex. Has a full compliment of veteran soldiers (including Jaguar and Leopard Guards) protecting him. Contract is valued at 3,000,000¥. Saavedra must be alive and capable of being interrogated for the contract to be fulfilled. Images of Saavedra are attached. [link]
- **Juanita Madina**, Aztlan Envoy to Aztechnology. Juanita Madina is the Aztlan official with budgetary discretion to shape Aztlan functions inside Bogotá and in the region surrounding the city. Madina also helps Aztlan coordinate its military efforts with Aztechnology Security Forces. Madina is the bureaucrat that oversees the logistical aspects of bringing supplies and weapons into Bogotá, making sure they get to Aztlan forces out in the field. Madina also maintains strong David cartel contacts at the Forbidden Delights strip club. Madina has mission imperative intelligence and is a high priority target for Amazonia. Contract is valued at 1,000,000¥. Madina must be alive and capable of being interrogated for the contract to be fulfilled. Images of Madina are attached. [link]
- Toxic shamans using aliases "**Absolute Equilibrium**" and "**Final Judgment.**" These two toxic shamans are believed to be sterilist shamans operating inside of Bogotá. Three small but passionate member groups of the Colombian Liberation Movement have all but disappeared, replaced by cold automatons, looking to salvage Bogotá through "efficient" population controls and mental and spiritual discipline. Their philosophy is beginning to spread throughout the neighborhood of Francisco Pizarro like a cancer. No images are available for these toxic shamans, as they are suspected of using physical masks and invisibility to conceal their identities as well as their movements. They are given away by the unusual spirits that they conjure; these spirits often look more like machines than spirits. Contracts on the shamans are valued at 250,000¥ each. Proof of death is required for each shaman. The spirits were last known active in the Francisco Pizarro neighborhood.
- There is a contract out for a great anaconda that has identified itself as **Fang**. This anaconda is believed to have worked with Aztlan agents, and compromised the location of two guerilla cells working ten kilometers outside of Bogotá. Descriptions of this anaconda include black, yellow, and blue markings, and the snake is approximately 12 meters in length. No images are available of the anaconda at this time. The contract on the anaconda is valued at 100,000¥. Proof of death is required.
- A key member of New Destiny, **Luiz Rey** and several members of the political organization have made a name for themselves in talislegging and poaching in the rainforest, as well the murder of approximately twenty-five Amazonian soldiers who attempted to stop the illegal acts. Contract is valued at 50,000¥ for Luiz Rey, and it is preferable if target is captured alive.

so many opposition groups pushing back hard against Aztechnology and given his already-blemished reputation with the Transmilenio Line, I am betting that if any significant amount of ground is lost, Chavez can say, "adios" to his tarnished career (and if he really fucks up, his life).

- Aufheben

### JUANITA MADINA

While Raul Chavez is the Aztechnology side of the Aztechnology–Aztlan partnership, Juanita Madina is the Aztlan liaison. Juanita Madina has been in Bogotá since 2060, longer than Chavez. Most locals I have talked to identify her as the official who sanctioned the program to germinate the Sangre Del Diablo trees in the rainforest. In the fallout of that scandalous project, Madina has been repeatedly targeted with both extraction and assassination attempts, but has survived both. Madina also weathered the catastrophes and the violence provoked by Crash 2.0. There are reports that Madina, during the Crash, was taken prisoner by one of the political groups (either *Bogotá Libre!* or the True Brazilians). Her imprisonment was only short lived, however, and she managed to escape their custody (it makes me wonder if she had help and whether that help is still in place

with the opposition groups). In addition to the controversial and dangerous decision to spread the Sangre Del Diablo seeds, Madina is the one believed to have strongly pushed the culture war on Bogotá (including the construction of new arcologies that do not match with existing Bogotá architecture and the Aztlan schools that refuse to teach Bogotá or Colombian culture). She has also gone after the Catholic Church with a passion and has attempted to infiltrate its organization. There are reports that Aztlan has been caught on numerous occasions trying to do this, but there is no telling how many spies have not been caught.

- Whatever happened to Madina during her short time as a prisoner to the Colombian Liberation Movement has really hardened her. She has made it a point to make sure as many captured members of the Colombian Liberation Movement and their allies are executed, going so far as to intervene with Aztlan's magistrates, and making sure there is no leniency shown to any of them (i.e., execution instead of life in prison, though if I was captured by Aztlan, I think I would prefer execution to serving any time in their horrific prisons). It would appear all the groups did when they took her captive was make her a much worse enemy.
- Glasswalker



INCOMING FEED.....



## AZTLAN'S FIVE MOST WANTED

**Sirurg.** The reasons for this contract are straightforward: to end this feathered serpent's reign of terror and to bring justice for the terrorist acts at Cali, at Monterrey, as well as for other international terrorist acts such as the EuroAir Flight 329. The contract is valued at 5,000,00 0¥, plus expenses such as advanced medical care. Significant proof of death is required. There is an additional 10,000¥ reward for the individuals (both metahuman and sapient critter) who were with Sirurg at the attack on the military base in Cali. Images of the wanted fugitives can be found here ... [Link]

**Carla Prieto,** leader of the terrorist group, *Bogotá Libre!* Her late husband, Andres, was guilty of the murders of thousands of innocent Aztlan and Aztechnology citizens, as well as causing significant damage to Aztlan and Aztechnology interests. Since taking over the group in 2071, Carla Prieto has surpassed even her husband's own butchery. Carla Prieto is preventing Aztlan from stabilizing the region, and it is time for her to be brought to justice. The contract is valued at 2,500,000¥. The target must be captured alive. Recent images of Carla Prieto can be found here ... [Link]

**Archbishop Diego Rodriguez,** leader of the Catholic Church in Bogotá. Archbishop Rodriguez is preaching blasphemies and heresies against the Path of the Sun and Aztlan. In addition, he is accused of inciting the population of Bogotá to violence against Aztlan and Aztechnology interests. He is also known to provide logistical support for opposition groups with radical and dangerous agendas, as well as hiding fugitives from Aztlan and Aztechnology justice. He has knowledge of information that would be vital to Aztlan and Aztechnology stabilizing the region. The contract is valued at 1,750,000¥. The target must be captured alive.

Toxic shamans using aliases "**Absolute Equilibrium**" and "**Final Judgment.**" These two toxic shamans are believed to be sterilist shamans operating inside of Bogotá. Their twisted philosophy is beginning to spread throughout the population, poisoning followers of the Path of the Sun and harming Aztlan citizens. No images are available for these toxic shamans, as they are suspected of using masking magic and invisibility to conceal their identities as well as their movements. They are given away by their unusual spirits that they conjure, which look more like machines than spirits. Contracts on the shamans are valued at 100,000¥ each. It is believed they have been active in the Francisco Pizarro neighborhood. Proof of death is required for each shaman.

Urgent Message...

BOGOTÁ CULTURE





**Active members of Black Star.** It has come to Aztlan's attention that the anarchist group Black Star has been responsible for the recent insurgent attacks that have killed dozens of innocent Aztlan and Bogota citizens. They are equipping and training street gangs and local tribes in conducting sophisticated attacks and is doing great harm to the stability of Bogotá, and they must be stopped. There is a 50,000¥ contract on the heads of any known Black Star member operating within Bogotá. These anarchists can be taken dead or alive. A similar 50,000¥ bounty is placed on members of Combat, Inc. who are believed to have been working with the known terrorist and enemy of Aztlan, Ghostwalker.

## CARLA PRIETO

On June 18, 2071, Carla Prieto lost her husband to an assassination attempt that was linked to Aztlan. The ork woman quickly rallied the leadership of *Bogotá Libre!*, quelling internal squabbles and infighting over who would become the next leader of the movement. Prieto wasted no time in getting her revenge. Genetique and Dassault facilities were hit hard by the political group. Members of *Bogotá Libre!* who were suspected of giving up Andres' location to Aztlan were taken to Bolivar Square and were publicly executed (after they were horribly beaten and tortured). Carla Prieto made it a priority to hunt down the Aztlan spies that acted as their handlers and them had executed as well (Prieto fed some of them to the Sangre Del Diablo trees). Prieto hired mercenary hackers to transfer close to three million nuyen from Aztechnology's accounts from within the Complex. Under Carla's reign, *Bogotá Libre!*'s rhetoric and tone have grown much more sharp and extreme (assuming such a thing was even possible). Carla ordered the bombing of the Aztlan high school while the school was still in service, something that most people believe Andres would never have sanctioned. *Bogotá Libre!* could be the logical political organization to spur on a unification of Bogotá and a majority of its paramilitary groups, and to start putting together some sort of leadership that will eventually ascend to the political leadership over Bogotá once the war is over and Aztlan is removed from Bogotá. Many fear, however, that Prieto is making the fight with Aztlan too personal, and that the fight with Aztlan will not end, even if Aztlan and Aztechnology are removed from the city.

- Along with the True Brazilians, *Bogotá Libre!* has seen a tremendous boost in support from supplies and weapons being funneled to them from outside of the region. Although it could be any number of groups or corporations with a grudge against Aztechnology or Aztlan, most groups, especially Aztlan, believe the assistance is coming from Ghostwalker. Many of the supplies seem to be designed for the dracoforms and the dracomorphs that are in Amazonia's army. And who better to put together the ideal supplies for these paranormal critters than a dragon?

Even if it is not Ghostwalker, with all the new weapons and explosives that are being bestowed upon them and the large



numbers of followers in its organization, *Bogotá Libre!* has become even more dangerous for Aztlan.

- Haze
- I hope the True Brazilians are trying to find out for sure who their brand-new best friend is, and what he or she may want from them in the future should they succeed in their ambitions to get rid of Aztlan. Nothing's ever free, especially if it comes from a dragon.
- Frosty

## PETER HUNT

Peter Hunt is an elusive figure. From what I could tell, he doesn't work in Bogotá, but rather is working out of another undisclosed Horizon location somewhere in the Northern Hemisphere. What little I know about him is that he is believed to be with the Dawkins Group in the capacity of a Senior Operations Manager. My informants have told me that he maintains daily, if not hourly, contact with an individual associated with the three trid stations in Bogotá; that man is simply known as "Agent." Other than confirming Peter Hunt's existence, I have no other real data about him. His actual history seems to have been completely erased, and there is no current image of him on record. From the encrypted exchanges that have occurred between him and Agent, it is obvious that Hunt designs operations in the Bogotá region, and Agent carries those missions out in the field. So far, most of the assignments that Hunt has given seems to be helping the opposition groups defend Zona Centrico from Aztlan incursions, as well as helping to gather intelligence on Aztlan movements and operations against Amazonia. Due to an increase in activity around the trid stations (in the form of certain shadow figures) it is obvious that a major operation is either underway or will be soon.

There are a few rebels I know from the Yucatan Peninsula who remember working for a Peter Hunt immediately after the peace treaty was signed in 2064. At the time (if this is the same Peter Hunt and if that is actually his name), he was working with the UCAS CIA, trying to make certain that the rebels had the means to defend themselves in the future should Aztlan choose to renege on their agreement. Again, if he is the same Peter Hunt from that timeframe, he earned a lot of friends and support from the Yucatan rebels for his commitment to improving their situation against Aztlan.

## "AGENT"

As little of information that I had on Hunt, I have even less on Agent. Agent is a human male, and he seems to have arrived in Bogotá approximately a year before the war began and shortly after Horizon assumed control over many of the local trid stations. Agent has an alias that he uses at the trid stations (Alexander Williams) and an office (Gregory Metcalfe, but he doesn't seem to be in the office much, if at all). He is listed as an Assistant General Manager, but it would seem that the title is on paper only. He doesn't have any real responsibilities at the news nets or the office. Many believe Agent to be one of the Dawkins Group's elite social adepts. Many have claimed that he changes his physical appearance regularly, as if he has a different face per each black-ops mission. Like Hunt, his entire history appears to have been erased.

Aztlan and Aztechnology have a contract out on his head; twenty-five thousand nuyen if captured alive. Aztlan and

Aztechnology both believe he has vital information about the opposition groups, as well as on Amazonia and its force strength in the region.

- The way the Dawkins Group approaches Black Ops missions and records maintenance is, they establish a file number for the Black Ops mission, and then everyone who works for the Dawkins Group and is assigned to that particular mission is assigned that file number. So, whenever someone is referred to by, let's say, deniable assets, they are "Mr. Johnson 1234," "Agent 1234," "Operative 1234," etc. Once the mission's over, that number is never used again. It is a method to keep accurate records of black ops missions without actually attaching names of personnel to the missions. So if I get lucky (and I mean damn lucky) to find a file containing a Dawkins Group black ops mission, I would have no way of linking that mission to an agent or operative. In addition, agents and operatives usually change their physical characteristics after each mission or a series of missions. So it really is difficult to track down exactly who each agent is (or was), and what their background was. Dawkins Group agents like to take their roles as spooks to the extreme.

- Doctor Spin

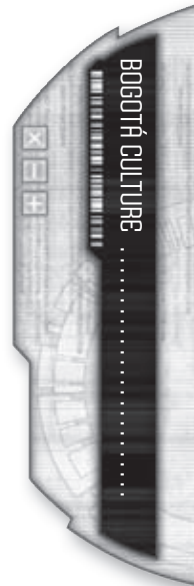
## JAIME SALAZAR

As the head of the Olaya cartel, Jaime Salazar and his business operations hold great influence over many sectors within Bogotá. Bogotá is used by Salazar as a major distribution and operations center for its drugs, magical goods, explosives, and guns. Salazar runs numerous companies and subsidiaries (mostly in the transportation and shipment sectors) under his AA corporation, KondOrcid. Despite his back being up against the wall in 2071, Salazar survived an Interpol investigation and restored his company to AA status. Extraterritorial status for his company has given him the advantage over his competition in being able to move his product safely and reliably around the world. He has also taken advantage of a high unemployment rate in Bogotá to expand his operations, whether that means acquiring additional laborers for his coca and remaining tempo facilities, or obtaining additional manpower for security for his drug manufacturing plants, brothels, gambling dens, or recruiting people to use as soldiers in raids against the David cartel. Jaime Salazar is a strong supporter of the Colombian Liberation Movement, particularly those organizations that also favor some relations with Amazonia (such as the True Brazilians), as well as those that would be capable of being bought off in the future.

Jaime Salazar has recently encountered difficulties with Ares. Some local tribes that Salazar has been hitting up for "protection services" have hired, or are in the process of hiring, Knight Errant. Those contracts are cutting into the Olaya cartel's profits, and Ares has also moved its own arms dealers and smugglers including Enrique Marshall and Hector Martinez, into the area to cut the cartel out of the deal and to provide their weapons and gear directly to the consumers in Bogotá. Many times, the arms dealers working for Ares can provide the weapons and gear at a much cheaper rate than does the Cartel, and yet see greater profits.

## MAELSTROM AND OBLIVION

Very little is known about these two shadow spirits. They have been seen in the areas where fighting in the rainforest has





been at the worst. Survivors have reported that these spirits have fed off of their comrades until they died, and then the shadow spirits disappeared after inflicting considerable damage on the battlefield. Maelstrom, believed to be a powerful wraith, is reported to have instigated such viciousness and blood lust that permanent background counts have been left those battle sites. Those that managed to survive were scarred by the gruesome battles they witnessed, battles that did not leave whole bodies but rather left shredded and savaged pieces of remains. There have been reports of soldiers being beheaded and having their heads placed on pikes. Reports abound of soldiers who chose to eviscerate the enemy even when they had assault rifles and pistols to choose from to kill the enemy, and soldiers who were still alive while being dismembered even as their cries rattled the native wild life. The largest battle that Maelstrom seems to have influenced was at the Colombian city of Yopal, where five hundred soldiers from both Amazonia and Aztlan slaughtered each other in a gory fashion.

While reports of savage fighting have garnered the most attention, there is another phenomenon that has been steadily rising along with the hate-induced bloodshed: suicides. Although suicides are to be expected in the military, the suicide rate for Aztlan soldiers along has quadrupled in recent months. Aztlan is trying to remedy the situation, but with Amazonia units so decentralized and so unconventional, it would be interesting to know whether or not Amazonia is paying attention to the suicides amongst its own ranks. And if not, one has to wonder how the suicides will be affecting the balance of power within the war in the rainforest. The Aztlaners who have witnessed (and survived) the attacks by this shadow spirit have called it Oblivion.

- There have been similar incidents of barbaric violence at the battles of Valencia, Georgetown, and Maracaibo. Each time, both Amazonia and Aztlan suffered so many casualties that the fighting ended in a stalemate. If this trend continues, it will most certainly prolong this bloody war. I don't think this Maelstrom figure can be ignored by either side very much longer.

- Axis Mundi

- The increased number of suicides hasn't just been felt on the battlefield. In Zona Norte, residents have been found dead of suicide at an alarming rate. There have been numerous sightings of shades in that part of Bogotá, and many feel spirits have some sort of stronghold in that area. The reports seem to indicate that there are dozens of individual shades that are beginning to appear in that part of Bogota.

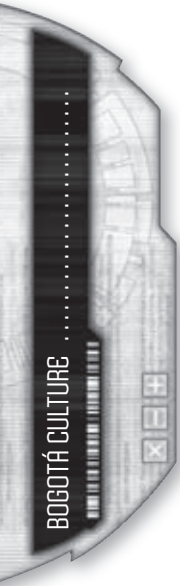
- Marcos

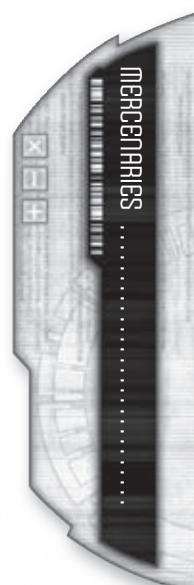
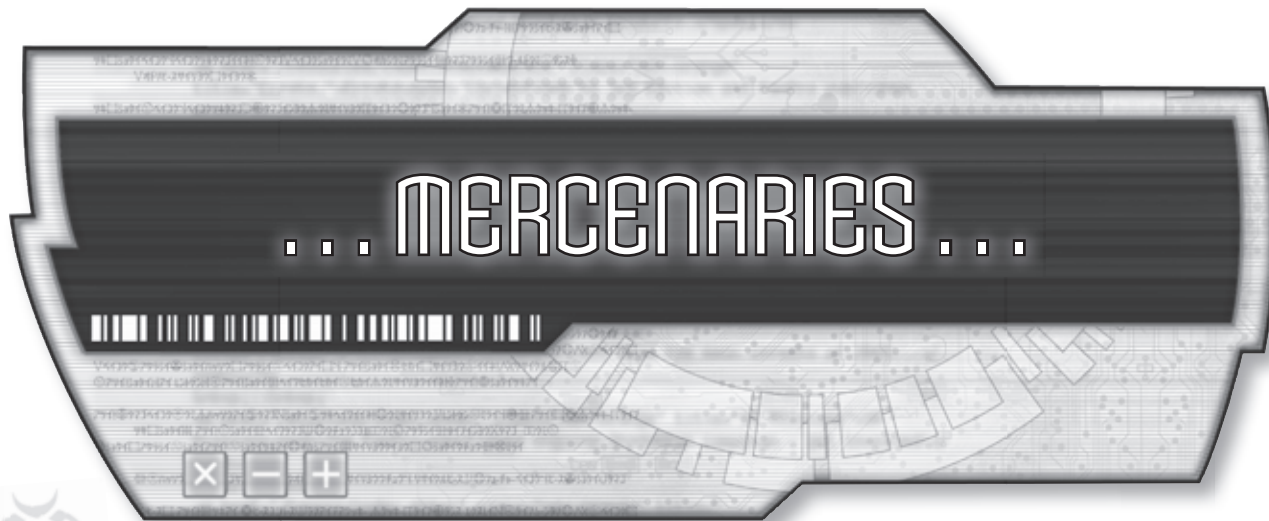
- Are you sure it's the shades that are causing those suicides, and not just the squalor and decay that most of Bogotá has fallen into?

- Black Mamba

- Given the fact that everyone is so preoccupied by the war, it will probably be left up to us mercs and the local shadowrunners to clean up this mess. We were the unsung heroes of Crash 2.0, and we'll probably have to assume that role again for Bogotá's sake.

- Picador





## THE BIG GUNS

### Posted by Aufheben

Up to this point, you have heard about the types of jobs that are available to shadowrunners and mercenaries in Bogotá. But you may also want to know which merc outfits are operating in the area, and which ones may interest you in joining as soldiers of fortune (or which ones may be the competition that you have to watch out for, or which ones have bounties on their members' heads). There are lots of choices; I'll offer my (often biased) take on some of the bigger groups, then Glasswalker will cover some of the local groups. I'll start with the group I belong to, Black Star.

### BLACK STAR

I am proud to say that I have been a member of Black Star for close to ten years. I have been working with this operation to oppose corporate and government suppression over various populations around the globe, and to help establish a system of living that is fair and equal to the people, including the laborers and the lower classes. When hostilities started to escalate out of control in Bogotá, our leadership decided it was the perfect opportunity to help the local citizens protect themselves from Aztlan and Aztechnology aggression and tyranny, and to train them on how to strike back. And so in early 2071, we set up base inside Bogotá. And I will say it is truly depressing to see how such a vibrant and rich city has fallen into decay, thanks to the actions of Aztechnology and Aztlan. If anyone has any doubts about the consequences of unchecked corporate and government power on an indigenous people, one should come down and visit Bogotá. People are starving. Food is scarce on the streets. There is a high risk of parasites and even dangerous pesticides on the food commodities that are being sold in the local mercados (I blame the cartels, the former Bogotá government, and Aztlan and Aztechnology for denying the tools needed by these local farms to prevent these dangerous conditions from occurring on their produce, and spreading death). Even soy products are going for an exorbitant amount of nuyen. Development of potential new sources of food for the area is being hampered by Aztlan's and Aztechnology's interdiction of the air space around Bogotá.

Hospitals and street clinics not sanctioned by Aztlan have a difficult time obtaining the drugs and the equipment needed to treat the local citizens. And the rates of illiteracy and lack of a proper education in the population is becoming staggering. Something had to be done about the situation, and I am proud to say that we, as a group, are involved in trying to improve the desperate conditions of Bogotá.

- Aren't we supposed to be learning about Black Star, not about the conditions in Bogotá? Or are we learning that Black Star is full of people like Aufheben?
- Dr. Spin

Our first major accomplishment after setting up shop in Bogotá was stopping the Azzies from building what was called the "Transmilenio Line." If you are familiar with world history (and I hope you are), the wall would have acted as a boundary between North and South Bogotá, similar to the wall in Berlin after World War II that separated West and East Berlin. This wall would have solidified Aztlan's control in the north, and would have created a feeding frenzy amongst the Colombian Liberation Movement members, who are vying for political control of the sector. I personally admired how we did it too. We didn't just go toe to toe against the Azzies (which we could have, we do have an impressive number of veteran shadowrunners and mercenaries, trained to use a wide variety of weapons, cyberware, and tactics). We made contact with the street gangs and the local tribes, the ones that Aztlan considered to be merely "nuisances." We taught them how to conduct successful urban warfare and how to engage a superior force. We armed them with much more sophisticated weapons. The attacks the gangs and the tribes leveled against Aztlan took them by complete surprise, and were simply devastating. Our "Triple A Club" (our magic group) helped teach the magically gifted members of the gangs and the tribes how to manipulate mana, channel that mana as a weapon, and call spirits. We gave them an alternative between serving Aztlan and listening to the sanctimonious Catholics, who only want to do to Bogotá what Aztlan and Aztechnology are doing to them now: occupying their nation. We helped them build on the momentum that they had









accomplished in their first series of attacks, and allowed them to obtain even larger and greater victories. Convoys and patrols going into the Amazon rainforest were ambushed, and some were left so broken that their missions had to be scrubbed, and the survivors had to crawl back to the Aztechnology Business Complex. We worked with Amazonian forces to extract Rafa Espinosa, the man responsible for the bombing of the Pemex archeology and the deaths of innocent civilians, and we made sure his body was left to decay out in the forest. We provided armed back up for the street rallies for *Bogotá Libre!* that turned into a full blown insurrection inside Zona Oeste, Aztlan's back yard, where the riots inflicted hundreds of thousands of nuyen on businesses that are Aztlan backers. We have seen a lot of progress inside Bogotá, and we intend to do more to help the local population reclaim its city and its country.

It was perhaps the best feeling I experienced during my years working for the Black Star, knowing that we were working for a noble cause, and that we were giving the local citizens hope for their eventual independence. It is that sense of purpose and achievement that I feel is lacking from the other mercenary groups, some of whom are only a step or two away from being corporate lackeys themselves. That is what it means to be Black Star. If you are in Bogotá, and have the desire to make a difference, look our group up. Many of the street gangs and the local tribes will know how to get a hold of us.

- That is all well and good, but as I commented on Snopes' article, political passion and advanced weapons do no damn good if these same tribes and gangs turn on each other after Aztlan is gone. Civil war is just as bad of an option for Bogotá as Aztlan oppression. Instead of just focusing on tactics and fighting, it might be beneficial to focus on negotiations and establishing a dialogue between all the gangs and the tribes. Establishing a foundation for cooperation would benefit Bogotá in the long run, not more violence.
- Marcos

## MET2000

Now, I have both worked with and against my share of mercenaries from MET2000 (acronym for Mobile Eingreiftruppe, or Mobile Intervention Force 2000) in various hell holes around the world. Overall, I do not have a problem with the mercenaries that they employ. I have found the vast majority of them to be well trained, highly skilled, and very capable. One of my biggest problems with MET2000 is that they are not just a loose outfit of mercenaries (which I could respect), but they are in fact a functioning corporation with some really big, megacorporate puppet-masters. Honestly, I am really surprised that they don't go running around wearing t-shirts and armor with their corporate sponsors' logos plastered all over them.

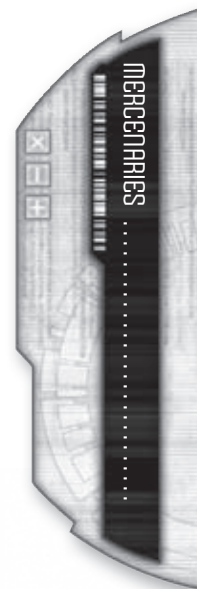
In fairness, I feel it is important to let you know just who those shareholders are, if you are considering working for MET2000 (because joining up with MET2000 means working for them as well). As of April 2073, the Allied German States owned approximately thirty-four percent of MET2000 shares, twenty-one percent of the MET2000 shares are owned by the Frankfurt Bank Association, eighteen percent of the shares are owned by Ruhrmetall, seventeen percent of the shares are owned by Ares, while the final ten percent of the shares are owned by

individual shareholders. With such diverse shareholders, it is amazing that MET2000 has turned out to be such a well-organized and functional mercenary outfit, instead of one that is, to put it bluntly, schizophrenic and rife with internal conflict. Due to the corporate interests to which they are beholden, MET2000 is one of the best-outfitted merc groups with the latest weapons and equipment on the market. That may also be the major reason why they are the largest mercenary groups in the world, attracting those who want and crave the latest and best gear.

The mercenaries from MET2000 are trained (and the best qualified for) conventional warfare. That specific skill set actually limits their usefulness in a region such as Bogotá, where many groups (not just Amazonia and Black Star) are relying on unconventional warfare. But with an enemy such as Aztlan that relies heavily on conventional warfare, they make up for their lack of diverse skills out on the battlefield by being able to stand up to the armored and mechanized units that Aztlan uses. MET2000 typically only accepts contracts against Aztlan, although I am left to wonder, is that by choice, or is Aztlan the only enemy they are capable of understanding and fighting effectively against in this part of the world? Whether by choice or not, I am grateful that they are not providing material support for the side that I'm often going up against. Most of MET2000 ops are in the rainforest, usually as support for the frontline guerilla cells.

It is also important to know that while we have our specialty unit, the Triple A Club, MET2000 has its own special subsidiary called Argus. No matter what you may think about MET2000 or Argus' politics, Argus is a formidable intelligence-agency-for-hire unit. They accept contracts from governments and small corporations that don't have such resources, and then go into the field to secure the intelligence or complete the job that is desired. Like most intelligence agencies, those jobs could be anything from covert recon and surveillance to counter-intelligence and assassination. They have the trained agents and resources at their disposal to get results and to get the job done. Amazonia is currently one of their major contracts in the region. When it comes down to intelligence, Aztlan beats Amazonia hands down in that category. Argus has been brought in to try and diminish the advantage Aztlan has enjoyed over Amazonia in that regard.

- I don't want to say Aufheben is incorrect on Amazonia's use of Argus, but I have reliable sources that suggest that Amazonia is working with Horizon and its Dawkins Group for its intelligence. In fact, those sources are hinting that Horizon and Amazonia are working on something big, big enough to be used as part of an international operation to shape opinions on the war. And from what I've seen, Amazonia needs all the help it can get.
- Dr. Spin
- With a war of this scale, I have no doubt that meeting all the needs of Amazonia for accurate intelligence on the frontlines as well as what is happening in Bogotá are beyond the abilities and scope of Argus, despite the rumored ten thousand members that it has in the intelligence community around the world. When you're talking about resources, you really can't beat what a AAA like Horizon can bring to bear in South America. However, despite each having their own contracts with Amazonia, I'm certain there is some nasty competition going on in the shadows between the Dawkins







INCOMING FEED.....

Group and Argus, as each one is trying to prove themselves more invaluable to Amazonia than its competition. And we all know that when there's conflict in the shadows, there's us.

- Black Mamba
- Argus is also busy with the other big contract that it has, with the United Nations. If there's any information that needs to be given to the United Nations, a useful avenue for that could be Argus. And if you need to send misinformation to the UN, Argus can serve that purpose as well. I for one don't find Argus as being particularly competent or bright, but that's good, because it serves my purposes quite well.
- Picador
- Not surprisingly, since MET2000 is performing heavy operations on the frontlines, they have been suffering the most casualties of any of the other mercenary groups in Bogotá. If this keeps up, this may affect just how competitive MET2000 will be against Tsunami, and whether MET2000 can maintain its hold on the reputation for being the world's largest mercenary company. Interesting times ahead for those two outfits.
- Hard Exit

## TSUNAMI

Another corporate sell-out group that has set itself up in Bogotá is the world's second largest mercenary group, Tsunami. Normally operating out of (and limiting itself to) the Pacific region, once Tsunami saw MET2000 taking advantage of the

escalating violence in Bogotá and the great need for capable mercenaries, it began to move some of its members into that theatre. Tsunami is a major competitor of MET2000 and is always looking for ways to cut MET2000 down. Tsunami is known for its attempts to underbid MET2000, often poaching contracts away from their main competition. I personally have a problem with an outfit that is much more obsessed in obtaining a worthless title of "largest mercenary company in the world" than it is of having a cause that it genuinely supports out in the field. Another problem I have with their group is that Tsunami, unlike MET2000, accepts contracts from Aztlan. I feel it is important to let people know that our members of Black Star are keeping track of those mercenaries that are taking jobs that are helping Aztlan carry out its dirty work. And we are proudly going after them. All mercenaries should know that helping Aztlan is a bad career move. Consider yourself warned.

- Aufheben, I would cut out hunting down other mercs. That could be just as bad of a career choice as working for Aztlan. I mean, piss off enough mercs in the city, and you'll soon be hunted yourself. And somehow, I don't think you are badass enough to even see some of the people that will be coming into this fight. Just some friendly advice.
- Picador

Although Tsunami is now made up of a small number of exotic members from around the world, including a variety of

metahumans, changelings, shapeshifters, infected, and drakes (thanks to a much more progressive emperor in Japan), there are still pockets of prejudice against non-humans in the various mercenary cells that make up Tsunami, with a majority of their members still remaining human. A large part of that comes from the fact that Tsunami is backed by Japanese megacorps, which in the past, have been guilty of propagating that type of hatred. I, and a few of my omaes, recently got in a bar fight at The Abyss with a couple of assholes from Tsunami who thought it was “good sport” to pick on a dandelion eater. Those prejudiced assholes soon learned their lesson the hard way.

For your information, the main Japanese backers of Tsunami are: Renraku with twenty-six percent of Tsunami’s shares, Shiawase with twenty-four percent, Yakashima Technologies with sixteen percent, Pacific Rim Bank and Financial Services with sixteen percent, Sony Corporation with twelve percent, and individual shareholders round out the remaining shares with six percent. Not surprisingly (given the background of their corporate sponsors), Tsunami’s niche in the mercenary market is in utilizing cyberware, bioware, genetech and nanotech. Many consider Tsunami better at what they do than MET2000, simply because their mercenaries are much better equipped and augmented as individual soldiers. With such diversity among their soldiers and their capabilities, they tend to be much more versatile and adaptable to the changing situations of a war zone than MET2000. If I had my preference, which I have already made, I would still go with Black Star. Bioware and cyberware only gets you so far on the battlefield; it is drive and passion that keeps you going until you achieve your objective, which many of these soldiers of fortune lack.

Another deficiency for Tsunami mercenaries is the fact that they are so experienced working in a different part of the world that they tend to draw attention to themselves (which benefits us for tracking down those mercenaries that have taken jobs for Aztlan, but doesn’t help the employers). While Black Star takes the time to integrate itself with the indigenous people, learning customs and learning to blend in (to make ourselves much more effective for urban warfare), many of Tsunami’s mercs are not nearly as familiar with Bogotá or its culture, nor do they desire to take the time to learn the culture. In a crowd of people, I can pick out those that are outsiders, and often they’re Tsunami or MET2000 mercenaries. And it has nothing to do with ethnicity, it deals with whether they know the proper local dialect, know the proper hand gestures and visual cues that tip off a contact that you are wanting a private meet, and whether they know who the right contacts are to approach in the first place. I have yet to see Tsunami’s mercenaries become that accustomed with their surroundings. Like MET2000, Tsunami acts more like a blunt weapon rather than a precision instrument.

- Despite Aufheben’s colorful assessment of Tsunami, they are definitely making an impact in the war. From what I’ve heard, they have consistently broken Aztlan’s encryptions on their drones, and have caused whole squadrons of aerial drones to crash in the rainforest. They also have managed to cut one of Aztlan’s supply lines to their troops in the rain forest for over two days, and captured a high priority, Aztlan field commander. Not bad for an

outfit that “doesn’t fit in” to the culture, or doesn’t have “driving goals.”

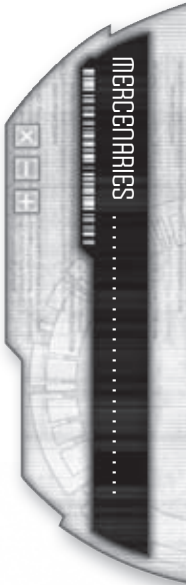
- Sunshine
- Yes, but as Aufheben mentioned, they are also taking contracts from Aztlan. I wonder what kind of successes they are achieving for Aztlan, and how that is setting the opposition groups and Amazonia back.
- Black Mamba
- A mercenary’s job isn’t to shorten the war, if that’s what you mean. A mercenary’s job is to make money, and to take advantage of all possible opportunities in that environment that can bring employment. It should be the actual participants themselves who decide how long the war lasts. And I kind of object to Black Star taking action against Tsunami for doing what mercs do in their profession. We simply aren’t meant to have scruples in this game.
- Picador
- Perhaps, then, Tsunami is actually working for both sides, making sure when one side gains an advantage over the other, they will do something to neutralize that advantage, which would keep the war and the nuyen flowing.
- Snopes

## 10,000 DAGGERS

10,000 Daggers is one of the few mercenary outfits that I have encountered that I can say is not entirely a corporate sell-out the way MET2000 or Tsunami are, who prostitute themselves on a daily basis for either new ‘ware or new toys. 10,000 Daggers was put together several years ago by military veterans from the Ukraine and Turkey following the Eurowars. Since that time, the group has earned a reputation in the Middle East for its operatives, who are trained specialists in black ops and night missions, and who have become regular competitors at the Desert Wars. 10,000 Daggers also employs a wide variety of metahumans in their organization, helping them to be more discreet in the field.

While MET2000 and Tsunami battle it out for the higher-paying (if fewer in number) contracts with Amazonia, 10,000 Daggers seems content to accept a large number of contracts from the opposition groups. 10,000 Daggers has worked for *Bogotá Libre!*, True Brazilians, Multiple Worlds One Bogotá, New Destiny (I’ll forgive them for that one), even the Catholic Church. Many of their jobs have usually revolved around working with the local groups to breach the Aztechnology Business Complex. A few of their more well-known operations inside the Complex have included the theft of three weapons shipments from Tenochtitlan, which happened to be redirected to the opposition groups. An Aztlan Air Force war hero, Andres Felipe Pacheco, a native-born Colombian who was being used to help recruit locals into joining the Aztlan military, was killed by a sniper shot. And about a week after that, four Aztlan priests were extracted from the teocalli dedicated to Huitzilopochtli and were brought by 10,000 Daggers to Bolivar Square, where *Bogotá Libre!* hung and burned their bodies during a massive political rally that spurred street riots and clashes with Aztlan forces in Zona Oeste.

10,000 Daggers have also brought with them ten members of their magic group, the Brotherhood of the Iron Crescent. Those





members have been given a long-term contract with the Catholic Church to help protect the Church from Aztlan saboteurs and spies. From what I have been told, that has not been an easy assignment for them. The Catholic Church, being a significant player in the local politics and with the support of the political groups, draws a lot of fire and attention from Aztlan military and intelligence forces. But it is a credit to them that eight months after accepting the contract with the Church, they have succeeded in protecting the cathedral, while capturing a rumored fifteen Aztlan spies who were trying to put an end to the Church's support for the opposition groups.

- In addition to working with the opposition groups inside Bogotá, 10,000 Daggers have also accepted jobs that have taken them further into Aztlan. A majority of the Nicaragua Canal attacks are believed to have been caused by mercenaries from the 10,000 Daggers. In fact, 10,000 Daggers have begun building such a reputation for their special-ops work that Tsunami and MET2000 are beginning to take notice. Both mercenary outfits are trying to recruit members away from 10,000 Daggers to try to not only improve their own capabilities, but also snag those lucrative contracts that they have established for themselves. When that hasn't worked, it is believed (though not confirmed) that Tsunami and MET2000 have sabotaged a few of the contracts that 10,000 Daggers enjoyed, and then came back, stole the contract, and "cleaned up the mess" for the employer. One thing that should be made clear: It is becoming cutthroat between these merc groups, and I wouldn't be surprised that the longer this conflict goes on, the more brutal the in-fighting between these merc outfits will become.

- Hard Exit

- It's almost if Bogotá breeds hostility, what with the merc outfits, the opposition groups, the cartels, the eco-terrorist cells, Aztlan, Amazonia, and the shadow spirits, don't you think?

- Arete

- I am not sure if Aufheben is aware of these rumors, but some of my contacts inside Bogotá have informed me that 10,000 Daggers is another group that has also accepted jobs for Aztlan within Amazonia. Some are being used to help rebuild and restructure the Amazonian metahuman resistance groups, others are being used to scout out locations of wanted guerilla cells, while still others are believed to be scouting locations in Manaus, possibly for some sort of attack. I'm certain if Aufheben knew of these rumors, his positive outlook of 10,000 Daggers would change.

- Clockwork

## COMBAT, INC.

In the mercenary bars and clubs around town, you may also run across members of Combat, Inc. Combat, Inc. is another independent merc outfit that has had its share of clashes with Wuxing (a positive trait, in my opinion) in Hong Kong. Many believe those clashes, spurred originally by the Orniculum Rush during the Year of the Comet, led to its headquarters being relocated to Macao (a negative reflection on their outfit, in my opinion, because if they were made of quality mercenaries and knew what they were doing, they would never have allowed Wuxing to run them out of Hong Kong). Combat, Inc. is a

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MERCENARIES



frequent participant in the Desert Wars and is often at odds with 10,000 Daggers.

Like the other mercenary groups I have referenced throughout this article, Combat, Inc. lacks a sense of right or wrong, instead making decisions based on the best ways to score big-time jobs. They will work for anyone, including Aztlan and Aztechnology. Black Star believes that Combat, Inc. was responsible for the deaths of fifteen Amazonian field agents, who were working closely with the opposition groups. Black Star is currently putting together a Most Wanted list of those mercs responsible for that job, as well as other Aztlan-assigned jobs. Just as I have warned Tsumani about their consorting with Aztlan, so I am warning Combat, Inc.: Stop taking those jobs. Those that have already helped Aztlan or Aztechnology will discover that those endeavors will not turn out to be profitable for them.

Although I am tempted to condemn the merc outfit entirely, Combat, Inc. is also providing valuable support to Amazonia in the form of its operations in Denver. From what I have heard, Ghostwalker has tapped the mercenary group to smuggle weapons, nuyen, and gear to Amazonia, to assist in their fight against Aztlan. Of the big merc units, Combat, Inc. has perhaps the most extensive network inside North America. Combat, Inc. was a prominent figure in the fighting between the now-abolished Tsimshian and the Salish-Shidhe Council, as well as border skirmishes between Pueblo and the former Ute Nation. It is also believed that Combat, Inc. has chosen to gamble on violence breaking out in the north and has stationed some of their mercenaries along the Pueblo and CAS borders. With Sirurg on the loose, and with Pueblo and CAS on high alert for any potential violence that might flow over into their countries, Combat, Inc. is trying to position itself as the sole mercenary group in the area that can take advantage of any violence or contracts that result from the tension that currently exists between Aztlan, CAS, and Pueblo. It will take time to see whether or not Combat, Inc.'s gamble pays off for them—I hope it doesn't.

- Combat, Inc. not only helps to smuggle goods to Amazonia, but they also move items up to Denver. At least ten pieces of art and metal work from the Museo Del Oro have gone up for auction on the black market in Denver, and I would bet that Combat, Inc. made that happen in some way.
- Cosmo
- In addition to the possible smuggling of artifacts from Colombia, Combat, Inc. also has taken risky contracts in dealing with GreenWar and the Justice for Mother Earth political group. Some of their members have also been identified in the assault in Cali that resulted in the deaths of thousands of Aztlan troops, and the detonation of the dirty bomb. Whether or not Combat, Inc. had anything to do with the bombing of Cali is still up for debate. But Aztlan is definitely looking for any members of Combat, Inc. who were involved in that particular contract.
- Marcos

## LOCAL HITTERS

Posted by Glasswalker

### THE DELMETA TRIBE

The Delmeta Tribe has been active in Antonio Nariño of Bogotá for at least eighty years and have passed their traditions and positions of leadership down along a family line since they drove another tribe out of the area all those years ago. The Delmeta run their tribe like a small empire within the area, with a hierarchy that spans the population so that almost anyone living on Delmeta turf feels like they are a part of the tribe by blood or by loyalty. And these days, “by blood” means a lot more than just relations.

The tribe took on its current shape when Tichla Delmeta took over tribal leadership from his senile father ten years ago. The leadership now consists of a tightly knit gang that rules the tribe like any gang would: with terror. Crossing the new leadership, the locals feel, may well grant you a fate worse than death. After all, the leaders may, in fact, be gods.

Delmeta's insular gang at the top has taken great pains to begin the process of convincing the population that they are either usurpers or reincarnates of ancient Mesoamerican gods. They have Tichla, now called Hunab Ku, and an assortment of poorly researched Mayan and Toltic gods they are using to respond to some of the strange goings-on in the city.

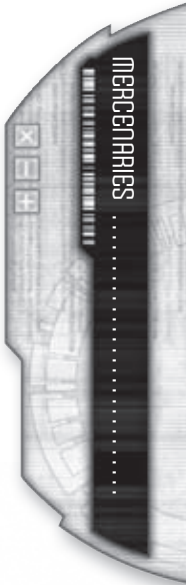
This combines to give the Delmeta an interesting angle on the time-tested rule-by-terror method, in that they use a combination of theatrics and propaganda to tighten their control on the tribe.

For now, the gang's main goal is to hold tribal land as rigorously as possible with a desire for total control of the people as well as their money. It won't be too much longer, though, before the Delmeta, like the Mayans they think they model themselves after, seek to expand and claim larger and larger territory.

They've become big enough to gain the notice of other groups of the city, and Tichla has made it clear that he is willing to rent out some of his tribe's powers. *Bogotá Libre!* was one of the first groups to take Tichla up on this offer, and the Delmeta continue to provide reinforcements during various *Bogotá Libre!* events. The money they get for their efforts is helpful, but Tichla is even more interested in using these mercenary jobs to test the limits of what he sees as his divinity.

Hunab Ku (Tichla Delmeta) skipped right over any royal titles and currently styles himself as a diety walking among his people. He was born in a home for “troubled women” outside of Bogotá to a girl who had hoped to be a nun before she met Tichla's father. The circumstances of his creation were bloody and unwelcome, a thing Tichla's mother and the Sisters at the home did not hesitate to remind him whenever possible. Raised under such circumstances, Tichla never questioned if there was a God or not. He knew from day one there wasn't.

When his father came and reclaimed him at age eight, he was an old man with high hopes of turning his son into a leader of the Delmeta tribe. Tichla took to the prestige and subservience of a close family happily, but he quickly wanted more. By the time his father was sick, Tichla had decided he did not want to be a man leading a tribe, but instead, he wanted to be a god ruling over the life and death of his people. After all, he reasoned, it was in human







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nature to have faith and to believe in a God or gods. Since he did not, it only stood to reason that he himself must be a god (yes, there are some holes there. Feel free to point them out to Tichla should you get the chance). This was about when he started to plot. He lightly studied regional mythology, but not deeply enough to know that the Mayan's likely never reached Colombian soil. He read about their gods, but skipped the parts that bored him, like agriculture and their affection for writers and scholars. He instead focused on what he knew could inspire the most fear: bloodletting and blood sacrifice.

After hand-choosing the rest of his crew and re-baptizing them with the names of gods loosely connected to the roles he had in mind for them, he began the systematic conversion of the tribe to his new religion. It's taking time, as he thought it might, and it's cost a lot of people their lives and or sanity, but he's making progress. In the process, he's come to a point where he actually believes he is Hunab Ku, father of the gods and ruler of the sky, and his maniacal obsession will be a threat to anyone who openly challenges his new reality.

Ixtab is a woman Tichla often refers to as his "consort," though the exact nature of their relationship remains unclear. In the terms of Tichla's new religion, she is the Hanged Woman, and her appearance is a grotesque corruption of the goddess whose identity she is working to assume.

Before Ixtab got Tichla's attention and rose through tribal ranks, she was a streetwalker, and a lazy one at that. Because she had a pretty face and an excellent body, she figured there was no

reason to hustle, something her pimp didn't take too kindly to. He cut her up, scarring one side of her face so badly she couldn't work anymore. Tichla ran into her while she was strangling that pimp from a ledge with a noose the pimp didn't see coming.

Since then, Tichla has fed Ixtab's psychotic hatred and self-loathing to the point that she is barely more than a murderous animal. All he needs to do is whisper in her ear that someone called her ugly, and that someone will be swinging from a rope in a matter of days. She's still got an excellent body and half of a lovely face, so it isn't hard to lure her targets in until it's just too late to escape her psychotic assaults. If the Delmetas take on a covert assignment, Ixtab's likely to be involved, if not leading it.

- She is stone-cold. Rumor is she walked right into an Aztlan teocalli once, unarmed, and walked out with three rather powerful magic foci. She left behind three members of the priesthood that she apparently killed with her bare hands.
- Marcos
- She's Awakened. Not sure if she channeled it into mage or adept powers, but that's the only way most of the stories about her make any sense.
- Frosty

Buluc Chabtan, who is in charge of the military side of the Delmeta operations, took his title from the Mayan god of war, violence, and human sacrifice. He is arguably the most hated

of the tribal leaders, but the closest to Hunab in power and responsibility. Of the high-ranking tribal members, he seems to be the least pre-occupied with the whole religious trappings Tichla has introduced. He has enough to worry about in reality.

Buluc hates metahumans with unconcealed disgust, and while the people of Mesoamerica once sacrificed criminals and captives from war to the ancient god to appease him, the only way to appease this usurper is with the blood of metahumans. The people who hire the Delmeta know this, and often bring Buluc missions where his blood lust can be sated. This means he is sought after for missions against Amazonian outposts in and near Bogotá.

Buluc brings about a lot of theater to his work, and he's been known to make a particular example of any metahuman he captures. He'll usually bring at least one captive home so the victim can be beaten and abused well past the ability to resist or fight back. Buluc then cuts out their hearts and eats them in a semi-public ceremony.

- This is not just for show. Any time you have such a public display of bloodletting, you better be on the lookout for blood magic.
- Haze

The man now called Ahpuch found himself in a difficult position from the moment he was given a position in Hunab's gang, as Hunab named him after the Mayan god of death and punishment. Hunab told him, "Make them afraid of us. Make them more afraid of pissing us off than they are of death." When he heard that, Ahpuch knew he was in over his head.

As an amateur mage as well as a moderate stage magician there was no way he could use real magic alone to give the impression that he was the second coming of some god of death. Instead, he'd need a lot of smoke and mirrors. He's cunning, a natural-born con artist and terrified of Hunab, so he's developed a whole slew of manipulations to keep people as afraid of him as he is of his boss. For example, he's convinced no small number of the population that he can rob the souls of the dead from the underworld, force them back into their bodies, and torture them as long as he likes. In reality, all he's doing is binding spirits into corpses in order to animate them and control them, but the locals didn't need to see too many zombies of their lost loved ones to be convinced.

Ahpuch gets some help from the fine chemicals provided by Dr. Cit Bolontum (real name unknown). Bolontum was once a legitimate doctor before being abandoned in Colombia by his medical research unit as a means to get rid of evidence of a corp's illegal dealings in the country. To get by he provided medical assistance and made drugs for the high and low end of Bogotá. Somewhere along the way, Hunab ran into him and offered the doctor a lot of money to take on the mantle of Cit Bolon Tum, a Mayan god of medicine.

Now, he spends his days and nights keeping the gang alive and creating for them cocktails of potent amphetamines and performance enhancers to give them the appearance of god-like prowess. Borrowing from the Mayans, Hunab celebrates publicly with bloodletting rituals, where he and his drugged cohorts cut, shoot, and pound one another to prove that they must be immortal.

As the gang becomes more addicted to the drug cocktails mixed by the good doctor, Bolontum's grown addicted to pushing

the limits with them. He's been known to do some freelance work—if you can find him and pay his asking price, he might be able to give you a custom-designed drug of the sort that allows the higher-ups of the Delmeta to perform miracles, but the hidden price may well be your lives. Bolontum's drugs are new and untested, and it's only a matter of time before he happens on a formula that works great until it starts killing people.

- The one-two punch of Ahpuch and Bolontum is building the image of the Delmeta tribe, which is bringing them a particular kind of work. Their psychological warfare is respected by a growing body of people, and they've been hired to do some jobs that can be accomplished through intimidation rather than gunfire. As you might imagine, they're particularly effective against some of the tribals, so some Aztlan money has been flowing their way, which is kind of odd, but you know, war, strange bedfellows, that sort of thing.
- Sunshine

Some people have thought that the Delmeta could be removed as a threat, or at least significantly reduced as a power, if Tichla was taken out. This idea only grows stronger when people think about who would take over if Tichla was gone. Tichla's designated successor is Kukulcan Delmeta—that's his actual given name. At 19, he's the youngest of the organization to see action in the field. Named for the Mayan answer to Quetzalcoatl, Kukulcan is introspective, thoughtful, and like his "father" in almost no ways.

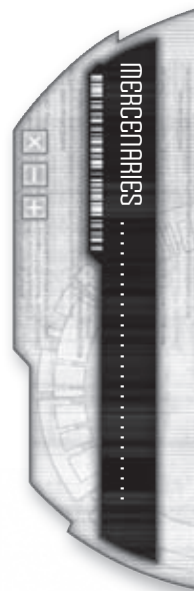
He's terrified of the gang, of course, but not so much so that he does not occasionally try to influence his father to use their control over the tribe for good. As a result, he's had to do a lot of despicable, evil things. It's an unpleasant balance of greater good up against personal evil, but it's the only way Kukulcan has found to force his father to act for the benefit of the tribe instead of solely focusing on his goals of expansion, terror, and domination. He is the most approachable of the group's ranking members, often acting as a face for the tribe in contract negotiations.

- Kukulcan is conflicted and confused, which means he's easily manipulated. Find a way to give him a ray of hope about the future, and he'll snatch on to it like a brook trout going after a fly.
- Hard Exit
- A fly fishing reference? I didn't see that coming.
- Frosty

## AZTLAN WAR PARTY: LA ESTELAR GUARDA

The small unit known as La Estelar Guarda is a perfect example of what happens when ranking members of the military-industrial complex get bored and mix it up with religious fanaticism. Several years ago, a man known only as Sr. Numero stepped out of work-for-hire corporate magic and into the mercenary businesses. Since then he has just been waiting for things to heat up with Amazonia to mobilize his team.

La Estelar Guarda work under the supposition that the spread of the jungle slowly over taking parts of Bogotá is entirely related to Amazonia's movements. On the surface, because Amazonian troops generally employ guerilla tactics, it's a pragmatic view (though it ignores Aztlan's role in spreading the jungle by seeding fast-growing Sangre Del Diablo trees in the area). If there is





more dense jungle to hide in, Amazonia's got the advantage. Sr. Numero's beliefs, however, go beyond this level into something far deeper and more twisted. As a result, his organization regularly operates in areas like Zona Sur where parts of the city are being overtaken by growth. His troops practice a sort of scorched-earth offensive, burning and destroying anything and everything that might provide cover and protection for the guerillas. This tends to include local tribespeople, bystanders, and even Aztlan troops that don't stay out of their way.

This is not to say that they are an enemy of Aztlan and its multinational master. Quite the opposite, Sr. Numero is considered a loyalist and pointed to as an example of dedication, at least in Colombia. For now, he's left to his own devices. Trouble could quickly rise if Aztlan tries to rein him in, however, trouble that might hit both sides of the conflict.

Sr. Número started studying the Aztec traditions while stationed at the ABC merely as a curiosity. He enjoyed the trappings of these traditions—they seemed to make magic in the area easier—but as his studies continued, he became reluctant to admit that part of his soul might be animalistic, and he refused the idea of a spirit totem outright. Instead, he focused on parts of the religion and practice that worked for him, like astrology and some loose suggestions that the Aztec gods may have been from outer space. Alien gods, could after all, just be from an alien race so advanced that they appeared like gods to the primitive ancient humans. Technology, he believed, was superior to nature, and that belief gave birth to Sr. Numero's obsession with technological supremacy over weaker natural order.

- This is the first part of Numero's craziness—seeing the war as technology vs. non-technology. Amazonia's got plenty of technology at their disposal, and they're on the cutting-edge of a lot of tech research. Some hardliners, though, refuse to believe tech is cutting edge if it's not burning or polluting something.
- Ecotope

Numero believes that Amazonian troops, forever tied to the jungle and its inferior nature, can be defeated with the use of technology, astrology, and destruction of the jungle and animal life that seems to protect them. He's on a mission, therefore, to destroy the entire Amazon jungle—one step at a time.

His obsession with astrology and the math behind magic has led him to some bizarre practices as a mercenary leader. He doesn't move his outfit without first consulting bizarre calculus and complicated charts based on ancient traditional star charts. It makes his actions appear random and unpredictable to his enemies, but only until his obsession and the data he uses in his calculus leaks. At that point, this asset might turn into a deadly detriment.

Leandro Cristina is the actual military mind behind the La Estelar Guarda. He isn't sure if he buys into Numero's crazed theories, but he does like being rich and killing, so he goes along. He has to perform a delicate balance, appeasing Numero's demands for military strikes and operations by the stars while still being efficient and tactical. Often, Numero's demands are counter to the smartest choice, and sometimes they'd drop the troops right into the mouth of a disaster. Cristina has become gifted at following the letter of Numero's orders while working with whatever wiggle

room he can find to keep his actions tactically sound. As long as the money keeps rolling in, Cristina will keep using his tactical acumen to plan the assaults though he never goes along physically, preferring to direct operations from a vault deep in ABC territory.

Diego Lopez is a technical analyst, rigger, and true believer. Addicted to novacoke, he was an easy convert for Sr. Numero. Between his existing preference for technology and his addled psychological state, Lopez bought all of Numero's theories on faith. Sr. Numero depends heavily on the technological edge Lopez provides over the naturalistic Amazonians. As a result, he keeps Lopez high out of his mind most of the time, only forcing him to sober up before important missions. The detoxes are often brutal and cruel, but Lopez is as addicted to the highs and lows of the relationship as he is the drugs himself, and it would take a miracle to pull him out of that dependency.

Astrid Andrea, on the other hand, hates La Estelar Guarda, Sr. Numero, and everything to do with both. She was originally an explosives expert working for her tribe. When one of her masterful explosions completely derailed one of La Guarda's operations in a fiery ball of destruction, Numero decided he had to have her in his outfit. So he did what any corporate man would. He offered her money, and when she refused, he kidnapped her family and holds them in a state of perpetual ransom. Andrea is desperate to get out, and constantly on the lookout for a means to escape and get her family free.

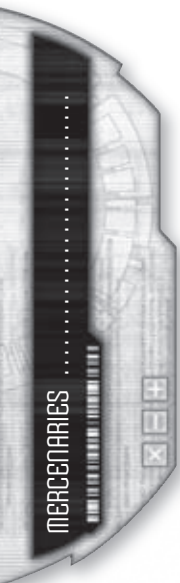
Two men named Jhon and Roca provide the heavy firepower of the outfit. Heavily enhanced and even more heavily armed, the duo are walking environmental disasters. Aside from their martial capability, both have been trained to burn, poison, and otherwise destroy jungle and opponents alike via Cristina's direction and Numero's obsessions. When they're mobilized, the locals say, the damage can be seen from space.

## AMAZONIAN WAR PARTY: LOS MATAN GIGANTES

Contrary to what the media would have one believe, the fact is that Bogotá has more than ghost cartels, corps, mercs, and ecoterrorists. Bogotá has a population of civilians just like any other city in the world, which is what makes this a war instead of military masturbation. People—mostly innocent people—who have no real vested interest in things but for the fact that they live in the place where war is happening. There are bystanders, but if you know anything about warfare in urban environments, you know that most bystanders won't stand by forever.

Los Mantán Gigantes knows this, and knows that Aztlan's cultural efforts are helping move public opinion to that side in the war. They also know that with time, pressure, and better PR, public opinion can shift and bystanders can be turned to insurgents. Los Mantán is playing this war on two fronts and is out to win hearts and minds as well as territory. While other Amazonian groups use guerilla strategies to destroy Aztlan holdings and troops, Los Mantán sell t-shirts, buy off the media, and recruit at schools and hospitals all while generously redistributing Aztlan wealth. They may be heroes—or they may just be cultivating an heroic image to distract Bogotá's citizens while other groups do the dirtier work.

El Lal is the leader of Los Mantán in about the same way as the figurehead is the captain of the ship it's on. He makes a great impression, is full of good ideas, and can murder with his smile,



but when it comes to practical day-to-day operations, he's just not smart enough.

Back home, El Lal's father and mother were people of great respect and repute, having claimed fortune for themselves while protecting the Amazon lifestyle. El Lal, named for a mythical giant slayer in Brazilian mythology, fell just short of his mother's magical gifts and his father's tactical know-how. It wasn't exactly that he was a screw up—more that he lacked the capacity to implement the creative plots he dreamt up, and therefore things would screw up on their own. Then he met Silva Larata while in prison in another part of Colombia. She complemented him well, and after they broke out, she agreed to join him. Since that time, and after rounding up the rest of their guerilla group, they have been creating nightmares for Aztlan wherever possible.

Silva Larata married El Lal almost immediately after they returned to Bogotá. How could she not? He was the most handsome man she'd ever met, charming, and his "creative" plans challenged her daily. Where he lacks raw cunning, she lacks vision, and between the two, they are one complete genius. When El Lal said, "We need to just be more popular than Aztlan to the people of Bogotá," Silva started developing a propaganda network. When El said, "We need to outlast them and be loved into the next generation," Silva branded the group, handing out t-shirts, money, and even propaganda-filled spoken-word mixed media as a means to get between teenagers and the adults who are loyal to the corp. Their success has so far been small, but they are in the early stages of what they see as a long-term fight.

Junior, a native Colombian, wanted to be a hacker and rigger since he could remember. Being a dwarf, a less-than-respected metahuman in racist Bogotá, prevented him from getting the kind of education he would have needed to really go somewhere with technology. That, and he has just about the worst luck with tech. His raw talent for destroying computer systems started as a bad string of accidents, but in time he realized it was the only thing he was very good at. Los Matan recruited him as an industrial saboteur, and he has since embraced the Amazonian lifestyle and is deeply devoted to driving Aztlan out, and with it the hate and corruption.

Sergio Paola is not a true believer like Junior, despite being metahuman and magically inclined. Sergio started his career as a corporate image-maker, hired by the fabulously wealthy to create public relations campaigns for themselves, their children, their companies, or anything else that need an image. He's helped spies with cover IDs and crime victims start whole new lives. That all changed, though, when his pointed ears and magical abilities ran him afoul of some racist goons in Bogotá. They screwed him up badly, and he was nursed back to health by Silva and El Lal. When he heard about their plan, he decided to offer his talents as a means to repay them and screw the bastards who had him beaten nearly to death. Beyond the t-shirts and posters, he's gotten the team subsidizing hospitals and orphanages with the money they make (or steal) in their mercenary work. His methods and big and flashy, and he's starting to enjoy being a hero-maker even more than he enjoyed being a star-maker.

Ximena, the warrior who is rapidly becoming the public face of Los Matan, is an Amazon in just about every sense of the word. The stories are that she was born out of the jungle itself

and has no father nor mother beside it. She whispers to the flora as a trusted companion, and her fae connection to the wild is matched only by her Junoesque beauty. Her wild loveliness dons the bedrooms of more than a few men and boys in Bogotá on posters, though few dare approach her in person. The rumor is she's as virgin as the deepest jungle and her magic stems from that untouched purity. That couldn't be father from the truth, but Ximena makes no effort to correct the rumor to save herself a lot of harassment.

- It will be interesting to see how these guys react to Horizon being brought in do to some big-time propaganda for Amazonia. Will they see them as competitors or collaborators? I'll tell you this, Horizon could easily make an international sensation out of Ximena if they wanted to.
- Dr. Spin

## RIVAL RUNNERS: ANOHI'S OPERATION

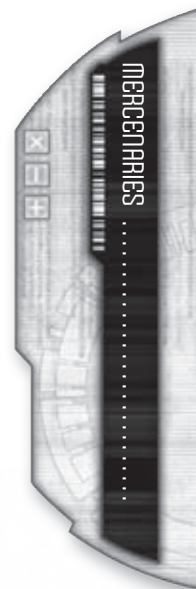
In a very real sense, everyone is expendable in Erika Anohi's Operation but her. After spending the past ten years actively running the shadows, Anohi's run through about twenty different runner teammates, switching them in and out as she saw fit and letting them go or die when they were no longer useful. She's always got an eye out for new talent, and anyone wanting to stay hooked up with her for long feels a tremendous pressure to not just achieve, but overachieve.

Anohi's Operation works with, for, and sometimes against the ghost cartels, to the point where some mistakenly assume she actually is a part of one. That's a mistake no one makes twice, however, as Anohi's quite clear that she ultimately works only for herself and anyone who works with her works only for her. Double-dealing within the Operation is met with brutality and swift death (this in part accounts for high turnover rate). Since there are so many young runners eager to make the big money the Operation churns out, there is always someone watching and waiting to turn in a double agent. Rats are more welcome than loyalists any day, so long as they aren't ratting out Anohi.

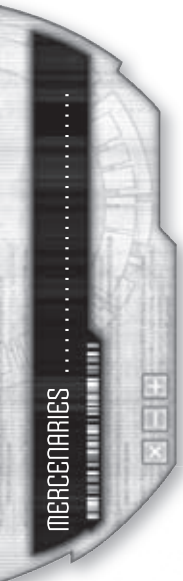
Every runner group needs something to specialize in, and the Operation favors the kind of work that other groups might be squeamish about. They have no hesitations about wetwork, since they view themselves as soldiers in a war that has killing going on all around them.

Erika Anohi, the leader and founder of the Operation, grew up as the only girl in a house full of boys. Traditional tribal life would have had her making babies and doing housework until she dropped dead from old age or an abusive husband. When the cold war started to heat up, Anohi saw a third option: Die rich, famous, and by being immersed in violence she could have some control over. They say she got her first job by rounding up a group of local kids and stabbing a cartel member to death to prove to his bosses they needed her help.

- How come that only works for other people? I'm always cracking this or that security system and then telling people with money that this is proof they need my expertise on their side, and instead of throwing gobs of money at me, they usually call the cops. What the hell?
- Slamm-0!







Erika's life was and still is all about a woman trying to survive in a world of machismo. Pride and arrogance are the only things the men in her world respect, and as such, she has no choice but to exhibit both in spades. Slip up, show humility or deference, and they see it as a sign of weakness. If they think you're weak, you're as good as dead. Erika is violent, brutal, and well known for holding a grudge. She has been mimicking the stereotypical Hispanic male behaviors for so long that she's forgotten it started out as just an act. If a person or group crosses her, she will hunt them to the ends of the earth for satisfaction. That usually means blood for blood, coin for coin, or betrayal for betrayal.

Yesid Darío has successfully worked with Anohi longer than any other runner in the world. The key to her success in the operation seems to be two-fold. Darío is a small built woman who poses no threat to Anohi's false machismo, and she always works by contracts. Every mission she works, every job she performs gets a contract in clear language that outlines exactly what is expected of her, what she's being paid, and where her loyalties lie during the course of the contract. There are never any surprises with Darío, and as a security expert at her level of technical expertise, that's a very valuable asset. If you can't put into a contract all parts of the job, Darío just walks away. That's the only real reason her employ with the Operation has been spotty. Some jobs call for contractors that are a little more flexible, or at least more gullible.

Angel Andres is not strikingly beautiful like many elves, nor is Angel uncomfortably beautiful like many gender non-specific people. Angel has strong wide shoulders and wears women's-cut suits. Angel has a short and charming man's haircut above vaguely feminine features. Angel also has a magically enhanced sniper rifle and can hit a target center forehead from three miles away. Anohi welcomed the genderless sniper-mage with open arms from the minute she laid eyes on Angel, but whether Angel sticks around is indeterminable.

Marco Fernando was a diehard wannabe lifted to the status of trial-run member after being at just the right place at just the right time. Marco is a passable rigger and a decent driver, but what will make him very useful is his obsessive alertness for traitorous behavior in the Operation and its client base. He's underappreciated and often ignored, so he overhears a lot. He's dying to catch someone in the act of attempting to screw Anohi so that he can prove himself. Since Anohi's acts of revenge are legendary, he's dying to see her take care of business in person, and he has a number of bloodthirsty fantasies set up around that moment.

Dezzy Tocanna carries the heavy burden of Judas. He first worked with the Operation years ago and left on amicable terms with an open invitation to run with them again should he ever return to Bogotá. After leaving Bogotá, he got in deep with the David cartel, and he is so beholden to them that if they asked him to murder his mother he'd have to. Recently, and he has no idea why, they ordered him return to Bogotá and join back up with the Operation. He hasn't been asked to spy, to sabotage, or even keep tabs. Not yet, anyway. All he knows now is that sooner or later he will be asked to do something Anohi isn't going to like, and as a result he's going to die terribly. He's desperate, and the longer he goes without contact from the cartel, the more desperate he's getting. Possibly desperate enough to tell Anohi what's going on, which could cause her to point her desire for endless vengeance against the cartel itself.



- This group strikes hard and fast. If you're on the opposite side of a run from them, it's best to stand back, let them do whatever destructive thing they've come to do, then go in after they've left and pick up whatever pieces you can.
- Picador
- Wimp.
- Marcos

## PREGEN CELL: VICTOR'S PEOPLE AND THE CH'UJUTAT TRIBES

In the ghettos of Bogotá, resources are scarce and the population is desperate for every scrap. As things have heated up from cold war to hot, it's only gotten worse for those on the very bottom. So it was for the Victor's People and the Ch'ujutat tribes of Bosa.

There have been hostilities between Victor's People, a tribe named for the great-grandfather of its current leader, and the Ch'ujutat, tribe for a long time. The difficulties started innocently enough when Victor's People began taking in prostitutes and their illegitimate children in a tradition they picked up from the Catholic Church. They eventually found that the demand for their services outstripped what they could supply, in part because they'd overestimated their ability to provide shelter and food for the needy. Since they considered this effort vital to their "Tribal Soul," they couldn't bring themselves to stop just because of a little thing like limited resources. This triggered a need to expand, and Victor's People started pushing into Ch'ujutat territory. The Ch'ujutat, an elven tribe, saw the expansion as an invasion and assumed the actions were out of a general hatred or dismissal of metahumans shared by many humans in Bogotá. It wasn't true but that's a difficult thing to prove when humans are stealing elven shelter and food.

Once the conflict in Bogotá became a war, these two tribes took the open fighting as an excuse to go after each other with more ferocity. As Aztlan and Amazonia troops exchanged fire, Ch'ujutat braves and the warriors of Victor's People struggled openly in the streets. This was great for war leaders and weapons merchants, but not so good for the civilians of each tribe.

Then one night during an exchange of gunfire and small grenades, something much bigger happened. An air strike flattened most of the region, killing nearly ninety percent of both tribes. This didn't halt hostilities at first, but through the work of Victor Alejandra, leader of Victor's People, and Xoray'ma of the Ch'ujutat, the tribes have stopped fighting while the newly formed runner gang figures out who caused the destruction of the territory.

Victor Alejandra inherited this conflict, the tribe, and its cumbersome traditions without really wanting any of it. Born Cristobal Alejandra, he was related to the original Victor and took on the name Victor when his father died in a shootout and passed leadership to him. The tribe believes that so long as the leader keeps the name, the traditions of the tribe will be preserved, and tradition is important to the tribe—more important, apparently, than sense or reason combined. Victor is not a strong traditionalist per se, but he is duty bound. He'd been tribal leader for about a month when the air strike destroyed both tribes. He

took the initiative and had his cousin Bryan makes contact with the surviving elves to strike a deal.

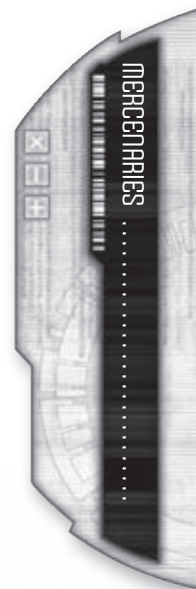
Since then he's had a nightmare of a time balancing tribal duties with the runs the gang has been performing in their effort to discover who destroyed their territory. At first glance, it looked like Aztlan was behind it, but some things they found were off, such as the types of explosives used to the timing of the event. Finding the real culprits is going to take more than either tribe could do on their own—and so will surviving.

Katty Milena, Victor's tactical advisor, hates elves. Or rather, she hates the Ch'ujutat. It isn't actually a racial thing for her, but a problem of history. Katty got adopted by Victor's People when she was eleven, picked up by their outreach group moments before she could turn her first trick. They took her in, shot up her pimp, and stole his money, which they used to clothe her and the other girls he was turning out. Not once did anyone demand anything of the girls except that they behave with respect for themselves and others. A pretty sweet deal, until she found out that some stupid *comedor de la flor* were trying to keep the People from doing more outreach like the one that saved her. She eagerly signed up to fight the Ch'ujutat. Things are different now, of course, and everyone on both sides has bled a lot. Her desire to find out who killed everyone who has ever been nice to her far outweighs her general dislike of the other tribe, and she's as loyal to Victor as she was to his father. She'll follow him to the ends of the earth as long as the promise of re-starting the outreach programs is kept.

Xoray'ma, like his counter part Victor, got his job as tribal leader less than three months ago when the previous leader fell in battle. Early in the conflict, Xoray'ma and many of the other children of the Ch'ujutat tribe were recruited to act as spies in order to keep an eye on the People and what they might be up to. Children, the elders reasoned, would be small, fast, and curious enough to observe and be able to get away in the off chance that they were spotted. Besides, while someone might shoot a spy, one is much less likely to shoot a child. As a result, Xoray'ma and many of the other children of his generation got a firsthand view of the rival tribe and how they lived. As a result, many of the warriors of this generation have been sympathetic to the People, if not to their methods. Xoray'ma had grown weary of the conflict early on but was in no position to halt aggressions since the other side seemed unable to respect tribal borders. That, and much of Ch'ujutat maturation traditions require some form of warfare in order to separate the men from the boys.

The air strikes have changed things dramatically, and Xoray'ma is glad of it. He likes and even admires Victor, but won't ever say it out loud. Instead, he focuses on what the other man is doing wrong. This is another Ch'ujutat tradition, but Victor and the other humans haven't recognized it as anything more than elven bitterness. Xoray'ma has not realized his opposite numbers think he's a jerk—communicating across cultural bounds is and will continue to be a problem for both groups for a long time.

Xiomar'a, Xoray'ma's chief lieutenant in the tribe, became a man early by destroying a truck full of the People stealing weapons from the Ch'ujutat. The guns were lost in the explosion, but for Xiomar'a at least, the greater service was performed: another half-dozen human bastards were destroyed. He has, in his head, a running tally of every Ch'ujutat who was killed by humans, and won't actually be satisfied until that number equals the number

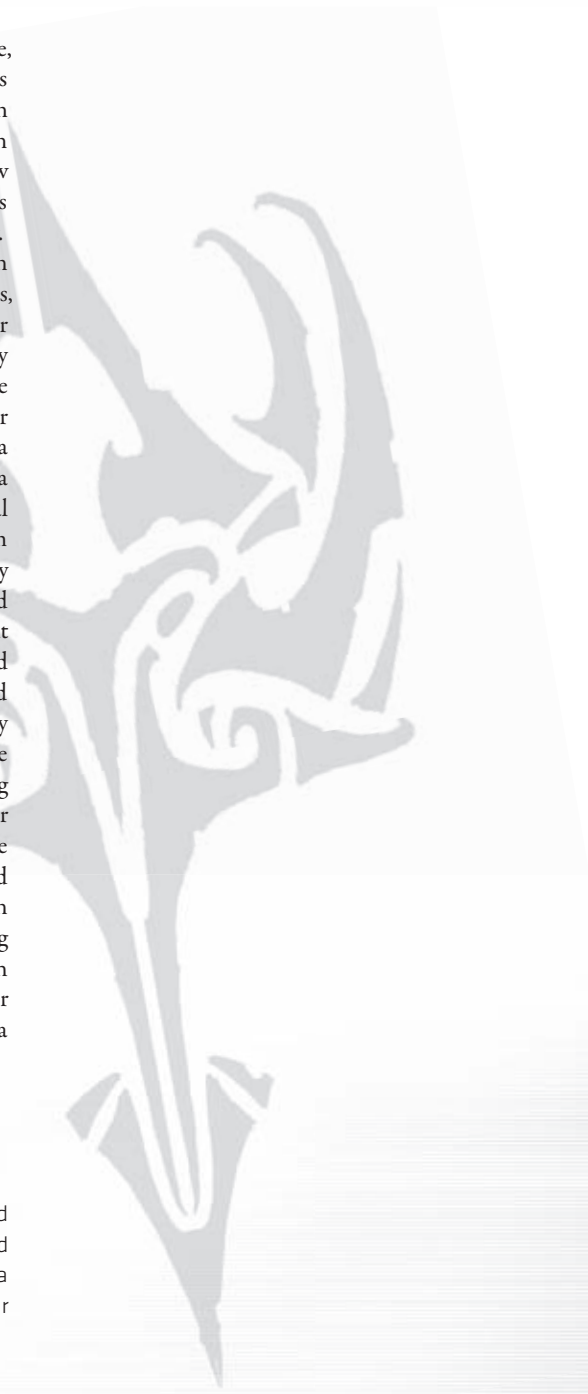
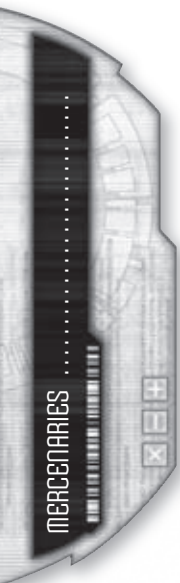




of humans he's killed himself. The problem is, with the airstrike, he doesn't know if it was humans, corps, or cartels that killed his people, so he doesn't yet know who to start killing in retaliation to even the score. That's the only reason he volunteered to join the inter-tribal runner operation. He has no loyalty to his fellow runners from Victor's People, and he would not hesitate to kill his human companions if Xoray'ma let him—which isn't very likely.

The runner team is rounded out by Daiha'na and Brayan Gomez, who are the sort of sad cliché every war has. Love, it seems, doesn't care if you're human or elf, at war or at peace, married or single. Brayan Gomez first spotted Daiha'na on her wedding day while he and some men were spying on the Ch'ujutat. No one in the history of the world has ever fallen so fast or so hard for a woman on her wedding day, or so Brayan tells it. Daiha'na, a competent warrior in her own right, found herself marrying a man she didn't love after losing her freedom to him in a tribal competition. When the impulsive Brayan approached her from the shadows and suggested she run away with him, she very nearly did. He was warm and passionate, quite different from the cold and distant braves she knew. She didn't run away then and there, but she started to meet with him in secret. The couple soon realized they would be found out if they continued their affair, so they laid out a plan. Both lovers let it out to some select people that they were in bed with the enemy and offered to spy on the opposite tribe. They planned to plant misinformation designed to bring the fighting between the two tribes to an end, but before their plans could really get rolling, the air strike destroyed everyone they loved—except each other. Now, with Daiha'na's husband dead and the conflict mostly resolved, they are free to love in public. And yet, both feel a strange sense of guilt for celebrating the deaths of so many. It is for that reason they agreed to join with Xoray'ma and Victor to satisfy the dead. The question is, can their love endure the shadows and will it outlast the excitement of a secret affair after it is no longer a secret?

- Glasswalker, you old softy you. What a romantic.
- Hard Exit
- Leaving romance aside, the whole tribal runner team thing could get interesting if they ever find out just what happened. I've heard it wasn't Aztlan or Amazonia behind the bombing at all, but a corp—S-K maybe?—looking to clear out land to make room for their own development plans.
- Sunshine





## BOGOTÁ IN 2073

Posted by Hard Exit

You've got to respect a person that walks the streets day in and day out in a war. As far as I'm concerned, every resident of Bogotá walking around without body armor and an assault rifle is deserving of a whole world of admiration. The ones wearing body armor and assault rifles are just pansies, when it all comes down to it. So you want to know what Bogotá looks like? It's really quite simple: Watch a shitty old war movie from circa 2020 America, add some neon, and throw a thin patina of dirt over everything. Oh yeah, and make half the people speak Spanish. The movie comparison goes further. If you watch a war movie, only about a fourth of the movie is usually direct violence. Same goes for Bogotá. If you watch yourself, and you're not particularly unlucky, you can avoid burning, exploding, or bleeding out.

That's the majority of Bogotá. There's a few neighborhoods untouched by the war, or at least on a visual level. You know everyone's still talking it behind closed doors. And you know as well as I do that the cleanest neighborhoods in a war zone are the neighborhoods housing the people that plan the war. More than the war has changed the city—the rainforest has invaded some sectors for that you can't tell the difference between Bogotá and Amazonia. In the past year, it's gotten even worse. There are former shopping malls that look like veldts now. My old favorite soccer court is now a lush, gully habitat. Then you have the active war zones. These are the places where you'll see one side facing off against another in a battle for the death. These places change on a day-to-day basis, but take up a good percent or two of the total landmass. If you get caught walking in one of these spots, make no mistake, you will be shot.

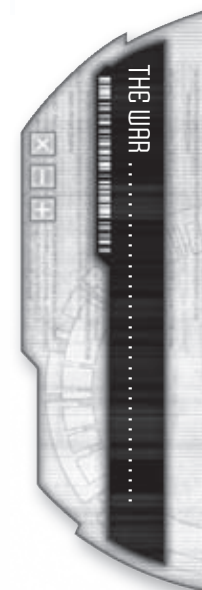
The one thing I can't help but to notice though, is that when you're in a place where there's so much death, you get groups of people that really celebrate life. We're talking about a people that celebrate El Dia de los Muertos every November 2nd. When you see a José Guadalupe Posada piece around town, it's not a celebration of death, it's a celebration of life. Drinking, dancing, music, sex, boxing, futbol, these are all things that walk the line, that show us how powerful life is. It's not just November 2nd, though. In Bogotá, nights and days alike are loud. Music is all over.

Drums, guitars and singing can be heard almost anywhere. It helps to drown out the bombs. Besides, why not play music in a place with an 18 percent unemployment rate? About one in five people don't have jobs, so they've got to do something. Conveniently, it helps that music is considered a necessity of day-to-day living. While not rich by anyone's definition, musicians are taken care of by their communities.

- Say what you will about living in a battleground, but it has its perks. I know this might sound like "trains running on time when Hitler was in power" rhetoric, but it's much more logical than that. Governments don't have an ear on the streets. They don't know what happens in any given neighborhood. Everything's a number, everything's a statistic, everything's a quarterly report or press release for them. With tribal law, you often see far less of things like human trafficking and other egregious exploitation. Sure, some of the tribals run rings, but for the most part, they breed brand loyalty through strict, pseudo-moral regulations.

You can point to the fact that the drug trade is crazy active. It is. But it's also a bit safer, at least on the street level. It really comes down to logistics. If you have one hundred million people to watch over, a lot of them are going to fall through the cracks. If you have five hundred, you're going to keep close tabs on each. Their personal security becomes your personal interest. Every death makes you look incompetent; every one that gets pimped out and murdered gets you that much closer to a mini-revolution. In communities where you can buy bombs for about the same price as a liter of milk, revolution comes fast, hard, and dirty.

- Marcos
- Bogotá's a city of neighborhoods. Wait a second, let me backtrack. Bogotá's a city of little anarcho-syndicalist communes, governed independently by what amounts to neighborhood-watch groups with uzis. Outside of a few basic rules in any given commune, it's lawless. Take about a thousand of these communes, pile them on top of one another, and you have the glorious splendor of Bogotá. It's charming in its anarchy, it's the place we all talked about as teenagers, except for the part about getting shot if you're unlucky.
- Aufheben





- Unlucky? Try in the wrong place at any time. While sure, there's a sense of community, there's also a sense of xenophobic nutjobbery. Boundaries aren't as formal as the Utopian philosopher over here would like to think, and that territory is only as sacrosanct as the bullets that enforce it. This means that a lot of people are born, live, and die within a couple mile radius. Sure, the Matrix alleviates a bit of the ignorance that breeds, but it's not for everyone. Some people would prefer a Corona to information and social intercourse, and that Corona almost guarantees terrible aim when they perceive a threat. That lack of aim translates into collateral damage.

- Dr. Spin

## MOTIVATIONS

Posted by Aufheben

My favorite part of war is the people in it. Don't get me wrong, war outside of true revolution is a bunch of idiotic fascist power plays. Bogotá's no exception. But what we see here is a fascinating and unique blend of people, because of the unique nature of the conflict. We've never seen a conflict like this one. If you look at the surface, Aztlan and the Amazonians are both very magically inclined people, but their philosophies are far different than you could ever imagine. The basic split comes down to the fact that Aztlan's parent corporation, Aztechnology, sees magic as a tool, the Amazonians see it as a way of life. Aztechnology would love to buy, brand, and sell everything they can get their hands on, the Amazonian mindset leaves little room for corporatist mumbo-jumbo being mixed with the magic in their blood. It's important to remember, though, that these mindsets really only apply to the people near the tops of various hierarchies. If you look at the numbers in Bogotá, the people in official positions, including soldiers, are really just a small percentage of the population. So to talk about the people in the war without addressing those others who make up the majority of the city would be negligent.

## AZTLAN

You cannot talk about Aztlan and what drives them without talking about Aztechnology. Aztlan's political moves are part of Aztechnology's global strategy, so to understand one is to understand the other. So let's look at Aztechnology.

Put simply, Aztechnology wants to dominate. You may ask, "Dominate what?" Quick answer: What have you got? They like big profits, big market shares, and they really like power. There's technically nothing wrong with that, so long as you're down with the whole capitalism thing. And Aztechnology is. They look at everything in terms of how it can be capitalized, how it can build profits and so on. Aztechnology doesn't assess people, it doesn't assess neighborhoods or collateral damage. It looks at cost-profit analyses. When a missile hits a building, there are a few things that matter: A) Did the building belong to Aztechnology? If so, how much did it cost? B) Did the missile kill Aztechnology employees? If so, how much did those employees contribute to the financial prospectus of the company? C) Did the missile kill Aztechnology consumers? The answer is probably yes. But how many? How much residual income is Aztechnology set to lose from their loss? D) How much did the missile cost? E) What kind of PR hit will the company take from the attack? F) How much is the company

set to gain from the attack, in terms of either directly hurting any opposition or causing the climate of intimidation that they so love? Take the costs racked up in A, B, C, D, and E, and take them from F. So long as there's a positive number, well, hope you're not in that building.

Now, remember that Aztechnology remain the masters of the PR game. In the shadows, we've got a fair idea of their dark side, but in the light of day most people think they're just fine—or they think their subsidiaries are fine, without knowing that they connect back to the Big A. That sort of brand strength doesn't happen by accident. Everything Aztechnology does affects The Brand™. The brand is important. In fact, at the end of the day, the brand is the only thing that is truly uncompromisable. Without the brand, all the cheap toothpaste in the world won't save a company. Everything Aztechnology does might affect the brand in some way. Bombing orphanages doesn't really help the brand. I wouldn't say it's corporate suicide—I've seen all kinds of companies get away with a lot worse. There's plenty of historical precedent. From the British East India Company to Halliburton to Slarks all the way up to Aztechnology, some companies get a pass on genocide. It happens. But the one thing you'll notice is, as time passes and information becomes more available, these companies walk on eggshells that much more. Without fail, these companies commit their genocides in places where there's an informational smokescreen between them and the rest of the world. That's not a coincidence.

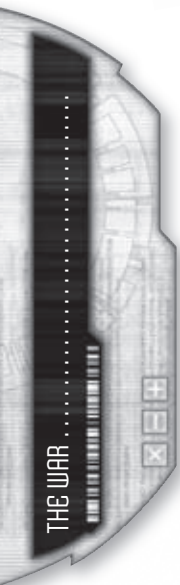
Enough with the brand. Your average goon on patrol could give two shits about the brand. The last time he thought about it was on the day he got his employee handbook (yes, all Aztlan soldiers are technically Aztechnology employees, though they don't often think of themselves that way). If he's upwardly mobile, he thought about it when he read a slogan on a poster on his supervisor's office wall. An Aztlan armed security officer has the same priorities as anyone else in a war: she wants to survive. However, most are smart enough to know that the best way to survive is to suppress threats. This means a little terror every now and again, and striking down hard on those that would attack. This is conflicted further by superior officers, which put artificial limitations on what soldiers can and cannot do. So there's a constant conflict between survival instincts and mandates from above.

- I know a lot of soldiers think that way—that they just want to survive, but the faceless bureaucrats and commanders above them don't care about their lives. But they *do* care, if only because soldiers aren't easily replaceable. It costs a lot to find and train troops—the average soldier's recruitment and training costs are about twice his annual salary. Do you think a smart company would just throw that away?

- Dr. Spin

- Companies are often blind. While the bottom line might be king, that doesn't mean the company has an all-seeing eye. It's an impersonal goliath that can't hope to see the individual. While they might not want to lose the money, soldiers are just numbers on a report. They can be erased, it's not the end of the world. When Private Ted dies, it's not "Private Ted" on the report, it's -1 assets.

- Aufheben



# THE ENEMY WILL FALL



# AZTLAN RISING

INCOMING FEED.....

- I'm sorry, but it doesn't really work that way. Even when removed a few steps, every person in the company realizes that those numbers are people. And more importantly to company interests, those numbers are big cost figures. Private Ted might look like -1 on a report, but he stands for a couple hundred grand in overhead costs. No boss in his right mind thinks that's a reasonable loss.
- Dr. Spin
- I guess we'll have to agree to disagree.
- Aufheben
- Fine, but that means you're disagreeing with facts.
- Dr. Spin

## AMAZONIA

If you want a good analogy for the Amazonian forces, look no further than classic religious zealotry. Amazonia's battle against Aztechnology for the hearts and minds of the people of Aztlan is nothing more than a crusade with different packaging. They have this idea: The Amazon is a living thing, it deserves to not be raped. That idea permeates every facet of their struggle. Can you blame them, though? The difference between these guys and the crusades is, they can see their divinity. The rainforest moves, pulses and grows around them in ways we couldn't have imagined a century ago. It's strong, as anyone living near it can attest, but it's also delicate. Tilt an ecological balance this way or that, and you never know just how widespread the damage might be. And that's been just one part of Aztlan's offensive.

Amazonia's lofty, above-all-else goal is to preserve the ecology of the rainforest, kicking out any threats and allowing the denizens of the jungle to live natural lives. Technically, they're supposedly also liberating the people of Bogotá proper. I am going out on a limb and say they probably didn't ask those people of Bogotá if they wanted to be liberated from their homes and things like that. While it's a noble cause, it's a fight, and just like any other fight, there are a lot of dead people generated by the mess.

Amazonia sympathizers are entrenched deep in every part of Bogotá. The problem is, many of the hardcore supporters see those sympathizers as part of the problem. From the extremist point of view, getting inside information from these collaborators isn't acceptable, if "inside" means people in any way associated with the corporate and governmental constructs that harm the jungle. Now, there are moderates out there who believe that any info you can use is good info, but given that the extremists are often prone to making and planting bombs to back up their point of view, they help shape the way people in Bogotá are perceived—and the way they see Amazonia.

If there's one problem that'll cost Amazonia the war, it's the thing that is also their biggest advantage: the zeal with which they fight. Aztechnology, while slow, is able to adapt and compromise to meet the needs of the situation. Amazonia's soldiers, right down to the grunt level, are dedicated to their cause with a passion that Aztlan foot soldiers don't always share. They see themselves as good fighting evil—and evil must be stamped out. Now that the war has progressed as far as it has, most Amazonian forces would rather die than admit



even temporary defeat to Aztlan. This can help them in a lot of battles, but it also can be a problem in the war for the loyalty of Bogotá citizens. There are plenty of average people in Bogotá that, if given a good explanation of the goal, would love to hit Aztechnology where it hurts, but they're not willing to meet the demands of the most extreme Amazonians who want the city turned over to the rainforest. To the most extreme Amazonians, that's an unacceptable failure of will. Zealotry isn't the goal for these fighters; it's the benchmark for minimal performance.

- I'm a little surprised—I was half expecting Aufheben to unleash a wholehearted support of “la revolucion!” or something similar. I'm glad to see here that Amazonian forces are recognized for what they are. It could go further though, including info on how the zealots slaughter and torture innocent people, including children, in their campaigns against Aztlan.
- Kay St. Irregular

• I fully understand that Amazonia does some fucked up shit. Being that I'm talking on the Matrix, and there are plenty of powerful operatives that'd like to see me dead for saying that (and backing it up), I have no illusions as to their lunacy. I get their anti-corporate sentiment, and I even see the virtue of kicking a major company out of the Amazon. That's logical. Saving the world and all. But annihilating everyone that doesn't completely and unabashedly agree with your sentiments? Not so much.

- Aufheben
- We'll have you a moderate before you know it.
- Dr. Spin

## OTHER CORPORATE INTERESTS

You get two big groups battling it out for a large metropolitan area, and you're going to get a lot of corporate interests coming in to capitalize. It's simple logic. First off, there's all sorts of chaos, and chaos breeds a need for food and basic necessities. It also pushes people to find new brands, if they can, as they may want products that aren't affiliated with those that are destroying their homes. Someone has to provide those things. Second off, those two sides are not islands. They cannot exist by themselves. Even Aztechnology, with all its diversified might, still supplies its army with guns from other corporations. In a war, resources are chewed up far faster than in a normal situation, and no matter how big you are, you can't always ramp up production enough to meet the increased demand. Aztechnology needs more guns, more foods, more medical supplies, and more troops than it can necessarily support by itself.

### Ares Macrotechnology

Ares is in the great position to benefit from the war for Aztlan. They build guns, and they're located in North America. They literally have an office dedicated solely to the goods they ship to and from the Aztechnology Bogotá offices. It doesn't end there, though. Aztechnology hires out a number of security officers (a nice way of saying mercenaries) from Ares. Ares is glad to do the work, and it serves well for Aztechnology, because they have a layer of deniability between their operations and whatever terrible acts they commission the Ares officers to

commit. If Aztechnology needs a tenement house leveled with all the innocent people inside, an Ares merc company gets the assignment. Then, when the people of Bogotá complain, there's a hand-slapping full of red tape, and a nice corporate apology from Aztechnology that dispels any association. You'd be surprised to find how many things that Aztechnology “doesn't condone” are actually paid for by them. Since there's a step of separation there, they are even less expected to pay restitution to their victims.

- I don't think any of us are unfamiliar with the concept of plausible deniability. Works in war just like it works everywhere else.
- Stone
- From what I hear, Ares has got a little more going on than just raking in mercenary bucks. They have a few prototypes that they're shipping out to mercenaries who want a chance to field-test the next big bang from everyone's favorite gunmaker. I haven't heard anything about how well those tests are going.
- Mr. Bonds

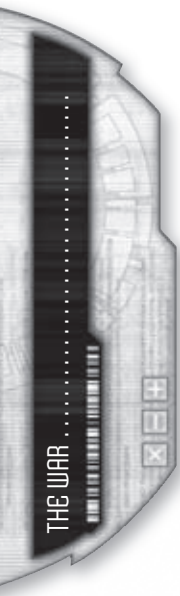
### Horizon Group

Horizon's also in a great position to benefit, but in a wholly different way. Ares can offer guns. Horizon can offer pharmaceuticals. It's been mentioned, but bears repeating: In a war zone, medical supplies are in heavy demand. Now, getting them there is tricky, as each side is constantly working to cut off the other's supply lines of medical goods. There's also high demand for meds from Bogotá's citizens, but they're generally too poor to pay much for them. Still, with the sheer amount of physical pain being felt in the city, people need their meds, and Horizon is busy finding ways to meet that demand.

It's not all about sales for Horizon—they're becoming well-known for these humanitarian efforts. A few million nuyen goes far to show the world how much you care about the kindly, disenfranchised people of wherever. While it doesn't do much for everyone, the well-to-do elite love to purchase goods by such a company. “Five percent of every sale goes to bandage the wounds of Bogotá” is a marketing giant right now. Horizon's plastered everything they can with a green ribbon signifying support of the Bogotá people (note the political neutrality of who it is they're supporting); you can find those ribbons on everything from computers to motorcycles to town halls.

In a less neutral setting, Horizon is getting a chance to test their PR mettle against the masters of spin. Amazonia has quietly hired Horizon to develop some anti-Aztlan propoganda, and some of the corp's best minds are working on ways to counter the mighty Aztechnology spin machine. I'm interested to see what they'll come up with.

- Horizon's looking far beyond the hearts and minds of the citizens of Bogotá in their efforts. They know the whole world is watching what's going on here and looking for an angle, and they plan to take advantage of that. Look for info that does more than present Aztlan as the bad guy—though there will be plenty of that. The real value will come from PR that convinces other parties that it's in their best interest to actively work against Aztlan, either under cover or openly.
- Dr. Spin



- Think they'll be able to get the CAS involved? The southerners don't like the even-more-southern neighbors, and I'd think that the chance to pull them into a two-front war would be very tempting.
- Marcos
- It's possible—Austin's at least worth keeping an eye on—but I tend to think the CAS will use the threat of war more than war itself. They've got bigger fish to fry than harassing the Big A and maybe, if they're lucky, taking some land. If they can use this war and the threat of a new front as leverage in the looming Treaty of Denver renegotiations—well, now you're talking about something they really care about.
- Kay St. Irregular

### Mitsuhama Computer Technologies

Mitsuhama has a silent interest in the efforts against Aztechnology. While they won't vocally support either side, every little strike against Aztechnology is a financial gain for Mitsuhama. In a perfect world, MCT would love to see Aztechnology fail, leaving a huge vacuum in the manufacture and sale of magical goods and services. If you're a runner with strong MCT ties, you might ask them for a nibble. I can't confirm anything, but I bet they're funding some fun monkey-wrenching missions.

### NeoNET

NeoNET's had a hard time with Bogotá. While they have a presence, it's been spotty at best, and the damage from the war hasn't helped things any. Many of the locals have set up their own, dedicated mini-networks for the various neighborhoods. It's less like a Matrix, more like a shitty old quilt that happens to carry information. Cyberware and bioware, while in demand, just don't have carry the allure they could. When very few people have money, and few of the people that do can afford healing times, it becomes an unrealistic industry. So yes, mods will carry the NeoNET brand name, but they're rare, and often aftermarket.

### Saeder-Krupp Heavy Industries

Do I even need to go into this? I'll lay it on the table: Saeder-Krupp has hands in what's going on in Aztlan. Now that we've gotten the elementary school logic out of the way, let me stress that it's deep but indirect. With the exception of direct purchase vehicular support (which is really a side note in the big scheme of things,) Lofwyr's baby doesn't contribute directly to the war effort, or at least not the way Horizon and Ares do. This is a good thing, because if we get dragons irritating dragons, then Bad Things Happen. If you were to find a direct connection between Saeder-Krupp and the Aztlan conflict, you'd be on the bad end of some wet contracts.

### Shiawase

This is another fairly clear-cut situation. Since Shiawase is nowhere near as entrenched as Ares, mostly due to geographical interests, their efforts have to be limited. They have small hands in the whole affair, but they try not to be too direct. Sure, you can find Shiawase equipment on a lot of troops, but most of it was purchased through distributors and smugglers. They do have one major interest in Bogotá, though: They own and control Bogotá's only nuclear power plant. Theoretically, it could be used

by Amazonia as a kill-switch if the fight's lost. But Shiawase is far too smart and powerful to let that happen. Honestly, I'd say that plant's your safest spot if you want to avoid being killed in Bogotá.

- Note that they own the only functioning nuke plant *for now*—S-K's working to put their own stamp on the power grid.
- Mr. Bonds
- I've heard a rumor, and it's probably unfounded, that Shiawase is helping the Amazonian side because they want to work up some bioengineering facility based in the Amazon. Now, we all know the Amazonian crew probably doesn't jive with that, but Shiawase's the kind of group you really don't say no to, especially when they're offering to help in your war.
- Marcos
- That'd be pretty fucked up. If so, it's a deeper conflict than it even appears.
- Riser

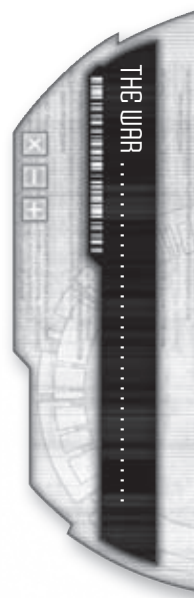
### THE TRIBALS

I consider "the tribals" to be a misleading term. Tribal usually implies kinship—these groups are closer to gangs for the most part. But it's common parlance, so I won't begrudge them that basic aspect of their culture. While there are tribes based on family lines, it's exceedingly uncommon. Most are just brought together by geographic similarities. If you live in a neighborhood, have the willingness to do some things that others might consider unethical, and want your people safe from the war, you're probably part of a tribal group.

If you read the news, the tribals are always and without exception represented as maniacs, drug lords, and sociopaths. While those types do exist within their ranks, it's far rarer than you'd imagine. Blood leads in the news, that doesn't change in a war zone. But the blood spilled by the poor is even more prioritized. Remember, Aztechnology controls a lot of the news in Bogotá, and if you ask Aztechnology, they're heroes and liberators. If you consider some simple logic, it all comes together: Tribal groups cover small populations. There might be a tribal group for every two hundred people. An average tribal organization is about ten people. That means that if every member of a tribe is a murderer, one in twenty people die at their hands. If every tribal is a mass-murderer as the Aztlan media suggests, then more than one in seven people have fell victim to their evil. The truth is far from that. While some neighborhoods skew the average with entire families killed, most can claim one or two deaths relating directly to tribal influence. The real murder rate in Bogotá's neighborhoods is something like a one person for every two thousand citizens. That's not great, but it's not terrible—it's actually an improvement from what it used to be. The tribals are apparently pretty good at preventing murder.

- Or if you want to look at it through a cynical lens, maybe it's just hard to be murdered when you're dead from the war.
- Haze

So what do the tribals want? In a word, security. They want stable neighborhoods, as unaffected by the outside war as





possible. Sure, much of the war takes place on their city streets, but the tribals are good at herding their residents and reducing unnecessary casualties. Methodology differs, though. Some tribals hate technology, and blame it for everything that's going on. Some hate nature zealots. Some hate racism. Some hate the old Mayan god of hangings. It doesn't matter. The point is, every tribe hates *something*. That hate is translated into words and ultimately policies that are enforced on the street. Some consider it propaganda. Some consider it a way of focusing the people, narrowing their minds to a common hate. The thing about the Amazonian/Aztechnology struggle is, it's a clusterfuck. It's everything versus everything versus everything. You can't pinpoint clear sides and ideologies the way you can with some wars. This isn't black versus white. Hate's a powerful motivator, and when people don't know what to hate, they don't know how to act. So if security is the why, hate is the how.

One challenge the tribals face is keeping their neighborhoods motivated and mobile. Alone, the tribals can't handle all the administration needed to keep people doing what they need to do. They need their people to manage themselves. They need them to stand. That means that often, organizing motivational speeches, concerts, and jeep tours make up a big part of a tribal's job. Protest bands sometimes find that their strongest sponsors are neighborhood tribals. A few neighborhoods will get together to fund small concerts for their people, reminding them who cares about them. It's not that hard—Aztechnology's track record for helping the poor of Bogotá is far from impressive.

- To be fair, they've only recently started caring. For a long time, it's suited Aztlan and Aztechnology to let the citizens of Bogotá stay poor. Only recently have they seen some advantage in alleviating some of that suffering.
- Dr. Spin
- If Horizon's looking for anti-Aztlan angles, could that be one?
- Frosty
- Not likely. The powers of the world have never been great at rallying against the oppression of the poor.
- Dr. Spin

## WAGESLAVES IN WAR

The neighborhoods covered by the tribals comprise about forty percent of rural Bogotá, and about seventy percent of urban Bogotá's residential zones. This means a whole hell of a lot of people aren't part of the tribal culture. Many of these people are the upper middle class types, most of which work for Aztechnology or one of the other AAA subsidies. The war tends to ignore those areas of town, conveniently. You get your occasional act of terrorism at an Aztechnology HQ, but that's about it.

So what motivates your average Joe Bowtie on the street? Survival. The war really isn't his concern. The neighborhood tribals don't play a part in his life. He watches the same trids as your average American, he buys the same cookie-cutter garbage from the corner store when he gets his bi-weekly paycheck. He loves that life, he wouldn't give it up for the world. Or at least, he wouldn't give it up unless it meant standing for something. He's the unmoving post in the middle of a highway. Sure, he resists

change. But eventually, something comes along fast and hard, knocking him down.

What happens when that occurs? More often than not, it means Joe just died, so not much. But when he doesn't, or when Billie dies and Joe's left standing, it means Joe is finally motivated to act. Joe can be the strongest advocate for or against the war, because he's got more resources than the poor of Bogotá, and he has more knowledge of and access to various social networks. The pen's mightier than the sword, and Joe pushes that pen around from nine to five every day, so he knows how to work it. He rallies his block. He talks around the water cooler. He writes complaints to local politicians. He pulls his monthly donation from the police. In a couple of cases, Joe will become something of a vigilante. No matter what, what Joe does matters. Ultimately, Joe has the buying power, so Aztechnology has to listen to him. He's a strong leveraging point for Amazonia. If he could stay focused and work with others like him, Joe would be king. But a lot of the time, he doesn't, so he isn't.

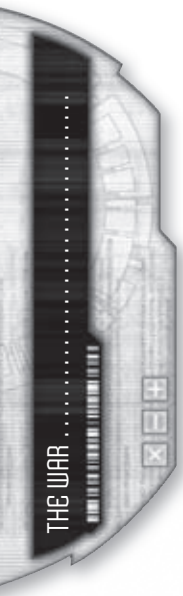
- I know you're trying to work up a power-to-the-people vibe, but what you're really talking about is how capitalism works. In capitalism, Joe really is king—kind of. He has all the power in the world, because his strength comes from raw, unbiased cash. He buys what he wants to buy, and his cash—along with cash from all the other Joes—moves or even topples nations.
- Dr. Spin
- I'm just pointing out that with his power comes with responsibility.
- Aufheben
- It's not easy to get him to see it that way, because on his own, Joe doesn't feel very powerful. He looks for small victories, not big gestures. Joe will keep sending a morsel here and there to a nameless child in Africa, and he'll be happy knowing that he's fulfilled any responsibility he thinks he might have.
- Dr. Spin

## RUMORS

### Moderated by Snopes

There's a lot of speculation running around—what else is new?—so Jack asked me to take some of your wilder comments and present the more believable ones in one nice package. I'm not saying all these things here are true, but they're at least tasty.

- *Bogota Libre!* has captured the imagination of a good portion of the city's population and has them dreaming of making their home a free city. A lot of powerful people are funneling money to the tribals to build loyalty and help disintegrate the Amazonian insurgents and the Aztechnology troops. The philosophy is that if the effort is strong enough to make Bogotá no longer look profitable, Aztechnology will leave. Then, if the people adopt a strong pro-environmental stance, Amazonia will pull back their strikes since Aztechnology's gone. This would mean that Aztlan would take a hit, but since it's really just a hyped border town, speculation is that in the long run, it wouldn't matter that much.
- Cosmo







Of course you're saying El Dorado doesn't exist or we would have found it. Remember, over half of the continent still hasn't seen human eyes in at least a thousand years. It's not something we'd have noticed by satellite, since it's probably buried under quite a bit of jungle and rock. Deep within their leadership, Amazonia knows this, and doesn't want the land strip-mined of its last true wonder.

- Plan 9

## SMALL UNIT TACTICS

Posted by Marcos

We've heard enough about why the war's going on, and why every kid and his mother's got an interest in shooting someone or another. For those that are going to be here, let's talk about what's going on, who is shooting who, and what they're shooting with. This is important. If you're doing a job in Bogotá, you're probably not being hired as a mercenary general. If you are, why in the hell are you looking for information here? You're probably doing groundwork. So getting to know the nitty-gritty of who and what's going on is going to be a lot more useful to you.

## SUPPLY SHORTAGES

Picture this: You're living in a shit part of the world. You hope for a good job for years. Eventually, a megacorp moves in and offers you some money to drive a truck from point A to point B, then back to point A. You repeat that process twice a week, as it's a three day trip. You don't make a lot of money, compared to the take-home in better-developed parts of the world. Then, you find out you have to pay to fuel the truck. You also have to pay the bribes at customs. If you bust a tire, it's your responsibility. Paychecks come when they come, not when they're supposed to. Then, you're on your path, and a bunch of people stand in your way along the road. Not only people, they have large cats with swirling black patterns along their back. They tell you they're going to empty your truck, and you're going to stop showing up to work. They say that if you don't comply, you're cat food. What do you do? Do you fight? Of course not.

Now, let's assess that scenario from the other end. A handful of Amazonian sympathizers hijack a shipment. They don't know what's on the shipment, but it's definitely Aztechnology supplies. Every widget that's taken from one of those trucks is a net gain of two widgets in the war effort—on one hand, they gain from whatever the object is. On the other, they deprive Aztechnology of resources. In this particular story, they've stolen socks. Pay dirt. Socks are key to any war effort in a jungle. Have you ever been in a humid place hiking, without a chance to change your socks? It's a nightmare. Not only is it uncomfortable and smelly, it's a hotbed of bacteria. You're liable to get diseases if you don't change your socks at least once daily. That's a key victory for the Amazonian forces. Any excess socks from this shipment get sold at remarkably low prices to the tribals in Bogotá proper. Tribals get socks, Amazonians get a little more loyalty from the city's truest residents.

- Socks truly are important in war, which means in a shortage, your high-exalted mage-types may be assigned the glorious duty of casting spells to dry out people's feet. War is truly glorious.
- Winterhawk

What other kinds of things turn up missing in bulk? Guns are key. Amazonia doesn't have the raw numbers of troops Aztechnology employs. Also, many of them refuse to use guns. The ones that use guns already have guns; they'd prefer ammo. So a truckload of guns is a blessing for Amazonia, in that guns make better currency than solid gold when dealing with the ghost cartels.

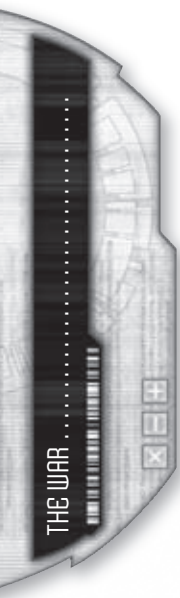
Water's another great acquisition. Aztechnology needs it like, well, people need water. For an outsider, drinking Bogotá's water is a quick path to the emergency room. The average North American will burst like a volcano within an hour after drinking the tap water. A hijacking of the supply chain taking water to a peripheral station will all but cripple the station. One particular story had Amazonia using magic to detect all incoming water to an Aztechnology field base, which they'd destroy and feed to the forest. All the generals were airlifted out. The soldiers were left to die. Amazonian forces offered amnesty to said forces, so long as they left the country immediately. Six concentrated assaults with no Amazonian casualties eliminated the threat of over three hundred Aztechnology troops, and a strategically located base became overrun by the rainforest.

Another advantage of resource elimination is it's often a great job to give your more squeamish troops. If someone objects to killing, they're probably more keen on robbery. Nine times out of ten, a well-coordinated hijacking goes through with no killing at all. You get a good crew of hijackers, they'll start to see themselves as Robin Hoods before too long; they'll love every minute of the job.

That's all well and good if you're planning to hijack someone's shit. What if you're on the other end of the resource strangulation? One choice is, you could just get into the business of resource hijacking. I've heard it's very profitable. Now, if you're not so inclined, like if you have more important things to focus on (read: a hail of bullets to avoid), then you have to find other ways to replenish your stocks.

Here's my trick to prevent it from being needed: Figure out how far you are away from a cultural and shopping center, by foot. Take that number of days, and add two. Make certain you have supplies for exactly that number of days at any given time. If you're four days from civilization, you should pack six pair underwear, eight pair socks, six days' water, twelve MREs, a tent, two full cans of waterproofing fluid, and plenty of lamp fuel. Also, if you're cut off, don't be a hero. If someone hijacks your water supply, get the hell out of your base. Don't assume your superiors will save you, and don't assume that the hijacking was an isolated incident. Pride won't feed you, I promise.

That's spot advice, that'll help if you find yourself in one of these situations with little time to prepare. In the end, though, it's better to prepare. So how do you do it? The single most valuable method you can use is this: Make friends. I don't care who employs you, or what side of the fight you are. You need to get acquainted with the black market, because no matter who you are, it's more efficient than your supply chain. Also, conveniently, when shit gets stolen, it often ends up on the black market. Terrorists stole your shipment of socks? Well, isn't that a coincidence—the black market just saw a huge influx of socks, and they'd love to trade for a couple of your antitank rockets. Hell, you weren't going to use those rockets anyway, they just weighed you down.



Friends are essential, because reputation oils the gears of the black market. If you're a nobody, you're not going to get anything. This means that in any small unit, you need at least one face with a reputation. This means selling excess supplies and writing them off as lost. Don't be a white knight about that. Most organizations have a number of supplies they write off as damaged, lost, or stolen. They know how the real world works, and there's no reason you shouldn't take advantage of these policies. Just don't go overboard, or they'll catch it.

Oh, one more thing. The reason I said you should have "at least" one face? Because, as is so often the case, it's good to travel with a spare.

- Another idea would be to get some friends abroad with strong courier connections. A friend with a helicopter is more useful than a friend in the black market, because the friend with the helicopter can deliver. When you're in it hot and deep, delivery can make or break a mission. I know a guy that makes his living off airdropping menial shit like your mentioned socks. He drops a freebie here and there for the Amazonians to keep them from knocking down his chopper.
- Traveler Jones

## TECHNOLOGY

Technology in a war zone is paradoxical. While it can be very useful, possibly meaning the difference between loss and victory, over-reliance on technology almost certainly means loss. Once you get past your basic gadget porn, the logic is written on the wall. You're trudging through swamps and jungles, falling in water and walking through water so humid you could cut it with a knife. Which of these two things would you want? A machete, or a GPS locator? The GPS locator sounds sweet, it might find you back to civilization. Of course, it doesn't do you much good if you're stuck in a vine trap set by heaven knows who, or if the device suddenly stops working because its sensitive parts don't take well to infusions of mud.

- From where I sit, this is an argument for having sturdy, waterproof gear, not for going low-tech.
- Slamm-O!

In a guerrilla war, simple is the goal. Sure, technology helps. But you want to keep things functional and goal-oriented. A radio is a radio. A gun is a gun. The moment you start mixing technologies, your gadgets become more fragile, and having fragile gadgetry is just about as good as being without socks. You get your occasional advancement in functional tech, but really, war is about as advanced as dentistry. It's changed that much in the past two centuries. There's still a needle drilled into your tooth, it's just diamond tipped. There's still ground troops and guided missiles. Guidance systems get a bit better, guns get a little more deadly, but it's all the same killing. A friend of mine says we perfected the art of showy and violent slaughter way back in World War II, so why reinvent the wheel?

What's changed? That's sticky. Communications have changed, of course. But in a war, communications aren't as useful as they might sound. While yes, having a commlink and a PAN is useful in some ways, it's also distracting, and allows for the public

to directly access the goings-on of war. That means public outcry, which means stock prices dropping, which means unhappy CEOs. Unhappy CEOs mean dead troops. So, policy dictates that troops can't have unlocked commlinks. They get dedicated, secure tools that keep out outsiders and limit a grunt's Matrix activities to the things his CO would approve. Some enterprising troops have modified these, and most of those troops have found themselves on the business end of a shadowrun.

Technology has changed, but that's mostly a PR stunt. Sure, there are robots and death lasers and shit, but nobody actually sees those in active combat. That's the kind of thing that gets used in select, risk-free situations in order to wow the shareholders. Many of the most definitive combat advancements, things like flechettes, are wonderful on the streets, but they don't stand up to standard body armor. Monofilament blades are nice, but in a war situation, you're better off just shooting. Camouflage armor and chameleon suits are very useful, but don't hold up well to extreme environments.

In guerrilla warfare, repurposed holoprojectors are wonderful. One of the most effective ways of deterring an attack is to make the enemy think you're more numerous than you actually are. What better way than holographic troops? Of course, it's not completely reliable, as any real scrutiny breaks the effect. Also, holoprojectors work for great decoys. If you're fighting a force that has a soft spot for civilians (they exist, serious!) then a hologram of a screaming and crying woman in front of your force could mean the difference between casualties and flawless victory. I remember a specific force that used a holoprojector to emulate a force's leader, who the guerrillas assassinated a few days prior. It shellshocked the troops long enough to set up shots.

Sims and BTL, while they haven't revolutionized war, have become integral parts of it. Escapism is important. Remember, in past wars, prostitutes have been hooked up with all manner of traps, beer has been poisoned, any form of entertainment was a weapon against soldiers. Fortunately, BTL and Simsense have done well to eliminate a lot of that. A soldier can rest in his bunk, letting his body recover while his mind wanders. Some soldiers prefer the thrill of the hunt, so they'll engage in VR gaming when at ease. Particularly smart soldiers have procured VR games from their enemies, where they can play through the same simulations their rivals have, learning their tactics to better understand what they're up against.

While bioware and cyberware are useful, they're costly. At one point or another, every megacorp has tossed around the idea of universally outfitting its soldiers with one mod or another, but it's just plain unrealistic. Often times though, said megacorps will allow their soldiers the option to purchase such mods on loan, even with a discount as part of their employee benefits packages. But since such modifications are hardly universal, it's hard to really gauge their usefulness on the battlefield. Your mileage may vary.

Sense-enhancing sensors probably see the most practical use in the fields. Imaging is particularly important for Aztechnology, since their enemies are especially good at hiding. Sonar, radar, ultrasound, infrared, these things are all essential when fighting magical enemies. Usually, a unit will have at least one imaging specialist on-board.

Last note: Gecko tape is useless. Do not try it. I've heard a few stories of idiots rushing out, trying to use it to set up ambushes







INCOMING FEED.....

and such. Then, when it's least convenient, the moisture in the air negates its clinging ability and the next thing you know, you're on your ass being shot.

- A word of advice for runners in the area would be to try to use things that don't damage the land around you. That sets off Amazonian red flags pretty quickly. Slash-and-burn tactics are completely out of the question, but watch before even using grenades in forested areas. You might think it's common sense, but you'd be surprised to know how many smart runners have found themselves between a jaguar's jaws for doing something that normally would be considered common sense.
- Ecotope
- I won't disagree that intricate tech is hurt by the environment out there. But I will say that someone handy with hardware is your best friend. Can you turn a coconut into a radio? You're invaluable in a guerrilla war. I've seen some remarkable DIY tech salvaged from the skeletons of trash soldiers have tossed by the wayside. Nothing beats a homemade EMP, like my momma used to make back home. Not too long ago, I saw plans for a grenade that sends out a strong binary pulse, shoving distracting images and sounds into everyone in the blast radius's PANs. Chummer made it out of an old commlink, a radio transceiver, and a bad remake of *Bride of the Monster*. It was pure sex.
- Clockwork

## MAGIC

Magic is all over this war, in lots of different flavors. Both sides are unruly—the blood magic flowing out of Aztlan, and the unruly nature-based magic favored by Amazonia. Both sides can be very effective in what they do, and both are still refining how they target the other side. Some mages on each side have decided that you beat 'em by joining 'em, and so they have started to study the other sides tactics with an eye toward better learning how to counter them. This could very possibly result in some unholy blood-and-eco magic, and I'm not sure I'm going to want to see that that will look like when it emerges.

### Nature Rituals and Blood Magic

Ritual spellcasting is a great big part of what makes the Amazonians a force to be reckoned with. Often times, it acts as a form of terrorism. A spotter goes to a target's location, the target notices mana gathering around him, and he tells all his buddies. The buddies fidget around, trying to figure out what to do. Before too long, they give up on their friend and flee before the spell is complete, since they don't know what might happen, and they don't want chunks of his skull ruining chopping into their flesh. The spell is either completed or abandoned, the poor sap is killed, and his dispersed friends are taken out while they're running around like chickens with their heads cut off.

While I don't completely understand it, Amazonian shamans use their relationship with the rainforest when they're casting.



They don't have to kill anything, but they draw strength from their surroundings, using the mana that is a part of every living thing. Aztlan propaganda has it that the Amazonians are turning the very rainforest against people who are not them, which the Aztlaners use to justify any actions they take against the rainforest. This isn't necessarily the case, but the jungles a little scary to outsiders anyway, and this doesn't make it any less so.

On the other side is Aztlan with its world famous (or, more accurately, not-really-world-famous-because-Aztechnology-propaganda-covers-it-up-so-well) blood magic. They've got some pretty fierce rituals of their own, but where the blood magic really shines for them is the summoning of blood spirits. They love unleashing them in the rainforest, and if you end up wandering in an area with Sangre Del Diablo trees on the right and a thirsty blood spirit on the left, then you can't get out of there soon enough.

- The one thing I must add though is, blood magic isn't as effective as a scare tactic to keep people in line as most Western minds might think. Remember, pre-Columbians practiced human sacrifice. The Mayans, Incas, and Aztecs all practiced some form of sacrifice or another. While most people in Bogotá don't want to fall victim to that knife, there's something deep down inside of them that warms when they hear of Aztlan's magic. It's rooted in their souls, it's just been pushed back for far too long to be recognizable.
- Glasswalker
- True. Amazonia, however, gets some political mileage out of it by portraying their enemy as "savage bogeymen." Also, it works well to motivate outside interests. Amnesty groups don't like sacrifice, and in a struggle, they're usually more likely to side with the group that, as a policy, doesn't sacrifice blood. All of this would work better, of course, if Aztechnology didn't keep a lid on the whole thing as well as they do.
- Marcos

### Conjuring

Conjuring is responsible for lots of the horror stories of the war. Aztlan has their blood spirits, but Amazonia's no slouch in this department. Conjuring makes a significant contribution to their troop count; since a high percent of Amazonian forces are magically active, spirits accompany most Amazonian assaults. If you've heard of a jaguar eating a soldier, it was probably as result of a spirit. If you've heard of Quetzalcoatl attacking a platoon, that's definitely a spirit intervention. While the majority of stories follow animal and animistic traditions coming out of the region's mythology, your classic boas and pumas, some are worse. Some stories bring tell of indescribable horrors, things that wreck minds and leave soldiers as gibbering husks unable to speak for the remainders of their tragically short lives.

The spirit strength on each side has led to plenty of astral combat, and some sources say the astral plane in the area is now as battered and scarred as the physical landscape. There are free spirits there, or spirits who have broken free of their bond, and a lot of them were summoned for the sole reason that they're really unpleasant. So be careful if you find yourself in the astral equivalent of a dark alley.





• If I might add to what you've said, Amazonian shamans don't just see spirits as equals. In many cases, these spirits are like unto gods to these sorcerers, and rightfully so. While in a tactical sense, it doesn't mean much since the shamans know their gods don't die when their spirit bodies are destroyed, it does speak to their sensibilities. Understand that these forces are akin to religious zealots that can march right alongside their gods. Remember this when trying to use psychological warfare against them. They're unshakable.

• Glasswalker

### Enchanting

Enchanting is one area where Aztechnology can really bring their magical might to bear. Every Awakened soldier in an Aztechnology unit is well-equipped with what amounts to sweatshop foci, and any ranking mage has a power focus backing their spells. Spell foci come as trinkets to force their sorceries into larger forms. Worldwide, Aztechnology has a considerable magical army, but they're spread a bit thin, while Amazonia is focusing almost all of their military magical might on this conflict. The bounty of enchanted objects Aztechnology is sending to the front helps offset this advantage.

On the Amazonian side, enchanting is far more personal. Most shaman have their own foci, which they've had through most of their experiences. They have bones, blood, and feathers that writhe with the uninhibited magic of the wilds. Those shaman like it unpredictable, unexpectedness is a powerful weapon in their arsenal. I saw a viral trid not too long ago of a conflict where a lone shaman charged a platoon of Aztechnology grunts. They fired at least forty bullets into him, but he survived long enough to spit his bloody teeth and tongue onto the ground. The blood grew into a giant, amorphous blob that literally devoured everyone, including the dying shaman. The Azzies aren't the only ones who know how to use blood.

• Everyone knows you're supposed to geek the mage first, and that principle is going to get a strong workout in Bogotá. All the regulars are getting tired of dealing with magical mojo, and they're investigating any and all things they can do to get past magic defenses and take spellslingers out fast. Mages—and those who want to kill mages—would be advised to keep up with what's happening down there.

• Marcos

### MEDICINE AND DISEASE

Have you ever had a foot rot off? Would you like to? If so, a trip to the Amazon is in order. It's a bit of a cliché, but it's totally true to say that hippies from all over the world take pilgrimages to the Amazon in order to live with nature and fight against the things that destroy it. Of those hippies, fewer than half survive the first six months. Before they even see their first gunshot wound, they're very likely to keel over dead from diseases we don't have words for yet. The cynic in me says, "Hey, at least it's less hippies in the world." But in the more balanced, humane view, it's tragic. Most of these kids are fresh out of college, and don't know what they're in for. So if you're a recent college graduate and you're reading this, heed my warning: Go to a European hostel instead. You'll survive, and they have coffee like you wouldn't believe. You can save nature better alive than dead.

Medicine is a touchy issue in Bogotá proper. Technically, they have the same access to medicine as the rest of the world. But supply chains are often broken, and more importantly, resource shortages mean that sometimes clinics can't always stock every perishable pharmaceutical. Healthcare-minded individuals have set up clinic networks to share drugs, but those networks end up being robbed more often than not. Drugs in transit are drugs that are easy to steal. If you're a runner looking for freelance work in Bogotá, and you're cool with small budgets, offer to protect legitimate drug runners. It'll also set you up with the kind of reputation that guarantees priority treatment from DocWagon.

Out in the jungle, medicine is scarce. By scarce, I mean you're just about as likely to have a prayer for health answered as you are to get the right kind of medicine for your ailment. The Amazon is loaded to the brim with all manner of viruses and bacteria, and science can't hope to deal with them all. Even if diagnosis were possible, you'd need a medicine cabinet the size of a small oil tanker to cover all your bases. How do you solve this problem? The short answer is you don't. The slightly longer answer is, make sure that at any given time, you have ready access to a nearby mage. Magic is really the only reliable bet for medical attention on no notice.

• Which allows me to continue my comment above. One inventive way to deal with mages is not to kill them, but to keep them too occupied to fight. Get some new diseases out there—or cut water supplies, as was mentioned before, and get everyone on the dystentery train, and all of the sudden mages are so busy healing people that they might not be able to focus on good defenses. Sometimes it's not about killing them—it's about distracting them, *then* killing them.

• Marcos

### GUERRILLA TACTICS: 101

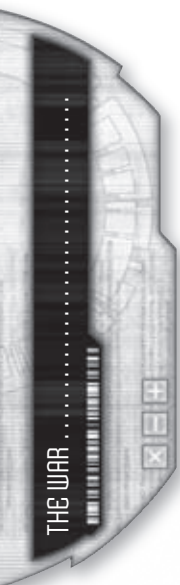
If you're running in Bogotá, you need to be familiar with guerrilla warfare. My guide is only an introduction, I'd suggest you read up on your good old-fashioned Che Guevara and Mao Zedong. Hopefully, this section will at least get your mind working on the right train of thought. You'd be wise to employ some guerrilla tactics if you're working counter to any one of the larger forces in the conflict. If not, you should at least be aware of such tactics, because you will see them on the streets of Bogotá on an almost daily basis.

#### What Is It?

At its simplest, guerrilla war is the art of taking down a very large force with a very small force. The tricks of the trade are using the local population against the enemy, taking advantage of the mobility of a smaller force, and otherwise utilizing the unique features of a small unit against the enemy. Guerrilla warfare is largely psychological warfare; it presents the smaller force as effectively invincible, as it is sufficiently divided to never truly be eradicated, and because it presents the larger force as an invading enemy, it breeds discontent in the local populace.

#### A Means, Not An End

Guerrilla warfare should never be seen as the solution to a problem. It's a step towards a solution. Those thinking of guerrilla war as life are doomed to live short lives. Guerrilla warfare should



seem like it goes on forever to the invading force, but it should actually take only a relatively small time, in the scope of larger wars. A decade of guerrilla fighting is about the most a populace can support without guaranteed failure. What this means to the population is, you must set timelines with clear victory conditions. If you tell the locals, “when we’re done at this time next year, you’ll have property free of invasion,” you need to stand by it. You can ask for extensions if you have sufficient political capital, but always show forward progress.

### Your Priorities

Guerrilla warfare has slightly different priorities than traditional war. They’re sometimes similar enough, though, that they might be mistaken for each other if you don’t look closely. In guerrilla war, you’re not fighting for land, you’re fighting for people. You’re not fighting for the homeland, you’re fighting for the culture. This must be understood from the beginning, and it must be communicated to the people. While houses can burn, a people cannot be crushed under tyrannical boots. The goal of the guerrilla is to provide stability the locals might not otherwise have. If your enemy firebombs automobiles, you put snipers outside of parking lots. If your enemy kills children, you landmine the daycare center and teach the children how to walk the path safely.

- This shows the fine line guerrillas sometimes walk. If the kids stay safe and the center continues operations, you’re a hero. If even one child gets killed by your mines, you’re a monster. The tide of public opinion can turn on a dime.
- Picador

### Tactics

1) Hold your ground, move sporadically. The enemy will move hard and fast against you, with hope of scattering your troops. This is one of the only ways guerrillas can be defeated.

2) Use surprise. Surprise is your best weapon. Don’t focus on thorough victories. Sniping a general and retreating is far more valuable to the guerrilla force than killing the entire unit but losing even one guerrilla in the process. Remember, they outnumber you twenty to one. One of your troops is worth at least ten of theirs.

3) Use propaganda. Your enemy is vicious, play that up. Your enemy is in the peoples’ home, play that up. Every little thing you can use against them, do. If you can get pictures of one of their troops doing something terrible, get that picture on every wall in the village. Make the people hate the enemy.

4) Maintain moral authority. If your troops do anything truly unethical, such as raping a local, come down hard. Treat them as you would the enemy. It’s important that the people know you have their best interests in mind at all times, and you won’t tolerate misbehavior.

5) Covert ops is your friend. Spies are far more valuable than grunts, and intelligence can find the right heads to put bullets in for maximum efficiency.

6) Don’t waste resources. Large forces can strangle a community. Even if there’s no blockade, pretend there’s one. Stockpile food and ammo. Don’t use fully automatic weapons. Make every round count. Recover resources from fallen foes.

7) Harass your opponents. You are the wolf pack, not the tiger. You will never beat them through pure force. Pick away at

their numbers and morale. Make them wonder how many people are hiding behind the trees and in the alleys. Make them question everyone they meet. Sow dissent. You will make their fighters weak.

- Guerrilla war is a war of spirit. If you’re fighting contrary to a people supported by guerrillas, you can only truly win if you disintegrate the morale of the people. That’s not a quick job. So if you’re not in Aztlan for the long haul, you might consider staying under the radar, or making friends with the locals quickly.
- Glasswalker

## AMAZONIA

So you’ve got all this wiz nature magic. You can make the foliage attack your enemies, surprising them, tearing them apart without wasting a bullet. The problem is, you’ve got no fucking foliage in a city center. While yes, powerful rituals can force trees from nothing, those take time and investment to accomplish, so they’re not always great tactical decisions. In a city environment, your options are really limited if you don’t fight like city soldiers. This is where illusion magic comes into play. It does things your equipment and troops can’t. Invisibility is a blessing—it turns smaller numbers into larger threats with little effort.

Along with fighting Aztlan’s soldiers, Amazonia has also had to counter the Aztechnology PR juggernaut. They’re starting to take them on directly with the help of Horizon, but they have some weapons of their own they’re using on the population of Bogotá. Specifically, I’m talking about terror, diversion, subversion, and subterfuge. Nobody knows how many troops are out in those jungles, waiting. Everyone assumes it’s less than estimated, but nobody wants to bank their life on that. Amazonian troops will disguise themselves and use different tactics, if only to give the impression of a larger army. Attacks on power stations not only cripple communities and eliminate valuable resources (all those great medicines in your refrigeration unit go kaput, not to mention foods in stores,) but they make the population uneasy. A population without power is testy. Then, mix in a demolished water treatment plant, and people no longer have plumbing. Let that simmer a few days throw in a few explosions for flavor, and you’ve got riots. A riot is just about the last thing Aztechnology needs. Riot control forces are expensive and draw resources away from the war effort, and a thinned war effort means Amazonia can plink off soldiers by the dozens.

## AZTECHNOLOGY

If Amazonia represents chaos in the conflict, Aztechnology has order. If you’re a commander, and you move to another unit, you know that your troops understand what you’re saying. There’s no jargon barrier, they have access to the same fundamental tactics, and they know how all the same equipment works. Your requisitioned rifle is the same one you’ll get after reassignment, so you’ll still be able to assemble it in your sleep. This is a good thing. Scavenged technology has a learning curve and generally presents language barriers.

Amazonia might say that tactically, Aztechnology is stagnant. They have standardized techniques and methodologies that don’t adapt well to meet the needs of the circumstance. This is propaganda at best. Aztechnology’s playbook is huge, and they understand that on the field, things must be adapted. They have





an advantage in that every soldier knows what every other member of the unit should be doing at a given time. There's no surprises. Not only that, but they have standardized troop allocations. So when they request backup, they have a pretty accurate idea of what they'll get.

Sure, red tape sucks, but overwhelming force has its value. While it's not as effective as it could be against guerrilla insurgents, it sure plays the part well. I don't care how much you love the jungle, when you and five guys are staring down two hundred barrels, you don't think you're going to win. Aztechnology succeeds through hitting hard, hitting fast, and salting the earth. They've read the same books I've read, they're not idiots. They know that every insurgent is worth ten of their soldiers, and that means that escape is unacceptable. If they see an insurgent, they kill or capture or die trying, without exception. They call in backup, they eliminate the threat thoroughly and without pause. A good Amazonian insurgent recognizes this threat, and knows that they will not receive mercy, so fight as if they'll die upon failure.

Aztechnology isn't without its own array of psychological warfare techniques. For example, if you want to piss off a bunch of conservationists fighting against your troops, have your troops withdraw, then blanket the place with napalm. Survivors will abandon surprise and attack like rabid dogs, and just like rabid dogs, they can be shot down thanks to their lack of tactical strength.

## THE TRIBALS

Tribal fighters aren't unlike Amazonian insurgents in terms of scope. They fight in smaller units than Aztechnology forces, and they have a vested, personal interest in the location. The big difference is, they don't have the same mobility that Amazonia enjoys. Tribals have to hold their ground, and can't even move strategically without hurting the morale of their neighborhoods.

One of the biggest strengths of the tribals is their lack of central organization, but it's also their biggest weakness. A given neighborhood will often refuse to help another due to personal squabbles, which leaves them with inferior forces to handle larger concerns. If a force moves in and abducts locals and tortures tribal insurgents, it generally won't motivate the neighbors, and it certainly won't draw them together into action. The first unwritten rule of tribal culture is to watch your own shit. Everything is somebody else's problem. While this sounds negative from the outside, it's actually a remarkable survival trick. With your hands over your ears, you're less likely to hear things that might make you take actions you otherwise wouldn't.

Sparse organization is a great asset, though. The tribals have their networks for supplies, and those networks are so convoluted and wrapped up in local traditions, mores, and folkways that you couldn't figure them out unless you grew up locally. Trying to interrupt supply chains for these people requires massive efforts, as finesse just won't cut it. Influencing them through propaganda is difficult, because no matter what you do or say, you'll always be an outsider to them if you have money.

- I hate to say this, but your best bet when dealing with the tribals and the locals is to appeal to their lacks of education. These are people that are often illiterate, that work from the ripe age of eight or so. They're people that are used to being used, they're used to

being tricked, so they're going to approach every deal as one that's too good to be true. Any time you present them with something that looks like charity, they're going to look at you as the white devil (even if you're not white, mind you). Don't approach them apologetically; you'll come off as condescending. Approach them honestly. We're talking about street-smart people who, in many cases, have only survived as long as they have because they can see right through bullshit. Let them know your basic intentions, present them with an up-front offer and a follow-up offer, and explain in detail what it will mean for them if they successfully help you. Be down to earth. They're down-to-earth people.

- Dr. Spin
- You've got some classist sentiments in there, but I can see what you're saying. What you're getting at is, don't be fake. They know you have an agenda. If you present it, if you play your cards on the table, they'll respect it. Don't tell them flowery stories, and don't make enormous offers that go far beyond what they'll believe is true. I've read a few stories of successful runners that spread their cash around to local churches and even community development groups. A friend of mine said he basically earned a cult by building a nice road through a neighborhood once.
- Aufheben

## THE TROOPS

### Posted By Marcos

What do troops look like in Bogota? There's just no standard, you know what I mean? It's like there's four different wars going on here and no one can agree on how to fight it. You've got Aztlan using trained warriors just like any other modern corporate army, only this isn't a totally modern war when you consider who they're up against. Amazonia has some damn fine guerillas (and some regular army, of course—they *are* a nation, after all), but they don't have enough jungle to spread around in the city to let them work their magic. The tribals don't even know who they're fighting so there's no way to plan for them, and the cartels are the same scabby vultures they are anywhere. So in the end, you ask, what do the troops look like in Bogota? And I say: Hell if I know.

## AMAZONIA

The Amazonian military is less organized and has less formal training than their Aztlan counterparts, but that's no reason to underestimate them. Individual units are generally quite cohesive and know each others strengths and weaknesses quite well, and they are encouraged to develop their own tactics based on what they know about each other. The end result is, when Amazonians come after you, you never know what you're going to get. It could be a mostly magic assault, with manaballs and fear radiating from a group that can disappear into any surroundings, or it could be a full-on barrage of grenades and bullets looking to charge right down your throat. Or it could be both, or any other tactic you can imagine.

What Amazonia gains in flexibility, they lose in coordination. When Aztlan calls for backup, they know how many troops are coming, what gear they'll have, and what tactics they'll employ. With Amazonia, it's anybody's guess how that backup will arrive.



They also don't engage in full-scale, multi-unit assaults as well as the Aztlanners do.

Many Amazonian units have been in the rainforest for a while, and they're quite used to it. This gives them an advantage in navigating the often crowded, sometimes dangerous landscape, but there's a small price to pay. If they've been in the jungle, they've often learned how to live off the bounty of the land, and accustomed to having fresh, naturally occurring food most of the time. Some units even have a permanent hunter/gatherer, someone in charge of collecting food from whatever area they may be in.

- True story: I had some guns to move and wasn't able to move them with Aztlan for reasons best not discussed. Anyway, I have these crates full of guns and I get approached by this guy with a unit from the Amazon. So he looks over my crate for a while and then asks me if I have any mangos or birdshot. I figure he's a nut but go along anyway. I'm carrying .50 caliber, building-destroying nightmares in gun form, and this guy's looking for birdshot and fruit. I ask him why he needs mangoes, he shrugs, says there aren't any mangoes growing where his people are bedded down and they've got a craving, plus he's out of arrows and figured I wouldn't have any, but he could use his shotgun in a pinch if I had any ammo he could use. I just stare at him like he's grown a second head. He says he'll just take his gold elsewhere. No shit. Real gold, like fresh out of the ground.

Anyway, I found him some arrows and charged him for the trouble, which he was only too happy to pay. I got gold. It was awesome.

- Marcos

### Independents

Many Amazonian freedom fighters are in Bogotá more or less on their own. There's no hierarchy beyond their immediate commander, who is usually the person who organized the group and led them into battle. In theory there are people back in Amazonia who are calling the shots, but they're remote enough that they're totally unable to micromanage. That, and much of the spirit of these freedom fighters just doesn't sync very well with ideas like "taking orders" and "waiting for permission."

- They aren't entirely disorganized; it's a lot more like a group of cells that don't have much communication from one to the other through a governing body. They work together okay because they share a common goal, but they work best when they're left to their own devices.
- Glasswalker
- Oh sure, that's because Aztlan has no damn idea how to handle wild attacks from all fronts. You can say they aren't disorganized all you want, but I think plenty of outside observers would disagree. They can't plan assaults, intercept communications, or employ any of the tactics you'd use with any sensible army.
- Hard Exit
- I'll grant that having no larger authority has its downsides. Take a raid that went down last month. Two separate Amazonian units found out about a supply line taking water to a base just outside of the city

## THE AMAZONIAN TRADITION

**Concept:** Amazonian magical practitioners use their connection to the life of the jungle as a focus for their magic. Their styles are brilliant, vibrant and often dangerous, just like the jungle that inspires it.

**Combat:** Water

**Detection:** Plant

**Health:** Plant

**Illusion:** Water

**Manipulation:** Water

**Drain:** Willpower + Charisma

For the people of the Amazon, nature and the jungle are completely synonymous. Magic comes from life, it is life, and without the jungle there would be no life so it follows that magic must be the jungle and vice versa. While the trappings of ancient gods sometimes sneak into the Amazonian tradition, that isn't the focus. Their magic is wild and organic.

They wear the rainforest, breathe it, eat it, and center their magical activities in it. It might be argued that some of them cannot function without it at all. So when an Amazonian must leave their sacred home, they tend to carry a piece of it along with them. Sometimes this means wearing the skins of animals or plant matter. Sometimes that means eating nothing but dried fruit grown in the jungle.

In more dramatic cases, practitioners are known to test their connection to the benevolent side of the jungle by risking the dangerous side. They'll drink toxic levels of the native hallucinogens or drink the venom of the jungle's most deadly animals.

There magic is often as colorful and dangerous as their practices. Some rituals involve self-mutilation and scarring—scars that any Amazonian wears with pride. After all, they believe that if it didn't kill them, it means the rainforest sees them as sacred.

proper. Both, true to form, decided to hit the line and cut the base off. Because they didn't know anything about the other, and couldn't even identify the other group as allies, they ended up attacking each other over the line, thinking each other to be Aztlan troops.

- Glasswalker

### Trained Animals

So what, you think because you're nowhere near the overgrowth, and you're confident that magical assaults won't do any good, that the rainforest warriors don't have any nasty surprises for you? Think again, imbecil, because that's just the start of their crazy tactics. If you see four men in Amazonian clothes coming at you screaming in their language, there's a good chance you've missed something, because many of their units have trained animals, terrible jungle animals they've raised and trained and are happy to have rip you into little itty bitty pieces for fun.

- It's true. Many of the Amazonian units travel with a number of hyper-intelligent and highly trained animals. Large jungle cats like puma and jaguar are especially popular, with black jaguars being

Urgent Message...





particularly prized and considered a mark of a very fortunate unit. Beyond that, anacondas are used in carefully laid traps, particularly nasty when they can grow up to 30 feet naturally. I know of a group of Amazonians who have a mage in their unit who can control poison arrowhead frogs, and he uses these highly toxic amphibians to disable enemies from a safe distance before the unit moves in for the kill.

- Glasswalker
- I've seen some Amazonian troops use animals as cannon fodder, while others treat them as more important than any human or metahumans amongst them. Usually the relationship has a lot to do with the value of the animal in question. A hand full of tree frogs for a trap is one thing, but a viper who has been magically grafted with wings and the smarts of a small child is treated with more care than ten Amazonian warriors. Hell, thinking about it, I gotta get me one of those.
- DangerSensei

### Magical Support

Brother, these hombres don't do it the way normal people do. They'll poison your water and drink it themselves. Their magic is terrible and cruel and, well, just like the jungle they come out of. I think even the other Amazonians are a little afraid of their magical backup. I know I am.

## AZTLAN

### Posted By Hard Exit

There's a standard makeup for Aztlan troops, at least in their urban conflict units: two to three grunts, a sniper and spotter, often adepts, that work in tandem. They might have a demolitions expert to handle creating or destroying escape routes. About one in ten units have magical back up, and most of them work with a hacker or rigger operating remotely. They move fast and small because a city just isn't the place to march three hundred men down main street ... at least, not most of the time. That kind of dramatic show of power is handled by bombing the shit out of the barrios.

- Aztlan isn't stupid. They might be the governmental extension a soulless, hateful profit machine with all the global value of a pandemic, but they aren't stupid. They've got some fine military minds in their chain of command, and so there isn't any one type of troop organization they use. That said, those specialized units are usually brought together for specific missions and disbanded immediately after. Military mercenaries are often brought in for that sort of thing because of their experience. Of course, experience means higher pay, and Aztlan doesn't want to have to pay hundreds of troops at that rate, so they don't bother with a whole lot of extra training. Mercs come in, get paid, and get out so no one wastes time or money. It's a sweet deal.
- Marcos

### Field Organization

With Aztlan there's a chain of command. It's rigorous, complex and held to as the letter of the law. Usually it actually is

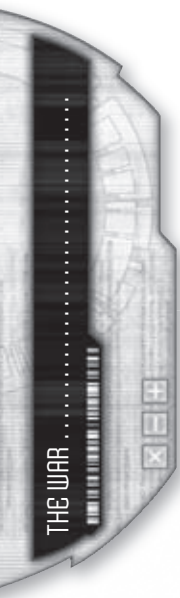
the letter of the law when you consider the contracts the soldiers in their hire sign before getting the job. Unlike the Amazonians, Aztlan has little use for independent cells of soldiers. Almost nothing happens without oversight and I'm sure that's as beneficial as it is limiting.

- Yeah, except when it isn't. Of course the troops have a series of ranks and so there's a chain of command, but in the field those chains of command can break down pretty fast. So yeah, the commanding lieutenant takes a chainsaw to the face and is down. Command *might* go to the sergeant because that's the way the higher-ups want it to go, but in this case the sergeant turns out to be a delicate little flower fresh out of officer school with no idea how to handle real combat. So instead of taking on the leadership role he's sitting beside a wall crying hysterically. So, one of the grunts finds himself with one hell of a field promotion right to the head of the unit. A fact of the battlefield.
- Marcos
- That's it exactly. And you know enlisted types are always ready for that. You see any group of soldiers hanging around long enough, as a unit or not, and they naturally establish a pecking order. It tends to follow rank, because rank is usually a reflection of seniority and experience, but since it isn't always, the pecking order finds another way for alpha dogs to get on top and runts to stay just exactly where they belong. That's a side effect of having formal troops.
- Picador

### Too Much Magic

Forget about the Witches' Markets or whatever they're called, man. They're full of inferior product sold by questionable merchants. You want good quality and cheap magical components? You hit up a group of Aztlan troops. No, seriously, they all get requisitioned all kinds of shit they don't need because their bosses can hand it out cheap. This is where Aztechnology's phenomenal skill in gathering reagents comes into play. Right now, the choke point in the foci creation process is getting enough skilled mages to keep up with the supply of reagents the Azzies are delivering, so the military keeps parceling ingredients out to mages in the field, hoping they can do a little enchanting in their spare time. That means that military supply lines have Awakened goods crammed in everywhere. You think I'm kidding? Try it the next time you're in Bogotá. Pick up a crate of socks or bullets or something and you'll walk away with a fortune in magical ingredients. Maybe some finished foci too, if you're lucky.

- The bureaucracy for Aztlan troops is a nightmare. For example, uniforms are great because they make troops look organized and therefore more frightening, but body armor is expensive. So sometimes groups who requisitioned body armor to replace destroyed pieces might get an extra crate of shirts and hats instead. "Paperwork error" is the excuse they'll get from their higher-ups, and if they hold their breath to wait for a correction they'll turn a lovely shade of blue. Smart officers in that situation know that there are runners out there, like me, who will pay an okay amount for those uniforms, or maybe sell them to some coffee shop revolutionaries that want to cut 'em up and be edgy. So they let us do our thing, and now they're got some nuyen to spread around, maybe grease the



wheels in their supply chain and get the armor they need, or else just buy it themselves. Any number of ground troops have all sorts of sidelines going on to get rid of the shit they don't need that Aztlan will give them to get the shit they actually need.

- Marcos

### Being Alien

History teaches us that invading troops are always personally at a disadvantage when it comes to dealing with locals. The indigenous population often fights harder and longer because they are fighting for their home and soil. They know the land better. They want it more. On the converse, invading forces are alien, do not know the land and have no emotional connection to the land. This is why you sometimes hear stories of huge invading armies held off by a small local militia. That's Aztlan's problem in Bogotá, and that's why they're working so hard on their cultural offensive. They understand the edge that emotions can give in a war. Right now, a lot of their troops are foreign, there for a paycheck and for little else. They don't have the same passion to win that a native has, and they figure the best way to get that passion is to get the natives on their side. If the natives start to see themselves as Aztlaners, then Aztlan is no longer an invader.

- The only problem with your theory is that their primary opposition is also technically an invading army, so neither side's getting that "defending home turf" edge.
- Dr. Spin
- Yeah, and Aztlan has a bit of an advantage in the guns 'n' ammo department. Don't forget that part.
- Riser

## THE TRIBALS

### Posted By Hard Exit

The tribals fight like they fuck. None of 'em do it alike, none of them do it for the same reasons, and they just about never do it the same way twice in a row. Varsity is just about the only thing the so-called tribal war parties have in common, so what they lack in tactical know-how they make up in flexibility. Still, there are trends.

For example, most if not all of the tribals need raiding parties eventually. Life's cheap and supplies are sparse for the poor or disenfranchised in Bogotá. Raids are sometimes the only way to feed all the hungry in the face of all the blockades, destruction, and careless disregard for the needs of the people.

- Even the tribes that have a method or pattern to their raids tend to switch things up pretty quickly or risk being caught by someone who's got their numbers crunched. Plus there are other reasons to mix things up when you're raiding. About a year back, there was a small tribe who'd taken to sending their kids out as a distraction. They'd run up to passing cartel gangs or Aztlan units and beg them for bread or bullets or even just attention. When they men dropped their guard or even just grew a bit distracted, the rest of the raiders would sweep in and pick the troops clean. Well, the cartel put out an order to shoot any street children on sight. Within a week, the

other tribals had rounded up the leaders of the tribe responsible and handed them over to the cartels.

- Marcos

### Folk Heroes

Sometimes you'll see a group of tribals rally around a single heroic type. Often, this folk hero will be charismatic and capable, but not quite as heroic as rumor would have it. These guys get off on the attention and being larger than life more than protecting their people, but because that's the end result it's usually pretty forgivable. A decent folk hero can stir a whole tribe, not just the warrior types, to some impressive feats—tipping a tank over, burning down a corporate center, swarming a platoon of far more experienced troops.

The most intriguing folk hero I've heard about is this neo-Spartacus, Simon Delgado. Viva Delgado! rallies are pretty common on the streets, common enough for Aztlan to take notice and work to stop them. The best way to stop rallies around a folk hero is, of course, to kill the folk hero. So that's what Aztlan did—seven times, by the current count. Seven times, they've either recovered the remains of someone who looks just like Delgado, or they captured him and executed him themselves. And then, after each time, Delgado somehow reappears, back on the streets, inciting rallies and rebellion and generally doing his thing. Most people believe the movement started with about a dozen Delgados, people who had gone under the knife or just used some good nanopaste so they could all look alike. So there's no telling if Aztlan ever caught the *real* Delgado, or even if there *is* a real Delgado. It's possible that as the movement continues, more Delgados are signing up every day. For Aztlan's part, they're going to start doing genetic testing on each Delgado they kill, just so they can tell if there's any connection between them, or see if they can somehow determine when they've finally killed the right one.

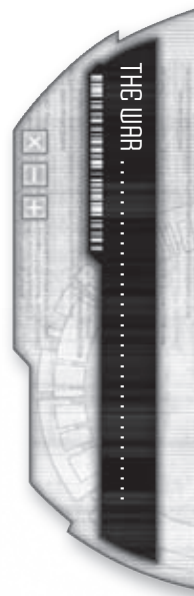
- As the Delgado story shows, the folk hero isn't always a lone guy. Sometimes you'll get a band of heroes together in one tribe. It's both better and worse for the tribe in question. I mean, if you can have one larger than life warrior leading your people, why wouldn't you want a couple of them? The only problem is, the more heroes the more room for manipulation or betrayal. You got a band of heroes and you can find a weakness to exploit.
- Aufheben

### Community

Soldiers, warriors—whatever you want to call the people doing the fighting among the tribals, they have a problem that the other sides involved in this war generally don't have to deal with. They've got family and friends on the battlefield and that makes things a lot more complicated.

Sure, Aztlan might have their people in Bogota, but by and large they're safe and sound in closed communities where fighting never happens. That's not to say threats don't hit home from time to time, just that their backyards are rarely battlefields.

Amazonia believes they're fighting for people like them, and that may be true, but that doesn't mean they have to worry about whether or not gran tia Maria is going to be caught in the crossfire. They're sympathetic, or so they seem to think, but not risking







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kith and kin. As a result, tribal tactics have to include what to do with their people when they can't plan escapes or other types of protection. It also means troops are more likely to, say, ignore an order to hold the line and run off to protect their wife and child at home.

But there is an upside. It also means that it's a lot harder for the opposition to tell who's actually a combatant and who's just another hungry peasant. Blending into the background is one of they're greatest weapons.

- Along with the weapons that Ares is funneling to them through the black market.
- Picador
- Just so we're clear, the tribals out there aren't always the equivalent of Robin Hood and the heroes of virtue. Some of the tribes operate just like little tyrannies with the men on top deciding who's going to fight and when whether they want to or not. You get a lot of suicide missions out of this kind of operation, with the tyrant back with the tribe holding a gun to gran tia's head if you don't go blow yourself up to further the tribe's goals.

And these conscripted guys, the ones forced to fight because they have no other choice are always the worst. They're starving, terrified and literally have no reason to live. They will charge trolls with chainsaws because it's that or go back and worry about what the tyrants back home will do to them and their families. At least

dead they're absolved of guilt. You don't know pain until you've been stabbed repeatedly by a grief-mad farmer completely out of options except killing you.

- Hard Exit

## CARTELS

### Posted By Hard Exit

If you don't think the ghost cartels have a horse in this race, you're crazy. If you think they cartels aren't a legitimate side of this clusterfuck, again, you're completely brain damaged. Hell, they operate more like a military than the tribals in a lot of ways. They're organized, well-funded, and active. When the dust is settled, they'll still be deeply entrenched in Bogotá, so you better believe they're working to shape just what the city will look like once this is all done.

The cartels are structured, which is one of the things that separates them from the tribe, including the more criminally minded tribes. That and their global reach, obviously. So the thing is, there are ranks from the cartel's boss all the way down to various and sundry made men and wannabes. The way the ranks work isn't always consistent from place to place, or from cartel to cartel. It depends on the scope of the cartel's operations and the people that are available. If they've got less happening on the streets in some area, then they can skip a few ranks that normally would play a role in keeping all their street operations humming.

- The cartels' first line of defense and the bottom rung of their ladder is the common street thug or criminal—small-time drug dealers, thieves, and pimps who want to work with the big dogs make handy shock troops as well as preliminary eyes and ears on the streets.
- Marcos

- No one has better intel than the cartels, and the petty criminals on the bottom of the food chain are the main reason for that. Shit rolls down hill, after all, and if you're at the bottom of the hill, everything gets filtered through you sooner or later. People talk to hookers—prostitution is a great way to get intel from people who otherwise don't talk. Drug dealers aren't exactly like bartenders, but they can tell when things are happening based on shifts in their sales patterns, and data on who's buying what from whom is always handy to have.

- 

While the cartels may be more organized than the tribals, they share at least one connection—family bonds play a strong role in their organizations. This has its ups and downs—it certainly inspires fierce loyalty in an organization, but it also puts the people closest to you at risk, since they're the ones out there doing your dirty work. This is why corp bigwigs keep their loved ones locked up in secure towers—they know that if their family is out there, in the line of fire, they'll become targets, and when someone close to you is vulnerable, you're vulnerable too. That's a risk that the cartels take every day.

- Pride plays a role in their willingness to put their families out there. After all, if you're sure you're bulletproof, why wouldn't your children be?
- Glasswalker
- Don't forget about genetics. If I'm this super-capable crime lord who controls a nice percentage of Bogotá's wealth, I have to figure the best business partners for me would be family, because they're bound to be as smart as I am, as dedicated as I am, and they have to be loyal to me, because they're family.
- Marcos
- Who's safer, the kid you've got locked away somewhere growing to hate you from a distance, or the kid raised in the "family business" close at hand, loving what you love? Keep them on your side, and you've got an heir as well as a companion and a capable right hand.
- Kat o' Nine Tales
- Are we forgetting the ample precedents in history for heirs turning on their sires?
- Kay St. Irregular

### Cops

When people look at who the cartels use, and what kinds of troops they have at their disposal, everyone forgets about the cops. I can understand why that would be the case—in a city with no real functional government, who would think there would still be police officers on the streets? But the Bogotá police remain in business, thanks primarily to the generous funding of the ghost cartels.

The cartels realized that while it's nice to be able to do business when there aren't any police around to bother you, it's even nicer to have a group of people the public recognizes as safety officers who actually do a lot of your work and make life easier for you. The goal is to foster complacency—if people believe it's the responsibility of the police to deal with criminal matters, then they'll put such matters out of their head and won't do anything about them themselves. It's the police's job. Since the police aren't actually doing anything to hinder the cartels, they are able to function with very little interference from anyone.

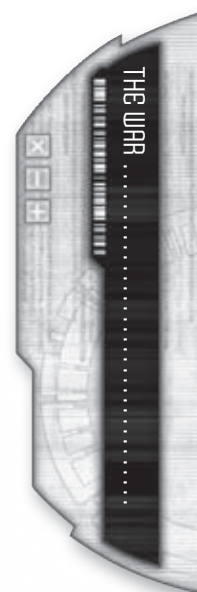
Now, this system was working a lot better before the war broke out. The deterioration in safety, and the unwillingness of the police to do anything about it, made their cravenness and corruption very clear to Bogotá's citizens, which is one reason they've turned to the tribals to enforce the law. But just because the police are largely being ignored doesn't mean they've gone away, and they remain at the cartels' beck and call when needed.

- The police also function nicely as security for the homes of various cartel people. And if someone breaks into those homes, that's a crime the police actually get to investigate!
- Marcos
- Yes, the cartels are funding the police (indirectly, of course), but that doesn't mean that all of la policia are corrupt puppets at their beck and call. Plenty of them are decent, hard working people following a passion to help others, believing the sacred call of the badge is more important than all of the nefarious goings-on in the department. But these guys seem to be a minority, and they're working in a bureaucracy that's designed to frustrate them. The fact that they continue to carry on is a sign of either ferocious idealism or congenital insanity.
- Glasswalker

### Mercs

As is the case any time there's money available to pay them, professional mercs show up in any number of cartel operations. Sometimes cartels seek them out because mercs are better trained than anyone the cartels can keep on retainer, but I think sometimes they're swayed by the name and the fame. A great bogymen with a terrifying reputation can go a long way to prevent a confrontation from happening. A pro that can prevent an attack just by being there is worth thirty grunts who might be able protect you from it.

- That shit never works on runners. Not the prime ones, anyway. If you ask me, dragging the monster under the bed out to do your heavy lifting only works on scared locals and corporate drones too stupid to think it through. Professional soldiers don't live long enough to rate the kinds of mythologies that build up around these phonies.
- Marcos
- You wanna bet? I'd love to see you go a few rounds with these monsters and show us just how scary they aren't.
- Hard Exit





## BATTLEGROUND

Posted by Marcos

The bottom line is, I don't care if you're expertly trained military, a corp black ops team, or the best runners in the known world; if you're the aggressor on the urban battlefield, you don't have the edge. In urban warfare, the edge always goes to the defender. Why? Because they're entrenched, that's why! They know the space like you can't. They know what to burn and what to blowup. They know what to protect. You can try to starve them out, bomb them out or flush them out, but unless you can get them out you're the chump.

Cities are especially intriguing because they're not one big battlefield—they're several little ones, each with their own nuances and quirks. Sometimes, a shift from one neighborhood to another can turn the tide of battle, because the new neighborhood has characteristics that favor one particular side that the old one didn't. Sometimes that happens in a shift from one block to another, or even from one building to another. There are more quirks to cities than there are to any other terrain, so there are more things you need to know about to make the terrain work for you. I wish I could give you all that knowledge here, but I don't have the time to put together a building-by-building breakdown of the city.

- More quirks in the city than any other terrain? Have you been to the rainforest lately?
- Riser
- When you're slugging it out in a city, trenches, mouse-holes, and other features may put you off balance from day one, but don't think that the guerillas who live in the city have all the advantages, because there are a lot of things they don't think about. City plans, for instance, and building blueprints. Everything's got a skeleton written down in detail somewhere if it's built in a city (except for shacks in the barrios, but who needs a map to their insides?), and luckily for people like me, your average tree-hugging hijo de puta can't read, let alone implement a blueprint to their best advantage in a fight. That's why people like me keep making the nuyen.
- Hard Exit

### THE BARRIOS

Any region where you can expect civilian population, you can also expect resistance. No matter how benevolent your effort might be (my efforts generally aren't, but you might be nicer than me), you'll always have some boludo who thinks fighting you is the only way to keep their huevos intact. Shortest, fastest route through these neighborhoods? Burn the place, starve it out, or otherwise remove the civilians so you don't have to waste your time digging out the dissidents.

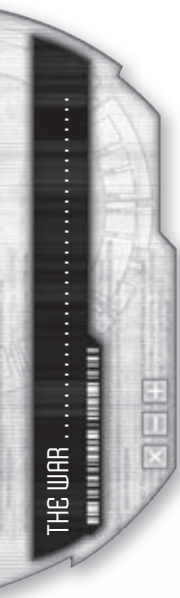
Do you know about the number thirty? Look at the news some time. You ever notice whenever the media reports the killing of civilians it's almost always thirty? That's a military tradition that goes back hundreds of years. They had to pick a number that would reflect a tragic incident, and what number constituted the sad casualties of war. If thirty-one people are killed, it's an international incident and Interpol gets involved. If thirty die, and

it's just your bad luck. Keep that in mind when you're clearing out a barrio. Or at least, keep it in mind when you're reporting on operations in the barrio.

- I don't like los barrios. I don't. They are spread and wild, and the population in disorganized pockets are impossible to track. In the poor barrios, they just keep having children—like they *want* us to kill the children, and who wants to do that? In the well-to-do barrios, people have enough money to not be counted unless they want to be. How am I supposed to keep up with the math if I can't count on the population? No, that's no good. Too much chaos when you're fighting where people live.
- Glitch
- Barrio cerrado present its own challenges, as Amazonia has been trying to make ground here in Bogotá. While what's left of the local neighborhoods can be places of insurgent assaults and chaos, you would almost think that the wealthy families in these closed neighborhoods don't even know there's a war going on. That's the privilege of the rich everywhere, I think. Whether they're run by the cartels or protected by Aztlan, the upper-middle to upper class of an urban conflict usually find themselves protected by troops, local law enforcement, and private security. In Bogotá, the cartels protect their own while storing their weapons and drugs in the basements of beautiful and lavish homes. Aztlan has better facilities for their weapons and drugs, of course, so what they store in these closed neighborhoods is perhaps more important. Aztlan stores their favored minds, their decision makers and executives. When waging war in Bogotá, if you want to hit Aztlan hard, you've got to hit it where its brains live.
- Marcos
- Fun facts for hitting the barrio: Stone blows up nicely if you hit it with the right explosives. Wood splinters great under the similar circumstances. That is to say, a house, no matter if it's a tribal hut or a moderate stone estate, can be stuffed with explosives and used like a giant fragmentation grenade.
- Kat o' Nine Tales
- I've got one for you: human cover. No really, when mercs from Aztlan or the cartels chase tribals down, it's best if they do it way outside the tribal's territory. If not, and the tribal in question gets back to his term, that chico is gone. The thing is, it's pretty easy for a tribal to blend into a crowd of other tribals, and so a smart gilipollas can hide in plain sight among his people. I know some of the tribes have taken to designing camouflage and makeshift uniforms in bright confusing colors to make it harder to tell one tribal from another. It isn't very sophisticated yet, but it will be.
- Glasswalker

### THE STREETS

The key to fighting in city streets is spatial awareness. Knowing where you are, where they are, and how to get from where you are to where you want to be. You can never forget that you're fighting in three dimensions—enemies may be above you, and they may be sneaking around underneath. They also may make a concealed approach from just about any direction, so you don't see them until they're on top of you. In urban fighting, you



have to know all the different places enemy fire can come from, then not open yourself up to it.

One adage of urban combat is the same as it is in any other terrain—get to and hold the high ground. This is complicated by the fact that modern sprawls have *so much* high ground, but you really only need to worry about the high ground near you, the buildings that offer a line of fire to where you are or where you want to be. Urban high ground can have some advantages over its natural counterpart—the sheer vertical wall leading up to it, and the other buildings around, can make it very difficult to loft artillery shells up on rooftops, while it's always possible to drop bullets on the people down below.

Another thing to remember is that you can lose a street fight before it even starts by not having the right equipment. You want ammo and explosives that are fast, accurate, and deadly at short range—unless you're on the rooftops, of course. And you want the protective gear that will shield you from that same stuff.

Once you're in the fight, keep moving. Stationary targets are easier to hit. Remember that the human mind tends to think that movement out of sight continues in the same direction it was traveling when visual contact was lost. Any time you get out of sight of the enemy, use that to confuse them. Keep them guessing (which means sometimes, you should actually move in that straight line—that'll fox 'em!). Conversely, when the enemy is out of your sight, be ready for them to do the unexpected.

Remember that you're not looking to seize and hold ground—you're trying to take out the enemy. You're never going to hold the entire city, so if you take part of it and try to settle in with insufficient numbers, you'll just be setting yourself up for defeat when the enemy figures out the best way to come at you. Get in, take out as many of them as you can, then get the hell out.

- Look, in the end there is no “best way” to fight in city streets because fighting in the streets sucks. You might as well go back to the days when idiots in tights stood in a line and walked toward each other firing muskets or something. Actually, that was probably better because walking in a straight line with your enemy walking in a straight line means no snipers.
- Hard Exit
- Street fighting isn't fun, but that doesn't mean you can, or even should, avoid it. The bottom line is, you have to move troops, and you have to move vehicles and weapons. If you want to move anything worth moving in the numbers that make the movement valuable, you're going to need the city streets. Capture those, and you've captured the veins and capillaries that make a city live.
- Picador
- Except city streets aren't build to handle military vehicles usually, especially the crappy narrow streets in the barrios. Try moving through those, and you're just going to be a big glob of cholesterol in the city's arteries, and then me and some of my friends are going to sneak through some back ways and blow up your slow-moving ass.
- Hard Exit
- Hard Exit's got a point. Strolling through the streets of a city like Bogotá with any reasonable size regiment is begging for trouble. Mobility is always going to be an issue. I know your satellite tech

tells you there's a road five kilometers miles ahead, for instance, but if that five kilometers includes one of the poorer barrios, the street could be gone because of air strikes, blockades put up a few minutes earlier, or even just the local tribes moving things around.

- Glasswalker
- And don't forget the snipers. You don't need to be traveling past clock towers to get your men taken out by a couple of amateur guerilla snipers. I know the tribals love to gather along sidewalks with kids and dogs watching military movement like it's a parade with a few snipers hidden in the mix in case they decide the caravan has too much worth stealing to let it just go. Hell, if you count those fucking air raids, Aztlan has snipers in the fucking sky.
- Hard Exit
- A well-armed, well-equipped, and vigilant unit can be on alert for and protected from sniper fire. Good surveillance should get you past hiccups in the layout of the roads.
- Picador
- In Bogotá? Have you ever been there? I don't mean to doubt thousands of years of military history or anything, but I think standard military operations work in Bogotá about as well as submarine warfare works in the desert. I watched a trid the other day of a transport moving through Ciudad Bolívar on their way to hook up with an Amazonian urban unit. I don't know if it was the cartels or not, but out of nowhere a bunch of shape charges went off in a building overlooking the street, and that whole structure toppled over into the street. By the time the dust settled, the insurgents or mercs or whoever they were had murdered the men, stripped the transport, and vanished back into the twisting alley ways of the area with no trace left behind.
- Glasswalker

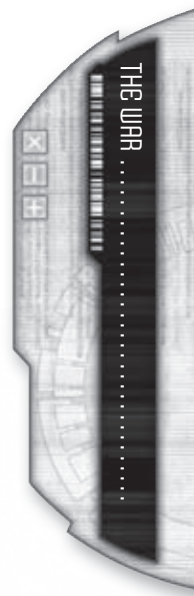
## INTO THE JUNGLE

They say the jungle is wild, dangerous, and full of magic. They're right. Before you head out there into the wilds, I want you to understand that they aren't kidding around when they say there's pretty much no more dangerous environment in the world. Seriously, the way the desert would kill you, or even the bottom of the fucking ocean, that's nothing compared to the jungle.

First thing to know: Everything out there is poisonous. Everything. Seriously. See a cute little froggy? Poisonous. See a pretty flower? Poisonous. That elf girl wearing some leaves and a come-hither smile? Yeah, fuck-all is she poisonous *and* she'll eat your skin and wear your nuts for earrings. And don't get me started on the diseases out there.

So, first rule of thumb, keep your skin covered and your anti-venoms close. Next thing is, don't trust your eyes. Normal vision isn't really helpful for seeing people out there. Use thermographic, use assensing, use something that will help you pick out a platoon in camo from the lush green foliage all around them. Trees, for the most part, are a good 16°C cooler than metahumans, so people will stick out if you're seeing with something other than the normal light spectrum.

One of the great surprises of rainforest combat is the occasional lack of communications. We're all so accustomed to being able to contact whoever we want to at will, that it often stuns







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us when we, or someone we're trying to talk to, goes off the grid. Well, the jungle don't got Matrix infrastructure, and even satellite coverage is spotty. There are units out there relying on radio—radio!—for communication. It's crazy. But it's also unnerving for units who are used to being able to call up tactical displays of real-time positions of all other units in the vicinity. Amazonian units are more accustomed to operating in this isolation, and they know how to take advantage of it.

The basic goals of combat hold true—you want to envelop your enemy so you can eliminate them or convince them to surrender. The way you'll envelop them often involves surprise, since there's plenty of useable cover around. Victory often favors the quietest, the sneakiest, or the one with the best illusion spells.

- The jungle is alive, maybe the source of all life. If you enter it with respect and understanding, it will embrace you. The jungle is a mother and her milk and blood are the same thing; magic. She is so full of magic it overflows and fills her children a potency that even we don't yet understand. Drink her milk, respect her anger, and know her desires and there is no safer place in the world. Your own mother's arms weren't safer.
- Glasswalker
- If you venture into the jungle—and I'd advise against it—you need to understand that when you follow these eco-nuts to their grounds, you've got a lot more than them to contend with. The jungle is ripe with magic, and not at all coincidentally, monsters. I remember we

had a half dozen expert mercs running with me through a choking section of natural "beauty." These were alert, trained men. Not a one of us saw the arboreal before it sprang. She—or it, whatever—moved like lightning and had the vines at her beck and call. They lashed around three of the men right out of the gate, I heard necks snap and the vines seemed to shutter with pleasure when the mecs blood dripped down to the plants roots. I didn't see what she did to the other two, razor claws and cut the sixth guy into enough pieces that his innards fell out. Vines snapped and I saw him still twitching, still alive, when the vines strung him up, hanging by his neck with his own entrails. I don't go into the jungle without napalm, not anymore.

- Hard Exit
- I asked one of the Amazonians how they fight so well in the jungle. He said it was because they *were* the jungle. I know that sounds like a lot of hokey bullshit, but there had to be something to it. He showed me their techniques. Camouflage, using the local animals to detect coming troops, traps and local poisons, it was all standard jungle guerilla warfare. The thing was, his techniques worked too well. This guy would stop, as if to listen to the birds or bugs to detect human movement, but when I couldn't hear anything he heard something, and that something told him exactly how many men were out there, what they were carrying, and what their intent was. It might have been magic, but if so, it seems like every Amazonian warrior has some of it, because they're all a little too good, all a little too lucky as long as they're in the rainforest.
- Glasswalker

## THE REAL URBAN JUNGLE

One of the interesting facets of the war so far is how the rainforest has been used. The Amazonians are taking advantage of the jungle's creep into Bogotá to shape terrain that's more friendly to their style of fighting, while Aztlan's spread of the Sangre Del Diablo trees has made the jungle, and even parts of the city that the trees have spread to, dangerous for people on both sides of the conflict. The terrain on which a war is fought can shape the outcome of that war, so it's no surprise that both sides are trying to shape that terrain. Now that the fighting has heated up, some of those terrain-shaping efforts are becoming pretty hot, too.

Fire spreads real nice in the city, but not all that well in the jungle because it's too wet. Once the jungle comes to the city, though, things change. The vegetation is less dense, and interrupted by man-made things, some of which are flammable. These parts of the rainforest burn, and lately Aztlan hasn't been too hesitant about setting them alight.

- So you're fighting Aztlan in the an overgrown section of the barrio or market and I can promise you the first thing they're going to do is break out the flame throwers or fireballs. Sometimes that even works; at least it works enough times that they keep doing it. That's why you come with water magic, or barring that, whatever you got to fight fire. Prep an area with flame retardant spray and watch them scramble and scratch their heads while their plans fail and the jungle doesn't burn. That's when you have your buddy with the scoped rifle in a building nearby pick 'em off. It's sort of the best of both worlds.
- Marcos
- You can hide a bomb behind leaves a lot better than you can on the street, and the Amazonians know that real well. They also know that Aztlan knows it just as well. I've heard of the Amazonians taking full advantage of that by setting up decoys, somewhat obvious and easily detectible booby traps just under the cover of the newly grown foliage. That way, when enemy combatants come poking around to deactivate the obvious bomb, the pressure plate under his feet goes unnoticed.
- Glasswalker
- The almost unnatural spread of jungle plants through the city of Bogotá presents another interesting complication for combat to soldiers not prepared for it. When plant grown, unchecked, overtakes an area of man-made infrastructure it tends to undermine its structural integrity at alarming speeds. That is to say, when these plants grow up over the underside of a bridge, for example, they have sent roots and the like into the concrete itself and therefore have begun to wear in down. A concrete or masonry building compromised in this way may fall or collapse prematurely. Not surprisingly, many a merc has fallen in battle because a vine-covered building collapses on top of him, or a floor destroyed by roots falls out from under him. The Amazonians know how to find and exploit opportunities for just such collapses.
- Hard Exit
- Many of the tribespeople in Bogotá have their own mixes of superstitions and rules about jungle near their territory. Being territorial by design, many of them take the spread of the wild into their area and the Amazonians that come along with it as a threat to

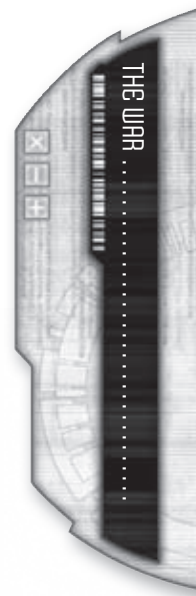
their safety and security. Of course, not all the tribals see the jungles as directly threatening or dangerous and have adapted to living half in the wild and half in a city (as long as they don't have and Sangre Del Diablo trees growing near them). This is becoming a key part of the conflicts between tribes—the group who can better utilize an area tends to take it over. I've heard stories of tribals leading more superstitious enemies into the overgrowth to let fear do their dirty work for them.

- Glasswalker
- The jungle brings with it the same wild animals and monsters you'd find much deeper in the Amazon. Many of these creatures don't have any natural fear of men. When in doubt, beat down the bushes, drive out the beasts, and watch as the city sissies run screaming from monsters they can't identify.
- Marcos

## CORPORATE OFFICE WARFARE

I don't know what's the most common way to secure a corporate building when you've only got a few man team. I'll tell you how you do it if you've got troops. Scare, sweep, and secure my friend; scare, sweep and secure. You start at the front entrance; don't worry about internal security because your men are going to move in there so fast they won't have time to communicate a defense. Blitz the front door and dispatch as much of the early security in as dramatic a display as possible. From there, flash bangs and sonic noise producers keep the non-coms from getting uppity. A tazer or two for anyone feeling heroic and you don't have to waste the bullets on shooting the corpses. You leave men on each floor patrolling and guarding hostages as you move up. In no time, the building is yours—though don't plan on camping out there for too long.

- Well, sure, that's all well and good in your average city, but this is Bogotá. Even the corpses could be insurgents, and some of these corporate types train their people well. I remember having a group of scientist holed up rather nicely in a secure room in a small research facility. My briefing didn't tell me that a few of the techs were homegrown and had been raised during the cold war down here. We turned our back for less than twenty minutes, and when we came back to round 'em up, they had made a mouse hole from our room to a lab next door and alerted security. Eight trolls later, we were out three men and our hostages were long gone.
- DangerSensei
- I don't know, it seems like these corporate types are so strung out on coffee or other traditional drugs that they function just enough to do their jobs, but not enough to put up much of a fight if you have to move into an inhabited building.
- Marcos
- You're kidding yourself. Do you have any idea how hard it is to deal with something as unpredictable as a group of sim addicts? I mean, maybe the guys in charge have their addictions under control, but the drones you have to slog through ... Not me. I'll hit at night when they're off having night sweats in the safety of their own cubical homes.
- DangerSensi





- In my experience, every time I'd have to deal with corporate security in Bogotá it was because the battle had blown that way, not because that's where we planned to be. Depending on who you're fighting, however, that can work to your advantage. I've found it pretty convenient to push a gang of tribals across company boundaries and let the well-armed, well-funded security people handle the rest. You should see those local boys freeze with fear when they hear corporate security demand they leave company property immediately, and they knew we've got 'em pinned on the other side.
- Riser

- Sometimes you've got men. Sometimes you don't. With all-out war though, you don't always need an army. You just need 'em to think you got an army. When you're talking about a corporate building or complex you've got an edge. They rely on sophisticated surveillance to tell them just exactly what they have to watch out for. That's usually a good thing, and usually the first thing they expect runners to do is cut that off. You really want an edge, you use that network of ears and eyes to trick the corps into thinking you're a hundred strong. Hack the system, sure, because the system is the real battlefield in corporate warfare, but hack it to tell them what you want them to think, not just to tell them nothing.
- Netcat

## BLOCKED IN

As long as there have been cities to fight in, people have used blockade in one form or another to stop trade, troops and control civilians. If there is a difference in Bogotá it is that blockades have been a part of city life since far before the war officially began. Cartels have long controlled much the policia for decades, and they have long made use of barricades. A typical tactic for them includes setting up a barricade along a lone trade route or street where traffic must go, but out of the way enough that traffic isn't bad. At the blockade they may charge a "road tax," use the spot as surveillance to see what other criminal operations are trafficking, or else have the barricade stand as a front for robbing of murdering lone transport drivers. They can look official, having uniformed officers standing at the front. The key difference between a blockade set up by the police on their own discretion and one ordered by the cartel is that the ones the cartel orders always include better weapons.

- You gotta love the way the tribals use blockades. Devastated buildings, rubble, blown up cars and other detritus of war are the raw materials for some fun tactics, and those things are everywhere. So you're walking through a barrio or some other part of town run by tribals, you think maybe the closed-off scenery is just because they place got bombed out, and the spot actually *did* get bombed out, so it's easy to make the mistake. That's when you start seeing movement, eyes and maybe the hints of guns trained on you from the rubble. You're lost because all the destroyed buildings look the same and you're in the blockade before you realize that's just what it is, and you've been cornered by their clever maze. I lost a whole shipment of PB-120s that way, and I've been way more careful since.
- Marcos
- It isn't all physical, either. Aztlan and Amazonia are conducting an ongoing hacker war, where one side blocks Matrix communications in

a certain part of town, the other circumvents the blockade and puts one of their own down in a different area of town, and the world goes round. The technology to get the Matrix anywhere and everywhere is all well and good in a city with strong infrastructure, but much of that infrastructure has been destroyed in the air raids in Bogotá. As a result, it isn't all that difficult for either side to completely cut off a whole barrio with some inexpensive signal blockers hidden at a few strategic places. Most of the civilians there don't have the education to know anything is wrong and certainly don't have the resources to investigate it further, so the block sometimes remains in place for a while before one side or the other notices it, finds the blockers, and eliminates them. One result of these outages is that the human rights violations that are happening every day during this conflict continue to go unnoticed. With no Matrix, many of these people don't even realize who's responsible for what's happening to them, and so they continue to put their faith in their corporate abusers rather than joining the fight. On whatever side they might choose.

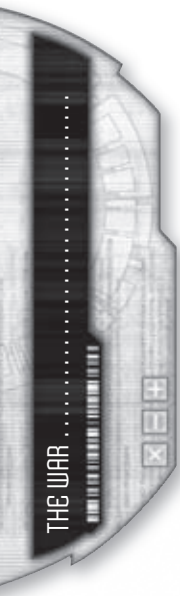
- Glasswalker

- Yeah, bad human rights violations and stuff, plus it's really hard to update my jackpot from the cafe when I've got a job in Bogotá.
- Kat o' Nine Tales

## UNDERCITY

Remember that part where we talked about city combat taking place in three dimensions, and how you needed to think about people coming at you from both above and below? Well, let's talk about the "below" for a minute. Not only does Bogotá have an extensive sewer system, but its become as populous as some neighborhoods. You think I'm kidding? Not even a little. The subway tunnels and large sewers have had people living in them for as long as anyone can remember, but the issue became a full-blown problem when all the low-income families started losing their homes in the air raids. Now there are parts of the subway tunnels so crowded that there are turf wars over rat-infested corners. I know of at least two tribes who exist entirely in the tunnels now, some of whom have never seen the light of day, and it isn't going to get any better so long as the war keeps on topside. The good news is that this discourages Aztlan and Amazonia from using the underground passages too much, because the increased population is making them harder to navigate. The bad news is that some members of this new population are insurgents, and you never know when they're going to emerge from the underground to do some damage.

- Scariest part about the tunnels under Bogotá? The jungle is starting to invade down there, too. God only knows what those plants are living off of, because it sure as shit isn't sunlight. You should see some of those mushrooms, man. I can only imagine the high you'd get off of one of those things—right before you dropped dead.
- Kat o' Nine Tales
- So okay, this is good. The subways and shit under Bogotá smell bad. Worse now since there isn't a whole lot of money flowing into maintenance services anymore. So people smell all that stank and it isn't hard to convince people the smell is mostly methane gas. You know and I know that those tunnels are pretty well ventilated, at least well enough to keep too much gas from concentrating down



there. But that doesn't mean your average drooling troglodyte of a merc knows that. If you can stop him when he pulls his gun on you, convince him that muzzle flare + methane build up = big boom, they usually drop their guns and run like bitches. That shit gets me every time.

- Hard Exit
- Well-mapped subway tunnels with free blueprints available for everyone on the Matrix are all well and good, but not all of the underground is that easy to navigate. For one, GPS navigation is tricky when there are parts of Bogotã off the Matrix thanks to the war raging above. Second, I don't know about you, but I didn't spend most of my life navigating by map in dark, underground caverns. It sounds easy—until you're down there doing it. Third, while the place used to have good signage, but that was before the Matrix, and in the intervening years the underground tribes have moved many signs, defaced them, or manipulated them so they don't say what they should. A badly placed sign can lead you to an electrified death trap quickly down there. Don't trust them.
- Glasswalker
- Which reminds me, that thing about the third rail? Completely true.
- Hard Exit
- Don't forget about the digging. See, some of the tribals have been down there so long that instead of trying to go up anymore, they're started looking for more territory by going down. They've started digging out their own turf, and I've heard stories. Scary stories about the things they've found after digging too deep. I haven't seen any sewer monsters or anything, yet, but I figure it's only a matter of time.
- Kat o' Nine Tales

## COMMERCIAL ZONES

While the entertainment/shopping centers corp-run and -owned are still perfectly safe under corporate security, a lot of Bogotã's traditional open-air markets or enclosed malls have been destroyed or abandoned. These days, blockades keep the farmers out, and roving merc groups make any kind of formal shopping all but impossible for the lower-middle class and below. That makes many former spots for trade ideal spots for open combat despite the fact that the areas are very hard to hold on to.

Another aspect of traveling through commercial areas that shouldn't be overlooked is the chance to stock up on supplies. Don't underestimate the advantage you can get from having a good scrounger among your troops. Picking through the remains of shattered and looted shops might seem like a waste of time, but for an expert, everything the looters missed can be an asset. Any time I have men and a few free moments, we scour shops. It seems like we find new goods—things to use or things to sell—every time.

- Seriously, what's not to love about staging an assault in an abandoned parking garage? You fight me within a kilometer of a parking garage and I will find a way to end the fighting there.
- Marcos



INCOMING FEED.....

THE WAR .....



- I'm with you on this one. Couple of C4 charges on remote, abandoned (or not so abandoned) cars with the alarm still installed—there are so many possibilities. I see trunks in terms of prisoner capacity these days, and every concrete barrier or support pillar is a potential spot to pick off my enemies or to grab some cover if things get a little hot. It's like a playground for killing!
- Hard Exit
- I always used to hate having to hang around in a mall all day when I was a teenager just because that's what my friends were doing. I loved the old apocalyptic movies where people had to fight off monsters in a destroyed mall. Now, I can fulfill that fantasy—I can even shoot at walking corpses! Viva La Bogotá!
- Kat o' Nine Tales
- When you're doing actual shopping, as opposed to fighting and scrounging, don't forget about the Witches' Markets just outside the city proper. You can find some magical goods there at prices lower than buying from Aztechnology.
- Glasswalker
- It may be cheap, but that place is dangerous, man. The bruja who come down from the Andes from Bolivia with donkey packs full of magical ingredients? I heard of a dude who went out to one to pick up a few cheap components. He hit some old lady on his motorcycle and killed her. Before she died she put the mother of all curses on him, and now he has eyeballs on his testicles.
- Kat o' Nine Tales
- That sounds more like an urban legend to me than truth—and an urban legend that plays on cultural stereotypes to boot. In truth, Witches' Markets are great places to shop if you can find one. I just wouldn't want to have a fight there, that's all.
- Glasswalker
- Yeah, you enjoy that, and enjoy rubbing the crust out of your eyes and scratching your balls at the same time.
- Kat o' Nine Tales

## BOGOTÁ TODAY

### Posted By Glasswalker

We've covered the tribals and the common citizens a little already, but there are some other aspects of Bogotá's culture that are worth covering. Some of this will be useful when you're in a fight, some of it help in those brief moments when you're not trying to kill anyone and no one is trying to kill you.

With tribal law settling in across the city, Bogotá has gone beyond being a city of neighborhoods—it's now starting to resemble a series of small, interconnected nations with very vague, shifting boundaries. I can't provide an exhaustive guide to all these territories, because I don't know all of them, and new ones are appearing, old ones disappearing all the time. But here's some info on some people, places, facts, and groups to be aware of.

## 54:30—THE DESPERATE EDGE

54:30 is a street gang, or at least they used to be when they lived topside. When the air raids started up, the gang and the people in their barrio were the first hit, and they were hit hard. Everything they had, knew, and loved was gone. Because of their nearness to a major storm drain, about two-thirds of the area's population made it underground before the bombing got too severe. Still, with a third of their community dead, everyone in this tight-knit community lost someone. With their neighborhood gone—structures were either complete rubble or rendered structurally unsound by the explosions—the people decided to make a new home underground rather than try to rebuild in the violence above them.

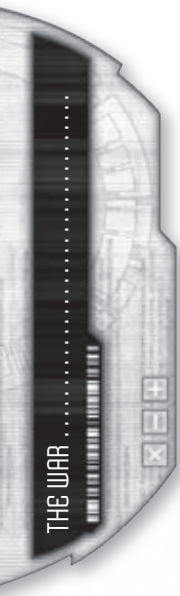
With limited resources and a great amount of fear, the survivors turned to the only people they knew who had any knowledge of violence and survival in a dangerous environment. 54:30, a gang of maybe twenty boys and young men, became the new tribe's de facto leaders, which suited them just fine. They had the guns, after all.

Don't take this to mean that the gang just turned into angels and agreed to take good care of the rest of their tribe. Sure, they protect the rest of the tribe from the other scavengers and gangsters forced to live underground, but that protection comes at one hell of a price. 54:30 takes the whole idea of "what's mine is mine," to a crazy level. Everything they can get their hands on belongs to the tribe, but not all tribe members are equals and so the lion's share of everything seems to belong to maybe ten men out of a few hundred people. There's a fierce pecking order that defines who has rights to what food, water, and even women. Everything belongs to you if you're in the tribe, sure, but you better not put your hands on the wrong part of everything if you want to live long

- It isn't as bad as you make it out to be. Yes, they're cutthroat and territorial. You have to be or you'll be chewed up and spit out down there. Parts of those tunnels are wall-to-wall squatters, and if 54:30 looked like anything short of vicious dogs, what do you think the next tribe over would do to them?
- Marcos

## ON YOUR HONOR

Soba is a neighborhood on the edges of Bogotá, in Zona Sur. It's notable as one of the places you're most likely to find a Witches' Market, though that has not brought much prosperity to the struggling area. There are two kinds of poor people in Soba: people who have absolutely nothing and are happy and people who have absolutely nothing, are full of hate, and tend to spread out and help make other parts of Bogotá as miserable as they are. As a result, the surviving community is one that lives so far below the poverty level that they barely even register on any political radar. This is where the Cooperativa Agrícola resides, trying to live off the land. They don't have a lot of cash, and their farms don't grow nearly as much as the corporate farmers, but they have food, which, of course, is always in demand. The individual farmers bring what they have to the Cooperativa and barter with each other to see if they can figure out how to turn what they have grown into enough food for the year.



It's this acceptance of and skill with bartering that have made Soba so attractive to the Witches' Market. Essentially, the area came with a pre-trained staff of people who were willing to work and who were practiced in art of getting as much as they could in a trade. But they're also people who have only survived by pulling together, which means you can sometimes swing a good bargain with them, whether for food or magic trinkets, by pitching them the right sob story.

To understand the currency of Soba bartering, you have to understand what they don't have. They have less than no money, and pay local officials in fresh vegetables and chickens instead of land taxes. They trade goods and the like, but what really matters among them, the real currency of the area is their oaths of honor. If a man tells another man among in the Cooperativa that he's going to give him a suckling pig next season, come hell or high water, he hands over suckling pig when spring comes around.

- Yeah, I think I know the area you're talking about. Isn't the leading cause of death there suicide?
- Hard Exit
- Well, yeah, heads of household will kill themselves over oaths they can't fulfill, which include things like the amount of food a wife and children can expect at each meal. But it isn't all the time, because these people really help one another.
- Glasswalker
- Except when they're pissed at you, and they get their enchanter friends to sling out curses at the people they think have crossed them.
- Hard Exit
- What you call "curses" are just a manifestation of the tribe's deep connection to honor. They're only used when someone breaks their part of the bargain or violates some basic premises of normal unspoken social contracts.
- Glasswalker
- Oh my *God!* I know what you're talking about! That's totally the place my friend got eyeballs on his testicles! True story! Does running old ladies over break a social contract? I'm so bad at keeping track.
- Kat o' Nine Tales

## LA MAGICA IS THE TRIBE'S ALONE

Posted by Kat o' Nine Tales

Back when Hard Exit was laying down some of the basics of Bogotá, she mentioned one of the critical rules that a lot of the tribes stick to—that magic should be used by the tribe or not at all. Well, I had a story about this that shows a little bit about how they think about magic, and Glasswalker asked me to tell it, so here goes.

So I'm coming out of the jungle and making my way down along a city street and use a little trick to light up my cigarette when a couple of girls start shouting at me like I've just bitten their brother on the face. I ask them to calm down and tell me what's wrong. They tell me "You have to be careful with magic, because the jungle comes closer if you're careless with your spells." They go on to tell me that the tribe who used to live next door threw spells

around like they were water, and they kept throwing them until the jungle came and absorbed every last one of them. I asked the girls if they saw that happen, and they say "No, but the green man told us what happened."

I asked the girls if I could meet the green man and talk to him about magic because I wanted to do it the right way. They took the bait, but said they'd have to ask the man's wife first. They take me to this shack in the edge of the barrio, butted right up against the jungle. There's this three hundred pound eighty year old woman in a wedding dress sitting on lawn furniture. She reeks of magic and tequila. I ask her if I can speak to her husband, she spits out tobacco and points to a curtain. I open it up and there's this five-foot-tall rock covered in moss. No carvings, just moss. It felt a little bit like magic, but nothing significant. One of the girls tells me that when the jungle came, the green man just appeared on the edge of town and started telling one select woman the safe way to do magic. She's the only one who can hear it and so she teaches magic to the rest of the barrio. They call her the green man's wife. He's apparently on his second wife now.

I got the hell out of there as fast as possible.

## SACRED LIFE, SACRED DEATH

Posted by Marcos

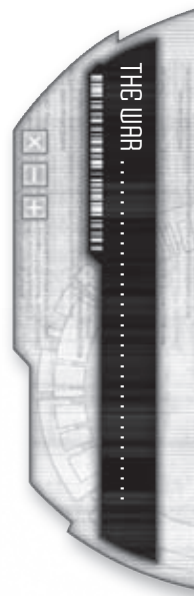
If we're telling weird stories, I should tell you about the Comunidad. That is one nasty group of bloodthirsty criminals.

I had some money to throw around, doing some undercover work in Bogotá just as the war really hit. I find a home for rent in an upper-middle-class closed community (they call them *barrio cerrados*). Big bright sign reads, "Comunidad Asoleada de las Colinas," and I think this is exactly what I'm looking for. The residents are bright and smiling. Real clean-cut, walking dogs and going to church. The sign outside the church talks about how the murders going on outside their gates are a crime against God. People are actually having conversations about the sanctity of life. A poster in the center of the barrio outside a police station talks about taking in children because life is precious and no mother should end a child's life early.

Anyway, in the Comunidad, life and community are sacrosanct, or so I'm told. Apparently, without community, there would be nothing to protect these people from the war waging outside their gates. I get a rulebook. No shit, a book full of things I can and can't do. Like having music up too loud after six. Or mowing your lawn at the wrong time of day, or planting the wrong kinds of flowers. This thing talks about "harsh penalties" for putting up a basketball net. That sort of thing. Things are starting to look a little squirrely to me, and I had to take some time to establish cover before I could go on with my other mission.

So I start poking around to see what sorts of harsh penalties this community had in mind. I figure they kick you out and take your house or something. Boy was I wrong.

There was another renter next door who had some questionable taste in vehicles. He had a souped-up motorcycle that made way too much noise that he liked to jet around on at all hours. Did I mention public intoxication was also "strictly forbidden?" Well, this guy liked the bars. So one night, he's out on his front lawn enjoying a drink or eight in his boxers. I broke out some stealth gear to watch and wait.







INCOMING FEED.....



It didn't take long before some of the bigger guys in town show up with potato sacks over their heads carrying torches. Really. Sticks on fire. They surround the guy and suddenly everyone in the neighborhood is out on their front lawns watching the display. They lead this poor drunk out into the middle of the street chanting, "Para la comunidad!" over and over. Someone had a knife and they started sticking the guy, making him bleed out onto the pavement. When he was done bleeding, they set him on fire like it wasn't nothing. Next morning someone came by and scrubbed the street, and when they were done you could walk by and never know anything happened there.

- You split, right?
- DangerSensei
- Why? I put down a security deposit. Look, the guy had to know what kind of people he was among, and he had to be an idiot for flaunting their rules. I don't want to say he deserved what he got, but ... well, I don't know how to finish that sentence.
- Marcos

### LIVING ON 1¥ A DAY

The fact that Bogotá is poor has come up a number of times in this whole collection of words, but we haven't gotten to the nitty-gritty of being poor. So let's take a moment to look at just what it means to be poor down here.

Maybe you've seen the ads, the AR spam, the pleas that pop up from place to place and tell you that if you donate some measly

sum, maybe five nuyen a day, you can change the life of a child somewhere. Maybe you've given, or maybe you haven't, but either way maybe you thought "Can that small bit of money really make a difference in someone's life?" Answer: Yes it can, which should tell you two things about poverty in Bogotá. First, that if a few hundred a year can make your life different, and a lot of people don't have even that, then the poor down there are really, really poor. And if all it would take to lift them out of poverty is a few hundred, and many, many people can't even scrape that together, then that tells you just how few resources are flowing out to them.

If you're going to survive without money, you're not going to be able to buy or rent shelter, so if you want it, you're going to have to make it or squat in it. Squatting is very popular, because war zones leave so many abandoned properties, but very dangerous, because so many of these properties are on the verge of collapse.

- Or actually collapsed—some squatters dig cave-like dwellings out of piles of rubble.
- Hard Exit

If you're building a shelter for yourself, you take whatever is available. One benefit of a war zone is that there are broken things all over, especially broken vehicles, which means there are large, flat pieces of metal people can use for walls and roofs. There are also plenty of bricks and stones for people to pile up. Travel to any slum, and you'll see dozens of dozens of makeshift dwellings, all too crowded, all looking like they'll fall over in the next strong wind. Or the next ground-shaking explosion, which is never very

far off, and in point of fact these dwellings *do* often all over, but the poor just set about re-building them. This may seem depressingly Sisyphean, but at least it gives them something to do.

At this economic level, sharing becomes not just a nice thing, but a matter of life and death. If you can't figure out how to share in your group of poor people, most of you will die. You share food and water because fighting over them would be asinine and bloody.

- I heard they share more than water. There's a pretty successful hacker working out of Barrios Unidos. This guy is tight, works without tiring out for days to land a job. We all thought he must be a stim addict or mentally unstable in some other way, and everyone kept waiting for him to snap. So when I was down there on a run, I decided to check the guy out. Turns out, it isn't one guy. I rolled up on this dusty shithole with about 15 people living in a house with about ten houses still standing. One of the houses apparently belongs to the "hacker." Or in this case, ten hackers sharing one computer, one handle, and one shitty connection to the Matrix they have to constantly battle. These guys are amazing, and bad news for Aztlan.
- Glitch

The poor of Bogotá have a drastically different view of the war than just about anyone else in or outside of Bogotá. Everyone wants stability, obviously, but the poor need stability far more dramatically and tend to get screwed the hardest by that need. We get water, bathroom, that sort of thing pretty easily in this day and age. We take for granted power and access to the Matrix. If you're poor, living in the poorest sections of a war-torn city, you will be the first to lose access to all of those things and because you're poor, you can't just hire someone to fix it.

So maybe you ask why supposedly decent people join up with the cartels, or questionable tribals. You ask why they don't seem to realize they don't realize that Aztlan is screwing them, and why they don't join the Amazonian side en masse? It's because they don't know, they're kept in the dark, but also because if you're hungry and dirty you'll side with whoever can get you food and water the fastest. Yeah, the cartels mean drugs flood your streets, but they've got the guns to keep you safe. Yeah, the tribals are strange and always come with strings attached, but at least they understand you and your plight and are just like you. Yeah, Aztlan has soiled the water, abused the people and bombed you to the Stone Age, but they're willing to help now, sort of, and that's better than nothing.

- It's true that there are a lot of things these people don't know, but don't assume these people don't know how to defend themselves. Sometimes it's a matter of looking the other way while the guys with guns and criminal leanings set up shop in the barrio. Sometimes it's because they've got their own guns, mines, and magic. They don't have much to lose, and that's how they act.
- Hard Exit

## HEALTH CARE

I pretty much can't think of any place in the world I'd rather bleed out less than in the barrios of Bogotá. If you're in the barrio, Doc Wagon isn't coming, mainly because no one anywhere near there has an account. If you want help, it won't come from there.

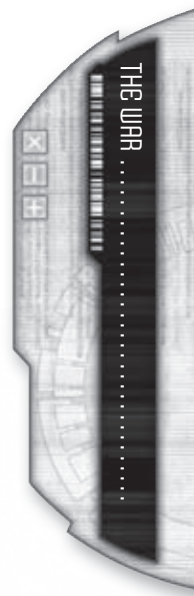
It also most likely won't come from anywhere else. Major medical treatment is all but unknown to the tragically poor in

Bogotá. Hospitals and clinics are somehow the first buildings struck by the warring forces, and the casualties are the people who can least afford to lose aid. Dirty water, dangerous environments, magical and technological injuries that are secondary effects of the overarching war. The poor of Bogotá actually need more medical care because of their environment, and yet their access to good care is limited by the same things that are making them sicker and more injured. I've heard it said that war is a means of population control. In Bogotá, it seems to be population control, but only if you're under the poverty line.

- At least there's magic. No really, if you think about it, magic is the great equalizer. It runs wild, it can't be controlled, and it happens naturally in people no matter how much money they have. Can't get to a doctor? Well, there might just be a shaman in the shack next door who can heal you, or bleed out your poisons. It could be worse.
- Kat o' Nine Tales
- Magic is rare. People who know how to use it well are more rare. So often, it *is* worse.
- Glasswalker
- Don't forget about more traditional forms of medicine. It blurs the lines with magic, of course, but the people of Colombia had their own medical traditions clearly as long as there have been people in Colombia. The jungle has always provided medicines that never reached more European traditions, secrets the locals never let out or else were dismissed by white conquerors. Maybe the locals are better off, safer delivering their babies with a traditional midwife than being butchered by Euro-based technomedical hospitals and doctors.
- Glasswalker
- Yeah, also there are some killer hallucinogens. Shit that makes the BTLs seem like checkers.
- Kat O Nine Tales

While we're on the subject of drugs, one important thing about them—the prices suck. Given that there's so much poverty, you'd think prices would be low—supply and demand, right?—but that's not how it works right now. Demand is so low, that anyone who produces anything, including drugs, knows that it's not worth their while to sell anything in town. So almost everything they produce is sent out of town, where there are people who can buy them. A few materials are kept in town and sold to corporate bigwigs and other high rollers, and their prices reflect their intended market. So unless you're willing to pay for your drugs what Flavia de la Rosa pays for his, then don't plan on buying any recreational pharmaceuticals in town.

- Some of the issue is that the economy is completely unregulated thanks to the lack of any real government and the ongoing war due to vast political corruption or war. This means there's really no one to limit the rich from doing whatever they can to be richer. The gap widens between the rich and the middle class since the rich own everything they can sell it high and buy low and hold on to as much of the profit as possible.
- Glasswalker





## RICH AND FILTHY

Since we were talking about the rich—we were, right up there, a paragraph earlier! I swear—it's worth sharing some of the info buzzing around the corporate sector. They have concerns of their own; here, let me share a conversation I recently overheard that demonstrates the many, many pressing concerns on their minds:

“Like I told you, if he wants to get into a good school he's going to toughen up and get used to politics. I mean, if the dean's inner circle are all going to be wearing the same shoes, then this snot-nosed brat better suck it up and give up his own shoes ... Wait, hold on. No, no, nothing is wrong. There's just a slowdown on the road. *Hey!* I have places to go! No, no, some of those big off road vehicles. I don't know, maybe military. Yeah, I think they're bombing out one of the shitty little shantytowns down the street. Oh, no, I couldn't care less but I'm going to be late to have my hair done.”

- This is why I don't have a problem killing the rich.
- Hard Exit
- You don't have a problem killing anyone.
- Marcos

Okay, it's true that not all of Bogotá's wealthy citizens are jetting around getting their nails done. Some of them are very active in waging the war, and that's serious business. Others are looking for ways to help some corporation or another take advantage of the chaos and come out of the war in a position of strength. That's a lot of work, it's stressful, and it plays a role in getting us paid. But still, it's always nice to know where your next meal is coming from.

Like anyone else, the wealthy want to have a safe place where they can live, eat, and sleep without getting blown up. The main difference is, they have the means to make that happen—sort of. We all know that if a group of people have enough bombs, explosives, or both, they can bring chaos wherever they want it. So no one is really safe.

If you want to get under rich people's skin, then, that's where you attack—at the illusion of safety. Once they stop believing in that, they get desperate, and we all know how fun it is to channel desperation. Just be careful that when they finally lash out—and they will, of course they will—they don't lash out at you.

- They do lash out—make no mistake about that—but it is often less random, less chaotic than the lashing out that the people in the slums do. They select a target, develop a rationale, follow that up with a plan, then carry that plan out. They might have a selected the wrong target, their rationale may be based in misinformation an errors, but they'll still follow the process. You can decide if that's better or worse than random lashing out.
- Picador

## COFFEEHOUSE REVOLUTIONARIES

Just about any place you have well-to-do people, you have children of the well-to-do who are dissatisfied with everything the older generation represents. Often this disgust confines itself to talk, but there are a few who turn talk into action and join the

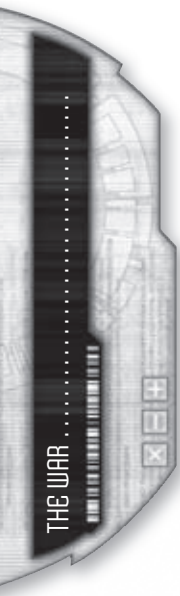
revolution—whatever revolution might be handy. When they do, they may bring significant resources with them.

There has been plenty of speculation that barrio folk hero Simon Delgado is funded by some of these coffeehouse revolutionaries. Creating the stream of Delgado clones can't be cheap, and many believe the effort could not have been supported solely by the barrios. If there is money behind the Delgado movement, it will be interesting to see where it goes next.

- I have trouble taking these kids seriously. If you're wearing a 300-nuyen t-shirt, you aren't a legitimate revolutionary. They sit around in the safety of their parents' security quoting Che and talking about how they're really going to make a difference. If these little shitheads wanted to really change things they already would have. They have their parents' information, they have the ins and the resources. But usually, they're all talk.
- Marcos
- Except when they aren't. I can't name names, but I know I've been hired for some nasty work by a pair of siblings who are privileged even by privileged standards. I'm not saying the job they sent me out on could destroy Aztlan, but whatever they do next could really change the playing field.
- Kat o' Nine Tales
- It's actually happening at all levels. Lower-upper-class folks are getting involved because they're quickly realizing there won't be much money left for them when they're older, and the middle-class kids can see the active efforts to make them lower class. Bogotá is the Mecca of universities in Colombia, and the place is full of enthusiastic students and idealists. There are regular protests, strikes, and every kind of demonstration from that pacifist stuff that gets in the news but doesn't really accomplish much to the secretive violent stuff that would make everyone look really bad if it came to the surface.
- Glasswalker
- Plus, disenfranchised youth are like a sort of submarket if you're a blackmailer or con artist. Set up a phony revolutionary group that can talk the talk and you get their interest. You're cleaner than the natives and the tribals, so these kids feel safer approaching you. You can funnel their money, sure, but that's thinking small. Me, I tell them there's an enemy of the people in that bank right over there. You want to make a change, go in there and get all the money out and bring it to me. Don't worry, I'll re-distribute the wealth.
- Hard Exit

## THE CHURCH IN THE NEIGHBORHOODS

We've talked about the Church's relationship to the people; let's talk for a minute about people's relationship to the Church. Despite the old saying about the lack of atheists in foxholes, sometimes war hurts religion—you can see how people in a war zone may have trouble in believing that a kind and benevolent power is in charge of the universe. So the Church has a bit of a difficult row to hoe there, and it doesn't help that the influence of the Catholics had been waning before war broke out. People had been losing faith in any institution's ability to do anything useful for them, and while many found solace in the Church (or other



faiths—we'll get to that in a moment), others just abandoned organized religion altogether.

The Church's work to get food and medicine to the barrios has won them some support, and when they're attacked for doing this, they get to wear the martyr guise that historically has suited them really well. So people are seeing them in a good light, but they've been suffering for a long time, and that breeds a fair amount of cynicism. A lot of the people who have flocked to the Church are waiting for the dark side of what they are doing, the secret agenda they're sure must exist, to be revealed.

- I don't know about a specific agenda, but I know that the Church in Bogotá has a lot of money to spend. Money is something Aztlan loves a lot. The Aztlaners put in some efforts to co-opt the Church, they didn't work, so now they're looking to take that wealth through force. What I would pay attention to is different ways the Church might be trying to preserve their wealth, or ship it out of town so Aztlan doesn't get it.
- DangerSensei
- This conflict is a lot older than this war and maybe, just maybe, that older conflict has something to do with the current war. The churches are filling, their coffers overflowing as people try to buy protection from divinity so that the next bomb won't land on their rooftop. Then you have Aztlan, which has never liked the Church and is trying to build a culture in Bogotá that does not include Catholic influences. The Church has long been rumored to be supporting anti-Aztlan operations, and now it's time for the anti-Aztlan operations—whether they're in Bogotá or overseas—to return the favor.
- Picador

## PRECOLOMBIAN FAITHS

The Catholics aren't the only ones getting a surge in population since this conflict got hot. Cults following versions of pre-Columbian gods are springing up all over. Aztlan aggression clearly had a lot to do with it, but it isn't just their gods showing up in pockets in and around Bogota. Mayan and Incan cults have popped up in both the towers of the corporations and the undercity subway territories. I've heard of instances of Toltec and even some an instance of Chilean witchcraft working in resistance to the surge in Judeo-Christian practices.

Now, before you think this revival is all hemp dresses and happy natives, it isn't. This isn't that someone read about Quetzicotle and decided to start wearing more feathers and read a lot of books. The people of Colombia wouldn't be that dull. No, some of these cults are complete Mayan, Incan or whatever microcosms. We're talking slavery, glorified suicide and human sacrifice. These people are taking these religions quite seriously.

- I've heard no accounts of actual human sacrifice in or around Bogotá as part of the worship of any pre-Columbian folk worship.
- Glasswalker

- Of course you haven't. Why the hell would they advertise that sort of thing? That's crazy. Everyone knows human sacrifice is widely frowned on in polite society, so if that's what you're doing to get your kicks or appease your god or why ever you do it, you probably aren't going to tell a lot of people.

- Picador

- It won't get out on the Matrix because the barrios are cut off, but human sacrifice is happening. But like the cultures the modern cultists are copying, we aren't talking about babies and the elderly. They're putting prisoners of war to death. Just like any country or private interest does when they're at war. You go and try to start trouble in a barrio when they do things the old ways, they'll capture you and flay you alive to feed their god. You know what else it does when you cut out the still beating heart of you enemy? It makes other enemies think twice about messing with you. It's happening, but it doesn't strike me as particularly strange within the continuum of warfare.

- Kat o' Nine Tales

## OBEAH

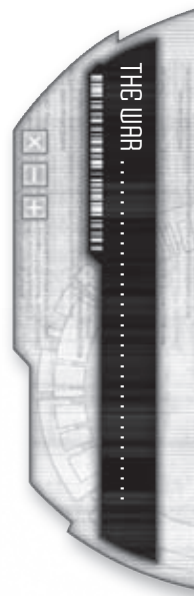
**Posted By: DangerSensei**

So okay, I was near Soba, on a tail I had been following for about a week and a half. It was late, late, but I could smell fire and hear people about a block down from my location. I was starting to wonder if I was invading tribal territory, so I went full on stealth and crept around to see if I could get a better look.

I saw, around a fire, about twenty people dressed in white. A man speaking in a language that clearly wasn't Spanish stood near the center, his face made up to look like a skull waved a cane around as he spoke. People started drumming, beautiful and intricate rhythms followed by chanting in the same language the leader had been speaking in. Others started dancing, strangely, so I figured this was something religious or a party. Then shit got weird.

Someone started dancing in and through the fire. Someone else was sort of writhing on the ground. I saw a guy bite the head off a chicken and a woman put a knife through her hand without bleeding. By the end of the night, her hand was almost completely healed. It was like they were all in a kind of trance. It was crazy. I lost my tail, but I almost didn't care. A little poking around later revealed that I'd seen an Obeah ritual.

It seems that a lot of adepts are being drawn to Obeah, an Afro-Caribbean or Brazilian faith that moved north to Colombia over the last hundred years or so. It's sort of a hybrid of Catholicism and some really ancient African faiths. The gods are more like spirits that can and do directly interact with their worshipers by possessing them. During the possessions the worshipers are said to be able to do some extraordinary feats. Without better education of what they are, many adepts are drawn that way as an explanation for why they can do things normal people can't. Adepts that are even more knowledgeable come to the practice because the combination of magic and the mundane is so accepted in the faith; it is a natural fit for that sort of magical practitioner.





# ... BOGOTÁ NEIGHBORHOODS ...

The captured jaguar shapeshifter shouted obscenities, his voice cracking from the agony that was being inflicted on him by his captor. The man clawed feverishly at his restraints on his arms, legs, and neck, restraints made out of pure silver that held him chained securely to the wall. By this point, the silver had left second and third degree burns on the flesh it had touched. Visible bruises and cuts that normally would have regenerated remained unhealed on the shapeshifter. He struggled yet again against the restraints, but they held fast.

The elf sitting across from him merely shook his head. "You've been trying to break your restraints for the last hour, and it has done nothing but inflict more harm on you. I can make your death quick. Tell me what I need to know. Who is your handler inside the Amazonia military? Who gave you the order to attack us?"

"F-fuck you. Your magic has failed to rip the information from my mind; what makes you think I would I give up that information willingly, even to lessen this torture? You'll have to kill me."

"Stop trying to play the hero," the elf countered. "Please. Hualpa is not here to witness it. Your countrymen aren't here to witness it. Your team has been caught. They are being interrogated by my very best-trained men even as we speak. Your resistance is only causing you needless pain. Either you or them will break. My team and I have a perfect record of extracting information from our prisoners. It is merely a matter of time."

Enraged, the shapeshifter tried to lash out at his interrogator, but again the chains restrained him. With a surprising speed and grace, the elf rose to his feet, crossed the interrogation room in under a second or two, and worked over the jaguar shapeshifter again, landing vicious blow after blow on the shapeshifter's bare chest, each one resulting in the sound of a broken rib. The shapeshifter finally collapsed, wheezing and

showing signs of difficulty breathing. "Now, you see what your disrespect has done? I counted at least four more broken ribs, and a couple of them have been broken in more than one place. I am also confident that your right lung has been punctured. Pretty soon, no regeneration in the world is going to be able to help you. Give me the information. You will not like what I will be forced to do next."

"Bring it."

"Very well. Keep in mind you could have avoided this ... unpleasantness." Tapping an AR button on his commlink, the elf activated the room's intercom. "Sergeant, please bring in interrogation kit number eight."

"Yes, Sir. By the way, Captain Brandt would like a word with you, at your earliest convenience."

"Get the equipment set up, Sergeant. This will only take a moment." The elf stood up, narrowly avoiding being spat on by the prisoner. Using his calm demeanor to let the prisoner know that he was still in control of the situation, the elf stepped out into the hallway. An older human dressed in a Saeder-Krupp Prime's guard uniform immediately walked up to greet the elf.

"Scale, Sir, we have broken two of the subjects. They gave us a name of Fernando Garcia. He often frequents a local club in Zona Norte called the Den of Iniquity."

"How many other cells is he working with? How much more resistance do we expect Hualpa to be sending our way this time?"

"They didn't know, sir."

"Very well. Round up some mercs, and put him under surveillance. Have him followed back to his base of operations, and have him, and any of his other associates eliminated. Clear?"

"Yes Sir. What should we do with the rest of the prisoners?"

"They are of no use to us anymore," the drake said, as he headed to the elevator. "Get rid of them."



## HOT ZONES AND HOTTER ZONES

Posted by Glasswalker

For those of you outsiders who are interested in work in Bogotá, there are things that you must know about the various (and potentially very dangerous) locations inside of Bogotá of you want to survive in this war-torn city.

Bogotá is divided up into four distinct sectors called Zonas (zones). Some of the zones are perhaps familiar to most of you from the brief article that I posted a while back in the *Feral Cities* document—namely, Zonas Norte, Oeste, and Centrico. There is another Zonas of note in Bogotá (Zona Sur). I hope this document will help you stay alive in the former Colombian capital, and perhaps even allow you to make a profit while you are here. But don't expect any stay here to be a pleasant one. This town is one filled with work, but unfortunately, unless you are working for Aztechnology as an executive, or as a politician for Aztlan, it has long since been anything else than a hell hole.

### ZONA NORTE

#### Neighborhoods:

Bella Suiza, Cantón Norte, Cedritos, El Chico, Chapinero Atlo, Chapinero Central, El Nogal, Francisco Miranda, La Carolina, Las Margaritas, Lijacá, Santa Ana, San Antonio, Santa Barbara, San Gabriel Norte, San Patricio, Servitá, El Largo, El Virrey, Pardo Rubio, Marly, Rosales, Verbenal, Toberín

In my 2070 article on Zona Norte, I mentioned that this zone used to belong to the upper-middle class of Bogotá. Nice homes, walled-off communities, extensive shopping centers and mercados, both public and private schools, and dozens of futbol fields for the children of these well-to-do families who once held dreams that their sons and daughters would eventually become good enough in the sport to play in the World Cup one day. The population of this zone used to hover around three hundred and fifty thousand residents, and the quality of life in the neighborhood was above average in comparison to the rest of Bogotá. Using Lone Star's standards, I'd say that the zone held a single-A security rating. But now, with both the Aztechnology bombings of 2071 and the war with Amazonia in full swing, things have changed drastically.

Most of the individual houses, apartments, and condoplexes that survived the bombings have been abandoned by their original owners. Squatters, as well as the local street gangs (most of whom have ties to the Olaya cartel), have taken over the residences. Many of the smaller apartment and condoplexes have been turned into slum properties by the local gangs, who collect exorbitant rent from the tenants (often in excess of fifteen hundred nuyen for a one-bedroom apartments) as well as protection fees for the cartels. Although most slum properties lack reliable electricity (or have no electricity at all), most have cold running water for showers, giving them an advantage over large portions of Bogotá (though the water is still not safe to drink). These complexes are often slum communities now, and many complexes have been transformed into gang hangouts, gambling dens, and brothels, catering to the vices of what's left of the community. The larger apartment and condoplexes are usually made into compounds for the cartels and their men. These compounds are usually used for drug

manufacturing, explosive manufacturing, BTL programming facilities, and safe houses for the cartels' leadership.

In Zona Norte, there are frequent turf wars between the Olaya and Andes cartels and their street gangs. Attacks on each others' business interests continue on a regular basis, even as Bogotá is plunged further into war. It is important to note that shadow spirit attacks have spiked sharply in the zone since the war began. Descriptions of the spirits from the locals who live in this zone fit with common descriptions for shades. From the frequent attacks by these shadow spirits, it is a safe assumption that the misery and dire conditions inside Zona Norte is drawing these spirits. Some have even speculated that it is becoming a stronghold for the shades.

- Please take this warning to heart. I was working with my team in Bogotá, and we were on the run from the Azzies when we decided to hide out in Zona Norte for about a week. A few days in, we were paid a visit by a few of those infamous shades. And let me tell you those spirits were extremely powerful and very malignant, and there were moments when we didn't think we would get out of there alive. Two of my *omnes* didn't make it—during the fight, they were compelled to fucking shoot themselves. And you would think that one of them would have been the least susceptible to their powers: our mage. Our fairly high-level, initiate mage. I'll keep working here, but from now on I will not be visiting Zona Norte unless it's absolutely necessary. I would suggest, if you're working in Bogotá, that you do the same.
- Black Mamba
- They were extremely powerful because they've not only been feeding off the misery felt by the people who live there, but they've also been feeding off of the misery and the despair from the soldiers who keep passing through. Bogotá has proven to be a gluttonous feast for these spirits. Plenty of people are worried about the political or corporate outcomes of this war; I worry about what's becoming of these shadows that are becoming more powerful than they should have ever been allowed to become.
- Man-of-Many-Names

The Olaya cartel spends considerable amount of capital keeping the pestilence out of their sector, but despite their best efforts, several of the neighborhoods have been taken over by the carnivorous trees and are currently inhabitable (neighborhoods that include Bella Suiza, El Nogal, Santa Ana, and San Patricio). Most criminal organizations and street gangs will avoid those neighborhoods at all cost, and as outsiders, you would be wise to do the same.

#### Villa Hermosa Condoplex

The Villa Hermosa Condoplex is by far the most well known condoplex in the Zona Norte. Villa Hermosa has served as a stronghold for the Olaya Cartel for years. With its strongest soldiers, backed up by the wizzang Alegria Oculta, the Villa Hermosa has repelled repeated attempts by Aztlan to take it out, even surviving a direct missile strike from one of Aztlan's jet fighters at the start of the war. The condoplex boasts of an elite shadow clinic, which has been able to patch up and treat many soldiers for the Olaya cartel. It is believed that the clinic inside the Villa Hermosa Condoplex provided medical aid to Jaime





Salazar himself after KondOrchid's offices in Bogotá were raided by Aztlan. The Villa Hermosa Condoplex also maintains one of the few operational wireless networks in the city that is not associated with Aztlan or Aztechnology. The person who runs the day-to-day operations for the Villa Hermosa Condoplex is a man named Celino Abarca.

Although all the locals knows where Villa Hermosa is, no one outside of the cartel (except for trusted members of Alegria Oculata) are allowed inside the compound itself. Outsiders that are allowed into the compound usually don't come out alive. The Villa Hermosa Condoplex have contacts spread out throughout Bogotá, that can put you into contact with someone higher up in the leadership hierarchy of the Olaya cartel for a price. The Olaya contact for Zona Norte is a troll named Tito Sanchez. He likes cigars and armor-piercing ammunition, in case you're looking for a suitable introductory bribe.

- As one might expect, Villa Hermosa has a problem with a significant background count. Locals have claimed that the Olaya cartel and its complex are "bathed in a sea of blood." If the locals are believed, hundreds of enemies of the Olaya cartel have been brought to the complex over the years to be interrogated and butchered. It is believed that the cartel uses its ongoing talislegging operations as a cover for moving and dumping the bodies of its enemies far out into the rainforest, so that just in case there should ever be a functioning government again, there will be no evidence at Villa Hermosa that would suggest those killings ever took place there.

- Picador

- Such dumping grounds will undoubtedly make it that much harder for any operations in the rainforest to recover remains of specific people that have been lost there over the years.

- Lyran

- Those dumping grounds will most certainly draw in gnawers, the infected in Amazonia that feed off metahuman bones. There have been reports of huge gatherings of gnawers at battle sites that had lots of remains of fallen soldiers. I'm sure any dumping grounds will have the same affect. So, if you want to find someone who has recently become deceased and is believed to have been dumped in the rain forest, you better do it quick before the self-cleaning rainforest eliminates any trace of the person.

- Slamm-0!

- Speaking of those dumping grounds in the rainforest, I wonder how widespread those dumping grounds are, not just for the Olaya cartel, but for all the cartels? Are we talking about thousands, tens of thousands, or even worse?

- Ectotope

- Given that the cartels have been butchering their enemies and discarding them in the rainforest for generations, along with all the other fighting between Aztlan and Amazonia and the opposition groups, I wouldn't be surprised if there aren't a few million remains out there now, ready to be found. Provided the rainforest hasn't completely consumed the oldest of the remains by now, or that wild paranormal critters haven't scattered the bones all over the place.

- Black Mamba

INCOMING FEED.....



BOGOTÁ NEIGHBORHOODS



- Local shamans in the area are often recruited into the Olaya cartel and are taught to clean up mana as they go in order to keep the background count in check for their magically active soldiers around Villa Hermosa. Without the metamagic, many say the background count would be almost as bad as that found around Aztlan's teocallis.
- Clockwork

### The KondOrchid Regional Shopping Center

Once a thriving modern shopping mall in El Chico capable of holding up to one hundred and seventy-five stores and restaurants, this three-story shopping center now only has about thirty small clothing and electronic retail stores and five restaurants that have managed to weather the war. In 2069, Jamie Salazar expanded his reach into the commercial sector by having his AA company, KondOrchid, purchase this shopping center in Zona Norte. Although business is not too good for the shopping center at the moment, the most important business transactions do not occur with the retail stores themselves, as they are merely a public front for the Olaya cartel, but rather, the black market transactions are taking place in the closed-off sections of the mall (the back offices, the third floor, etc.), where sales of weapons, drugs, BTLs, stolen goods, illicit magical goods, talislegging shops, and explosives take place on a daily basis. The cartel's black market also sells hard-to-get items in the area, such as insect repellent, water purification tablets, and food rations. The Olaya cartel sells to almost all members of the opposition groups, as well as the resistance cells in Amazonia.

In order to be allowed to visit the black market section that the Olaya cartel runs, you must have been invited by someone of high standing within the cartel, and you must have established a very good reputation with them. The cartel defends its black market operations fervently against Aztlan spies and the rival cartels. Recently, with Ares' increased presence in Bogotá, the Olaya Cartel's profits from their weapons sales on the black market have taken a hit, off more than fifteen percent (or thereabouts—accounting in the black market is imprecise). Ares, working through their smugglers and arms dealers in the area, promises their customers brand-new, modern weapons and armor, reliable gear that is based on Ares' reputation, and gear and weapons that are very hard to acquire in the region, even for the cartels. As such the Olaya Cartel has 50,000¥ bounties out on four Ares smugglers/arms dealers that have been cutting into their profits. Those individuals are Hector Martinez, Enrique Marshall, Julian Olgin, and Victor Flores. Popular weapons for the opposition groups are portable missile launchers and surface-to-air missiles, which they acquire in an effort to take Aztlan down a peg or two in the air superiority department.

- If you are in need of a large supply of combat or Awakened drugs for your team and are in a hurry, or are in need of weapons and ammo, this is the place to start looking. I've heard they have regular supplies of Kamikaze, Long Haul, Jazz, Overdrive, Trance, and even a few supplies of Animal Tongue, Little Smoke and Rock Lizard Blood. They may have the Blood of Kali and Immortal Flower on hand, but it is rare. And if they do, expect to pay a small fortune for them.
- Mr. Bonds

- Of course, if you're looking to escape the harsh realities of Bogotá instead of confronting it, they have all the drugs to meet those needs as well. From what I hear, there is a huge demand for those types of drugs in Bogotá nowadays.
- Sticks

### The Den of Iniquity

The Den of Iniquity is one of several gambling and prostitution rings that the Olaya cartel has established in Zona Norte. It recently was moved when a reliable informant told the cartel that Aztlan planned to bomb their previous location. The Den of Iniquity boasts a secure, wireless network that can handle most AR gambling programs as well as electronic funds transfers, a satellite uplink which can get broadcasts from sports events from around the world, as well as maintains over fifty men and women as employees who are available cater to the carnal wishes of its visitors. The Den of Iniquity currently resides in a four-building, gated apartment complex, with nearly sixty former apartments having been converted for use in gambling or prostitution activities. The Den also employs a significant number of guards to protect the establishment from rival street gangs and local tribes. Along with the gambling and prostitution, the Den of Iniquity can provide a wide range of street drugs for customers' consumption. The Den of Iniquity is currently run by an ork woman by the name of Erica Medina. There is no special hoops a visitor needs to go through to enjoy the hospitality of the Den of Iniquity, though first-time customers will always be treated with a higher level of scrutiny. Weapons are forbidden and are held by the cartel until a customer's visit is over.

- Aztlan actually knows where the Den of Iniquity is, but the Olaya cartel has paid off enough of the Aztechnology soldiers that they turn a blind eye to its operation. In fact, on any given day, you might be able to find three or four high-ranking officers being catered to by the Den of Iniquity. It's a perfect opportunity to hack a commlink, grab some paydata, or plant a listening device.
- Marcos
- Or even blackmail. I'm sure their superiors would not be happy learning their officers are visiting a location run by the Olaya cartel. And the David cartel wouldn't be so happy to learn that either.
- Picador

### Olaya Cartel Drug Labs

The Olaya cartel has numerous drug labs scattered throughout Zona Norte, as well as other parts of Bogotá. Many of these labs are small- to medium-sized operations, making use of vacant houses in the zone for small-scale drug manufacturing for sales within the local neighborhoods. There are at least eight known, large-scale drug manufacturing labs inside Zona Norte which operate out of various warehouses in the area. These labs had to be relocated and rebuilt following the aerial strikes in Zona Norte in 2071. These large operations can employ anywhere from fifty to two hundred people, not counting the soldiers needed to guard the buildings and the operations. After the tempo fiasco, the Olaya cartel has returned (mostly) to producing traditional drugs such as novacoke, betameth, and bliss. The Olaya cartel drug labs (specifically, the large-scale operations) also produce traditional







INCOMING FEED.....

Awakened drugs such as Overdrive, Pixie Dust, and Trance. Hundreds of kilos of the street drugs are produced on a daily basis for distribution around the world. Aztlan, Aztechnology, and the rival cartels (namely David, Andes) regularly hire mercenaries and shadowrunners to try and disrupt operations at these drug labs as well as intercept and tamper with the drug shipments. Perhaps as many as a half-dozen of the local street gangs in the area are hired by the Olaya cartel to provide security for their larger drug labs and their drug shipments. The tribe responsible for Zona Norte has also been paid off by the cartel to render aid at any of the drug labs should a problem arise.

### Explosive Manufacturing Plants

Another profitable enterprise for the Olaya cartel is the mass manufacturing of homemade explosives for improvised explosive devices and booby traps, intended to be used in the war against Aztlan and Aztechnology. These plants are established in old, colonial-style haciendas and are equipped with highly sophisticated tools, allowing the Olaya cartel to produce explosives ranging from liquid explosives to commercial explosives, and to modify them using sophisticated detonators and explosive accessories, along with giving the explosives directionality and shape. The cartel sells the explosive devices to any opposition groups willing to use the devices against Aztlan. From everything I have heard, there are no more than five explosive manufacturing plants inside Zona Norte at the present time, though the cartel may be looking to relocate their plants for security reasons, as well as to add a few more due to overwhelming demand for the devices.

### The Sodom and Gomorrah Motel

The Sodom and Gomorrah Motel is a run-down dive of a motel. It has unreliable electricity coming from portable generators, and cold, running water to clean yourselves off with (though I cannot stress the importance of not drinking the water, as I'm fairly certain that medical science has not yet identified all the microbes and parasites present in that water). The sewer lines in the area have fallen into disarray, and the rooms now have buckets to use to dispose of the waste. The motel has no security for vehicles and it has a sign that says "Park at Your Own Risk." The motel has twelve operational coffin motel "rooms," as well as fourteen operational standard rooms. All the other rooms in this motel have been destroyed from errant aerial strikes and street clashes between the local gangs. The manager of the motel likes to ask his guests, "Roof or no roof?" Many of the rooms are peppered with bullet holes from the violence that has broken out in the streets. But at least most of the broken windows have insect nets hanging over them, keeping out the annoying bugs that will eat you (almost literally) alive. The outdoor hotel pool no longer contains any water; its chipped concrete has become coated in mold and mildew. Even with all these deficiencies, the rooms themselves have fans (when the portable generators are working) and beds (although it doesn't appear that the sheets have been changed in weeks, and the mattresses themselves are worn out). But when you have been out in the rainforest for weeks, even the Sodom and Gomorrah Motel's beds look welcoming. The name of the establishment also serves as a pretty obvious hint that local prostitution rings frequently use the motel for their operations.



- If you choose to park your armored vehicle at the hotel for any length of time, make sure you have more than one member of your team guarding it. The tribes and the street gangs in Bogotá are so brazen, that they won't hesitate to slit your friend's throat if he doesn't have any kind of back-up. And don't underestimate these street gangs; they're not like the gangers that you would find on Seattle's streets. Many of these gangers are as well armed as your typical shadowrunner, and they can be just as vicious as the cartels if you're standing in the way of what they want.
- Picador

### Guaymaral Airport

At one time, Guaymaral Airport used to be Bogotá's second major airport. During the Year of the Comet, several commercial airliners crashed over the airport, with the flying wreckage from the simultaneous crashes severely damaging the runway, the main terminal, and the control tower. With the chaos that ensued from Crash 2.0, the damaged Guaymaral Airport was soon shut down and abandoned. The corridors of the terminal soon became home to desperate squatters and dangerous paranormal animals. Efforts by the Bogotá government were made a few years later to try to resurrect the airport, but since Aztlan and Aztechnology did not wish the airport reopened (to provide competition for its own El Dorado airport), they did everything they could to make sure that wouldn't happen. Aztlan's allies on the district council often filibustered the vote to rehabilitate the airport, and when a local construction company came close to winning the bid in early 2067, Aztlan and Aztechnology immediately sabotaged the company and forced it out of business. Amazonian sympathizers and opposition groups would later capture the airport in 2068 following waves of street violence that kept Aztlan and the Bogotá police force occupied. The Olaya cartel entered negotiations with the groups starting in 2069 to refurbish and reopen the dilapidated airport. In 2070, five years after the Matrix crash that had rendered the airport inoperative, the Olaya cartel began to make much-needed renovations to the Amazonia-controlled airport. The cartel came close to reopening the airport in 2071, but then Aztlan and Aztechnology began its bombing attacks in the area. The airport soon became a casualty of those bombings. The Guaymaral airport is once again in a non-working condition, as Aztlan uses its air superiority to make sure that the airport is routinely bombed and prevented from ever reopening. A few of the opposition groups have established their bases of operation within the remnants of the main terminal.

### Pontifical Xavierian University

In the northern part of the city, the New Jesuits run one of the more prestigious universities for the local populace, called the Pontifical Xavierian University. The university, along with other Catholic-run schools throughout Zona Norte and Zona Centrico (including Saint Thomas Aquinas University and Our Lady of the Rosary University), provides an alternative to the Aztlan-run schools and universities inside Zona Oeste. The significance of this school, and the others like it, is evident to many of the residents in Bogotá. The locals (and Aztlan) see the city's schools as part of a cultural war being waged between Aztlan and the Church. Unlike Aztlan, which refuses to teach Bogotá or Colombian history in fear of igniting a wave of nationalism

amongst the target students that they would like to turn into good Aztlan and Aztechnology citizens, the Catholic Church embraces teaching its students Colombian culture. Due to this fact, the Catholic Church has avoided drawing street rallies and attacks from political groups that see it as a foreign influence (for now). Most groups will also not attack the Catholic Church or its universities because of their dependence on the nuyen and the supplies that the Catholic Church continually brings into the region to support the opposition movement. Aztlan is well aware of the competition the Catholic universities and schools present, and they will do almost anything to shut these schools down permanently. As such, Aztlan hires mercs and shadowrunners to target these schools, just as fervently as the paramilitary groups target their own. Many Catholic professors and administrators of these schools have mysteriously disappeared over the years, and the threat of Aztlan's reprisals against them continue to hang over anyone who works to keep these schools and universities open.

- Aztlan has good reason to fear these schools. There are close to seventy-five thousand students enrolled in the Catholic schools, students who are not being groomed to become mindless and obedient Aztlan citizens, and who probably will never accept being conquered by Aztlan. In addition to helping stop the Aztlan propaganda, the Church is using these schools to fuel the opposition movement with new, highly educated recruits. If Aztlan thinks the violence against them will end with the next generation, they're wrong.
- Hard Exit
- There is a lot of business coming from the Church for mercs and shadowrunners to randomly check the backgrounds of the members of these student bodies and to weed out Aztlan spies. Sometimes, the Church knows who the spies are and will ask us to simply resolve the situation for them, so they don't have to get any more blood on their hands. Over the past few years, close to one thousand spies have been uncovered in the universities and have been dealt with. Aztlan would love nothing more than to compromise the suspected underground communications network that exists on these campuses for exchanging military intel with the resistance groups. All the attention Aztlan has paid to these universities is proof of that.
- Black Mamba
- If anyone is looking for examples of local heroes, it should be at these universities. There is a local professor at the Pontifical Xavierian University named Victoria Dominguez who has been teaching Anthropology since the mid 2050s. During that time, there have been lots of threats against the elf's life. But has she given up? Moved away? No. Not only does she carry a fucking Panther Assault Cannon with her and drive a heavily armored vehicle to work each and every day, but she makes avoiding death part of her work. She has brought devices passed to her into the classroom and taught her students about whatever device it was used in the failed assassination attempt and also helped to train them on how to identify who may have been responsible for the device. She has so far brought into her classroom close to half a dozen devices, whose work ranges in sophistication from simple pipe bombs to very scary car bombs. When not teaching, Dominguez keeps a close eye on





her fellow colleagues and makes sure they are safe as well. With black belts in a couple of martial arts, those that have tried to kill her often refer to her as the "tough as nails bitch who refuses to die." From what I have seen, I can believe that. She has transformed the faculty at Potifical Xavierian University into a very tight-knit community.

- Glasswalker.

### San Juan Maria Vianney Catholic Church

The San Juan Maria Vianney Church in the Francisco Miranda neighborhood is one of a handful of churches inside Bogotá that the Primary Cathedral of the city has assigned to perform two functions, as both a church and a safe house for opposition group members who are being hunted by Aztlan and Aztechnology and who need a safe place to hide until they can reach either their own group or make arrangements to stay at a different safe house. Usually, a typical stay is no longer than forty-eight hours. Not all Catholic Churches perform this function, and with a limited number of these safe houses scattered throughout Bogotá, it makes Aztlan's and Aztechnology's job of hunting down these fugitives very difficult. Often, in an effort to defeat Aztlan spies who may be keeping all the Catholic Churches in Bogotá under surveillance, the churches regularly close down certain safe houses and assign different churches to be used. The information about the locations of the new safe houses is regularly passed on to trusted contacts within the various opposition groups that the Church has given its support to. In addition to being a safe house, churches like San Juan often turn their facilities into street clinics to provide medical services for the neighborhoods. Many times, local street gangs will volunteer to help protect the church from possible break-ins in exchange for medical services. Some churches are also used to deliver goods, such as food, clean water, fuel, power generators, insect repellent, and water purification tablets to the opposition groups and Amazonian guerilla cells. Aztlan intelligence is constantly on the look out for churches that are being used in this way so that they can raid the churches and grab whoever is being sheltered in the building, as well as any supplies that are meant for the opposition groups and Amazonian guerilla cells.

## ZONA OESTE

### Neighborhoods:

Castilla, Ciudad Roma, Ciudad Kennedy, Timiza, Patio Bonito, Alquería, Britalia, Tintal, El Rubi, Mandalay, La Fragua, Villa Alsacia, El Carmelo, Casablanca, Villa Andrea, Alfonso Lopez, Villas de Kennedy, El Gran Colombiano, Techo, El Socorro, Tintalito, La Campiña, Pinares, Tuna Baja, La Pradera, Nuevo Suba, La Gaitana, Lisboa, Costa Azul, El Rosal de Suba

Zona Oeste is in a very different socio-economic situation than Zona Norte. Zona Oeste is dominated by the presence of Aztlan and Aztechnology, in the form of the Aztechnology Business Complex. Zona Oeste has a population of close to three million people, and many in these neighborhoods are citizens of either Aztlan or Aztechnology, or are supporters of these two entities. The Aztechnology Business Complex is a secured, walled-off enclave of Zona Oeste with a population of close to seven hundred thousand, many of whom are of significant

importance to Aztlan or Aztechnology and are deserving of special protection. A few of the business offices, arcologies, and high rises inside Zona Oeste show outward signs of having been repeatedly attacked by rocket-propelled grenades or by some other type of assault and are currently in the process of being repaired. However, most buildings in Zona Oeste are generally in good condition compared to the other districts, and by most appearances, the war has had little impact on life in the zone. Heavily armed Aztlan and Aztechnology patrols are common here. Facial recognition programs are run constantly by the patrols on their commlinks to keep an eye out for wanted terrorists. The Aztechnology Business Complex enforces military-style checkpoints at each entry point into the complex. These checkpoints scan faces as well as SINS. Aztlan or Aztechnology SINS are required for legal access to the Aztechnology Business Complex.

The skyline in Zona Oeste is highlighted by (and many would say, marred by) the outlines of two Aztlan teocallis, which are used in their state-run religion, the Path of the Sun. Another major teocalli is in the process of being built and will soon add its presence to the overall impression that Bogotá is slowly becoming an unwilling conquest of Aztlan. The teocallis are perhaps the most striking high-rises in Zona Oeste and are the buildings most often used by opposition forces as symbols of Aztlan and Aztechnology occupation.

Outside of the Aztechnology Business Complex in Zona Oeste, there are many class-A corporations that have set themselves up for dealings with Aztlan or Aztechnology, including agreeing to abide by Aztlan business regulations as if they were already a part of Aztlan. Although they may not be official subsidiaries of Aztechnology, they are on favorable terms with the megacorporation and its nation, and they assist the megacorporation in overseeing the day-to-day administrative operations for Zona Oeste, from mass transit and construction to running the schools and the prison system. Many of the local population resent and distrust those who live and work inside Zona Oeste, considering them to be traitors. Those who also work in Zona Oeste are ostracized for being potential Aztlan spies, which is a very valid fear. The rest of Bogotá chooses to have very little, if any, relations with the businesses and the people of this zone.

One of the perks that the residents enjoy from living in and working in Zona Oeste is the fact that it is maintained by Aztlan, and it presents the residents with a quality of life similar to that found in either Metropole or Seattle. This sector has fully functional utilities, paved roads, shopping malls (with the obligatory Stuffer Shacks), a wireless network, access to state-of-the-art medical facilities, and even their own rival street gangs, who clash just as much with themselves as street gangs from other zonas. The only difference is that the street gangs in Zona Oeste belong to Aztlan, and they will not only go out of their way not harm the assets of either Aztlan or Aztechnology, but they will also feed them vital intelligence about street-level activities in Bogotá. If you are a shadowrunner, you do not want to trust any of the street gangs who operate out of Zona Oeste.

Another important feature of Zona Oeste is the El Dorado Airport, where Aztlan maintains its air force for the region, as well as its immense air superiority over Bogotá.



## Aztechnology Castillos

To address the needs of the local population for better housing conditions in Zona Oeste, Aztechnology has recently begun demolishing the run-down, low-income housing projects inside Zona Oeste and has begun building modern arcologies, called *castillos* by the Aztlaners. These arcologies are no where near as big as the Renraku behemoth in Seattle, but each one is close to eighty stories tall and is able to provide stable (and safe) living arrangements for up to twenty thousand people. Aztechnology has recently completed construction on its second arcology, with plans to build a third.

Many residents of Bogotá have complained, in addition to the fact that the castillos are Aztechnology-owned, that the modern architecture for the castillos obviously conflicts with the Spanish colonial architectural style of many of the surviving older buildings throughout Zona Oeste and the rest Bogotá. The architecture of the arcologies is even portrayed by many political opposition groups as Aztlan's callous disregard for Bogotá's culture. In Bogotá, even a project as non-controversial as building a castillo can end up turning into a rallying cry for the opposition groups of the Colombian Liberation Movement.

- Aztlan hopes that, by addressing this important need, it will draw in those residents who have been displaced by the war and win over some support from those who may have previously hated them. Will it be enough to change sentiments of the people on a large scale? It's hard to tell. But it's also hard to argue for hating someone when they are offering you sanctuary from the violence, a warm bed, and working utilities such as water and electricity, while the other side offers no such solutions other than "join the war and help us fight to retake your country, or die trying." It becomes a balancing act between ideological and pragmatic needs.
- Glasswalker
- I've heard that Aztlan has invested a hell of a lot of nuyen in making sure these castillos have adequate security personnel and security measures to be able to repel a significant incursion from the outside by opposition forces, and to make sure the tragedy of the Pemex Arcology does not happen again. There are rumors that some of the upgraded security measures in the new castillos are even based on some of Deus' creations that were able to keep the UCAS military out of the arcology for years. But no one I've spoken to has been able (or has been willing) to confirm that rumor.
- Picador

## Aztlan Maximum Security Prison

Aztlan has established a maximum security prison in Zona Oeste in 2058 to begin dealing with many of the opposition groups' terrorists and their followers who are caught attacking its interests. A majority of these prisoners will never even be given a show trial like the so-called Amazonian agents who were executed in Tenochtitlan. Instead, if you are caught by Aztlan or Aztechnology and you are suspected of committing crimes against them, you will simply be thrown into this prison, where "gulag" doesn't even begin to describe the horrible conditions.

The jail itself was built to hold up to ten thousand prisoners, but its current population is close to thirty thousand. Prisoners are rarely fed anything more than basic rations every couple of

days, and many have to fight other prisoners just to keep what little rations they get. Many in this prison will eventually either starve to death or die of dehydration, and then they'll be fed to the devil and demon rats in the area. Some of the more hardcore prisoners who are believed to be guilty of multiple crimes against Aztlan are used as human sacrifices in the teocallis. Once you are in the prison, Aztlan does not care who you are, or how long you are supposed to stay. Many are left forgotten and rotting in their cells for years. It is safe to assume that if you are ever sent to this miserable prison, you should expect a life sentence (for as short of time as that might be).

The Aztlan Maximum Security Prison is actually run by a local corporation that won the contract from Aztechnology. The name of the local company is Reginald Enterprises, and the warden is a tough-as-nails bitch named Elisa Rodriguez. This facility is believed to be the only functional prison in Bogotá.

## Aztlan School System

The Aztlan School System (also called the Aztlan Propaganda System by the locals) currently has twenty-five schools spread throughout Zona Oeste, with approximately sixty thousand school children enrolled, ranging in age from kindergarten all the way through to college. The schools are public, and any child who has been issued an Aztlan SIN can attend the schools. Mandatory classes include Aztlan History, Corporate History, and Path of the Sun theology (indoctrination). When it comes to the Aztlan religion, the curriculum falls under the direct authority of the Vicar General of the Path of the Sun, who is rumored to be the fifth-highest ranked priest in the Aztlan religion. Other than that, the school system itself is run by another local firm called the Silver Apple Partnership, Inc. The superintendent of these schools is a man named Miguel Santiago, who reports directly to Aztechnology on the success of the school system. Gifted children in the school are often transferred to schools in Tenochtitlan, or if Awakened, are often considered to become priests and nahualli in the Aztlan religion. The most prized university in the region under Aztechnology's control is the historical *Ciudad Universitaria de Bogotá*, which currently has a student body of twenty thousand. In addition, Aztlan also runs the former *Colegio Militar Mariscal Sucre*, a boot camp to train local citizens to become Aztlan soldiers.

Since many locals see this school system as a conditioning and brainwashing operation, many opposition groups are not afraid of hiring mercs and shadowrunners to sabotage these schools. Depending on the voracity of the group's political idealism, these jobs could range from simple vandalism all the way up to planting explosives inside the school and doing as much damage to the school's buildings as possible. Most of the time, these incidents of vandalism or explosions occur while the school is unoccupied, but there was one incident recently when a bomb was detonated while school was in session at a prominent high school. That event killed close to three hundred teenagers and teachers. *Bogotá Libre!* claimed responsibility for that particular attack.

## Aztlan Hospitals

There are three fully stocked Aztlan-run hospitals in Bogotá, two of which are found in the neighborhoods of Aztlan-friendly





Zona Oeste, with the third one is located inside the walls of the Aztechnology Business Complex. These hospitals provide Zona Oeste with the latest modern medical care, ranging from genetic treatments to magical healing. Each of the hospitals has beds for up to three thousand patients. These hospitals are often targeted by the opposition groups and the cartels for the wide array of pharmaceuticals, medical supplies, and medical equipment that are in high demand on the streets. Sometimes, when the Catholic hospitals run low on supplies, they will hire shadowrunners and mercenaries to acquire the necessary supplies from their Aztlan neighbors. These hospitals—named The Hands of the Gods Medical Center, New Life Hospital, and Regenerative Solutions Trauma Center—are run directly by Aztechnology's subsidiary, Medicarro. Only residents with Aztlan SINS can take advantage of the medical care provided by these hospitals. All others are turned away, to be treated by the less sophisticated (and less sanitary) street clinics.

- Another thing about the hospitals that makes them enticing targets for shadowrunners and mercs is that these hospitals often treat Aztlan wounded from the battlefields near Bogotá, especially when the medical facility at the Aztlan Military Complex becomes overwhelmed with casualties, which has been happening more frequently. If you are looking for timely intel about recent Aztlan movements and operations, you can bet someone being treated at these hospitals might have that information. Or you could get lucky, and there could be a high-ranking officer being treated at one of the medical centers, who could be extracted and made to share their intelligence, including current codes and encryptions that are being used out in the field. Chances are, there could even be bounties on their heads that you could collect on from the opposition groups.
- Hard Exit

### War Temple

War Temple is a popular rave in the Nuevo Suba neighborhood that allows local teenagers to express their raw emotions, which are generally fueled by rage. Located in what used to be a former Bogotá police station, War Temple features trog rock, punk, death metal, and grunge music from various local bands, among many other angry styles of music. War Temple holds its raves on a nightly basis in what used to be the motor pool garage of the former police station. The rave attracts hundreds of teenagers from all across the city, even those from the warring tribes and gangs. Due to the convergence of so many rival gangs and tribes at one location, there are frequent, and often brutal, fights that take place inside the club from patrons looking to carry out reprisals with each other. These clashes typically leave a handful of people dead each night.

War Temple certainly lives up to its name, as many of the locals seem to revel at the altar of violence by continuing to come back each night for even more violence. Placing bets on participants involved in the brawling and their odds of survival is a popular, if gruesome, past time. If you visit War Temple, keep in mind that any promises made of security inside that place are about as empty and as hollow as the promises Aztlan and Amazonia have made over the years to the people of Bogotá. If you find yourself inside War Temple, assume that you have to watch your own backs at all times, lest you get stabbed in the back

for your troubles. And do not assume the bouncers will be of any help; they will just carry your corpses out to the back alley with the rest of the trash.

The décor features depictions of rage and war, including warring Aztec Warriors dressed in the ceremonial dress. There are also images of some of Aztlan's most recent and famous battles and the heroes of those battles, along with detailed AR images of paranormal critters battling it out for survival of the fittest. It is common knowledge that all the cartels have their street dealers working the popular rave, making the location even more volatile with angry, narcotic-enhanced teenagers, as well as rival cartel members. Drug use at the War Temple is pervasive, and the cartels stand to make large sums of nuyen from pushing their product on the club goers.

- It is well known to the locals that the David cartel runs a sizable drug lab out of War Temple. Ironically, they converted a few of the former holding cells into that drug lab, which keeps the novacoke and betameth flowing to the visiting masses, as well as to the surrounding neighborhoods.
- Clockwork
- From what I hear, the David cartel didn't need to convert those holding cells—there was already a sophisticated drug lab set up in there, having been run by the police there for many years before the cartel ever moved in. All they had to do was modernize what already existed.
- Black Mamba
- Besides the drug lab, there are a couple of other things that make War Temple very important for the David cartel. One is that the remaining holding areas and back-office space makes for a good stronghold for holding kidnapped victims while waiting for the ransom to be delivered. Another is the rumored existence of a whole network of tunnels underneath the former police station, tunnels that are used to move the drugs discreetly into other parts of Bogotá. These tunnels can also be used to move hostages out of the prison quickly, should anyone dare to make a brazen rescue attempt to free the kidnapped victims being held there.
- Picador
- I have a question: in a city that has a bad shadow spirit infestation, does having something called "War Temple" that amplifies feelings of rage sound like a good idea to you? It sounds to me like a massacre waiting to happen.
- Slamm-0!

### Forbidden Delights

A David cartel-owned strip club in Zona Oeste, this establishment is a popular hangout for mercenaries looking for work from Aztlan (as well as a little rest and relaxation during their down times). If you're in need of work and have no qualms (or shame) about working for Aztlan, this would be a good place to go to make a connection with Aztlan's handlers. In addition to operating five stages and eight private VIP rooms, Forbidden Delights owns a small, three-story hotel next door for clientele looking for something more than just exotic dancers. Forbidden Delights also has an arrangement in place with the officials in



charge of the Aztechnology Business Complex to supply various joy girls and boys to executives and various visiting dignitaries inside the Complex. If anyone is looking for a discreet means to enter the complex, making contacts with someone at Forbidden Delights might be an option.

- I've heard stories that Juanita Madina has visited Forbidden Delights on a few occasions. All jokes aside about her having a second job, Madina appears to be attending high-level meetings with the leadership of the David cartel. Those meetings undoubtedly contain valuable paydata that would be of interest not only to the other cartels, but also to many of the opposition groups. And if you can swing extracting Madina, you can set yourself up for a major payday from any number of the opposition groups. Keep in mind though, that Madina usually travels with a full compliment of Jaguar and Leopard Special Forces troops, so accomplishing that task won't be easy.
- Picador

### Aztechnology Business Complex

The Aztechnology Business Complex is made up mainly of Aztechnology business offices and Aztlan governmental agencies, as well as Aztechnology subsidiaries such as MediCarro, Optical Dreams, Dassault, and Genetique. As noted previously, it also has two major teocallis for the Aztlaners' Path of the Sun religion, while a third is in the process of being built. There are countless smaller teocallis in the complex that are generally used for personal worship, prayer, and meditation by their citizens. The business complex also has its share of luxury hotels, restaurants, and shopping centers. Near the teocalli of Tezcatlipoca is an Aztlan military base that houses military forces for Bogotá and the surrounding region. It has also become common knowledge within the shadows that Aztechnology has established a delta clinic inside the Aztechnology Business Complex to help support the war efforts of Aztlan. The only question about the delta clinic is precisely where it's located inside the ABC, as that information is a tightly controlled secret. Those that believed the delta clinic to be inside Genetique were recently shown to be wrong; a shadowrunner team recently infiltrated the subsidiary's office building and saw nothing there that would resemble a delta clinic.

The operations of the Aztechnology Business Complex are overseen by a forty-nine year old man named Raul Chavez, one of Aztechnology's mid-level executives with ambitions of making it onto the Aztechnology board of directors. Many Aztlan insiders see the success or failure of Aztechnology's presence in Bogotá as a referendum on Chavez's leadership abilities, and as such, his career is directly tied to Aztechnology's success in the region. Chavez has already had a couple of missteps in his career, namely, claiming that his plan to build the "Transmilenio Line" was the final, end-game solution to the problems with the opposition groups. Having encountered recent setbacks in his career, Chavez is even more desperate to make up for his mistakes and redeem his reputation with the corporation. Chavez's ambition makes many in Bogotá nervous, as they wonder how far he will go to put his career back on the fast track. Chavez is working in tandem with Juanita Madina, a special envoy from the President of Aztlan, who is overseeing Aztlan's political interests and national operations in the region.

### The Teocallis

There are currently two major teocallis in the Aztechnology Business Complex (with a third one in the process of being built). These prominent, stepped pyramids act as temples for the Aztlan religion and can be seen throughout most of Bogotá. The oldest teocalli in the complex is dedicated to Tezcatlipoca, the god of fate and confessions, of spring and renewals, and of learning. This particular teocalli, ironically, also serves as the armory for Aztlan's military ground forces inside the Complex. The other functioning major teocalli for Bogotá is dedicated to Huitzilopochtli, the god of war, whose aspect represents the sun. Up to this point, many of the most important festivals and ceremonies for the Aztlan religion have been conducted in the teocalli dedicated to Huitzilopochtli. When the third teocalli is built, a temple that will be dedicated to Quetzalcoatl, and it will take over many ceremonial functions.

The teocallis are known (and feared) for the common practice of human sacrifices to the gods in blood magic rituals. The teocallis are beacons of raw, warped mana on the astral. The many rituals and ceremonies that have been practiced in the teocallis over the years have affected the mana flow in the area, turning it into a major, aspected domain for Aztec religion practices.

Just before the start of the war, both the major teocallis in the Aztechnology Business Complex were activated by some form of blood ritual, a ritual that extended throughout Aztlan. There is no information about the specific type of blood rituals that were invoked, but at the peak of the teocallis' rituals, the growth in the rainforest noticeably diminished, and the population of free nature spirits in the area likewise decreased for a time. There are many parties, including the Draco Foundation, the Dunkelzhan Institute of Magical Research, and the Atlantean Foundation, interested in any information pertaining to these unique rituals. Due to the risks involved, jobs gathering that info are expected to pay very well.

My contacts inside the Aztechnology Business Complex tell me that at any given time, there are close to four hundred priests of the Path of the Sun stationed in Bogotá. Out of those four hundred, only about fifteen of them are suspected to be nahualli (Aztec magicians). The high priest who is believed to be in charge of the teocallis for Bogotá is a man named Hector Torres.

- Don't expect Torres to be around for long. He may be good with the (blood) magic, but he isn't so good with the politics. Torres used to be a high priest in Tenochtitlan, in good standing with the government. Then, when Silva was elected, he was caught making disparaging remarks about the new Aztlan president, about how he was mistreating the religious class and maligning its integrity and nobility by keeping himself at a distance from the religious class that he was supposed to be the head of as the "Honored Speaker." Torres probably would have been arrested on the spot for inciting insurrection, but it seems as though he made a generous contribution to Silva's "re-election fund" (i.e., his private slush fund) at the last minute, and he was promptly transferred to Bogotá. If you know anything about the Aztlan religion, you know that the transfer was the equivalent of being given a corporate position in Siberia or outer Mongolia. He no longer has any of the influence he once held in Tenochtitlan. And to make matters worse, he's once again shooting his mouth off again, and this time, with the Vicar





General. The opposition groups may not need to take this asshole out; Aztlan may do it for them.

- Snopes

### El Dorado Airport

The El Dorado Airport is the only functioning (official) airport for Bogotá and the surrounding area. Smugglers operating in Bogotá (usually transporting Olaya cartel drugs or Ares weapons) who do not wish to use the Aztlan-controlled air field are forced to rely on open fields in the rainforest for any type of air transport into and out of the region. Due to the tremendous growth of the rainforest, the open fields are usually overgrown by vegetation within a few weeks at most, forcing smugglers to search for new fields to use.

Prior to the war, Aztlan permitted military and civilian flights into the El Dorado Airport. Now that the war has begun, all flights into the airport are restricted to Aztlan military. Although exact numbers are classified, it is estimated that close to 10,000 personnel and nearly 350 aircraft of varying types are stationed at the El Dorado Airport. Both Aztlan and Aztechnology use a wide array of fighter jets, attack helicopters, aerial drones, LAVs, and UAVs to maintain their air superiority over the region, an air superiority that is capable of striking deep inside of Amazonia.

The El Dorado Airport is frequently attacked by the opposition groups, as well as by mercs and shadowrunners who are working for Amazonia to try to damage Aztlan's suffocating hold over Bogotá's air space. In addition, aircraft in the vicinity of the El Dorado Airport and Bogotá are frequently targeted by surface-to-air missiles (SAMs), with several aircraft having been successfully shot down into the rainforest. Many of the pilots and passengers who survive the crash, are never heard from again, often thanks to Aztechnology's Sangre Del Diablo trees.

Military forces at the El Dorado Airport are currently under the command of Colonel Jacob Ortiz, who reached his rank more because he's better at playing available angles than because he's an exceptionally skilled soldier.

### Aztlan Military Compound

In the Aztechnology Compound, Aztlan maintains an extensive military compound adjacent to the Tezcatlipoca teocalli for its ground forces in Bogotá. During 2071, when Interpol and the Corporate Court authorized Aztechnology to dramatically increase its air units in the area for air strikes, Aztlan took the opportunity to increase its ground forces as well, bringing up their numbers from three thousand to nine thousand troops. Tanks, armored vehicles, ground combat drones, and transport vehicles are stationed at the compound, in addition to the personnel.

Ground forces at the Aztlan Military Compound are under the command of Colonel Isabel Martinez. The commander for all Aztlan forces throughout the region used to be Rafa Espinosa until he was assassinated in 2072. The general who is now serving in that capacity is General Marc Saavedra, a soldier with over thirty years of experience who played a pivotal role in stopping the detonations of EM pulse weapons in Tenochtitlan in 2064.

### The Juan Atzacapotzalco Research Facility

The eight-story building known as the Juan Atzacapotzalco Research Facility is the famous (or infamous) site of Amazonia's

attack on Aztlan and Aztechnology interests inside the Aztechnology Business Complex that was the spark igniting war between these two nations. As far as anyone knows, there was no weapons project being carried out at the facility in regards to genetically altering various native insects. However, there are many conspiracy theories out there on the Matrix insisting that the weapons program does in fact exist, and that as each day passes, Aztlan comes that much closer to permanently altering the rainforest again for its benefit (the rumors could conceivably be true—after all, it is Aztlan we are talking about here. The research itself may simply not be carried out in Bogotá, but rather, it could be carried out any where in Aztlan, including Tenochtitlan).

Many outsiders are interested in this particular facility. People have heard that the Juan Atzacapotzalco Research Facility may be actively researching the sap of the Sangre Del Drago trees and may have large quantities of Drago sap in storage. What is of even more interest is the belief that Aztlan may be making a breakthrough with its Drago sap research. Other rumors persist that the much talked about delta clinic may be somewhere in this research facility. And still other rumors suggest that the research facility is working in concert with the teocallis in the area to research new blood rituals for its hermetic mages in order to counteract any negative reactions that may be directed toward Aztlan from the rainforest.

The Juan Atzacapotzalco Research Facility is named after the late Aztechnology CEO, who was assassinated during the Yucatan peace talk bombings in 2064.

- What people may not realize is that the Juan Atzacapotzalco Research Facility does a lot of work with nanites, and it currently has an agreement with the Aztlan military to program etcher nanites for its military personnel. These nanites leave markings on a soldier's bones that identify the base they are assigned to, along with their unit, rank, and security clearance. If people need to get their hands on etcher nanites for the purpose of infiltrating Aztlan's military, this is where you would go to start looking.

- Beaker

### El Hotel del Eldorado

El Hotel del Eldorado is a luxury hotel in the heart of the Aztechnology Business Complex. Spanning fifty floors and close to five hundred and fifty rooms, this hotel caters to Aztlan's wealthy socialites and important government dignitaries. Many visiting priests of the Path of the Sun also choose to stay at the Hotel of Eldorado for its proximity to a major teocalli in Bogotá, the temple of Tezcatlipoca, which is approximately two kilometers away from the hotel. El Hotel del Eldorado was built in 2067, and it boasts of the latest state-of-the-art amenities, such as dedicated nodes for VR conference meetings, VR lounges, and extensive work-out rooms. El Hotel del Eldorado's exterior architecture is based off of Torre Colpatria, a high rise in Zona Centrico that was at one time the second-largest high rise in South America, but then it was hit by Aztechnology bombs in 2071, reducing its height right back down to ground level.

### New Visions

New Visions is a franchise of Aztlan nightclubs that have been around since the late 2050s. New Visions has clubs in



Tenochtitlan, Monterrey, and the San Diego/Tijuana Metroplex. Each of the clubs are linked via augmented reality, allowing club goers to interact with people from each of the locales simultaneously. What makes New Visions in Bogotá different from the other clubs is that it intentionally blends the best of Aztlan music, drinks, and cuisine with the best of Bogotá music, drinks, and cuisine. The goal of club owner Enrique Velasquez is to show Bogotá that a blending of Aztlan and Bogotá culture is both possible and could be mutually beneficial. New Visions currently is *the* place to go, the trendsetter of the clubs inside the Aztechnology Business Complex, as well as in Zona Oeste. On a daily basis, the four-story club boasts live performances by local performers as well as a state-of-the-art light and laser show and five separate stages and dance floors. Nearly a thousand metahumans a night visit the high-end club, and it's a popular spot for most Aztlan and Aztechnology soldiers and personnel. If you were a shadowrunner looking for info into various operations going on in inside the complex, this would be a good place to start looking.

## ZONA CENTRICO

### Neighborhoods:

Las Cruces, Los Laches, La Perseverancia, La Concordia, Santa Ines, Santa Bárbara, San Bernardo, La Merced, Egipto, Germania, Las Aguas, La Paz, La Peña, Liévano, Las Nieves, El Consuelo, Belén, Egipto Alto, Central, El Rocío, Tisqueesuzá, La Marcarena, El Bosque Izquierdo, El Sol, Tibana, Puente Aranda, Primavera, Jorge Gaitan Cortes, Galen, San Rafael, Veraguas, Veraguas Central, Colon, Santa Isabel

Zona Centrico is perhaps the most contested sector inside of Bogotá, even as the war between Aztlan and Amazonia rages on in the rainforest. The neighborhoods aren't exactly prime reality any more due to the extensive damage sustained to many of the buildings from the 2071 bombings, as well as damage from the ongoing urban warfare. Despite the damage, it is a zone (the downtown area and the heart of Bogotá itself) that is filled with history and symbolism that cries out to the patriotism of Bogotá citizens, helping keep many of the opposition groups replenished with eager new recruits, and keeping the opposition groups motivated in fighting against Aztlan.

Zona Centrico is the site of Bolivar Square, the charred ruins of the Capitolio National building, the severely damaged Palace of Justice, as well as the ruins of dozens of libraries, theatres, and museums that were once the cradle of Bogotá's cultural heritage, which as one person put it, made Bogotá "the Athens of South America." Aztlan is fighting to gain control over Zona Centrico in order to erect its own governmental buildings on the top of the ruins of the buildings of the past to help symbolically erase Colombia's and Bogotá's previous identities and convince the local citizens to accept Aztlan as their new, legitimate ruler for the future. Dozens of political groups like *Bogotá Libre!*, the Catholic Church, and even Black Star have set aside their differences and have formed a tenuous alliance against their common enemy and have made one hell of a stand against them inside Zona Centrico. For years, Aztlan has attempted to seize control of the sector, and each time they have been successfully repelled by these groups. Due to the war, Aztlan cannot commit the military resources

necessary to take the zone by all-out force while also staying on the offensive against Amazonia. So Aztlan is forced to be content with leading various raids and incursions into the sector (many of which are carried out by mercenaries and shadowrunners), working to weaken its opposition over time.

Including the opposition forces that have set up strongholds and safe houses throughout the sector, there are approximately four million metahumans and sapient paranormal critters who call Zona Centrico home on a permanent basis, all in a sector of the city intended to support many millions more. Due to the relatively scarce population of metahumans to watch over the sector, Sangre Del Diablo trees are beginning to make an appearance inside Zona Centrico. This seems to be both a blessing and a curse for the opposition groups—although the trees are hampering the groups' movements in certain neighborhoods and are killing off small numbers of their members, they are also keeping in check the growth of other dangerous paranormal critters in the area, including devil and demon rats and gabriel hounds. If they were not held in check, the paranormal critters might overrun this dilapidated part of town.

There are two locations that the opposition groups are unable to access; the former Palace of Justice and the wreckage of the Pemex Arcology, which I will go into detail under their own sections. Both of these landmarks have seen increased sightings of spirits, specifically shadow spirits, and there have been high incidents of attacks on metahumans who have gotten too close to either of these locations. Locals who have managed to survive their encounters with the shadow spirits have reported feeling an overwhelming sense of rage and hostility near those two sites. From what I have pieced together from the witnesses' descriptions, the shadow spirits near these sites are not shades like those found in Zona Norte, but are wraiths. Given their reported concentration in these two sites, I would be worried.

- Aztlan has started to show more concern over these shadow spirits in recent months, especially around these particular structures. On the façades of both the Palace of Justice and Pemex Arcology, a particular banner has been appearing frequently, etched into the masonry and tied into the warding, a banner with an image that mirrors that of the Inca Empire.
- Man-of-Many-Names
- I wonder why. The Inca Empire never stretched that far into Colombia. Could this be some kind of hoax? Perhaps a neo-anarchist vandalism spree that has run amok?
- Ecotope
- All the banners that have appeared are laced with orichalcum and are plainly visible on the astral, almost like an astral ARO. If it is a hoax, it's a very expensive one.
- Lyran
- Perhaps these spirits are originally from the time of the Inca Empire who now look for a new expansion of that empire. Or perhaps with all the warfare, the bloodshed, and the foreign blood magic, whatever they used to be is now twisted and perverted. They have no blood of their own, so they may be anxious for the blood of others.
- Axis Mundi





## Bolivar Square

At the moment, this plaza is the most valuable piece of real estate in Zona Centrico for its historical significance. Over the years, the Bogotá government, and then the opposition groups themselves, have repeatedly rebuilt the statue honoring Bogotá's first liberator, Simon Bolivar, and have stubbornly refused to allow the statue with such important symbolism to be destroyed by Aztlan saboteurs. The statue and the plaza itself represent the fact that Bogotá was liberated from oppression before, and it can certainly be liberated once more from Aztlan occupation. The square itself is surrounded by the former National Capitol building, the former Palace of Justice, and the Primary Cathedral of Bogotá.

Groups like *Bogotá Libre!* still hold massive rallies at Bolivar Square against Aztlan, as well as hold festivals on the plaza that hold significant cultural meaning for the city. Despite the dangerous and unsafe conditions of Zona Centrico, groups like *Bogotá Libre!* have the contacts, the networking, and the resources throughout the city to be able to draw a crowd of hundreds of thousands of patriotic citizens into the zone to participate in their rallies. In the past, *Bogotá Libre!* has often executed government officials who had been bought off by Aztlan. Now the political group has resorted to executing fellow citizens they have either had extracted from Zona Oeste or the Aztechnology Business Complex and accused them of collaborating with Aztlan or who had been found out as being active Aztlan spies. With the war in full swing, groups like *Bogotá Libre!* are increasing the number of executions that they carry out on Bolivar Square, using them to help keep their members motivated. Undoubtedly, many innocent citizens are being rounded up and executed for the sake of the cause, with little more than rumor, speculation, and perhaps even lies from people wishing to have their enemies conveniently taken out.

- Even with the war in full swing, groups like *Bogotá Libre!* have no problem getting people to rally at Bolivar Square. Their leadership has lists of thousands of commlink codes of people who will send AR notices out to their membership to notify them about an upcoming rally. Those people have their own lists that they will forward the message out. In less than half an hour, you can have a mob of thousands at Bolivar square. And in an hour, tens of thousands. And a half hour after that, hundreds of thousands. The threats of being arrested by the Azzies have done little to keep these people away. These people want their city back, and they don't care what the Azzies may do to them; they just want their voices to be heard.
- Glasswalker
- If anyone cares, Aztlan offers pretty decent rewards for those commlink lists, which they could use to identify and track down these so-called rabble-rousers and arrest them, or worse. I'm really not sure who, if any, has taken on that particular job. But if you do, and you're found out, you can be assured that you will be making a whole hell of a lot of enemies with the opposition groups.
- Black Mamba

## Capitolio National

The Capitolio National building is not safe, and large portions of it do not exist. Aztechnology's bombing of the Capitol Building proved quite effective, and it, along with subsequent fires, did

significant damage. Close to four hundred and fifty governmental officials and aides were killed during the explosion that threw all of Bogotá into chaos. Since that time, *Bogotá Libre!* has used drones and spirits to help stabilize portions of the building and build bunkers where they can, turning the building into their main headquarters in the city. *Bogotá Libre!* staunchly defends this building and continues to use the imagery of their headquarters built on the location of the old Bogotá government Capitol Building to energize their supporters and to convince them that the fighting with Aztlan will be ultimately worth it for the liberation of Bogotá.

## The Palace of Justice

The domain near the Palace of Justice (and Bolivar Square for that matter) is just as damaged as the burnt-out offices and collapsed corridors inside the war-torn building. The area was bathed in emotions of homicidal rage and hate from riots that have led to unfathomable bloodshed even before magic had returned to the earth, and it continues to be damaged by those same emotions even today.

In 1948, a popular politician was gunned down in the street. A riot (later called El Bogotazo) ensued that led to the accused assassin being killed through "street justice" and his body being publicly displayed on Bolivar Square. The riot that began on Bolivar Square would eventually burn and destroy the first Palace of Justice and would result in the deaths of at least two hundred thousand people over the course of a decade (if you are interested, this particular period of time was called La Violencia). A second Palace of Justice was built in the same location, and it also was destroyed in 1985 by a guerilla movement called M-19. And again, the Bogotá government rebuilt the Palace of Justice at the same location. Now that the Palace of Justice has been damaged from the bombings and left abandoned, many locals fear the location is cursed.

Prior to the start of the war, opposition groups have looked into the possibility of opening up another stronghold inside the Palace of Justice. I have heard from many reliable sources that many groups sent parties into the shattered palace, and those groups never returned. After the war began, mysterious warding appeared around the damaged Palace of Justice. Suspecting the warding and the increased violence in the area to be a result of shadow spirits, the Catholic Church sent in members of the Order of St. Sylvester (the order that is not only known for its healing talents but also for its ability to deal with exorcisms and magical threats) to investigate the phenomenon. To put this into perspective, the Vatican sending in the Order of St. Sylvester to deal with a magical threat from shadow spirits is like Ares sending in its firewatch teams into Chicago. The only difference: a least a few of the Ares Firewatch teams made it out of hives before the tactical nuke was detonated. None of the priests that were sent into the Palace of Justice had ever come out. Obviously, no one else has bothered going into the Palace of Justice since the Order of St. Sylvester.

## The Pemex Arcology

Built in the mid-2050s after a shrewd land deal awarded Aztechnology two thousand square meters of prime real estate inside Zona Centrico, this Aztechnology-subsidized asset stood



over thirty stories tall and was designated as a residential space for the Aztlan laborers who worked at the various farms, ranches, factories, and plants scattered throughout Bogotá for Pemex as well as for the other Aztechnology subsidiaries. This arcology promised inexpensive and secure living quarters for the Pemex workers and their families to protect them from potential hostile actions taken against them by the local opposition and paramilitary groups. Families began to move into the arcology in 2056, and things seemed to be going all right for the arcology for the next two years, with only a few major, but manageable, confrontations with the locals. But on March 21, 2058, a street riot organized by *Bogotá Libre!* and the True Brazillians got out of control, and hundreds of local citizens stormed the archeology, doing whatever they could to destroy an Aztechnology property and send a strong message to Aztlan. Too far for Aztlan reinforcements to reach the arcology in time, hundreds of innocent families became collateral damage for the angry mobs. After a building inspection estimated that too much internal damage had been sustained to the arcology, Aztechnology simply abandoned the building entirely, leaving it to the various squatters in the area (keep in mind that the Pemex arcology was still technically an Aztechnology property).

When the bombings of 2071 happened, Aztechnology showed that it was not above petty revenge. Its intelligence sources informed them that the arcology was approximately sixty percent filled with city squatters. And in a cold-hearted move, Aztechnology gave the okay for the building to be bombed. Many locals will never forgive Aztlan or Aztechnology for that heinous act that killed hundreds of citizens that weren't involved in the fighting, and they will always use that incident to keep the violence going against the foreign power and its lackey corporation. Many complained to the Corporate Court, asking them to look into the matter, but because it was still corporate property and Aztechnology had the right to do with the property as it saw fit (including acting against trespassers), the Corporate Court could do little to address the locals' grievances. Eventually, everyone forgot the matter—except for the locals.

From 2071 up to the present day, many locals have experienced a creepy feeling from approaching the remnants of the arcology. Many people in Bogotá suspect that the feelings of being watched are coming from the specters and the ghosts of all those hundreds of people who had died in both '58 and again in '71. But since that time, warding, similar to that of the Palace of Justice, has gone up over the remains of the building, once again worrying many of the local shamans.

### Primary Cathedral of Bogotá

Also known as the Archbishopric Cathedral of Bogotá, this cathedral has been around and survived the violence of the city since the early 1800s when it was first built. It is also the residence of Archbishop Diego Rodríguez, the current leader of the church in Bogotá. The cathedral, one of the largest in South America, was rebuilt following the Aztechnology bombings in 2072. Despite the violence, bloodshed, and dark emotions that have tainted the rest of Zona Centrico's mana field, the faith that has been practiced in the cathedral for nearly two hundred and fifty years has allowed the cathedral to maintain a strong aspected domain for Catholic practitioners of the magical (or from their perspective, the miraculous) arts.

During the bombings in 2071, the Cardinal who was originally stationed at the Primary Cathedral of Bogotá was killed. He was quickly replaced by Archbishop Diego Rodríguez, who had been previously stationed at the Vatican for close to ten years. Officially, he is known to be of the Order of St. Sylvester, but many in Bogotá (including Aztlan) suspect him of being from the Order of the Temple. No matter if that rumor is true or not, the Primary Cathedral of Bogotá got a serious boost in its magical security upon the arrival of Rodríguez. Powerful spirits began to appear, taking upon the likeness of angels that the church identifies as the Seraphim. Those who know how tightly the Catholic Church controls summoning by its clergy know that summoning spirits that resemble angels is only permitted after special dispensation from the Vatican. And when great form spirits appeared in the area to help defend the cathedral, great form spirits that resembled the Church's four archangels (Michael, Gabriel, Raphael, and Uriel), it doesn't take much to figure out that authorization had to come from the papacy in Vatican City itself. In addition to the spirits, the cathedral has seen a dramatic increase in the physical security surrounding it as the clergy recruit and train locals to help protect the building from attack.

Reports from the area have told how the spirits have successfully repelled at least six major attacks on the cathedral since the war began, made on it by both blood spirits and shadow spirits.

The Archbishop of the cathedral is responsible for overseeing and coordinating all of the Catholic Church's activities in Bogotá, from the dozens of churches that are still in operation throughout Bogotá to its work in the refugee camps in the rainforest to the hospitals, street clinics, schools, and universities the Church operates. He is also the one with the knowledge of the location or locations where they are helping to preserve a large collection of Bogotá's cultural artifacts from looters and art thieves. In addition to this knowledge, the Archbishop is also the one to sanction the more covert operations; those operations that provide logistical and material support to the opposition groups that the Catholic Church is backing in their fight against Aztlan and Aztechnology. This invaluable information has made Archbishop Rodríguez a high priority for Aztlan and Aztechnology.

Another aspect of the cathedral's historical significance for Bogotá is the fact that it holds the remains of Gonzalo Jiménez de Quesada, the founder of Bogotá. Many political groups have a tradition of visiting the remains of Quesada, as well as Bolívar Square, before a major operation to rally their soldiers' morale.

### Museo del Oro

The Museo del Oro (also known as Banco de la República) was the museum responsible for the largest collection of pre-Colombian artifacts in the world (over 30,000 pieces). Many of the pieces were crafted from gold. In addition to the valuable metal, many of the artifacts were designed with religious connotations and are considered to be *telesma* from a previous age. When Aztlan and Amazonia agreed to their first cessation of hostilities, it was evident to museum curators that the political situation in Bogotá was precarious at best. And so, in order to prevent a loss of significant numbers of artifacts should widespread rioting and looting take place, the Museo del Oro decided to reduce the number of artifacts they had on public display by half.





The other half were stored in an undisclosed location, still within Colombia. Many groups, from the Atlantean Foundation to the Apep Consortium, are still looking for that secondary location, where the curators set the artifacts away to be protected. Currently there is a significant bounty in the shadows for the location and retrieval of any items for that collection.

When the Aztechnology bombings occurred in 2071, widespread looting broke out in Zona Centrico, just as the curators had feared. Although the Museo del Oro's building was heavily damaged and was in danger of collapsing, it did not stop looters from trying to get to the valuable artifacts. Many of the artifacts on the first few levels were indeed lost to looting and sold on the black market, and if the rumors are believed, several fell into Aztlan's possession. On top of the bounties from groups such as the Apep Consortium who desire to find and raid the remaining hidden collection, there are now bounties from such groups as *Bogotá Libre!*, True Brazillians, and even the Catholic Church, who are looking for the safe return of the stolen artifacts. If you are a shadowrunner, there is a lot of business to be found in the lost antiquities market in Bogotá, especially since most of the libraries, museums, and theatres in the area also suffered the same type of looting after the government fell. In addition to Museo del Oro, the Luis Angel Arango Library, the Colombian National Museum, and the National Library of Colombia were all looted following Aztlan's extensive bombing of the area.

- Many of the artifacts looted from the museums have included shamanic masks and feathered crowns from the times of the chieftains and priests of the pre-Colombian civilizations. Also popular targets: funeral masks, funerary urns, gold pendants, nose-rings, and earrings. In fact, any objects used in various ceremonies or rituals during that era are highly prized by private collectors and powerful organizations such as the Atlantean Foundation and the Draco Foundation. Anything that promises access to untapped magical or mystical powers, or is made from gold, is bound to draw attention from someone.
- Traveler Jones
- It's not just the museums or libraries that are drawing the attention of the grave robbers. There are many legends and stories of chieftains and priests dumping large amounts of gold and precious gems into various Colombian lakes as sacrifices to the gods. There have been many interested parties sending out runner teams lately trying to recover some of those goods used as sacrifices.
- Mr. Bonds
- I have to ask: is it wise to be hunting for sacrifices that were meant for the "heathen gods?" I mean, aren't those items supposed to be cursed or something?
- Slamm-0!
- There have been isolated reports in the rainforest of someone collecting the skulls of fallen warriors from both sides. There was a custom in pre-Columbian cultures that said that collecting a skull of the enemy showed the fierceness of the warrior. Could someone be carrying out this old custom? And if so, who? And why are they attacking both sides?
- Rigger X

## Bogotá NewsNets

Before 2071, Bogotá had three local, state-run newsnet outlets operating out of Zona Centrico (Modern Bogotá Living Network (MBLN), New Frontier News Net (NFNN), and Pulsar Vision News Net (PVNN)). Although the Bogotá government determined the content of the newsnets and what they were allowed to broadcast, Horizon held contracts to service and maintain the equipment for those networks. When the government collapsed following the bombings, Horizon took it upon itself to rebuild the formerly government-run newsnet stations (with the rationale that most of the equipment was Horizon property to begin with) and moved in their own employees to begin to air independent news reports about the region (and later, the war). To prevent Aztlan or Aztechnology from complaining to the Corporate Court about Horizon unfairly interfering and influencing the local politics of the region, Horizon promised an objective perspective in its news reports ("objective" in this instance meaning that it has less propaganda that was being fed to Bogotá from either Amazonia or Aztlan). Although the news reports were still seventy percent favorable to Amazonia, Horizon did in fact begin reporting accurately on the victories that Aztlan and Aztechnology were having in the rainforest as they drove Amazonia forces back. These reports included everything from an Amazonia weapons depot that Aztlan forces managed to destroy to the thousands of Amazonian guerilla cell fighters that were taken as prisoners. Although discouraging, those reports also seemed to be helpful for resistance groups and guerilla cells operating in and around Bogotá to figure out exactly where Aztlan operations were taking place, and to mobilize additional cells to those locations. Although it could not be proven that Horizon was using these reports to aid Amazonia or the resistance groups, Aztlan and Aztechnology believed that to be the case, and they have begun hiring mercenaries and shadowrunners to target these facilities and to shut the broadcasts down.

- Most people in the area know that these newsnets also serve as fronts for the Dawkins Group. They feed story tips to the newsnets, along with very specific instructions on how to properly frame the news items in question. There is one operative in the Dawkins Group that seems to be calling all the shots for the Dawkins Group in the Bogotá area, and he seems to have no actual name. Everyone calls him "Agent," followed by a series of numbers. From what I hear, his face even changes on a regular basis. Finding out who he is, and what he is involved in, could be particularly valuable, especially to Argus.
- Hard Exit

## The Abyss

Established in 2049, a few months after the Veracruz Settlement, The Abyss was originally named "The Enlightened," as a way of celebrating Bogotá's rich history and culture. Faded murals on the walls inside the two-story club revel in Bogotá's cultural heritage, from bullfighting and fútbol, to art, theatre, literature, and religion. At one time, before Aztlan turned Bogotá into a bombing range, The Enlightened was one of the city's most popular nightclubs, boasting state-of-the-art lights and sound systems. Nowadays, the bar's owner considers it a blessing





if they can keep the bar's lights working and keep it from being shot up, bombed, or otherwise trashed by the various street gangs and warring tribes. The name of the bar was changed the day that Aztlan bombed the capital building and caused the local government to collapse. In the view of the bar's owner, the only thing Bogotá can look forward to now is being assimilated either by Aztlan or Amazonia as spoils of war. The owner, Claudio Tenar, has sympathies for the Colombian Liberation Movement.

### The Santa Maria Bullring

Originally built in 1931, the Santa Maria Bullring was demolished and rebuilt on the same site in 2053. Many of the financial backers of the project had ties with the Olaya cartel. In 2073, the bullring is fully run by the Olaya cartel as one of its legitimate business holdings. The bullring continues to host traditional bullfights, as well as bull fights where the bull and the matador have been cybernetically enhanced. Even in the deplorable state of Zona Centrico, the Santa Maria Bullring is still able to draw a crowd, typically around twenty-five thousand on-lookers per bullfight.

## ZONA SUR

### Neighborhoods

La Estrella, El Paraíso, Lucero Alto, San Joaquín, Sierra Morena, San Francisco, Perdomo, Madelena, La Isla, Alto De La Cruz, Minuto De Maria, Francisco Pizarro, Yomasa, El Uval, Monte Blanco, Santa Librada, San Andres de los Altos, La Aurora, Santa Marta, Chuniza, La Picota, Molinos, Fidel Suarez, Las Lomas, Olaya, Santa Lucía

This southern region of Bogotá contains a large proportion of Bogotá's industrial parks and facilities and also contains neighborhoods that house the poorer population of Bogotá, consisting in large part of the laborers that work in those factories and plants. Zona Sur also contains farms and ranches that make up the agricultural economy for Bogotá. Even when there was an official government for Bogotá, this area was the most feral. Violence in the area wasn't directed toward any one group in particular, but tended to be more random, striking at targets of opportunity. The residential areas of Zona Sur are densely populated, making it an easy spot to disappear into if you are being pursued and are capable of blending in with your environment. Violent street gangs, tribes, and paramilitary groups congregate in this area. Due to the intensity of the violence in Zona Sur, it is not unsurprising to find bullet-ridden bodies littering the streets in the neighborhoods, or to find the rivers contaminated from bodies that have been dropped into them. Zona Sur is a part of Bogotá that is best avoided if one could help it.

In the mountainous (and difficult to access terrain), several eco-terrorist groups, including GreenWar and Primeira Vaga, are believed to be hiding out (despite the overabundance of Sangre Del Diablo trees that have made Santa Lucía, Molinos, Santa Marta, La Aurora, and La Cruz neighborhoods very difficult to operate in). Ironically, in the same vicinity, toxic shamans have been seen operating inside Zona Sur. It is likely that the environmental damage wrought from the automobile and drone factories, chemical laboratories, quarries, smelting plants, and strip mines have attracted the toxic shamans. It is



not uncommon to see members of GreenWar fighting it out with those who are believed to be working for or who are actually toxic shamans. At one time, certain sections of Zona Sur were dedicated as parks and other urban refuges for the rainforest and its wildlife. Though they are far more rare in 2073, there are still pristine sections inside Zona Sur that appeal to those who are looking to preserve the environment at all cost. The mountainous portions of Zona Sur also provide covert access (keep in mind I didn't say *easy* access) to the city for Amazonian spies and guerilla cells.

Zona Sur once contained hundreds of the tempo facilities that the ghost cartels allegedly used to generate and supply the world with the drug. Now, many of those facilities designated for tempo production have been obliterated by Aztlan bombs and have been left abandoned. Many are being overgrown by the Awakened rainforest. Unfortunately, a lot of that growth is from those damned devil trees, which are killing off small farms and ranches that don't have the manpower to effectively fight them off. But despite the bombings, the ghost cartels still maintain large fields that produce crucial ingredients for their other street and Awakened drugs. There is often intense violence between the farms that are controlled between the Olaya, the Andes and the David cartels in the area, each one trying to put their competitors out of business.

The farms that are still in operation and are not being used to fuel the growth of street drugs for the cartels are being used to supply Bogotá and other parts of the world with cotton, sugarcane, coffee, cut flowers, tobacco, rice, beans, barley, and corn, among other crops. Some of these commodities are processed to create alternative fuels used around the world. Some of the commodities from the farms end up in the local mercados, though due to the high demand and limited quantities, a vast majority of the commodities are purchased (or stolen) for resale by the cartels on the black market (with a significant markup). Sadly, the commodities being sold on the black market should be considered risky at best. Many of the small, independent farms lack the capability to prevent dangerous parasites from growing on their produce (and keep in mind, many of those parasites are Awakened and are resistant to many forms of treatment). Others use dangerously outdated (and often banned) pesticides to keep insects away from destroying their crops. And many of the pesticides are carcinogenic. You may be tempted to purchase some of the fruits or vegetables that are rarely seen in such metroplexes as Seattle, but there could be serious consequences for that choice later on.

### Don Juan Landfill

The Don Juan Landfill in Zona Sur is an ecological disaster, even worse than the threat the Sangre Del Diablo trees pose in the rainforest. The damage the landfill has wrought is so great that all vegetation in the area dies when it approaches the area surrounding the landfill. The Don Juan Landfill has been gathering refuse for decades beyond its intended lifespan, and it's now filled with more garbage (much of it from illegal dumping of chemical and biological waste from Aztlan and Aztechnology) than what even Manhattan Island in the UCAS could ever produce. There are confirmed sightings of toxic shamans who have made the Don Juan Landfill a toxic domain to fuel their magic. Toxic and mutated

critters are common sights; most common are mutated variations of devil and demon rats, but there are also packs of barghests and hell hounds that roam the neighborhoods surrounding the landfill. While most political groups have not bothered to do anything about the plight, GreenWar and Primeira Vaga have tried to step in to deal with the problem, meeting with mixed results. Although there are fewer mutant and toxic creatures roaming the streets of those neighborhoods, the toxic shamans have managed to fight the eco-terrorist groups to a stalemate. With the on-going war, and with their concentration being on Aztlan (and sometimes on Amazonia too, from their fanatic splinter cells), these eco-terrorist groups do not seem to have the manpower to be able to deal with the problem. Although these eco-terrorist groups have contracts out for mercenaries and shadowrunners to deal with the toxic shamans, most of the contracts don't have enough nuyen attached to make the dangers inherent with taking on the toxics in their domain worth it. Most of their resources are directed at Aztlan. So, unless there are shadowrunners out there willing to take care of the threat out of the kindness of their hearts, this disease will go untreated.

### La Picota Prison

Historically, this infamous prison (once known as the most infamous prison of Colombia until Aztlan opened up its own penitentiary in Zona Oeste which won over the title) has been run by corrupt and inept officials and has been bathed in violence and blood since the time that it was established. Corrections officials were charged with imprisoning gang members and members of paramilitary groups that had the extensive financial resources and the connections to simply buy them off. The various gangs and paramilitary groups were able to establish control over specific areas of the prison, and many of the leaders of those groups were still able to conduct their criminal operations from their cells (including drug trafficking, kidnapping, and extortion schemes). There has been a history of many violent clashes between the rival gangs and cartels in the prison common areas (more so than any other modern prison), leading to countless murders of the inmates. Many prisoners, thanks to the bought-off loyalties of the guards, often had access to automatic weapons, leading to numerous violent prison riots and hostage situations. In addition, there was at one time a common practice of allowing visitors to take the place of certain prisoners inside the jail, which allowed some hardened criminals to go free.

Efforts were made to reduce the corruption of the prison guards and provide better living conditions for the prisoners (at some points, there were as many as twenty prisoners who were forced into cells meant for four prisoners), but all those efforts failed. When the government of Bogotá collapsed in 2071, opportunistic guards and gang members took advantage of the situation, and carried out political reprisals and hits against rival gangs, cartel members, and other associates of Bogotá's paramilitary groups. When the prison was finally abandoned, close to five hundred prisoners (out of a population of six thousand) were killed. Some of the less important prisoners were left in their cells to starve to death. La Picota is a site of high phantom, apparition, and specter activity.

Despite the dark history of this prison, GreenWar has chosen to take advantage of the fortified location (and the high







INCOMING FEED.....

background count), and has set up headquarters in this part of Zona Sur. The compound is believed to have close to five hundred members stationed inside of it. GreenWar does not rely on local gang members or tribes for security of this stronghold, but rather employs only experienced mercs and shadowrunners. It is widely believed that GreenWar has something of immense value to its organization in this fortified location that requires the heightened security measures.

- My guess would be that the prison holds one or two of GreenWar's dirty bombs. Back in the 2060s, they were believed to have gathered enough radioactive material to make a handful of dirty bombs. Even if they don't have their entire arsenal located here in Bogotá (which would be tactically unsound and would make themselves an even bigger target for the cartels), I wouldn't be surprised if GreenWar has at least a couple of those bombs on hand inside the prison complex now, just waiting to be used.
- Hard Exit
- I've heard (and some locals that I trust have told me they have witnessed this firsthand) that Sirurg has frequented this location several times recently. I'm no expert, but perhaps this may indicate something big happening with GreenWar, perhaps on the same level as the attack on Cali. It might be worth a recon mission just to find out what that this could be, if only out of self-preservation from these extremists.
- Picador

### Bogotá Natural Gas Power Plant

In the neighborhood of Morena, the city of Bogotá is seeing the beginnings of reconstruction of its infrastructure, starting with the Bogotá Natural Gas Power Plant. The power plant was damaged during the street clashes between Aztlan forces and opposition groups in early 2072. The large investment of nuyen and the specific equipment needed to get the power plant back online meant that no groups were willing or able to accomplish this task on their own. Since there is no government in place to make the necessary repairs, and since it was obvious that no paramilitary groups were going to invest into the plant, Saeder-Krupp has chosen to enter the fray and has started to rebuild the power plant. In addition to this one power plant, Saeder-Krupp has its construction groups beginning to rebuild two hydroelectric power plants in other parts of the city. It is believed that once these three power plants are rebuilt, power will be restored to nearly a quarter of the city's population. Of course, that percentage would be much higher if the electrical grid wasn't in such disarray from all the Aztechnology bombings and the reckless Amazonia attacks. I have no doubt that once the power plants are back in working order (and under Saeder-Krupp control) that Saeder-Krupp will begin work on the electrical grid itself.

- Great. That's all this city needs. Another dragon sticking its snout into Bogotá's affairs. People aren't going to stand for having to be in debt to a great dragon halfway across the world, when three more are bearing down on them from the rainforest. They saw what



Ghostwalker did to Denver, and what Hualpa and his cohorts did to the metahuman population of Amazonia (and what Sirurg and his radicalism did to Cali), and a lot of them don't want to have anything to do with them.

- Marcos
- Saeder-Krupp has made sure that when they rebuild these plants, they don't become easy targets. They have moved in considerable security forces to help protect their investments. While Aztlan and Aztechnology haven't been engaging Saeder-Krupp as much as Horizon, Amazonia's pulled some assets off their front lines to harass and attack Saeder-Krupp directly. And Hualpa and the other Great Dragons of Amazonia are not being very discreet about it; they want Lofwyr to know in no uncertain terms that his presence is not welcome in Bogotá. So far, Saeder-Krupp has been able to fend off Amazonia's attacks.
- Black Mamba
- I would keep an eye on the Saeder-Krupp situation; that scenario has the potential for escalating out of control. Especially since my sources tell me that the reconstruction on the power plants is a front for Saeder-Krupp's talislegging operations in the rainforest. Those talislegging operations were nothing more than a rumor a few years ago, but it would now seem that Lofwyr is bent on expanding them, even at the risk making the existence of this operation known to more people. If we knew metahumans raping the rainforest was enough to piss Hualpa off, I wonder what the knowledge of another great dragon doing the exact same thing is doing to him.
- Picador

#### **Native Lands Street Clinic**

The Native Lands Street Clinic, run by the David cartel, is a former Catholic church, and it charges at least double the amount of nuyen that it would normally cost to perform a procedure for a local citizen. With scarce medical facilities throughout Bogotá, most locals who have medical needs and

are unable to get to a hospital run by a neutral party (such as the Catholic Church) will pay the high cost of getting care here. Residents can get a significant discount if they are recruited into the cartel, while established cartel members are treated at no cost. The street clinic is often targeted by the other cartels, as well as local gangs for the limited pharmaceuticals that the street clinic has on hand. Local gang members help protect the clinic from break-ins.

The clinic is capable of providing most of the typical street clinic services. Surgeries performed here are particularly risky due to the less-than-sanitary environment, not to mention the fact certain infectious diseases seem to thrive in the vicinity of the Awakened rainforest. In addition to medical services, the Native Lands Street Clinic also has the David cartel's regular menu of street drugs available for purchase and consumption. Native Lands is run by a veteran David cartel member named Isaac Sanchez, a heavily cybered troll and street doc.

#### **The Liquid Python Occult Shop**

The Liquid Python Occult Shop is located in the Monte Blanco neighborhood and is another David cartel enterprise. This occult/talislegging shop sells reagents and exotic reagents taken from the rainforest, as well as enchanting materials from other parts of the world (materials that include sap and bark from Sangre Del Diablo and Sangre Del Drago trees, naga emeralds, pelts and enchanting materials taken from drakes, wyverns, lindworms and great anacondas, and pelts of various Amazonian shapeshifters, including the common jaguar and eagle shapeshifters and the rare crocodile and snake shapeshifters). The Liquid Python is regularly attacked by Amazonian forces attempting to stop poaching of the rainforest, the Andes and the Olaya cartels, as well as by the eco-terrorist groups of GreenWar and Primeira Vaga. The Liquid Python Occult Shop is protected by soldiers from the David cartel and is also kept under watch by Aztechnology forces who are looking to capture and interrogate members of GreenWar and Primeira Vaga.





## ... GLOBAL HOTSPOTS ...

The ground unit converged outside a water tower just before dawn. It was quiet, possibly for the first time in days, as the shelling hadn't stopped since a suicide bomber interrupted a local holiday. That had been the catalyst this time. It was one of Baez's favorite moves since it left no one to answer to military tribunals later. It meant fewer payoffs, because nothing undercuts profits like payoffs. Baez was never on the ground with the mercs; she just called shots through an aging ork the company called Seeger.

They stood in silence. They didn't even look at one another. It wasn't a tense silence; it was a utilitarian one.

A moment or two passed before a tragically good-looking male elf hurried out of some brush near to the water tower. He grinned to himself. "Waterworks, check." He tossed a black box with a blinking red button to the ork who caught it.

"New kid's called Ringo for now; maybe it'll stick if he makes it out. I'll tell you if you need to know anything about him." the ork nodded in the direction of a young man, but no one looked. "What do we have?" he thumbed back to the water tower.

"City's only water supply," said the dwarf from a computer read-out. "We could set up some of the local militia; they'd be able to hold it. If they've got the water, one or two afternoons in this heat and the state soldiers will lay down arms."

"We'll blow it," said the ork, holding up the black box.

"Wait!" the dwarf moved forward, holding a hand up. "If we blow it, the community will be dry in days. What's the point?"

For the first time, the ork looked down at the dwarf. "This is a black spot, Dylan. It was in the debriefing. We triggered the escalation here, but the war itself is going to take place miles from here. We aren't here working with the militia. We're here destroying the infrastructure. Able-bodied refugees turn into extremists, which is exactly what Baez wants for phase two of the operation."

The dwarf sulked, but more at having been corrected. The ork snorted and hit the button. Before anyone could even cover their ears, the quiet morning erupted into explosions and the sound of metal rent by its own weight. The tower went down, and with it, the water supply for the whole village and most of the farming communities nearby.

Gunfire answered the explosion and the company was quickly under fire. Locals seeing suspicious foreigners around the water supply hadn't gone unnoticed.

"You know where to go. Scatter!" the ork growled. The rest of the mercs started to move under fire, spaying back suppressive fire. The human and the dwarf made it no more than four meters before the new guy looked back and shouted, "Seeger's down!"

"Ringo" started to turn back, but Dylan grabbed him by the arm, wrenching him forward and away from the war zone. "Leave him. He's a write-off now."

"But he's the leader."

"No he isn't."





11



War is a lot of things. You've probably heard some of the clichés. This chapter focuses on, *when* it is, not what it is. War can be coming, war can be here, or war can be gone. While the immediacy of a current war is certainly powerful, pending wars arguably bear more tension, and past wars directly impact lives more thoroughly. This section summarizes a handful of locations that are on the brink of war, that are at war, or that are still feeling the aftershocks of a recent war. Instead of going into details about the locations, offering a bunch of facts, this section offers hooks and anecdotes. After all, aren't wars just very large collections of anecdotes when you look at the big picture? Each section includes at least three ideas to toss characters directly into the action, showing the role of shadowrunners before, during, and after wars.

## MARIENBAD COUNCIL

- Are you paying attention Ringo, I mean close attention? You better, because when you have this all written down and published, it's going to make us both a lot of money. Frag Che Guevara. Frag Sun Tzu. Those guys were amateurs adding a lot of poetry and crap to what is, at the end of the day a really simple process. All war, and I mean all war, starts exactly the same way. It can be a long process, years in the making, but the same seeds are always present.

Someone decides that the only way they are going to get what they want is if someone is fighting someone else. Maybe there's someone, or a whole group of someones, that they don't like, and that they believe they can't reason with, and that they thus must vanquish through shooting at them repeatedly. Maybe these people have something—land, especially land with resources—that the first group wants. Maybe there's an outside agitator, a corporation with an arms line that isn't selling as well as it could be. Or maybe it's all these things, all these factors, coming together to make a place that seems relatively peaceful now ready to be violent in the future.

The trick in these places is the same as the trick in old Westerns from the former United States—if you want to continue being the guy in the white hat, you'd better make sure the other guy draws first. So in places like this, there is a lot of effort—propaganda, runs designed to make people annoyed and suspicious, frame-ups, and the occasional mysterious assassination—aimed at goading one side into lashing out first so that the other can appear as the aggrieved victim. And then really lower the hammer.

Take Marienbad, for instance. My outfit is being paid top nuyen to get involved in that little backwater. Now, don't get me wrong—the place isn't about to break out into open war. Schwarzkopf has got his eye watching over it, and no one likes to make a dragon mad. But just because there's not open war doesn't mean people won't be dying, and it doesn't mean there won't be war-like missions for people like us to perform. There's plenty of stuff going on here—border tensions, ethnic tensions, smuggling, and rumors about orichalcum in the ground that might make these few hundred acres of cold mud actually worth something.

If you want to know what kind of work might be available in Marienbad, you need to start with two native powers—the Romani and the warlords. You also need to remember that if you're looking to set people against each other, one of the easiest ways to do it is to stoke the ever-smoldering fire of racial resentment. It's not only about not liking elves or orks—there's plenty of the old-fashioned

kind of racism, where people don't like someone whose skin is a few shades different from their own. From a societal point of view, that fear can be destructive. From the working-to-promote-violence point of view, it's gold. See, there's still a lot of old beliefs about who the Romani are or aren't, and it isn't hard to get a grudgingly acceptant population to remember their old hatreds. So on one mission, we go in there and start spreading rumors. We suggest that a sickness that's going around and making a lot of Czechs miserable is coming out of the Romani camps. Then we hint that the Romani are deliberately weakening their fellow countrymen so they can move in on the magical ore under the ground and steal away the only chance the locals have for fame and fortune. We point out when there are attacks on livestock—attacks that probably came from wolves, but we tell them it looks suspicious. We don't have to be right, we just have to be believable.

So we do this work, and make it so people don't like the Romani, but that's nothing really new. If we want real tension, we need to make both sides angry. Luckily for us, the Romani are insular and kind of secretive. I realized I could stage some attacks inside the camps, and easily make them think it's coming from the Czechs, and they won't go complaining about it. No, they'll just stage their own silent retaliations.

And just like that, the "villains" have thrown the first punch. The Romani might have been silent about their small attack, but we make sure everyone knows who did what. And resentments continue to pile up to the point where more people are likely to get hurt. Throw in the recent AGS immigrants and their growing suspicion that they're not wanted, and you have a lot of ways to turn people against each other—or to encourage people already set against each other to act on their hatred.

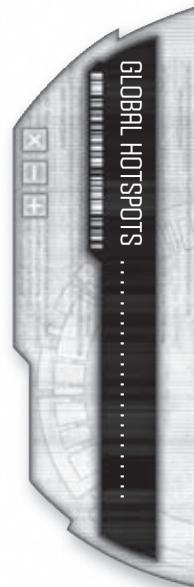
One little hitch in the whole thing is that the people in the area have been interbreeding for years, so there isn't really as clear a delineation between Rom and Czech as they'd like. But we can use that to our advantage. Spread some rumors, staged some rallies to stoke nationalism or ethnic pride, and soon no one knows who to fight anymore and everyone is taking pot shots at everyone else. Suspicions start to grow, and people start to think that maybe they need to worry about protecting themselves from their neighbors instead of banding together and taking advantage of the wealth buried under the ground. They focus less on mining operations, more on military build-up.

Which is exactly how my employers wanted it.

## OVERVIEW

Ethnic and racial tensions, combined with a thriving smuggling trade and rumors of unexploited orichalcum deposits, combine to keep tensions in Marienbad at a constant simmer, even when there seems little chance that it will actually boil over. Ostensibly an autonomous region, the province benefits (or suffers from) the intervening hand of the great dragon Schwarzkopf. His heft helped get the Council on its feet to begin with, and his interest in the well-being of the Romani helps prevent more overt aggression against them by their neighbors. In return, the residents of Marienbad fatten the dragon's coffers with their taxes.

In Marienbad, there are several ways for people to not like each other. Along with the existing tensions between the Romani and other ethnic groups, the area is experiencing stress from immigrants who flooded into the region from the Allied German





States in the wake of Crash 2.0. They've been welcomed—to a degree. All these immigrants are supposed to become citizens by January 1, 2075, or risk deportation. Some are doing their best to meet this requirement, while others feel the order was not made in good faith—that the government never had the intention of granting all of them citizenship, and that the deadline was only given to allow the government enough time to prepare for mass deportations. These groups plan on resisting forcefully if necessary when the time comes, and some of the old warlords have reared their heads, re-building the militias that ran wild before Schwartzkopf's intervention.

Smuggling causes some tension in the region if only because it's a significant source of income, and where there's money, there are people willing to fight for it. More conservative elements in Marienbad suggest that tight border controls would have a positive impact on both the immigration and smuggling problem, and some of them are willing to grab their guns and secure the borders themselves if they need to.

The last ingredient in Marienbad's stew is the continued rumors that there is undiscovered orichalcum resting beneath the area's surface. No one knows where the deposit is, or how far down it's buried, but most residents of Marienbad are convinced it exists and are planning some way to access the eventual riches that will flow in when it is excavated.

## COVERT OPERATIONS

In an area where people are becoming increasingly suspicious of each other, staying silent and discreet is often a good idea. A Mr. Johnson gives over a docket to a group trusted to move quickly and without inflaming local tensions. Their job is simple; they must deliver a care package, a small electronic box, to one Radek Vaclav. Before leaving, they must collect payment upon delivery. Vaclav is a would-be local warlord, ready to charge take on more powerful warlords near him or to challenge the Romani as a way of making a name for himself. He's mean and hot-tempered, which gives the runners good reason to be in and out before he even opens the package. The group isn't made aware of the package's contents, and maybe it's for the better. The box contains the dismembered head of Vaclav's father.

Upon checking his package, Vaclav takes drastic action, calling for the assassination of one of his rivals. Needless to say, that action could start an endless series of reprisals and revenge-motivated violence. Runners can get out before they get more involved in the shooting—or find a way to profit from the increasing tensions.

## FOR LOVE NOT SORI

Dmitri loves Sori, or so he says to the runners. He doesn't have a lot to offer as payment, but she was abducted and he wants her back. You see, they were childhood friends; he was preparing to propose to her when Yuri Stanislav's men took her. The two were all but destined to be together.

This is the story he tells the crew.

The truth is that he's a con artist. Sure, he was supposed to marry Sori, but hardly out of love. Her father was a rather wealthy smuggler, and Dmitri would have inherited the family's wealth. Things went wrong, though, on one of Dmitri's little con jobs, when he happened to be using Sori as bait. Unfortunately, Yuri's

men stepped in at exactly the wrong time, taking her prisoner. Dmitri could have probably saved her by stepping in and confessing his machinations—they might have killed him, but he'd have saved his would-be bride. He didn't, and now he's feeling regret. Mainly, regret at the loss of plenty of potential income.

Dmitri wasn't aware, though, that Sori wasn't a prisoner for long. When Yuri explained to her how she was sold out by one of her people, she turned on them. Sori was a survivor and a fighter. And she needed money. She was the perfect addition to Yuri's little group of commandos.

When the runners find Sori, they realize she's no longer prisoner. In fact, if they explain their motivations, she'll one-up Dmitri's offer. She'll pay them to take him out, since he abandoned her.

## CHAOS AS A CATALYST

Everything's been at a standstill for quite some time, which some people take as a nice sign of peace, and others see as a sign that tensions must be just about at the breaking point. It's at this point that the universe steps in to influence things. During a particularly terrible summer day, the air bursts into a mana storm. Of course, the storm is blamed on every possible source. A Czech soldier blames the immigrants. The immigrants blame the Romani tribes. The Romani blame the warlords. The warlords blame the Russians. The Russians blame anyone besides themselves. Technically, they're all equally right, in the sense of being completely wrong about the cause of the storm. Regardless, the storm pushes groups into action against each other.

This scenario assumes the runners were present for another job when this happened. Their job ends as a skirmish breaks out between Romani guerillas, an immigrant militia, and a warlord's troops, and instead of working for hire, they need to fight their way out. The mana storm is no joke, but the troops closing in on them aren't, either. They need to figure out if they can make some quick battlefield allies—or if they can just shoot their way out and get away clean.

## THE ROMANI JOB

The Romani tribes of Marienbad have a vested interest in keeping the peace. Peace means prosperity for locals. Prosperity for locals means more opportunities for them, both legitimate and illegitimate. Besides, fighting leads to unwanted bystander casualties, and in this case, the Romani would be the bystanders. In this scenario, the Romani hire the runners to keep the peace through brief, pointed violence against three high-profile targets.

The first target is Radek Vaclav from the above scenario. He's the simplest target. His men are disorganized and he's chaotic. So long as there's no warning, the runners should be able to take him out quickly. This should get the runners invested in their mission and make them less likely to pull out. The Romani people want this.

The next target is Martha Washington—at least, that's her code name. She's known to be American, thought to be a smuggler, but nobody knows if she's connected to a larger organization or just working on her own with her small group of mercenaries. She's trying to get in and make deals, ideally to set up an arms trade with one side. Her group is organized, well funded, and well equipped. Its only weak point is its size. A good surprise could



deliver a punch that would stop this group before it has the chance to become a threat.

The last target is Yuri Stanislav. Yuri is a free agent working for the Russians, looking to sow chaos while also making allies that might help him gain access to the ore in the ground if mining ever starts. Yuri runs a private militia that is versatile and knowledgeable in the terrain and tactics of the region. They're fiercely loyal, at least to Yuri's rather lucrative pay. Theoretically, runners could buy that loyalty by outspending Yuri. A frontal assault is entirely unrealistic—the unit's not huge, but it's certainly bigger than the typical runner team. Assassination is a chore and a huge risk. It'll take a world of creativity to remove Yuri from power.

The best bet may be for the runners to play Washington and Yuri against one another. It's not difficult for an enterprising group. Marienbad is full of suspicions and shifting alliances—the runners will just have to figure out how to get these two on each other's bad side.

## THE FREE REPUBLIC OF POLAND

• Well no, the profit in war isn't always about starting them. I think that occasionally we run across one of these situations I had nothing to do with. No, really, as they used to say in the bad old days, I was in Argentina during that war. But even if it isn't my work, an outfit like mine knows how to make money in any situation, because there are simply too many ways to profit when men are killing each other.

Take Poland, for instance. It must have been a good seven years ago when I was just a profiteer. Hell, the money we made there was what really gave me the liquidity to start into full-scale war-making. That was real political tension, I mean, I'm sure they had some great propagandists pulling strings, but I can't point to the corps being behind it all. We came in just before the Russians backed the Republic, which was handy since the Russians seemed to bring their own collection of profiteers—they might have been state sanctioned, for all I know. So we had the Free Poles and the Republic spoiling to murder one another to win the opportunity to say who was in charge. Typical revolution to be squashed by a powerful regime.

The only problem was, the revolutionaries had real devotion and passion. It isn't a good thing, per se, when you're a soldier's mother, since it means these kids will fight to the very last boy, but for the Free Poles, it meant they could stand up against both the Republic and the Russians.

All they really needed were guns and ammo.

Luckily for the Free Poles, there we were with a seemingly endless supply of bigger and better guns. That's the trick, you see, escalation. You give them a rifle that can hit a man a half a kilometer away, the other side shows up with rifles that can hit a man a kilometer away. That's when you sell them a rifle that can hit a man 1,500 meters away. Of course, we were supplying the Republic with guns too, so I had a great estimation of just how to time the escalation for maximum return of funds. Yeah, it's disgusting, but we are talking about war, not tea parties.

So the key to playing both sides is all a matter of trust. Now, the picture is different these days. The political unrest has died down, thanks to Saeder-Krupp jumping in and ensuring Poland's autonomy. But if life teaches us anything, it's that peace is just a brief void waiting to be filled by someone who wants something. So

political strife ends, but corporate strife begins, and we've got the makings of a whole new conflict here. It won't be as destructive as the civil war, because for the most part corps conduct their conflicts with a little more subtlety than nations. But don't let that fool you into thinking the struggle won't be vicious. It'll just be vicious with a veneer of civility, like the supervillain in a spy trid.

The biggest shift when you move from a clash of nations to a clash of corporations is you have to leave ideology behind. The philosophies and political arguments that held sway when the civil war was raging have been left by the wayside. Now there's only one idea—maximizing profit. But there are two sides (at least) trying to do it. Saeder-Krupp has the upper hand right now, as they bought a lot of loyalty with their intervention in the civil war. But Evo's been going against S-K for a long time, and they're not going to start conceding territory to them now.

Free Poland is still taking shape, and so is this corporate conflict. It's unclear just how open the violence is going to be, but Evo knows that all the Saeder-Krupp money in the world can't make the divisions of the civil war disappear, and if they can find a way to take advantage of those divisions in the corporate fight, you bet your ass they'll do it.

## OVERVIEW

Saeder-Krupp's intervention brought an end to the Polish civil war, but it gave birth to a new conflict—one that is not as openly destructive as the war, but one that has high stakes and involves at least two big, powerful players. The end of the war brought new popularity to S-K within Poland's borders, which naturally did not sit well with Evo. Poland is now ideally situated to be the proxy site where Saeder-Krupp and Evo can work out any conflicts they have.

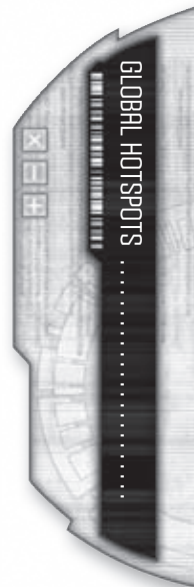
The two megas are not the only players in this particular struggle, though—Maersk and ESUS are also competing heavily for market share, and while for the most part they've kept to conventional espionage and shadow ops, the fighting between the two megas could provide an excuse for them to get a little more aggressive, or to look to grab some market share from the megas while they're overly focused on each other.

In the middle of all this corporate intrigue is the Polish government, which understandably feels it owes a debt to Saeder-Krupp. They don't feel they can cut any ties to S-K yet (and many administrators have no desire to perform such an action), but the more they feel that they are a pawn in corporate maneuvers, the more they will push back against Saeder-Krupp's wishes. They also have to remember that while the civil war is over, the opposition is still out there, looking for an opportunity to pounce on any perceived weakness in the new government.

## YOU SAY YOU WANT A REVOLUTION?

Free Poland has achieved its autonomy, but that does not mean opposition groups have given up. There are still local militia groups supported by Russian organizations (many of which are covertly funded by Evo) that have not given up on the fight for Poland.

Mr. Johnson offers a hefty contract to runners to assist one of these opposition groups. Travel is covered. Expenses are covered. It sounds almost too good to be true. It's not. The thing is, Mr. Johnson could care less about the opposition itself;





he actually wants to strengthen the national government (and, indirectly, Saeder-Krupp). His employers are confident they can defend themselves against whatever attacks the runners and their opposition group allies devise, and that such an attack will present the perfect excuse to crackdown on all manner of opposition groups. Of course, this also means that if the runners train and lead the group, they might be casualties of the operation. Oh well—at least casualties don't need to be paid.

## HOLY MOTHER CHURCH

Czestochowa is the Roman Catholic Church's base in Poland. Holy Mother Church wants an much-increased presence in Warsaw. Holy Mother Church couldn't be seen associating with the unsavory shadowrunners, could she? She might be willing to entrust this expansion plan to a solid crew. What she needs is really quite simple: She needs the University of Warsaw to back off with its atheist and heathen rhetoric. Simple, right?

What they really need is some controlled chaos, some low-grade terrorism and maybe extortion for good measure. The only caveat is that the Church can't know what happened. In fact, they don't want names or even faces for operatives. The Johnson involved isn't a member of the Church, but he makes it clear to the group that they cannot be tied to whatever said chaos happens to be.

When the shit hits the fan, the Church comes to the rescue. Church agents bust in, ready and willing to protect and help its atheist comrades. So the runners were framed. They end up looking like problems, while the Church looks like a band of superheroes. Clearly, the university will allow for the expansion at this point. And if the runners try turning the tables, the Church operatives have no idea what's going on. It'll take a lot more than a few pointed fingers to reveal this lie.

## WHITE LINE FEVER

Maersk's situation in Poland is often quite difficult, since one way that corporations like to go after each other is by interrupting each other's shipments, and often the shipments they disrupt have megacorp goods being hauled in Maersk vehicles. The damage from these raids is getting to be a bit high, and Maersk would like to reduce the frequency of these raids while gaining some leverage on Saeder-Krupp and Evo.

Runners are hired to provide security on Maersk convoys in Poland, but they are told that stopping the attacks on these convoys is only their secondary goal. Their principal focus should be on gathering evidence about who is behind the attacks, with particular effort being paid to implicate Saeder-Krupp and Evo in the attacks. Maersk might even be willing to work with forged data that provides the information they want.

One way to use the gathered evidence would be to confront each megacorp with it and demand that they stop, but given that megacorps generally have little to no shame, confronting them with evidence of their misdeeds is generally not going to cause much of a reaction. Instead, Maersk enlists the runners in a more complicated game. They are to take the evidence of S-K's involvement in the attack to Evo (and vice versa) and present themselves as an aggrieved party willing to forge an alliance to strike back at the corp that wronged them. From there (the best corporate intrigue is never simple) they'll go back to their original attacker, present evidence that their enemy corp is conspiring

against them, and then negotiate an appropriate reward for exposing them—and, with luck, a reduction in convoy attacks.

## WORK BRINGS FREEDOM

Oświęcim was under a spiritual barrier for a number of years. Oświęcim was home to Auschwitz-Birkenau, the most well known of the Nazi party's concentration camps. During the Holocaust, 1.1 million people died within its walls. This led it to become one of the most haunted places on the planet. Ghosts of all shapes and sizes dwelled within, frightening out or murdering all residents of Oświęcim. Because of the sheer magnitude of the haunting, a great number of *other* things found home there.

For the inclined occult investigator, Auschwitz-Birkenau is a treasure trove. It's also a remarkably dangerous trap. Earlier this year, an entrepreneur named Tetsuo Shuumatsu hired a cabal of sorcerers, charging them with the removal of the barrier. He's an arms dealer, one who specializes in the weapons necessary to take down ghosts. With such an infestation of ghosts, only a silly buyer would hesitate to pay top dollar for his wares. His greed opened this treasure trove to the public, allowing those without a sense of self-preservation to have a unique opportunity to drudge for necromantic artifacts.

The town proper is effectively still a town, albeit a town inhabited by the angry and hungry dead. They don't take kindly to the living, but aren't necessarily hostile unless provoked. Many are simply living out echoes of their past existences as harmless villagers. The real problem comes from the concentration camps proper. The three main campuses are surrounded by about fifty smaller camps. Each of the smaller camps is a hotbed of supernatural activity, but nothing compared to the magnitude of the central collective.

In particular, Auschwitz II is remarkable. It was the source of the vast majority of deaths—it's what most people think of when referencing Auschwitz. It's nightmare made flesh, almost a living organism unto itself. The halls audibly scream and cry, the ghosts beg for release so much that most people couldn't even hear themselves speak. For your average runner, Auschwitz II is suicide. Only the most enterprising groups will survive the trip. But such a trip can result in great rewards (see *The Fleshfinder*, below).

## THE FLESHFINDER

Deep within the bowels of Auschwitz II during WWII, Dr. Eduard Wirths conducted and supervised thousands of odd experiments on the human body. He tested mustard gas on innocents. He mutilated twins. He held people in tanks of ice water for hours or until dead. He exposed prisoners to malaria. He forced them to drink seawater. One particular implement from his experiments, a rusted old scalpel, was left in the labs. Over many years, it was energized by the various ghosts passing by it, feeding off their death energies. At this point, it's taken on a life of its own.

The rusty old scalpel craves death. It only finds itself at home when flush with warm blood. Although this makes it a remarkably effective weapon, anyone holding it is subject to the sounds of its past victims. As a function of this, when the weapon is in hand, the character is considered distracted and suffers a -4 dice pool modifier to all Perception Tests. If she attempts to Observe in Detail as a Simple Action, she only suffers a -2 dice pool modifier.

Reach: 0, Damage: (Str/2+4)P, AP: -2, Availability: N/A (unique item), Market Value: 10,000Y

## SOMALIA

• I already told you I don't want to talk about our work in Somalia, but you're going to make me anyway, aren't you? Fine, frag it, pass me another shot and I'll tell you about Somalia.

That place has a long, bad history. If you know war, or African politics, Somalia brings about a certain sentiment of violence and lawlessness. Also pirates. I knew all that when Ifrit Services contacted me asking for a Hail Mary pass. They were running low on resources. Between the factions they were fighting off, they were losing badly.

So I read some history and came up with a plan. Simply put, we'd do something nasty, blame it on the local faction, and wait for international politics to get involved and save Ifrit a lot of time money and effort.

It seemed easy enough; I went back to the books to come up with just the right bit of nastiness. It would require two things, innocent bystanders and non-Somali targets to make sure the issue was nice and international. As has been the case for a long time, most pirates took their orders from a village elder or patriarch. Ultimately, a politician is a politician though, and it didn't take much to buy one out. He put together a crew of young able-bodied pirates, though they couldn't have been much more than teenagers.

Frag. Pass me another shot and I'll go on. I just need a minute is all.

So we start spreading rumors locally and internationally that there's a group of insurgents backing some of the local village elders, though leave out the why and let it run wild for a while. After it's hit some big media sources, we put the kids into action. They're just going to do what they've always done, I'm just telling them where to go and when. I find out that there's a passenger ship that's being forced through Somali waters. Better yet, it's full of missionaries from places farther east. The kids don't have much trouble taking the ship, especially with the new firepower we gave them. The missionaries are afraid, praying instead of fighting, and they didn't bring security like a big oil rig would.

That's when we have a third party start posting ransom demands. Unreasonable demands for money and resources far exceeding anything the missionaries' families can pay. A day or two, and more and more of the media's unblinking eye has focused on the little patch of water holding our pirates and their victims. Kids holding kids hostage so a corporation can bleed native people dry while no one is watching.

When a few international navies show up, trying to negotiate with the pirates, they're in for the fun of finding kidnapers who don't have demands and don't know anything about the larger plan they're a part of. They're just terrified they're going to be shot and killed, and they take no action out of fear of choosing the wrong option.

Meanwhile, we've faked claims from the Muslim group as well as the insurgents that they're the ones behind the hostage situation. The media eats it up and everyone wants to know which type of evil, desperate Somali decided to kidnap sweet innocent missionaries.

By a week or two, Ifrit had withdrawn entirely and was no longer interested in paying us. I guess I was really supposed to be creating a smoke screen for their exit. I can at least call it a good play on their part.

We withdrew as well; the pirates panicked and started shooting the hostages, but they were taken out by snipers before too

many bystanders died. The incident was tragic, messy, and almost entirely staged. By the time it was over, though, the media had moved on to the next big story. They turned the missionaries into heroes and martyrs, and left Somalia alone to continue stumbling to lawlessness. No one won that war. No one every really wins war. The pay cleared my accounts, that's what's important.

## OVERVIEW

Part of the Ethiomalian Territories, Somalia continues in the tumult that has engulfed much of Africa for decades, or even centuries. Various individuals or groups occasionally attempt to act as a central government, but since communication throughout the territories isn't good, and since power there is difficult to maintain, their efforts seldom endure. Currently, there is a sort-of government that manages to cling to a small degree of power mainly because people believe they're trying to be helpful. Since those that hold the real power, such as the growing corporation Bosaso Enterprises, are not interested in sharing power with do-gooders, the power and reach of the current government is limited.

The closest thing to a nationwide organization used to be Ifrit Services, the Abu Dhabi-based organization that recently came to view the territories as exploitable territory. Due to Ifrit's decentralized nature, though, the corporation was not very effective as a governing body, but they were at least a recognizable presence in Somalia for a time, and they needed some coordination and organization in order to strip the land of resources as thoroughly as they did. But in the end it turned out that that there wasn't a whole lot to exploit in the area, so after running roughshod over the Ethiomalian Territories for a few years, Ifrit pulled back, leaving a void where exploitive industry had been. There are still traces of Ifrit in Somalia, most notably a few offices near the east coast that are the center of various smuggling operations.

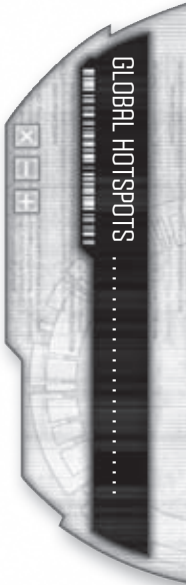
## BUCKLING SWASH

Mitsuhama Computer Technologies wants Somalia. It wants the cheap workers. It wants the vast expanses of unused land. It wants to be away from the geographical attention of the other megacorps, a place to call home, a place to set up an industrial base. Their issue comes down to pirates. No matter what they move in, if it's even remotely valuable, pirates take it. This is where the runners come in.

Mitsuhama offers a contract, carte blanche in nature. Mitsuhama isn't hiring for work conducted; they're hiring for results. They are paying to obtain a guarantee that pirates will not attack their planned settlements. This actions used to create this guarantee could include assassination, diplomacy, terrorism, or any number of methods. The problem is, the pirates are not particularly organized. They assemble in dozens of gangs. Some of these gangs are very informal; some could be better described as cults. Some believe they're on a holy mission against their enemies.

Enterprising runners could come out of this job with higher profits than expected, since the pirates aren't exactly poor and are often easily manipulated. Many will follow whatever leadership presets itself, so long as that leadership isn't affiliated with the corporations that have destroyed their homes and families.

On the other hand, if the runners' motives are discovered, the pirates' lack of organization becomes less important as fervor





motivates them to fierce action. Many of these pirates have come into possession of military weaponry from their various excursions, and some of their shaman are quite formidable. The pirates are almost completely disconnected from the Matrix, so they'll pose a particular challenge for teams that rely primarily on hacking.

### WHAT DID IFRIT SERVICES WANT?

Ifrit Services moved in on Somalia years ago, and after a long campaign took everything it wanted, leaving a raped land and people behind. Public record doesn't say what Ifrit Services' motivation was for causing all this chaos. Ifrit Services is up-and-coming as far as the megacorps are concerned, and they want to know what was so important in Somalia. A representative of the Corporate Court hands down a contract. It's not the best paying the team has had, but currying the Court's favor has its advantages.

Ifrit Services isn't a traditional corporation. It's run more like a gang of robber barons than your average corp. There are no central offices, records are sparse, and even the leadership often has no idea what the actual goals of the group are. In fact, only few of the baron council know who is truly in charge of the company. There are rumors of a powerful spirit that demands certain amounts of chaos and destruction, more rumors still of a djinn set to destroy the world, leaving only those dutiful and loyal safe to rule over the survivors of the scarred land. The rumors aren't entirely untrue, and this is why very little information has gotten out. The djinn in question personally protects the corporation, and will confront anyone taking action directly against his project. He might not be able to bring forth the end of the world, but he's hardly a pushover.

### REBUILDING

Bosaso Enterprises is an up-and-coming A corp, with dreams of becoming a AA soon, and maybe even a AAA someday. One thing it needs is a stronger foundation for its operations, and its home in Somalia could very well be that foundation. In order to make Somalia what Bosaso needs it to be, stronger government and better police work are needed, and they're building up this infrastructure through all means at their disposal, including shadow work. A contract with Bosaso could be one of the most lucrative long-term contracts a runner will ever find, and certainly one of the most versatile. All manner of lawlessness exists within Somalia, and Bosaso needs the majority of it removed.

A strong team could find work in any field, from muscle to hacking to magery—anything can assist in their reorganization. Also, due to the otherwise lawless nature of Somalia, the runners have free rein in their duties. The biggest challenge comes from walking the line between enacting totalitarian behavior and keeping the citizens from revolting in reaction.

There are other potential jobs here as well—the strong Bosaso gets, the more likely it is that others corps will notice, and offer work that will bring them back down to earth.

### A NEED FOR FERTILITY

In order to rebuild, in order to survive, Somalia needs food. The problem is, Ifrit Services left it with very little water. It used to be a strong agricultural center, and could very well be in the future. The problem is, the wells need to be primed. If a lot of wells need primed, a lot of water needs to be procured. This water isn't going

to come from the air. The Ethiomalian government puts a bounty on water, ten nuyen per gallon in fact. Sounds like the easiest job ever, right?

Wrong.

Water is heavy. That alone is complicated. Moving water by boat is inefficient. Moving it across the African continent is dangerous. Moving it from the north is risky, and the deserts aren't welcoming to travelers. Any direction you take the water, you have to contest with people just as interested as you are in collecting that bounty, often times more so—many of them believe this water is the ticket to a better life. Pirates, gangs, organized criminals and even average people will put their lives on the line for that water. They refuse to see what the water means, outside of the immediate improvement in lifestyle.

Sadly, the Ethiomalian government is having cash flow problems at the moment and is having difficulty paying its debts. The runners may get the water where its supposed to be only to find out the payment they expected isn't available. So what now? They could refuse the delivery at that point, but what are the runners going to do with tankers full of water? There are people who need that water—are the runners really going to deny them their chance for survival? This scenario allows you to play with the players' expectations, to toy with the characters' personal morality and accountability. If they're willing to let the culture die, make sure to hit them back for it. The people will revolt. Leaving Somalia won't be a pleasant experience; the government will turn around and put up some fake money for bounties on the team.

### NEPAL

- There are advantages and disadvantages to working in a hot spot the rest of the world doesn't see. On the one hand, you don't have to worry about unwanted eyes paying too much attention to your work. On the other hand, if one of the participants has an overwhelming force and you're not on that side, you're either going to be amazingly resourceful and lucky, or you're going to be fragged. What it comes down to is, if you're dealing with smaller-scale wars, you have to think differently. You have to think fewer resources, fewer outs, and more visibility in smaller circles. So Ringo, listen close. We're going to talk about my time in Nepal.

Nepal's at a standstill right now. The old guard, the original monarchy, is technically in charge. A while back, Saeder-Krupp had an alliance with Regulus and was trying to move in on the monarchy. Thing is, Nepal's a nation full of mountains, it's not the best for wars. Diplomacy won't work against traditional regimes like that, at least diplomacy where you're trying to take over. So, the fights have been constant and fruitless. The people in Nepal have fought off everyone sent at them, but their defenses are wearing down. Saeder-Krupp has been preparing an offensive for a handful of years. Why are they bothering? Lofwyr doesn't like being shown up, but that's exactly what Nepal is doing and might continue to do. Lofwyr won't like it—losing is not his style. On top of that, the mines they originally moved in for are dry. I wouldn't be surprised if there's no profit to be had in all of Nepal, just a vendetta only a dragon can keep alive.

That's where we came in. Our job was entirely related to the morale of the people. We were engaged in the early stages of



starting revolution: We were sowing the seeds of dissent. We would kill public figures silently, we would march into villages and drop rumors at beer halls, anything it took. This is my favorite type of work. It's very risky, but not in the bullet to the face way.

Our trip to Nepal was very successful, at least insofar as the terms of our contract were concerned. We moved out a number of residents, we even talked some onto the Saeder-Krupp payroll. We swept through and fragged a few mayors. Now, to an outsider, it wouldn't have looked like much in the way of change, but insiders could tell. Everyone was on a short fuse. They didn't want revolution yet, though—they wanted protection. Their monarchy was capable of fighting off a corporate army, but it wasn't capable of fighting off guerillas, assassins, and foreigners tearing down national confidence.

Worst of all for the locals was the forced introduction of technology and luxury. Nepal was backwoods as it gets just a few years before the occupation. Now, they're playing the same tricks as the rest of the developed world. They're getting addicted to the same BTLs. Thing is, they're working five to ten times as many man-hours to earn the same worthless shit. They aren't ignorant of that fact, either. A single flick your average wage slave could watch with an hour's pay could take up to two days' hard labor for a Nepalese to afford.

Saeder-Krupp hasn't made its move yet. I don't know if it ever will. Things have gotten to a point where I wouldn't be surprised if Lofwyr's just waiting while the nation decays and collapses in upon itself. Then he can swoop in, looking like a hero. It's hard to tell with dragons. It's been eight years; they've not done much more than watch patiently. I just hope that when they decide to make their move, we'll be on the top of their prospect list.

## OVERVIEW

Nepal's undermanned, underfunded monarchy has been portrayed as the David against Saeder-Krupp's Goliath, but since the fight's not over yet, Goliath still has a chance to win. The fight is about the resources buried in Nepal's mountains. There's orichalcum in them hills, along with iron, lead, zinc, copper, and the metal that fuels Nepal's government—gold.

If it wasn't for the mountains, and the ore buried beneath it, Nepal might have been left alone to continue down its mostly agricultural path. Of course, if it wasn't for the mountains, Nepal would not have been able to present such a persistence defense against corporate invaders. But while Saeder-Krupp is not necessarily winning this fight, they are having an effect on the opposition. Where S-K goes, high tech comes along for the ride, and the residents of Nepal are getting exposure to devices and lifestyles that most of them had never contemplated. The worry of the government is that the more the people become modernized, the less they'll see S-K as outsiders, which could weaken the resistance they've put up for so long.

## MAKING DANGEROUS ENEMIES

Nepal's monarchy isn't poor, they just don't have much cash. So they pay in gold. If the team isn't concerned about dealing in heavy metals, the Nepalese government could use some able hands. That is, if those hands don't mind smacking Saeder-Krupp.

So far, Saeder-Krupp has been making inroads at a much slower pace than they would prefer, and the Nepalese government isn't going to change to accommodate them. In the view of many

people, Nepal shouldn't change—the nation has some decided good points. It's a cheap place to live, and Katmandu is beautiful year-round and would be a great retirement spot. There are no riggers to deal with, decidedly few corporate assassins, and all the fresh fruit you can eat. For some, it's paradise.

But Saeder-Krupp isn't giving up on their efforts, and they're not going to cease operations in Nepal until something drastic happens. And "something drastic" is exactly what the monarchy is paying for. They want a show of such force that Saeder-Krupp has no reasonable option but to retreat. Lofwyr isn't happy with the Nepalese situation; it'd take a huge loss before he'd even consider withdrawal. Not only that, but if Saeder-Krupp can pinpoint specific obstacles hindering their efforts in Nepal, it would come after them with overwhelming force. If the runners were targeted, perhaps the only safe place for them would be—well, deep in the mountains of Nepal.

## RUNNING DIPLOMACY

Saeder-Krupp's campaign against Nepal is a draining its resources, causing weaknesses in other areas. Other megacorps would love to know about these weaknesses, and they would love to find a way to take advantage of them. The current battle is primarily between Nepal's monarchy and the Saeder-Krupp, but nothing's to say that a third force can't be brought in. In fact, the monarchy could greatly benefit from an alliance with another megacorp. The runners are told this, and offered an in. They have to convince the headstrong Nepalese to accept an ally, and they have to convince another corp of the value of siding with Nepal against Saeder-Krupp. The ability to hurt S-K is valuable, but the ability to ally with an otherwise untouched nation might be even more valuable still.

This ends up being a job of favors. The corp and the monarchy both need things done before they'll open up diplomatic relations. This could be the basis of an entire campaign, trying to show both sides that the team is working in their best interests.

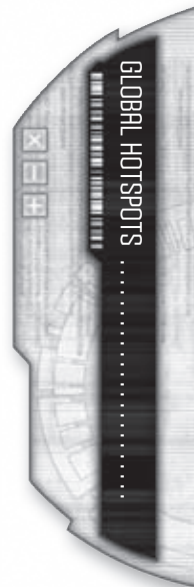
The corporation needs a financial foothold. In a nation that doesn't use nuyen as a standard, this can be difficult. They need a niche and some way to develop a cash flow from the country. This works counter to the monarchy's desires to avoid change, so the government must be convinced that whatever changes are being made will be limited and beneficial. The corp needs verifiable records showing how they will profit from the deal.

The monarchy also needs to establish the trustworthy nature of the corporation in question. Some corps are better for this than others, but none are bastions of honesty. Good liars might be able to do this easily; poor liars are fighting an uphill battle on multiple fronts.

In the end, if successful the Nepalese will ally with said corporation, forging a very powerful alliance that can push back the Saeder-Krupp campaign. Of course, this makes the diplomats inherent enemies to Saeder-Krupp.

## YETI CONCERNS

Yetis have been a matter of course for the Nepalese for quite some time now. Recently though, they've become more than a small nuisance. Alone, yeti aren't a huge concern. They're savage, they're tough, but they're easy to outsmart. The real problem comes from yeti attacking in tribes. A mortar shell only serves





to slow these creatures down once they're on the attack. For those runners who have dealt with sasquatches, yetis might come as something of a surprise. They're not entirely as smart as sasquatches, but they have more of a penchant for shamanistic magic. In fact, their tribes are organized with "witch doctors" as makeshift war leaders. They're proficient with aiding their more gun-heavy allies.

The monarchy, as mentioned above, has no end of tasks it'll pay for. Yeti elimination is one of the more esoteric jobs, and one of the best paying.

Saeder-Krupp has a decided interest in helping the yeti cause, and in some locations, they've assisted the yeti in arming themselves. It's not out of the question to find a yeti warrior sporting full body armor and a monofilament chainsaw. They are truly a force to be reckoned with and are an almost unstoppable opponent in frontal combat, particularly with back-line support from their shaman kin. They're also fiercely loyal, and Saeder-Krupp has provided them with both toys and massive amounts of food. If there ends up being a war on Nepal, the yeti will be on the front lines against the monarchy.

### SMUGGLING ENTERTAINMENT

The Nepalese don't want to be backwards. They don't want to be behind the rest of the world. They want to be jacked in and over-stimulated like everyone else. They want neon. They want drugs. They just plain *want*.

A team of smart and savvy runners can capitalize on that want like there's no tomorrow. Nepal doesn't care if its goods are stolen or bootlegged—beggars can't be choosers. An overturned truck full of commlinks could mean millions in the hands of the right runners. A team already in the region for another job could benefit greatly from knock-off tech, selling to the highest bidders (though the money cash-poor Nepalese offer would be lower than what gear might sell for in other parts of the world).

The government has generally decided to turn a blind eye to the ongoing smuggling. They can't provide what the people need, so any infusion of new toys actually reflects well on the leaders, as far as they're concerned.

The Nepalese people are even starting to develop their own tech; through backwards engineering, they've made a number of knock-offs of popular communications devices. Such devices are illegal in other, better-networked parts of the world, but they can serve the distinct advantage of being almost impossible to access by non-compatible technology.

### ALBUQUERQUE

- The deal is, things are easy to steal. I mean, you can lock it up, you can hide it, you can guard it, you can put on any combination of security gizmos, but at the end of the day, if a good enough professional wants to get his hands on whatever you've got, he's going to get it.

People are an entirely different matter. Even if your target is perfectly willing to be stolen, stealing a person is a damn nightmare. Just take Albuquerque. So my outfit got hired for a pick up from Aztechnology. I got a huge chunk of nuyen up front, just for the consultation. That always sends up my red flags, but on a whim, I met with Mr. Johnson anyway. He didn't say whom he represented,



and I didn't ask. I am handed a portfolio and the account information for a dragon's ransom worth of nuyen. Johnson left without getting my answer. Pretty unprofessional, but some of these corpses have no idea that not everyone can be bought.

The pickup was a top engineer from Aztechnology held by contract, (and apparently against his will,) on pain of death. Job security, right? While I was looking over the file, I got another contact. Ares, or rather a representative thereof, calling to ask about the same engineer. The poor sap tells me everyone is after this engineer, but Ares is who he really wants to go to. Says I can look over the contract and see that it's the most fair option he's going to get.

I don't think I've got what most people call a "soul" anymore, but sometimes the memories of having one shake to the surface and I decided to be a nice guy. I wiped out the first account, getting my computer gal to lose the money somewhere in Korea.

Then I sent a team in. The real problem with stealing a person, of course, is that they have free will. They'll do things on their own, and since they're rarely experienced runners, it's only a matter of time before that stupid free will lets them panic and screw up the job. That's why I sent along my mage. He had a handy little spell to temporarily turn our target into a zombie, following orders but taking no initiative.

My team lead decided on a sneak in, blast out routine since your average guard expects all attacks from the front. Tossing around some invisibility and distracting the computer systems with a huge multi-hacker assault from an unrelated source, the outfit got in unnoticed.

The report got a little spotty somewhere on their way out. Apparently, the spell on our engineer wore off early and he behaved predictably. Just because a dozen well-armed troll security guards have an order to kill you doesn't mean they're going to be able to, and yet we couldn't convince him of that fact. As soon as bullets started flying, he ran, tail between his legs, and my outfit had to spend ten valuable minutes tracking him down.

When he couldn't be convinced that he'd be safe so long as he followed the orders the pros gave him, my ground leader shot him in the thigh, picked him up, and carried him out of the facility. He took two or three more shots on the way out, mostly in the ass, but nothing fatal or even dangerous.

Suffice to say, Ares wasn't thrilled when we delivered their engineer plus a few bullets, and it hurt a bit in the pocket, but we'd already been paid one other time for the job and I could live with that. News is, there's a hit out for the engineer from a few sources, but that's Ares' problem, not mine. The hit out on me, well, that's pretty much standard cost of doing business. Any assassins good enough to get to me can be bought off, and those not good enough are just practice for my security people. I hope that engineer can afford the same kind of security I've got.

## OVERVIEW

The conflicts in Albuquerque have a more genteel character than the fighting in some place like Somalia. Open terrorism is not what this city is about—instead, operations are precisely aimed and calibrated so that they do more than succeed at some objective. They also deliver a message to the higher ups that dwell in this corporate town about who is capable of what.

Albuquerque has long had a reputation as town full of bleeding-edge tech, which means two things: First, there are

## CORPORATE SHADOWS

Most *Shadowrun* games assume the characters are just runners, trying to earn their keep through illicit activities. What about once they've amassed small fortunes? Albuquerque is a good place to play at the next levels, vying for corporate power to rival some of the members of the megacorps. With the money and connections they've amassed, why not?

Old habits, though, die hard, which can be a good thing. The skills the runners have learned after years of work are still useful, even in a corporate environment. Infiltration and spying can uncover information that can damn even the highest-paid members of an organization. That kind of information leaves holes in leadership, holes the runners can maneuver themselves (or their hand-picked lackey) into filling. Since runners work in teams, their skills are probably more versatile than any single executive. A face makes a good replacement executive, while the rest of the team can act as a built-in security force. If the team needs something particularly dark accomplished, there are plenty of runner teams out there that they've probably worked with or against in the past, and there are always teams looking for work. They should know this as much as anyone.

For more information on joining a corporation and using that to structure runs, see the *Game Information* chapter in *Corporate Guide* (p. 227).

plenty of talented engineers around; and second, there are plenty of people who think it would be great if they had a few more talented engineers at their disposal. Corporate espionage and talent extractions are common occurrences, common enough that any executive who has been in the city for more than a few years has a long list of grudges based on perceived misdeeds that other corps have committed. This gives the city an atmosphere of high-stakes tension, and makes any gathering of executives from more than one corp a decidedly edgy affair. The fact that so many executives are looking for retribution means that retaliatory acts, when they occur, are often more dramatic and more violent than might otherwise be expected.

While Albuquerque usually attempts to keep its distance from the political machinations that happen in Santa Fe, recent events have made politics unavoidable. The denizens might be able to ignore the looming no-confidence vote in the Pueblo Corporate Council board, but the war between Aztlan and Amazonia, along with the talk of renegotiating the Treaty of Denver, has forced the city to take notice. Bogotá needs war materiel, and Denver needs espionage equipment, and the corps of Albuquerque are willing to keep any side who is willing to pay on the leading edge of new tech. Even if they have to steal, kidnap, and occasionally shoot to get that tech for themselves first.

## CHESS FOR KEEPS

The war for Albuquerque isn't a front-line war. It's not even a war fought by formal troops. The real power players are not corporations, they're people. The people fighting this war fight

Urgent Message...





from the leisure of their hot tubs, playing chess with the lives and well-beings of blue- and white-collar workers.

This is bad news for human rights. This is good news for runners wanting tons of nuyen. These chairpersons, playboys, and dilettantes pay well. In fact, they often brag about paying more than their rivals. This also means that they arguably demand the most loyalty, as far as potential employers go. Also, when financial stakes are raised, all other stakes go up as well. This might demand that a runner compromise whatever ethics he might have left.

In this particular scenario, the name of the game is sabotage. The employer wants the team to sabotage door locks and fire extinguishers in his rival's corporate offices. His goal is to trap a number of high-profile workers in a conference room, then release toxic fire-fighting chemicals into the room. The end result is a dent in profit margins and a dozen dead executives. The pay for this work could set the team up in luxury condos for over a year.

Does the team go through with the plan? If they don't, what do they do when a team of runners offered *twice* their pay comes after them? Do they sell the information to the rival? Just how much can they coax from this mission?

### THE REVERSE CONTRACT

Extraction and "motivated recruitment" is one of the most common situations you'll run into with a shadow war between corporate powerhouses. The important thing is that the people being recruited are rarely poor themselves and often want information about their would-be or former employers. Many times, they even need protection from previous employers. A good team should see such targets as a sort of gift that keeps on giving.

Aztechnology isn't a fun company to infiltrate, but nobody gets paid for fun. One solid mission would be to have the team break back in to an office from which they recently extracted a recruit for Ares. Then, once inside, they have to destroy their target's personnel files and browbeat anyone who would argue against his new career choices. Of course, by the time the assignment is given, Aztechnology has already increased security, changed locks, and hired a few undercover operatives prepared for such a break-in. And so the break-in ends up being a shoot-out.

### THE PROTOTYPE

The executives pulling strings are really a side concern when it comes to Albuquerque. The real power is in the hands of the engineers who are pushing technology to new heights, making devices for both war and peace. Theft of one of these devices could be a great contract, or ideal independent work if the runners have contacts with the right fences. The amount these objects

sell for is largely disproportionate to their practical value, if only because other engineers would love to step on toes and pretend to be innovators. Some governments would pay massive amounts for a single item from inside the Aztechnology R&D offices in Albuquerque. Of course, these offices are home to some of the best military technologists out there, so security is far from a joke. Runners will be going up against security like they've never seen, but rewards are proportionate to the risk.

Also, note that many of these items, although in prototype stage, are still weapons. Engineers will sometimes turn these weapons on enemies before losing their patents. The Edgcrusher Experimental Combat Bike is one example of the technology that can be found within.

### EDGECRUSHER EXPERIMENTAL COMBAT BIKE

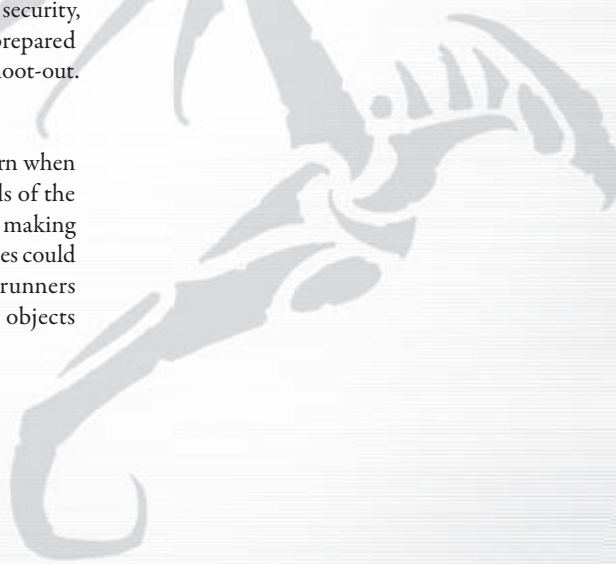
The Edgcrusher looks heavy. It's armored, it's solid, and it's made to protect anyone riding inside. It also has a built-in autocannon specifically designed to take the burden of killing miscreants out of the hands of the pilot. It has a low center of gravity—it's called the Edgcrusher for a reason. The Edgcrusher turns like nothing else on the market, and at breakneck speeds. It accomplishes this through revolutionary design, including creative use of magnetic forces.

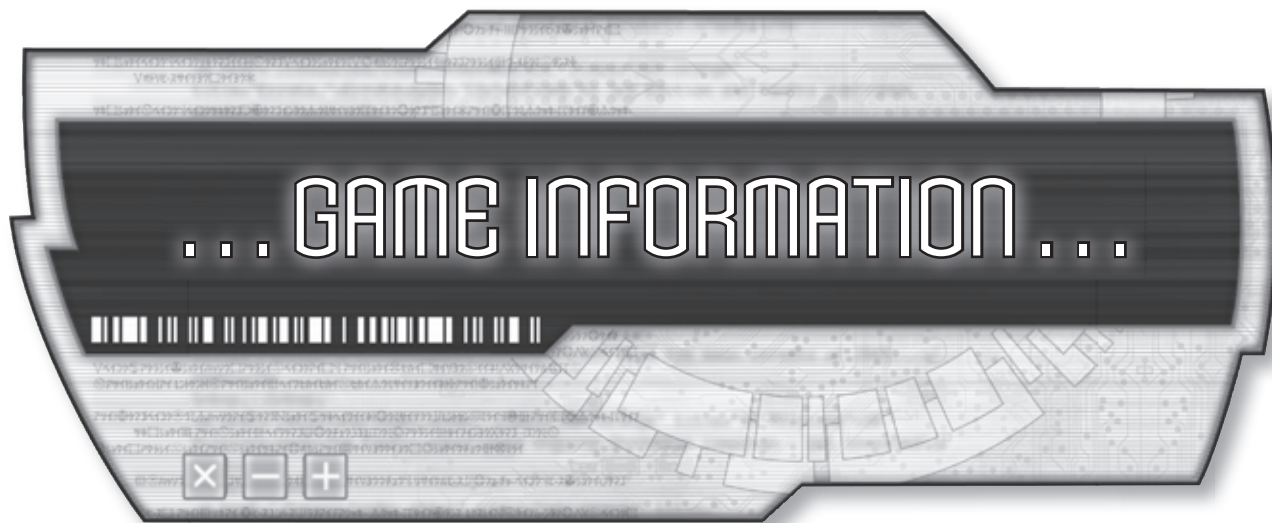
The flaw with the Edgcrusher comes in the form of a rather weak structure. The armor is wonderful, but once penetrated the insides are rather fragile.

Handling: +4, Accel: 20/40, Speed: 160, Pilot: 1, Body: 3, Armor: 8, Sensor: 1, Avail: 22F, Cost: 28,000¥

The autocannon is operated by the pilot, but due to the targeting assistance system and the enhanced bike controls there is only a -1 penalty to Gunnery tests made when the vehicle is in motion instead of the normal -3 penalty (see *Attacker in a Moving Vehicle*, p. 150, *SR4A*). It only fires in full-auto mode, working off a massive ammo belt for extended usage.

Damage: 6P, AP: -2, Mode: FA, RC: (6), Ammo: 100 (belt)





"All right you newbies, listen up. I'm in command of this platoon for this season, so here are the rules. First rule: I've got a reputation to protect, which means you have a reputation to protect."

She preferred her current assignment to crawling through South American jungle mud looking for booby traps, or fighting hilltop-to-hilltop in Western China, or the grueling mountain campaigns of Eastern Europe. Still, it meant she had to teach wannabe soldiers, hopeless screw-ups, and corporate trainees instead of doing what she did best: shooting people. *That* was a calling she truly enjoyed.

"Second rule: follow your damn orders. You're not here to think, you're here to win. You do that by following orders."

She had no patience for disorder. There was enough of that on the battlefield, where the noise and the smoke and the AR tactical clutter was enough to confuse computers, never mind metahuman beings.

"Third rule: you call me Sergeant-Major. Not 'ma'am.' Not anything else."

Only her fans were allowed to call her Ms. Malicious. She never made a big deal about it in public, but secretly she loved the name the media had given her. It was perfectly descriptive of her fighting style, and far better than the nickname her first unit gave her, Munchkin.

"Fourth rule: this is the big league. Leave your Mojave Wars dramatic crap back in Pueblo. There are no confessional cameras and nobody gets voted out of the unit. Keep your language civil in front of a camera, or answer to me."

She was famous because she got results, not because she was discussed on gossip blogs. She even got fan mail. Her favorites were the young girls, eager to grow up tough. Stay strong, she would write back, and stay away from stupid melodrama.

"Fifth rule: no heroics. Just because it says non-lethal on the box doesn't mean you can't get killed out there."

Sometimes quartermasters forgot that lethal ordnance was not allowed within the battle zone, usually around the time that one unit was doing too well for too long. Smart soldiers smuggled some in, just in case: of the two sidearms she carried everywhere she went, only one was loaded with gel rounds.

"Sixth rule: don't be stupid. Some of you are going to die. If that's you, it will be because you did something stupid. Your brain goes on the moment we muster for an engagement."

Sadly, it wasn't always the stupid ones who died. Mitchell and al-Muqtaub were two of the brightest soldiers with whom she had ever served. Sometimes it was just dumb, kite-flying luck that did you in. But judging by the blank stares looking at her, she figured that she was looking at one dead mercenary, at least.

"Some of you are going to wash out. You won't have what it takes to be a soldier. If that's you, check your equipment with logistics, pick up your last payment, and be on your way."

She forgave people who couldn't hack it in the military, but she did not tolerate them in her unit. She guessed that about half of the three-dozen troops assembled before her would fail. Of those, maybe a third would be injured first.

"This is your war. Don't let the marketing fool you. This battlefield does not belong to the corps. It does not belong to the media. It does not belong to nations."

Not strictly true, any of it. But she was responsible for the battle readiness of Combat Inc.'s Recruiting Battalion, First Company, Second Platoon, and part of that was troop morale.

"This battlefield belongs to you. Fight for your buddy and your bonus."

It wouldn't take more than one battle to beat these cheering men and women into shape. Once they knew what they were doing, she could concentrate on doing what she did best.

"Dismissed!"





## WARFARE AND THE SHADOWS

Shadowrunning is about committing quasi-legal and illegal acts for money as a deniable asset. Warfare is a very different beast, with open and visible forces (mostly) following international laws and rules of engagement in an activity that is prosecuted for political as much as economic gain.

Shadowrunners may meet the military on a run in a number of forms: the armed forces of governments, the paramilitary forces of megacorps, the irregular military of guerilla forces, or mercenaries. They could be armies, air forces, or naval and marine forces. The encounter could take place anywhere metahumanity can be found, whether in jungles, plains, in cities, at sea, or even in space.

Shadowrunners should rarely be required to meet military forces in direct combat. While shadowrunners tend to be the biggest and baddest in their bailiwick, military forces usually to have an advantage in training, equipment, and numbers. Military men and women are taught to defeat enemies by overwhelming them, and they have not the slightest compunction about calling in reinforcements.

Military personnel also have something of an advantage over shadowrunners psychologically. While runners tend to work for fame, to prove themselves, or to earn the almighty nuyen, the military mind works for their country, corp, or cause, and even more powerfully, for their buddy. Military units, with their common cause and *esprit de corps*, tend to be closer-knit than the average team of shadowrunners and their individualized motivation.

This is not to say that shadowrunners have no advantage over the military. Even the most cohesive unit is made up of people, and people are flawed. Most runs against military targets are accomplished by stealth rather than force. A team's face (if it has one) might be the lead man in a run involving the military, and if the fecal material hits the air-directing rotating blades, success (or survival) will probably be more about running than hiding.

The military is also a great source for contacts for shadowrunners. The military is practically everywhere, and a lot of information goes through official and unofficial channels within it. A military contact, especially one higher up in the hierarchy, can offer intelligence, advice, and even operational support for a run. Of course, it goes without saying that military equipment is highly sought-after and valuable to a shadowrunner, but the military is seldom comfortable with releasing its materiel to civilians, and even more so about releasing it to SINless criminals.

### CAMO-COLLAR JOBS

Even with all the men, materiel, and resources at its disposal, the military is not above hiring shadowrunners for a bit of surreptitious work. Runners are hired as specialists, or as deniable assets, or simply as support when the military finds itself short of meeting its objectives by its own means.

Shadowrunners often have mixed feelings about working for the military. On the whole, this sort of work offers fair pay, the military rarely screws runners out of their due, and sometimes it's a great way for a shadowrunner to get her hands on milspec equipment. On the other hand, military jobs tend to be more

dangerous and garner very little in the way of recognition; most military jobs are classified, and even when they are not, word of a team's good work rarely hits the streets. Still, it is fair work for fair pay, and most runners can't ask for more than that.

Here are a few starter scenarios with military ties, organized according to the adventure frameworks on p. 16, *Contacts and Adventures*. The gamemaster should base the pay for each job according to the level of compensation expected in her game and the difficulty of the mission.

### Assassination

1. The resistance in New Guinea is starting to become troublesome for Australian national police force, AISE, and the occupying ANZAC forces. The resistance's most prominent leader, known only as Bethari, has been located in a remote part of the island's Central Range, along with her elite personal guard. The ANZAC military wants her out of the way, but they fear that attacking her directly will only enflame the insurgency. An anonymous representative hires the shadowrunner team to deal with her during ANZAC Day commemorations, when all ANZAC special forces units will be accounted for during the ceremonies, giving the military and the government plausible deniability.

The team might have trouble getting to Bethari. She is deep in the New Guinea Highlands, a mish-mash of valleys and mountain ranges covered by a thick carpet of tropical rainforest. The runners may encounter gomatias, drop bears, or other paranormal critters found in *Running Wild* in the wilderness, in addition to New Guinea resistance patrols. Once they do find the camp, they must find a way to take her and her elite guard down.

2. Corporal Tenney Garcia will not die. He is a war hero of a number of battles, celebrated at home and in the press. What the public does not know is that he is also a gunrunner for organized crime back home, selling weapons to the cartels and drugs to his fellow soldiers, and making an obscene profit. The chain of command needs him to die a hero's death to stop the trafficking and avoid the scandal of a court marshal. His superiors keep sending him into combat, and he keeps returning with another daring rescue, fantastic sortie, or glorious adventure, all captured in full simsense for the folks back home.

When the team goes after him, they find that they have trouble harming him as well. Their bullets are deflected, their spells are dampened, and he passes through explosions almost completely unscathed. A bit of legwork and reconnaissance reveals that he has a friend from the cartels, Yadira Tabajara, a powerful magician who protects him during combat. The runners may find that their target has switched: by taking out the magician, they can ensure that Garcia meets a heroic but tragic end.

### Blackmail

1. Ross Blickenstaff is an up-and-coming politician with big ambitions. His boss, an appointed official in the UCAS Department of Defense, is planning a run on the Senate seat that Blickenstaff wants. His plan is to get his boss to authorize a secret incursion into sovereign territory and then blackmail her with evidence of the deed. He has persuaded her to sign off on the raid, but he needs people to actually document the attack and give him the resulting evidence. This is where the runners come in.



Blickenstaff hires the team to follow a UCAS Marine Corps Special Forces unit into the Pueblo Corporate Council. The unit's target is an alleged chemical weapons stockpile on a base between Denver and the city of Pueblo. In truth, the place is a military base that houses the families of career military and stores volatile fuels such as petroleum, natural gas, hydrogen, and jet fuel.

The Marines hit the base hard. If the runners do not interfere, the unit destroys the place and fades back into the wilderness, leaving everyone living on the base dead or injured. If the Marines spot the team recording the carnage, they will attempt to take out the runners with extreme prejudice; they are under orders that the strike remain secret.

If the team returns with the data, Blickenstaff will have what he needs to prevent his boss from running for the Senate seat. If the team does a particularly good job, he will offer the team a retainer and the promise of more shady work in the future.

### Bodyguard

1. The team is hired to be the opposing force in a training exercise. The job: to play the part of terrorists with VIP hostages. Ms. Johnson, the commanding officer for the training exercise, asks that the team use non-lethal force, and assures the runners that her unit will be doing the same. The pay is not as good as usual for this type of job, but the risk is much lower.

The team will be allowed to take up positions anywhere on the unit's training base they like. The base is about 1,500 square kilometers in size and houses a number of barracks, some athletic facilities, a small town of abandoned buildings, a thick forest, and an open area used for cavalry maneuvers. Once the team has selected its starting position, it is given a twelve-hour head start, along with two officers who will play the part of the hostages. Once the head start expires, the entire training company will start looking for the team, trying to rescue the hostages. The rules of the simulation indicate that a target hit by non-lethal ordinance is considered dead.

If the team still has the hostages at the end of 48 hours, they will earn a bonus. If anyone is hurt during the simulation, it will be called off. If anyone is killed during the simulation, the team will be blamed for the death (even if it was not their fault) and a real manhunt will start.

### Destruction

1. Certain corporate interests (from Horizon, if the runners pry) approach the team with a job along the front lines of the Aztlan-Amazonian War. The risk is great, but so is the pay: twice the fee the team usually commands, plus free transportation out of the war zone with whatever materiel the runners can scavenge on the job.

Ms. Johnson tells the team that she would like to give the Amazonian forces a foothold near Bogotá, in the town of Chipaque, some five kilometers south of the outskirts of Bogotá's suburbs. The town is guarded by an Aztlan company that is dug into its position: It has electrified fences, automated defenses, and air cover provided by the main army occupying the city. These defenses are dependent on a single point: the power generator situated in the park in the center of town.

The Amazonian forces have tried to bombard the defenses from the air but have not been able to overcome the Aztlan air

forces. The generator is protected by a bunker that has thus far withstood artillery attacks. The Amazonians don't have the assets in place to strike with a raid by special forces, but if the power were to go out in the town of Chipaque, they could overwhelm the defenses with conventional forces.

What Ms. Johnson does not know is that the garrison has a backup generator located in a garage about two blocks away from the main generator. If the team does not find out about the backup when they destroy the main generator, they will have to think fast as the lights flicker but remain working.

2. The team is approached by a representative of Pike Ranger Services, a private military cooperative that recently filed for bankruptcy. The client is the last surviving member of the company, and he explains that his unit was mercilessly wiped out by the Fourth Wing of the Northern Division of the Japanese Imperial Air Force. He has no particular beef against the Japanese Imperial State, but he has enough of a craving for revenge that he's looking to use some of the last of the company's funds to hire the runners to destroy the Fourth Wing's assets, and possibly its reputation.

Doing so will not be easy, of course. The Fourth Wing's aircraft and support buildings are at Misawa Air Base, which is on the Pacific coast and five clicks from any real civilization. To complicate matters further, the base also hosts a state-sponsored orphanage, and the client does not want any innocents to suffer in the course of the Fourth's punishment.

### Distraction

1. The team is approached by one Ms. Johnson, who admits that she is a soldier at a nearby army base and that the money she is using to hire the team was collected from some of the personnel stationed there. She explains that the Third Platoon (one of three stationed at the base) is filled with ostentatious show-offs who need to be taken down a peg. She wants the runners to sneak onto the base and play a prank on the Third Platoon, preferably one that will cause both embarrassment and extra work for the targets. If the team has trouble coming up with something, she suggests replacing the flag on the pole outside the platoon's barracks with a jolly roger, and then cutting the lanyard and greasing the pole to make it harder to fix. A little harmless fun and a bit of profit on the side—what could be easier?

Aside from the usual difficulties associated with infiltrating and causing mischief on a military base, the situation is complicated by the fact that Ms. Johnson is in reality an enemy spy. She is setting up the team to distract the base with some sort of antics to give her forces a chance to raid and destroy the base and its occupants. Unless the team leaves the base in short order when the prank is discovered, they will be caught in the attack, which will catch the base's soldiers completely off their guard.

2. The team is hired by Mr. Johnson, who keeps his identity as secret as possible, but is an aide for a member of Aaron Franklin's cabinet in the administration of the Confederation of American States. He asks the team to seize the *Tampa*, an Abdullah-class CAS submarine, for a period of exactly 103 hours. The boat is returning to active duty after a scheduled overhaul and is about to sail on a short proving voyage in the Gulf of Mexico with a skeleton crew. The seizure of the submarine will keep CAS naval



INCOMING FEED.....



and air forces on high alert, searching for their own submarine, while the team itself will be safe from discovery under the sea. If the team cannot find a way aboard themselves, Mr. Johnson offers false identification as sailors stationed on the boat.

Even if the runners manage to subdue and hold harmless the three-dozen officers and crew aboard the ship, they will encounter trouble. The entire CAS Atlantic Fleet will be looking for them, using military and civilian assets. As an additional wrinkle, the gamemaster may include attempts by the crew to regain control of the ship, system failures, a hull breach, or even an attack by a large paracritter like a kraken or a leviathan.

After the mission, the team will find reports of it in the media, with the most popular theory being that the *Tampa* was stolen by Aztlan agents.

### Extraction (Kidnapping)

1. A representative from NeoNET approaches the team on a matter of some urgency. It seems that a person of interest is trapped in a war zone and needs to be extracted. Mr. Johnson is willing to pay a high price for such a dangerous run, and offers the support of some of the corporation's military assets. Other than a name, Lucio Walther, no information is forthcoming about the target except that he is to be kept alive at all costs.

As it happens, Mr. Walther carries one part of a secret passcode in his memory. If he and the twelve other carriers should come together and use their passcode, they would have access to several highly classified databanks that happen to be powered by

NeoNET equipment, including the UCAS Pentagon and the CAS Bureau of Defense. NeoNET created this passcode, split it into thirteen parts, and scattered the keepers all over the globe as insurance against it falling into the wrong hands or being used improperly. If the runners discover Walther's secret, they may have to decide between the successful completion of the job and their payoff and the security of the world's infrastructure.

Walther's hometown is now a bombed-out city, with street-to-street fighting and intermittent shelling. When the team arrives at Walther's home, they find that he has been captured by one of the occupying forces. He is to be interrogated, and should the military discover the secret of the passcode, the commander on the ground is likely to execute him "to keep the world safe."

### Investigation

1. The team is hired by the private military contractor, MET 2000. Ms. Johnson is concerned about an internal conspiracy to take down the mercenary corporation, and does not know whom to trust. The team is to pose as recruits posted to the suspected unit and try to ferret out the truth.

In fact, there is a conspiracy in the company to which the team is assigned, but it is not against MET 2000 particularly. The captain and her staff are planning on jumping their contracts and heading to the Mojave Wars as a unit sponsored by Horizon. A few of them already have MeFeeds and hidden cameras ready to capture the drama of the unit leaving the mercenary organization and heading for Pueblo.

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When the team reports this, Ms. Johnson offers the team half again as much to either stop the unit from leaving or to gather enough hard evidence of the move for MET 2000 to take legal action against the company before it gets away.

### Retrieval

1. Yamatetsu Naval Technologies is putting the finishing touches on a new military amphibious assault craft. If testing is successful, it will be the world's first true hover tank, combining speed, firepower, agility, and the ability to traverse land and sea in a single assault vehicle.

Mr. Johnson, an employee of the Canton Confederation military, hires the team to get into the YNT research shipyard in which the prototype is housed and steal it. The opposition comes in the form of the Wuxing Security Force. The corporate army has reinforced positions, watchtowers, and a wall surrounding the shipyard in the water and on land. The hover tank is put through its paces every day on a course within the wall, and returned to its own enclosed bay for work and testing each evening.

### War

1. The military rarely needs help waging war, since that's what a military does best. Sometimes, though, a unit might find itself overextended and cut off from conventional reinforcements. This is the case when a soldier contacts one of the player characters (or a buddy of one of the player characters contacts), looking for help in a nearby engagement. The soldier and her squad are holed up in an abandoned chemical plant out in the boonies. It turns out the facility was not as abandoned as was believed, and the squad needs back up. The operation is classified, so she cannot call for reinforcements without breaking the government's plausible deniability.

She asks the team to come in and help destroy the opposition. The chemical plant takes up about a square kilometer, and is a maze of girders, buildings, and huge tanks holding spirits-know-what. Getting to the location is not difficult, but the Alamos 20,000 group surrounding the area is aware of the presence of the client's squad and are hunting them systematically. The team has about two hours before the enemy force finds and overwhelms the squad. Once the team arrives, the scene becomes a stand-up fight, with the soldiers and the team on one side and a band of terrorists on the other.

2. The team is approached by someone who calls himself Colonel Johnson, who has a job to offer. He would very much like the Confederate American States to enter the Aztlan/Amazonia War on the side of Amazonians. Tensions are already high, and he thinks an all-out attack on a CAS field post would help increase those tensions.

The post is just inside of CAS territory, northwest of San Antonio. It is currently staffed with reservists and commanded by an ROTC training cadre. The team is to destroy the post, making it look like an Aztlan raid. Col. Johnson provides Aztlan uniforms and equipment.

If the team takes Col. Johnson's job, they will find that his intel is good. There is only a platoon of part-time soldiers on-site, with about a dozen "third lieutenant" cadets. Unfortunately, the Aztlan uniforms he provides have the insignia of a unit that was

disbanded three years ago, and the equipment he offers is all the civilian versions, rather than the military issue versions. Still, if the team destroys the base, he pays them full price, even if the evidence pointing to Aztlan is later debunked in the media.

## RUNNING A MILITARY OR MERC CAMPAIGN

The military is an organized group of people, all pointed the same direction both in motivation and goal. Career military women and men have a home in their unit and do not have to live betwixt and between like shadowrunners do. Whether sponsored by a government, a megacorp, a private military corporation, or even operating independently, a soldier lives and fights for a higher ideal, even if that ideal is something as simple as the lives of his buddies.

This section contains guidelines and suggestions for running a military *Shadowrun* game, where the player characters are either soldiers in a regular army, in an irregular outfit, or a mercenary unit.

### REPORTING FOR DUTY

Some of the missions a typical shadowrun team undertakes are in many ways similar to those executed by military units, especially special forces. The unit is given certain objectives that they are trusted to accomplish. The execution of the plan often requires research, reconnoitering, and planning. The unit often finds itself against formidable opponents and employs violence and intimidation as much as a shadowrunning team does. It hits where the enemy is weakest and avoids the enemy's strengths.

That said, there are a few differences between a shadowrunner's job and a soldier's. The first difference is that of choice. Shadowrunners are offered jobs from (ostensibly) paying customers. Soldiers are assigned their tasks by one or more superiors within the unit's chain of command. No negotiation is expected, and refusal (which amounts to dereliction of duty or outright desertion) always brings repercussions.

Another difference is in trust and the information offered. The unit can trust that its superiors are generally not sending them into a trap, and that it will be supported in its endeavor with enough intelligence and materiel. Standard operating procedure is that each soldier knows the intent of the commander two levels up (e.g., a private knows what his platoon commander is planning, and that private's squad leader knows what the company commander has in mind). Where a shadowrunning team needs to research their employer as much as their target, a military unit is given as much information as it needs and its higher-ups can offer.

The third difference is variety. Shadowrunners are approached by a myriad assortment of employers with a wide range of objectives and jobs. Military units have interests that are more particular to the government, corp, or cause they serve. Add to this the fact that most soldiers are trained for a specific duty, and units are usually composed of personnel with similar duty specializations. This is not to say that military units are one-trick ponies. In a world where the armed forces are much smaller than they are in our current world, the military cannot afford to limit its soldiers to single-duty tasks; this is especially true for small mercenary outfits and irregular guerilla forces.



## THE LIFE OF A SOLDIER

There are a few differences between a soldier and a shadowrunner. These differences need to be considered when making a character for a military-based campaign.

### Identity

The soldier does not need the cloak of anonymity that is part of the shadowrunner's daily life. In fact, except for smaller mercenary units and guerilla fighters, most militaries require their soldiers to be SINners, with national and corporate forces being no exception. This allows a soldier to make purchases and enter certain higher-security areas (like downtown Seattle or a high-class restaurant) freely, something that a shadowrunner must rely on forgery and contacts to accomplish.

### Chain of Command

The soldier is a member of an organization with a power structure and a chain of command. He is always answerable to a commanding officer. Duties and objectives, and therefore adventure hooks, typically come through the chain of command, rather than from Mr. Johnson or any other anonymous or semi-anonymous source. This also means that the character not only knows his commanding officer, but also has a working relationship with her. This opens some role-playing and plotline opportunities for both the gamemaster and the player. When a soldier does poorly or well, he can expect to hear about it.

### Rewards

The military, like all large organizations, like their cash to flow as smoothly as possible. Soldiers are far more likely to have

a salary than be paid by the job like shadowrunners are. The objectives given to them by their commanding officers are duties to the unit rather than income opportunities. This means that while the character misses out on the opportunity to negotiate payment for each job, he has a steady income.

This is not to say that soldiers will never be rewarded for a job that is particularly well done. These rewards tend to come in the form of honors and awards, which in turn increase the character's Street Cred. Characters can also be promoted as a reward for a job well done. Some commanding officers and other higher-ups might favor a soldier with favors (p. 288, *SR4A*) or simply become contacts for the character. Other rewards might include special training opportunities, plumb assignments, or leave time, but rarely anything that might show undue favoritism or hurt the decorum or reputation of the unit.

### Contacts

The soldier's contacts tend to be somewhat less diverse than those of the shadowrunner. Some types of contacts are not appropriate for soldiers to have. Contacts in the underworld or hostile forces, for example, would be less inclined to help a character with military ties than they would if that character was an unaffiliated shadowrunner. There is also the effect of the character's relationship with his contacts on his relationship with his unit. An inappropriate or controversial contact outside the military could draw the displeasure of the character's superiors.

One advantage of the military life is that the character always has his superior officer. Treat the character's superior officer as a free contact with a Loyalty rating of 3 and an appropriate Connection rating chosen by the gamemaster based on rank and

## SOLDIER SALARIES

The table below contains salaries of soldiers of varying rank. Treat these numbers as a guideline; salaries in different militaries vary. For example, megacorps tend to pay a bit less to enlisted men and more for officers. Very small mercenary units might split the profits from each mission, while freedom-fighting forces very rarely pay any kind of salary, and most standing armies and navies offer higher pay for more years of service. Additionally, soldiers may get bonus pay for hazardous duty (such as working with parachute jumping, rescues, or demolitions) or combat pay; hazard pay is usually a ten percent bonus, and combat duty usually earns a soldier an extra fifteen percent.

The table below is based on UCAS Army ranks.

Rank	Monthly Salary	UCAS average
Private	1,200-1,500	1,400¥
Private First Class	1,600-1,900	1,750¥
Corporal	2,000-2,300	2,250¥
Sergeant	2,400-2,600	2,400¥
Sergeant-Major	2,700-3,000	2,800¥
Second Lieutenant	3,200-3,600	3,500¥
First Lieutenant	3,800-4,500	4,400¥
Captain	4,750-5,750	5,500¥
Major	5,800-7,250	7,100¥
Lieutenant Colonel	7,300-8,250	8,000¥
Colonel	8,300-9,000	8,800¥
General	9,500+	10,000¥+

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personal influence; if a player character's commanding officer is another player character, use either the officer two levels up (his superior's superior) or take a different free contact assigned by the gamemaster. The Loyalty rating of this contact may instead be purchased at a higher Loyalty during character generation with the player paying only for the extra desired Loyalty and Connection ratings.

### Notoriety

A military character's Street Cred (which is still called "Street Cred" for rules purposes, but is more about a character's reputation among other soldiers and civilians affected by his unit than the word on the street) and Public Awareness are calculated normally, but his Notoriety rating is handled somewhat differently than that of his shadowrunning counterpart. Most of the standard criteria for Notoriety (p. 265, *SR4A*) still apply, but additional criteria based on the nature of the military also apply. Acts that will add to a soldier's Notoriety include:

- Refusing to obey a superior officer.
- Dereliction of duty.
- Dishonest, unfair, or unjust behavior.
- Brutality toward civilians.
- Acts of cowardice.
- Cruelty.
- Leaving a fellow soldier behind.
- Failing to help a member of the same unit.
- Indecent or criminal acts.

### Gear

A military character may purchase gear normally during character creation. Additionally, the character will be issued equipment by her unit, usually a weapon, a sidearm, armor, clothing, survival gear, and food and other necessities. Many militaries have limits on personal gear allowed in an area of operations; those that do allow it will not offer support (i.e., ammunition, upkeep, repair, etc.) for that equipment, so it is up to the character to service her personal equipment.

Most national and corporate militaries have an augmentation loan program of some sort, where a soldier may purchase an augmentation at the unit's expense and pay the unit back over a period of time, usually one or two years. If the character's unit has this program, she may use it at character generation, taking the In Debt quality (p. 105, *Runner's Companion*) for the appropriate amount, up to the maximum 30,000¥, with the following modifications to the quality. The military does not charge interest, so the character only has to pay back the money borrowed. The character must pay back at least five percent of the value of the original loan per month. If he fails to pay the required amount, or leaves the unit, the military will actively seek him out to be paid in full or to repossess the augmentation, either sending an operative or team, giving him the Enemy negative quality, (p. 104, *Runner's Companion*) or issuing an arrest warrant or bounty, giving him the Wanted quality (p. 110, *Runner's Companion*).

### Special Forces

Special forces units are highly versatile elite units within a military body. They are usually organized in small groups of

enlisted men and women. They receive orders directly from the higher-level officers and seldom work with regular military units.

Special forces also tend to have mixed but complementary capabilities. Each member of a special forces squad meshes with the others. They plan and execute their missions together, supporting one another. After a mission, they take downtime together, helping one another improve their skills or their gear.

In other words, special forces units are like shadowrunners who work for a government or corp. Running a campaign where the player characters are special forces requires very little adjustment by the gamemaster for the payoff of offering a different spin on the Sixth World.

## OTHER MILITARY CAMPAIGNS

Mercenary and independent units are much like regular military or paramilitary units. They have a chain of command, support, logistics, and a sense of pride and decorum, even if the unit's culture is less upstanding and shadier. In a sufficiently large force, from full-on army all the way down to the platoon level, a campaign can be run in exactly the same manner as a normal military campaign described in the first part of this chapter.

If the unit is mostly or entirely composed of the player characters, the rules change a bit. The unit does not have to adhere to the discipline and conduct of larger military organizations. A soldier does not have to do scut-work, answer to a large number of superiors, or keep to any sense of good manners. They have far fewer rules to inhibit them.

On the other hand, operations can be a lot harder. The unit has no real support, no true hierarchy, and no backup. There are no honors, no chain of command, no regular salary, and no equipment issued. The unit is on their own to either pick their own objectives or find someone willing to hire them to accomplish objectives. In short, they are pretty much shadowrunners, which means that a campaign where the player characters are a private military company or independent paramilitary unit is ideal for *Shadowrun*.

## MILITARY OBJECTIVES

Customarily, a team of shadowrunners only has peripheral contact with the military, with the military usually acting as either employers or targets. Military units themselves put their own spin on the usual shadowrun job. The following is a list of the standard adventure frameworks in *Shadowrun* in the context of military operations. This is not meant to be an exhaustive list, but rather a starting point for gamemasters.

### Assassination

Assassination is completely and unmitigatedly illegal according to nearly every treaty and accord on the planet. So while it's done all the time by military units, the laws mean it needs to be done very quietly. Sometimes an assassination assignment is too sensitive even for a shadowrun team to be hired, so the military is called upon to deal with the target.

Assassination missions usually fall to special forces units, but occasionally a regular unit will be assigned and kept in the dark about their true objective. In any case, the mission is kept secret, usually to the point of paranoia.

Targets of military assassinations tend to be enemy commanders (who are in a bit of a gray area when it comes to the



definition of assassination), revolutionaries, terrorist leaders, or civilians in positions of authority. There is rarely any overt reward for accomplishing the mission with distinction, but one can be assured that after the deed is done, somebody owes the unit big time.

### **Blackmail**

Blackmail is typically too subtle for most military units, which favor more direct action. Still, it is not unheard of for military units to gather information or plant damning evidence on behalf of allied intelligence agencies. Missions of this sort tend to be against targets in the unit's area of operations, making them valuable assets in accomplishing the objective.

### **Bodyguard**

Part of the military's duty is to protect allied VIPs. This sort of mission is normally handled by specialized government agencies, but the military is usually called in to protect officials and dignitaries in or near a war zone.

Units are often called upon to protect civilians as well. Typically, the threat is in the form of either enemy forces or local insurgents. Missions can be defined as either certain time frames (protect this family until the rest of the company arrives tomorrow) or as a journey (bring the mayor and his council to the headquarters as soon as possible). In a military context, this adventure framework often overlaps with the extraction framework.

### **Courier/Smuggling**

Most soldiers are assigned to a specific area, and moves are done on a large scale, rather than by individual sub-units. The logistical services without which a military force would perish usually handle the movement of materials, from physical letters to mobile HQs, from place to place. However, sometimes a secure delivery is needed, and for that the armed forces issue special orders. Alternatively, a regular-forces unit out on the front could stumble upon an important piece of equipment, evidence, or other object (such as a magical artifact) and be ordered to bring it to the main operating headquarters.

### **Datasteal**

Intelligence is everything on the battlefield. That said, Matrix-based datasteals are rare for regular troops. A special forces unit might be sent behind enemy lines to gather information and steal information on troop dispositions, war plans, security codes, and other potentially war-winning data.

### **Destruction**

For most shadowrunners, the destruction of a target can be tricky, especially in the middle of a bustling metropolis. For a soldier, it usually is a simple matter of the application of sufficient firepower. Still, things are rarely simple in war. A unit could be ordered to destroy an objective, and the mission be complicated by air cover, patrols, or even an enemy offensive. Time may also be an enemy; for example, a bridge may need to be destroyed by the time the friendly armor company's push arrives.

### **Distraction**

One of the tenets of war is to strike the enemy where he is weakest. If the enemy is not showing any weaknesses, one can be

manufactured with a proper diversion. A unit may be ordered to get the enemy to concentrate on a certain location and keep it there, while the main force strikes elsewhere. Often, this type of mission is simple to execute, but tricky to survive, as the drawback to having your enemy's undivided attention is that you have your enemy's undivided attention.

### **Encryption/Decryption**

While encryption and decryption is a constant of modern warfare, troops are rarely called upon to stop and do the job themselves. In 2072, one hacker with a military-grade commlink can in a single minute break encryption that would have taken a thousand mathematicians a thousand hours each to crack during World War II. Some encryption, however, requires the use of physical objects like passkeys, or certain secret information. Getting these objects or bits of information into the right hands requires skilled, trustworthy soldiers.

### **Enforcement**

Typically, this job is reserved for military police when the perpetrators are within the military. That said, there is plenty of action in finding and capturing military criminals. This kind of job can also refer to those outside the military who need to be taught some form of lesson. While simple vengeance is beneath the military sense of decorum and honor, most military units have no hesitation when it comes to meting out punishment to those the soldiers deem deserving of their vigilantism. Of course, unofficial missions involving an egregious amount of inappropriate violence tend to result in a visit from the military police.

### **Extraction**

Military soldiers and officers are trained to deal with civilians. Sometimes those civilians are in the wrong place at the wrong time, and it falls to a military unit (such as the player characters) to rescue and protect them. A unit might be ordered to escort a family, VIP, or other civilians out of a war zone to safety. Sometimes the target is not merely behind enemy lines, but in enemy hands, and the team must get in, save the principals, and get out. One popular variation is pilot recovery, where a pilot shot down behind enemy lines must be rescued before the foreign forces find her.

### **Hoax/Counterfeit**

Warfare is about intelligence as much as it is about firepower. A special forces team might be sent into an area to deceive the enemy. It might try to give the appearance of a large-scale attack, an indigenous uprising, or another distraction to either offer commanders information about enemy responses or to divert their attention from a real offensive.

### **Investigation**

Investigations tend to be under the purview of the military's internal justice system, and regular troops or special forces are rarely called in to assist. Still, a criminal investigation in the field might require the aid of trustworthy troops, in this case the player characters. On the other hand, most reconnaissance missions would be considered investigations, especially in cases where the pre-mission intelligence is sketchy or misleading.





## Plant

Regular troops are not usually called upon to sneak into a target area and plant information or evidence, but special forces might as well have a merit badge for it. A player character group that plays a special forces unit could be called upon to deliver and plant evidence to put pressure on a government or corporation in order to further the goals of their government's foreign policy.

## Retrieval

The military do not often have literal objects as their objectives. When they do, it is usually something of great import that must be secured quickly and safely. Nuclear warheads, plans, and magical artifacts often fall under this category of missions. Usually, the item in question has military protection itself, and small skirmishes are fought over the spoils.

## Security

"Clear and secure" means to attack an enemy position, set a perimeter, and hold it until the powers that be decide to advance or withdraw from the position. Security is a constant concern both at home and in the field; a military that cannot secure its own bases cannot be taken seriously. From the smallest operating base to the largest airfield, military security is by reputation and in practice some of the strongest in the world. A military unit of player characters will find any number of different places to guard, and an equal number of hazards, pitfalls, and challenges in doing so in the Sixth World.

## Tailchaser

Similar to hoax missions, a tailchaser mission is a popular and effective tactic, and much easier to employ. Regular forces can be used in a diversionary troop movement or attack, with the goal of provoking a response from the enemy. The player characters could be ordered into such an operation. Unfortunately, a diversionary attack is usually underpowered, or at least has less strength than the enemy believes it to have, and if something should go wrong with a diversionary operation, the player characters could find themselves in an interesting amount of trouble.

## War

While this one might seem obvious (soldiers fight wars, after all), warfare is more subtle and varied than simply one side shooting at the other. There are feints, screening actions, and flanking maneuvers. There are many types of terrain on which battles are fought. There are also many types of engagements: ambushes, convoys, reconnaissance in force, harrying attacks, and of course direct assaults. In all of it, the player characters are given their own objectives; for dramatic effect, it is possible to have entire battles hinge on the accomplishment of the player characters' targets.

## Wild Things

The military is rarely called in to deal with paracritters, but when they are it indicates something truly frightening. Rampaging juggernauts, merrow on the warpath, woolly mammoth stampedes, and even the odd dragon run amok can be the targets of a military excursion, as might the threat that brings in the military the most quickly: insect spirit hives. These are threats that make even the most jovial soldier grim.

## BATTLEFIELD SKILLS

Characters in *Shadowrun* already have plenty of things to worry about when entering live combat. Many of the situations, skills, and attributes a person might have in a dangerous encounter are described in this section.

## COMPOSURE

Combat is terrifying, even to heroes. When a person encounters a traumatic event, whether it be a threatening attack, the use of the Fear power, the sight of gore, the fear of impending danger, a terror-inducing spell, or any other stressor, the gamemaster should call for a Composure Test (p. 138, *SR4A*).

Generally speaking, Composure Tests should have a threshold of 3. This can be reduced by experience—if a soldier is in a situation much like one she has encountered before, the threshold generally should be reduced to 2, though variations in specific situations may offset this reduction. Further experience may help reduce the threshold even further at the gamemaster's discretion.

If a character fails a Composure Test, she panics. The gamemaster may choose the specific reaction to inflict on the character. As a guideline, nausea (p. 254, *SR4A*), panicked fleeing, freezing, or collapsing and sobbing are all good reactions. If a state of panic is ongoing, require a Charisma + Willpower (6, 1 Combat Turn) Extended Test to snap out of it.

Should a glitch result from a Composure test, the character experiences the stimulus as a traumatic event. This imposes a temporary post-traumatic stress effect of the gamemaster's choice. If the character making a Composure test gets a critical glitch or a second glitch while still suffering from a temporary post-traumatic stress effect, he gains the effect as a quality instead, and is often diagnosed with post-traumatic stress disorder.

## POST-TRAUMATIC STRESS

A traumatic event is any stressor that can cause lasting psychological shock. Usually, the psychological response to such an event is temporary, as the character's brain works through the experience. Sometimes, it is more lasting, simulated in *Shadowrun* by a glitch or a critical glitch on a Composure test.

## Post-Traumatic Stress Effects

When a psychological trauma causes lasting effects, the gamemaster chooses one of the effects from the Post-Traumatic Stress Effects table. Each effect is identical to a quality; page references are included for convenience. The gamemaster should choose an effect (and specifics, as appropriate) that fits the character or the traumatic event.

When a character has a post-traumatic stress effect, treat it as if she had the associated quality. If the effect is temporary, the character will work through the traumatic experience with an Extended Charisma + Willpower (16, 1 week) Test; for every full point of Essence the character has lost, impose a -1 dice pool penalty to this test. A psychologist can help with this test, using Psychology Knowledge Skill + Logic as a teamwork test (p. 65, *SR4A*). Once the Extended Test is passed, the effect ends.

If the effect becomes permanent, either by getting a glitch while under the effect of post-traumatic stress or by rolling a



critical glitch, the character gains the quality on which the effect was based. The character then must use the normal rules for buying off a negative quality (p. 271, *SR4A*).

Qualities or the effects of qualities gained through post-traumatic stress are imposed rather than “bought.” While they do not offer any BP or Karma when they are gained, a player may use a traumatic event as a back-story for a quality selected at character creation.

## LEADERSHIP

The Leadership skill reflects how well a character commands her subordinates. She can inspire, convince, cajole, coax, threaten and challenge others to act individually or as a group toward a common goal. These rules expand the role of the Leadership skill in *Shadowrun*.

In order to use Leadership, you need one or more subordinates. These are people who have, consciously or unconsciously, acknowledged you as the person in charge, if only for the moment. You can convince an unwilling target to become a subordinate, if only for a short time, with a successful Opposed Leadership (Persuasion specialization) + Charisma Test.

A character can only follow one leader at a time. If his leader should change, or if he chooses to stop following his current leader, he loses any bonus that may have been granted by the (now former) leader.

You can offer your subordinates assistance in various ways; these effects only work on subordinates. You use the Leadership skill with the Use Skill Complex Action (p. 148, *SR4A*). The use of Leadership adheres to the rules for the use of Charisma-linked skills (p. 130, *SR4A*), including the need for your subordinates having the ability to understand you, along with the dice pool adjustments on the Social Modifiers Table (p. 131, *SR4A*). The threshold of the skill test depends on the effect you want, and each effect uses a different specialization of the Leadership skill.

**Command (Strategy specialization):** You organize and direct your subordinates to gain a strategic advantage. Make a Leadership + Logic Success Test with a threshold equal to half the number of subordinates you are leading (round up). If you succeed, your subordinates get a +2 bonus to Initiative for the following Combat Turn.

**Direct Fire (Tactics specialization):** You issue tactical commands and concentrate your subordinates’ fire on a target. Choose a target and make a Leadership + Intuition Success Test with a threshold equal to half of the number of subordinates under your command (round up). If you succeed, your subordinates get a +1 dice pool bonus to attacks against that target for the remainder of this Combat Turn.

**Inspire (Morale specialization):** You motivate the troops, rousing their spirits and protecting them against fear. Make a Leadership + Charisma Success Test; the effect of success depends on whether your subordinates are NPCs or player characters. For NPCs, if you succeed, the Professional rating of your subordinates increases to 2 higher than normal until the end of the current (or next) combat. Success for player characters grants them a +2 dice pool bonus to Composure tests for the same period of time; this bonus, once granted, cannot be given to the same player character again until it is lost.

Note that this application of the Leadership skill is an elaboration on the use of Leadership by lieutenant NPCs (p. 281, *SR4A*).

**Rally the Troops (Gut Check specialization):** You call to your troops to recover their wits and regain their composure. Make a Leadership + Charisma (2) Success Test. If you succeed, your NPC subordinates that have failed a Morale test (p. 145) may immediately make another Morale test and use the new result. This use of Leadership can also help player characters who have failed a Composure test by allowing them to make a new Composure test; this new test does not, however, negate the effects of glitches or critical glitches on the original Composure test.

## POST-TRAUMATIC STRESS EFFECTS

### Quality

Addiction  
 AIPS (Matrix-related stressors only)  
 Amnesia  
 Big Regret  
 Codeblock  
 Combat Paralysis  
 Cyberpsychosis (low-Essence characters only)  
 Flashbacks  
 Geas (magically active characters only)  
 Oblivious  
 Paranoia  
 Prejudiced  
 Scorched  
 Sensory Overload Syndrome (Matrix-related stressors only)  
 Vendetta  
 Virtual Personality (non-Matrix stressors only)

### Source

p. 93, *SR4A*  
 p. 37, *Unwired*  
 p. 102, *Runner’s Companion*  
 p. 102, *Runner’s Companion*  
 p. 94, *SR4A*  
 p. 94, *SR4A*  
 p. 21, *Augmentation*  
 p. 105, *Runner’s Companion*  
 p. 27, *Street Magic*  
 p. 107, *Runner’s Companion*  
 p. 107, *Runner’s Companion*  
 p. 108, *Runner’s Companion*  
 p. 95, *SR4A*  
 p. 109, *Runner’s Companion*  
 p. 109, *Runner’s Companion*  
 p. 38, *Unwired*

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This application of the Leadership skill can also be used in a teamwork test for subordinates who are resisting mental magical effects, provided the leader has spent a Complex Action doing so earlier in the Combat Turn of or immediately prior to the resistance test.

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### LEADERSHIP AND TACNET

The use of networked tacsofts can combine with the leadership skill to have a synergistic effect—good tactics boost a unit’s perception of their leader’s abilities, while good leadership means that unit members are predisposed to have a positive view of that leader’s tactics. A commander whose unit employs tacnet gains +1 die to all of the effects listed here as long as the unit is in a situation that could benefit from the use of the tacnet. The bonuses based on the number of unit members employing tacnet (see p. 126, *Unwired*) do not apply, as this is a bonus based on the unit’s faith in the leader and her tactics, not on their skill in working together.

## RULES OF ENGAGEMENT

The following rules are for use in your *Shadowrun* game. While they are oriented toward military life and combat engagements, most of them are also useful when simulating the street fights and shadowy undertakings of the professional deniable asset.

### LARGE DICE POOLS

Some applications of military technology result in very high dice pools (a standard Ares Dragon helicopter rolls thirty dice to resist damage!). Rather than roll every die on the table, the gamemaster may call for a Large Pool Test instead.

A Large Pool Test uses a dice pool that is one-half the size of the normal dice pool to be rolled (round down). Edge dice should be divided in half, as with all other dice, but their number is rounded up. Roll the dice and count 3s, 4s, 5s, and 6s, as successes; 1s are used for glitches as normal.

*For example, the gamemaster needs to roll 30 dice for an Ares Dragon to reduce damage from a 10P explosion.*

Urgent Message...

### LEADERSHIP EFFECTS TABLE

Effect	Threshold	Specialization
Command	(# of subordinates) / 2	Strategy
Direct Fire	(# of subordinates) / 2	Tactics
Inspire	1	Morale
Rally the Troops	2	Gut Check

*She rolls 15 dice in a Large Pool Test, getting a result of 6, 5, 5, 4, 4, 3, 3, 3, 2, 2, 1, 1, 1, and 1. She counts all of the numbers that are 3 or higher for a total of 8 hits. The helicopter takes two boxes of damage.*

### Really Large Dice Pools

If even the Large Pool Test rules are not enough to bring your dice rolls to a sane level, just roll (pool size / 10)D6 and total the numerical results to determine the number of hits (round down). This method is not compatible with glitches or Edge use, and is not recommended for dice pools smaller than fifty dice.

*For example, a Celebrian Striker with a full armor modification has a dice pool of 70 dice when resisting 23P damage from an explosion. Rather than rolling 70 dice (Standard Test) or 23 dice (Large Pool Test), the gamemaster simply rolls 7D6, adds up the numbers on all seven dice, and gets 22. The result is 22 hits, reducing the damage to one box.*

### FLIGHT TIME

The return of magic and the dawn of the Sixth World did not change the laws of physics. Objects still need to travel from point A to point B, and bullets, grenades, mortars, and tank shells are no exception. Add to this the fact that indirect fire tends to travel along a high arc to its target, and you’ve got a delay between “bang” and “boom.”

Whenever you have a weapon that fires a round that travels in an arc, including mortars, grenades, rockets, and vehicle main guns (not including lasers), use the following rules. If the round must travel farther than 1000 meters, then it hits its target at the beginning of the following Combat Turn. For every additional interval of 1000 meters, add another Combat Turn between firing and impact. These are, of course, abstract values; if your gamemaster wishes, she may calculate the ballistics for the specifics of the situation and narrative effect.

If the target moves after the round is fired and before the round arrives, the round hits the place the target was when the attack was made. If the round is guided, as with a guided shell, the firer may apply any scatter reduction (p. 155, *SR4A*) left over from the attack test to redirect the round to (or toward) the relocated target.

### SUPPRESSIVE FIRE

Suppressive fire (p. 154, *SR4A*) is an important part of the tactical toolbox. Most military engagements are won or lost on mobility as much as firepower, and suppressive fire is one of the

best ways to turn firepower into a denial of the enemy's mobility. Using suppressive fire to deny access to a part of the battlefield to an enemy reduces their mobility and effectiveness. If the suppressive fire can pin the enemy in place, it allows other friendly elements to outflank and overwhelm the enemy.

Suppressive fire is a common tactic in modern warfare. These rules expand the role of suppressive fire in *Shadowrun*.

### The Suppressive Fire Zone

A *suppressive fire zone* is an area into which suppressive fire is directed. A suppressive fire zone is most commonly a flattened cone reaching from the weapon being fired to an ending "wall" ten meters across and two meters tall, which is true when the zone is created by a fully automatic firearm. Other weapons capable of creating suppressive fire zones, such as cluster munitions (p. 158), [Element] Cloud (p. 178), or the Storm power (p. 102, *Street Magic* or p. 215, *Running Wild*), can create zones of a different shape, usually spherical. These are all suppressive fire zones, even if the harmful element in the zone is not normally considered "fire" (as in the case of a Water Cloud spell, for example).

Regardless of the source, all suppressive fire zones behave the same way, using the rules on p. 154, *SR4A* and those found in this section.

### Cover and Suppressive Fire

The rules for suppressive fire state that if a target drops prone or takes cover from an attacker while in a suppressive fire zone, she is safe from the effects of the zone. There are, however, some circumstances and certain forms of suppressive fire for which this does not apply. For example, dropping prone against machine gun fire is ineffective when the attack is coming from above, and it is difficult to take cover when the suppressive fire zone is coming from all directions at once, as is the case with a cluster bomb or a Fire Cloud spell. The gamemaster has the final say over what constitutes protection from damage in a suppressive fire zone.

### Defending Against Multiple Attacks

Suppressive fire counts as one attack for the purposes of calculating modifiers to defense tests (p. 159, *SR4A*). During a target's turn, the attack comes at the start of the Action Phase. A suppressive fire zone also counts as an attack on a target that is still in the zone, even if prone or behind cover by less than a meter; the target is safe from damage, but is still hindered by the flying lead. If the target is in the zone, but behind full cover by more than a meter, he can safely ignore the attack, and the dice pool penalty does not apply.

*Example: Sticks and Stone are ambushed as they leave their car, with two machine gunners spraying their area down with lead. Sticks ducks behind a nearby garage and starts working his way around to flank the emplacement. Stone drops behind the car and draws his SMG. When the ambushers close the trap and attack from behind, Sticks has no penalty to dodge the first attack, because he is far enough behind cover (the garage) to ignore the suppressive fire zones. Stone is too close to the hail of bullets from*

*the machine guns but behind cover from them, so while he does not risk harm from them, he still suffers a -2 dice pool penalty (-1 per suppressive fire attack) to dodge the attacks of the newcomers.*

### Overlapping Suppressive Fire Zones

If a target finds itself in more than one suppressive fire zone at the same time, he makes only one Reaction + Edge Test for the entire Action Phase, with a -1 dice pool modifier per zone beyond the first, comparing the hits against each attacker's hits separately. This penalty does not apply when the attacker first creates the zone. Note that the penalty from defending against multiple attacks (p. 159, *SR4A*) does not apply in this case, because resisting a suppressive fire zone is not a defense test.

*For example, three corporate goons open up with their HK-227X's on Basher using suppressive fire. Basher makes a single Reaction + Edge Tests for each attack with no modifier. If he doesn't hit the dirt or find some cover on his next Action Phase, he will have to make his test with a -2 dice pool modifier (-1 for each zone beyond the first).*

### Non-Automatic Weapons

Semi-automatic and burst-fire weapons can be used for suppressive fire, although not as effectively as a fully automatic weapon. Use the standard rules for creating the suppressive fire zone, for making the attack test, and for avoiding damage in that zone, with the following modifications: the area of the zone is only five meters wide at its end, and the Damage Value is half the base damage for the weapon, rounded up; add +2 DV to the base weapon damage if using burst fire.

Suppressive fire with non-automatic weapons is a Complex Action. Semi-automatic weapons use five rounds, and burst-fire weapons use 12 rounds. If the attacker is using two firearms for suppressive fire, he makes two Agility + weapon skill Success Tests (splitting his dice pool per second firearm rules, p. 150, *SR4A*) and creates two overlapping suppressive fire zones.

Single-shot weapons cannot be used for suppressive fire. The use of long bursts is part of normal suppressive fire; if your weapon can fire long bursts, it can do normal suppression fire.

*Example: Ms. Malicious is covering the movements of her team. Her assault rifle is out of ammo, so she resorts to her twin Ares Predators. She splits her dice pool, firing at and around the doorway her enemies have hidden behind. If one of them were to pop out to fire back, he would be facing two suppressive fire zones that each have a DV of 3P (-1 AP).*

### GRENADES

These rules augment those found on p. 145 and p. 155, *SR4A*.

#### Grenade Timing

The standard grenade timing rules (p. 145, *SR4A*) assume a wireless-enabled unsubscribed grenade that electronically tracks when it leaves proximity of its user, detonating during the Initiative Pass following the one in which it was thrown. If the user is subscribed to the grenade's wireless node, he can





command the grenade to detonate at any time as a Free Action (using the Change Linked Device Mode action, p. 228, *SR4A*). Note that mini-grenades loaded into a launcher cannot be wirelessly detonated before launch unless the safety feature is disabled with an Armorer + Logic (3, 5 minutes) Extended Test (p. 324, *SR4A*).

A grenade without wireless capability uses a standard three-second timer, and detonates during the Combat Turn following its deployment at the beginning of the same Initiative Pass it was thrown (or dropped, or simply activated). If the gamemaster desires to simulate less predictable timed grenades (grenade fuses are notoriously imprecise), she should secretly roll an Initiative Score for the grenade explosion, using a dice pool of 6 dice plus the Edge rating of whoever threw the grenade.

### Overlapping Grenade Blasts

Occasionally, a gamemaster will have more than one grenade or other explosive simultaneously affecting a single target. In these cases, treat the damage as a single blast with a Damage Value equal to the sum of the highest Damage Value of one explosion plus half the DV of the other explosions. Each explosion's DV should be modified for the distance of each explosion, as if the target was affected by the Blast in a Confined Space rules (p. 156, *SR4A*). The combination of overlapping blasts and confined quarters is known as the "puréed salsa effect."

The rules for overlapping blast weapons that involve chemicals with inhalant vectors are slightly different. Rather than adding together the blasts' Damage Values, add together the amount of time the chemical remains in the air. This does not apply to chemicals with a contact vector, which have no appreciable additional effect when their blasts overlap.

### Grenade Launchers and Targeting

Minigrenades can be set to explode when they hit their target (or whatever they hit instead of the target). This allows a grenade launcher to be used more like direct-fire weapons. A wireless-capable minigrenade (the default manufacturing mode) can be set to contact detonation with a Change Linked Device Mode (p. 288, *SR4A*) at any point up to the time it is fired, even while it is in the grenade launcher. A minigrenade without wireless capability must be set manually with an Armorer + Logic (8, Complex Action) Extended Test.

When using a grenade launcher with contact-triggered minigrenades, you can fire directly at a target. You must declare that your character is doing so before the attack. Make a Heavy Weapons + Agility Opposed Test against the target, using the normal rules for ranged combat (p. 150, *SR4A*), using net hits to add to the base Damage Value of the grenade for only the target that was attacked. The grenade also damages those within its blast radius normally, using its base Damage Value and ignoring the net hits from the attack. If the attack misses, roll for scatter (with a reduction for net hits) to determine where the grenade detonates, resolving the blast as normal.

The ability to increase damage with net hits only works for exploding grenades; grenades that affect a target indirectly (e.g., gas or splash grenades) have their normal effect. Note that grenade launchers are heavy weapons, and as such any dice pool penalty due to uncompensated recoil is doubled.

### Throwing Minigrenades

Minigrenades are intended for use in a grenade launcher, but it is possible to deploy them by hand. To do so, the minigrenade must first be primed, the equivalent of pulling the pin and releasing the lever on a hand grenade. A minigrenade with wireless capability can be primed with a Change Linked Device Mode action (p. 288, *SR4A*). Minigrenades without wireless capability must be primed by hand, which is an Armorer + Logic (4, Complex Action) Extended Test.

Once primed, the minigrenade acts like a normal (non-aerodynamic) grenade, and follows those rules. Priming a minigrenade "starts the clock" on its detonation (see *Grenade Timing*, p. 139), and so shadowrunners interested in self-preservation are urged to throw the grenade as soon as possible after priming.

### LAND MINES

A land mine is an explosive device that is set into the ground and is triggered remotely or by the target. Mines have been part of warfare since their first use in Imperial China. Most mines are buried a dozen or so centimeters under the surface of the ground, but they can also be deployed under flooring, wooden decks, on walls, or even left in the open.

### Setting and Detonating Mines

Deploying a mine is easier than setting explosives and about as dangerous as using a hand grenade. Every mine includes a tripwire, which can be deployed and set with an Extended Demolitions + Agility (6, Complex Action) Test. Mines are by default wireless-enabled (and in Hidden mode, Device Rating 4), and can be subscribed and detonated remotely with the Change Linked Device Mode action (p. 228, *SR4A*). Mines can also employ sensors.

When setting a mine, it is assumed that some minor effort is put into concealing it. If you want to take extra care in hiding a mine, make a Success Test using Demolitions + Intuition; this becomes the threshold for finding the mine, instead of the standard threshold (except in the case of Hidden node searches, which can only be hindered with ECM or jamming).

### Clearing Mines

Clearing a mine first requires knowledge of its location. This is usually accomplished with a mine detector (p. 161) or mine detector nanobots (p. 165), but can also be done with another type of sensor (such as an olfactory sensor or a MAD scanner), or even by scanning for Hidden nodes (p. 230, *SR4A*) if the mine is wireless-enabled. A search with a device is a Simple Demolitions + Perception + Intuition (4) Test. A search without a device requires a Perception + Intuition (4) Test; hiding the mine in difficult-to-search landscape such as jungle or grassland raises this threshold to 5, while a minefield on pavement or gravel is easier to detect and lowers the threshold to 3. A Matrix search for Hidden nodes has the standard threshold of 4.

Once a mine is found, the danger can be dealt with by a number of means. First, it can be avoided, and many soldiers on the move simply mark the location of the mine in their AR display and share the information with their unit. The mine can also be deliberately detonated, either by triggering it from a safe location, by direct weapons fire, or by sympathetic detonation (p.





90, *Arsenal*); in the latter case, treat mines as Rating 10 explosives with Impact Armor 2.

You can attempt to disarm the mine manually with an Extended Demolitions + Agility (12, Complex Action) Test. A glitch on this roll usually indicates a loss of accumulated successes (determined by the gamemaster), but a critical glitch always triggers the mine. Similarly, you can try to disarm a wireless-enabled mine via the Matrix, but most such mines have physical triggering components and cannot be digitally disarmed once the mine has been armed.

## STRATEGIC COMBAT

*Shadowrun* is a game that tells stories about people, specifically the player characters. This means that the focus of the combat rules is predominantly on fights between people. However, people do use vehicles, and so there are rules for combat in vehicles.

The main rulebook details vehicle combat in two situations. Tactical combat (p. 168, *SR4A*) is used when vehicles are involved, but the main focus of the battle is still on the people in the vehicles. A fight between shadowrunners in a hovercraft and the security forces on a moving train, for example, would use tactical combat. Chase combat (p. 169, *SR4A*) is used when one side is trying to get away and the other trying to catch or kill their opponents, or for fights that are simply traveling along a relatively linear path as they progress—for example, an engagement between a low-flying dragon and the runners chasing it on motorcycles.

*Strategic combat* is described in this section of the rules. Strategic combat is used when the main combatants are in vehicles and all of the drivers, pilots, or riggers of those vehicles are there to fight, not flee. The combat occurs within a set area, and the terrain can dictate the pace of the battle.

### Vehicles and Pedestrians

Strategic combat is usually used for vehicle combat, but it can also include pedestrian combatants. Spirits, anti-tank infantry squads, and paranormal critters all can be participants in strategic combat. These rules use the term “vehicle” to denote a combatant, but the rules for strategic combat apply equally to those outside of vehicles.

### Strategic Combat Turn

The strategic combat turn sequence is identical to that of tactical combat, with Initiative resolved normally. Time is measured by Strategic Turns, each of which lasts fifteen seconds (5 Combat Turns). During this time, vehicles are maneuvering, combatants on foot are getting their bearings, and so on. Strategic Turns are divided into Initiative Passes and Action Phases, as with normal combat.

Unlike chase combat, there is no Opposed Vehicle Test to determine positioning at the start of each Strategic Turn.

### Center of Action

Each strategic combat is waged around a center of action, the middle of the fight. The center of action can move from Strategic Turn to Strategic Turn at the gamemaster’s discretion based on the development of the battle or on dramatic effect. The farthest the center of action may move in a Strategic Turn is equal to half the Speed rating of the fastest vehicle.



The center of action does not need to be a specific vehicle or object; it is simply a location chosen by the gamemaster to represent the middle point of the current conflict.

### Relative Range

The position of each vehicle in the combat is based on the unit's distance from the center of action. Relative ranges are expressed using the *Shadowrun* range categories: Short, Medium, Long, and Extreme. These categories are relative positions based on the vehicle's level of engagement and distance from the center of action; relative range should be used for the narrative and to determine how spread out a battle might be, not to assess the precise tactical situation.

Vehicles may change their relative range during strategic combat using the Maneuver stunt, listed in the next section. Pedestrians may change their relative range as a Free Action by succeeding in a Running + Strength (2) Test, but only once per Strategic Turn.

When making attacks, a vehicle uses its own relative range or that of its target, whichever is farther from the center of action, to determine the range for that attack. Small arms including pistols, automatics, shotguns, and projectile and thrown weapons (but not sniper rifles, battle rifles, or heavy weapons) are treated as being one range category farther when making attacks.

*Pistons and Banshee are making trouble in a Pushka Okne tank. They are at Short relative range, firing on an armored car that is at Medium relative range. Banshee, firing the main gun, uses Medium range, but Pistons, who is firing her assault rifle from the tank's gun port, is at Long range for her shot.*

### Weapon Mounts and Attacks

In the chaos of vehicle combat, the ability to bring weapons to bear has a lot of impact. Fixed weapons are harder to line up on a moving target, while turrets have the range of motion necessary to fire independent of the vehicle's facing. Weapons in a fixed mount may only be fired once per Strategic Turn, regardless of the number of Initiative Passes the firer has. By the same token, weapons in a flexible mount may be fired up to twice per Strategic Turn, while those in a turret are not limited in the number of times they can be fired (except by ammunition, number of initiative passes, or special rules).

These limitations apply only to weapons mounted on vehicles, not carried by pedestrians.

### Driver Complex Actions and Strategic Stunts

During each Strategic Turn, each vehicle must have a driver or pilot spend one Complex Action controlling the vehicle. If the driver or pilot fails to do so, it becomes uncontrolled. An uncontrolled vehicle imposes a -2 dice pool penalty to all actions performed in or on the vehicle, and a driver or pilot must succeed in a Vehicle Test during the Strategic Turn in which the vehicle is uncontrolled or the vehicle crashes at a speed equal to half its full Speed rating.

Drivers and pilots may attempt one of the following Strategic Stunts as part of the Complex Action used to control a vehicle. These stunts involve Vehicle Tests (p. 168, *SR4A*). Only one stunt

per vehicle may be attempted each Strategic Turn. When any pilot or driver makes a Vehicle Test for a stunt during strategic combat, one tenth (rounded up) of the Running part of the vehicle's Acceleration rating is added to the dice pool as a dice pool modifier. This modifier only applies to stunts, not tests made for crashes or other reasons.

**Disengage:** You try to disengage from the enemy and withdraw (or flee). This stunt may only be attempted when the vehicle's relative range is Extreme. Make a Vehicle Test. If you succeed, you escape the battle, although you may be chased.

**Give Chase:** You try to chase a fleeing opponent. It may be attempted at any relative range, but the closer you are to the center of action, the harder it will be to succeed. Choose a vehicle that has disengaged from the battle during the current Strategic Turn or the one immediately prior. Make an Opposed Vehicle Test against the target vehicle, taking a -2 dice pool penalty for each relative range category you would have to move to get to Extreme (i.e., -2 for being at Long relative range, -4 for being at Medium, and -6 for Short). If you succeed, you disengage from the battle and are now in chase combat with the target vehicle. Other vehicles may attempt use this stunt against you or your target and join the chase combat as well.

**Maneuver:** You change your relative range. Make a Vehicle Test; if you succeed, your vehicle's relative range changes by one step.

**Ram:** You ram another vehicle with yours. You may only attempt this stunt if you have succeeded in Giving Chase to your target in the previous round and are at the same relative range as your target. Use the rules for ramming attacks, p. 169, *SR4A*, using half your vehicle's full Speed rating as the speed of the crash if you succeed.

**Take Cover:** If your vehicle can take advantage of cover provided by the battlefield (in the form of trees, buildings, hills, boulders, etc.), you can attempt this stunt. Make a Vehicle Test; if you succeed, you gain a +3 dice pool modifier to Defense Tests and a -2 dice pool modifier to attacks made from your vehicle. Pedestrians may always use cover (and generally do when there are vehicles involved) using the normal rules for taking cover and firing from cover.

### Close Air Support

When vehicles and aircraft are in the same strategic combat engagement, it makes little sense to restrict fast-moving aircraft to the same relative ranges as vehicles on the ground or in the water. When this occurs, use two separate sets of relative ranges, one for surface craft and one for aircraft. The entire ground or water battle is considered to be within the Short relative range of the air battle. Vehicles on the surface may fire on aircraft that are in the Short or Medium categories of the air battle, treating the target as though it were at Long or Extreme range, respectively; small arms add an additional range category, as normal. Air vehicles use the normal strategic combat rules for the ranges of their own attacks.

### AERIAL VEHICLE COMBAT

One of the most important factors of modern warfare is air superiority. Whoever controls the air, controls the ground. Whenever aircraft engage in combat, the speed and the three-dimensional space can make tactical combat difficult to play.





INCOMING FEED.....

These rules should help when you find yourself in a dogfight, and they add to the standard vehicle combat rules (p. 167, *SR4A*).

Aerial vehicle combat can be run as tactical combat or chase combat per *SR4A*, or using the strategic combat rules in this book.

### Vehicle Tests

The Vehicle Test Threshold table (p. 168, *SR4A*) is useful for Vehicle Tests involving the ground, but does not translate well to the skies. In the air, maneuvering is easy, with no obstacles and little fear of collisions. Speed, on the other hand, makes even simple maneuvers more difficult, as the added air velocity over aircraft's control surfaces alter their behavior. The Aircraft Vehicle Test Threshold table gives thresholds based on speed. The threshold modifiers on the Terrain Test table (p. 169, *SR4A*) also apply to these thresholds, as appropriate.

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### AIRCRAFT VEHICLE TEST THRESHOLD

Current Speed	Threshold
up to 500	1
501-750	2
751-1,000	3
1,001-1,250	4
1,251-1,500	5
1,501+	6

### Tactical Combat

Tactical combat with aircraft is just like tactical combat with vehicles. Aside from the Vehicle Test thresholds for aircraft, there are no modifications to the rules on p. 168, *SR4A*.

### Strategic and Chase Combat

In addition to the normal strategic combat (p. 141) or chase combat rules (p. 169, *SR4A*), the following rules apply to aircraft engagements.

**Positioning:** Engagement range is important in any vehicle combat, but the relative positions of each aircraft is critical in a dogfight. Even with advanced targeting technology, air-to-air missiles, and information warfare, all of the tech in the world cannot substitute for good combat maneuvering when a close battle is joined.

In chase combat, after the Opposed Vehicle Test that starts each Chase Turn, the pilot of each aircraft may declare that he is tailing another aircraft. In order to tail an aircraft, the pilot must have garnered more hits on the Opposed Vehicle Test than the pilot of the aircraft being tailed. Declarations are made in ascending order of hits on the Opposed Vehicle Test (skipping the lowest, of course, since he could not tail any other aircraft), with ties resolved the same way ties for Initiative Score are broken (p. 144, *SR4A*). Tailing can only occur in chase combat when the engagement range is Short or Medium.

In strategic combat, tailing is accomplished by using the Initiate a Tail aerial stunt.

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A tailed aircraft may not attack an aircraft tailing it, unless it has some sort of turret or rear-mounted weapon. A tailing aircraft receives a +2 dice pool bonus to attacks against the aircraft it is tailing. An air vehicle may only have one tailing aircraft at a time.

**Formation:** By flying in formation, aircraft can concentrate their firepower and defend one another. A formation is achieved by simply tailing a friendly aircraft; you may tail a friendly aircraft even if it has more hits on the Opposed Vehicle Test at the beginning of the Combat Turn than you. In addition to preventing the lead aircraft from being tailed itself, a trail aircraft in formation gets a +1 dice pool bonus to attacks on a target that the lead aircraft is tailing.

### Aerial Chase and Strategic Stunts

Aerial vehicle combat is like any other vehicle combat in that the pilot of each vehicle must spend at least one Complex Action per turn controlling her vehicle, and may attempt a stunt during this Complex Action (Driver Complex Action and Chase Stunts, p. 170, *SR4A*). In addition to the vehicle stunts available on p. 142 (for strategic combat) or p. 170, *SR4A* (for chase combat), these chase stunts are available to pilots of aircraft.

**Bait:** You play easy-to-get when you are being tailed, making it easier for your allies to attack the aircraft tailing you. Make a Vehicle Test; if you succeed, the aircraft tailing you gets an additional +1 dice pool bonus when attacking you, but suffers a -2 dice pool penalty to Defense Tests when being attacked by other aircraft.

**Initiate a Tail:** You start tailing another aircraft. You can use this to join formation with another friendly aircraft, or to start tailing an enemy. To trail an enemy, make an Opposed Vehicle Test; to trail a friendly aircraft, make a Vehicle (2) Test. In chase combat, this stunt may only be used when the engagement range is Short or Medium. In strategic combat, it may only be used when the target aircraft is at the same relative range as you.

**Shake a Tail:** You weave, climb, dive, and perform aerial stunts to get another aircraft off your six. By succeeding in an Opposed Vehicle Test against a tailing pilot, you can shake off a tailing vehicle, removing your tailed status.

### Anti-Aircraft Fire

Anti-aircraft fire from the ground must have sufficient range to reach the altitude at which the target is flying; standard range penalties apply. Additionally, the target gets a dice pool bonus to its Defense Test equal to half (rounded down) the Vehicle Test threshold based on its current speed.

## MILTECH IN CYBERSPACE

By 2072, even the Matrix has become militarized. The following rules supplement the Matrix rules starting on p. 216, *SR4A*, and in *Unwired*.

### Milspec Program Ratings

Programs that adhere to military-grade specifications have ratings that range from 7 to 10, representing the bleeding edge of Matrix technology and innovation. Systems and software at such a high level of sophistication tend to be quickly subsumed by the push for even newer and more advanced exploits, programming techniques, and algorithms. As a result, programs that have ratings higher than 6 suffer from degradation at the same rate as pirated software—1 point every two months (p. 109, *Unwired*). Milspec programs cannot be patched to “fix” the degradation, but such a program stops degrading once it reaches Rating 6, at which point it becomes a “normal” program.

### Milspec Agents, IC, and Pilots

While there have been many advances in Matrix technology, even the most advanced military research projects have been unable to push the capabilities of algorithmic reasoning and cognitive searching much further than it currently stands. Agents, IC, and pilot programs are limited to Rating 6, and autosofts are limited to Rating 4.

### AVAILABILITY IN A WAR ZONE

One thing about war is that it generates a lot of material. Guns, ammunition, vehicles, armor, and military equipment can be found in abundance during or after a war. Additionally, some parts of the world are simply more conducive to arms dealers and gun running.

The gamemaster may choose to adjust the Availability and price of military gear based on the situation in which it is sought and purchased. Note that all of the adjustments described below refer to the Availability of gear to typical shadowrunners; others, such as members of a military receiving supplies through proper channels, would have different experiences with Availability. A demilitarized zone is an area where no national or corporate enforcement holds sway, and includes neutral zones. A feral city is an urban area where there is little to no government to speak of, and is described in more detail in *Feral Cities*.

War zones are by definition transitory. In an active war zone, it is easier to find military gear, but it tends to be more expensive because it is in high demand and is being tracked by

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### MILITARY EQUIPMENT ADJUSTMENTS

Condition	Availability	Cost
Demilitarized zone	+4	x0.9
In a feral city	+0	x2 or barter (p. 128, <i>Feral Cities</i> )
In a war zone, after an armistice	-8	x0.75
In an active war zone	-4	x1.5

quartermasters assigned to make sure an army's materiel is used well. An armistice, on the other hand, when peace is breaking out, attracts arms dealers, fixers, and shadowrunners like flies to honey; surplus weapons, armor, and other materiel becomes readily available and cheap, but only while supplies last.

The gamemaster may also make certain weapons more available (lower Availability) or less expensive based on the area in which they are purchased. The best place to find out which weapons may be more available in what parts of the world is the information given for each weapon in *Shadowrun* books. For example, the Ceska vz/120 might have Availability 3R or even 2R rather than 4R when purchased in Eastern Europe because, according to the entry on p. 21, *Arsenal*, that model light pistol is very popular among security and paramilitary forces there.

## PEOPLE IN A WAR ZONE, AND HOW TO WORK WITH THEM

Most likely, a shadowrunning team will encounter the military as opposition, rather than as clientele. This section offers military grunts and lieutenants, rules for running the military as opposition, and new contacts for runners with ties to the military.

### MORALE

Morale is a large factor when it comes to combat. In *Shadowrun*, the player characters' morale is largely determined by the players, but the morale of NPCs is controlled by their Professional rating and the gamemaster. While some gamemasters have no problem "eyeballing" the reactions of large numbers of troops in the middle of a fight, others may prefer a more systematic approach. These rules offer a more concrete system for handling the morale of NPCs.

The Morale Test Table has a list of situations in which a Morale test is appropriate, along with the thresholds required to succeed in a Morale test. A Morale test is a Professional rating + (the greater of Charisma or Willpower) Success Test with a threshold based on the situation. To test the morale of a group, make a single test and add a +1 dice pool bonus for every two NPCs in the group.

*For example, when a gang of four Triads (CHA 3, WIL 4, Professional rating 4, p. 284, SR4A) makes a Morale test, they use their Professional rating of 4 plus their Willpower (which is higher than their Charisma) for a dice pool of 8. To this the gamemaster adds a +2 dice pool bonus, since there are four of them, for a total of 10 dice.*

Failing a Morale test means that the NPC(s) have lost their composure. Normally, they will break off from an engagement and retreat, or simply surrender or hide; in any case they are no longer interested in fighting (or at least winning). A glitch on a Morale test could indicate a panicked rout or even an unfocused berserker flurry of violence inspired by terror.

### Morale and Composure

NPCs are people too, and they are just as susceptible to freaking out as shadowrunners. Generally speaking, when

something happens to an NPC that would require a Composure test of a player character, the NPC makes a Morale test instead, with a threshold of 2. The consequences of such a test are the same as for Composure (p. 136), although NPC grunts tend to simply flee.

### WARFARE 101

One of the problems with acting as the gamemaster in any role-playing game is that you are expected to be a polymath. Your players may ask at any time in a game session whether Denver has a subway system, or how many orks are in Xianning, or how much explosive is required to sink a cargo ship, or the depth of the water table in Prussia, or how many kilometers a centaur can hike in a day. Most of the time, the narrative, the players, the World Wide Web, or even the rules can help make up for any gaps in this knowledge, but if you do not know how to prosecute a modern battle, combat between the player characters and the military of the Sixth World might be a bit of a tangle.

This section is for the gamemaster who has little experience (or interest) in military tactics, but wants to offer her players the experience of an engagement against professional soldiers. This is only an overview, and hardly enough to help you graduate from an officer school or even win a war game tournament, but it should be enough to give combat scenes in your game a military flavor. This information is also useful in encounters with police tactical or SWAT teams, hit squads from organized crime syndicates, and paramilitary organizations.

### Communication

One of the best weapons in the arsenal of the modern military is communication. The ability to coordinate fire and direct forces in real time can allow small forces to overcome and defeat larger opponents. Any military unit that shadowrunners are likely to encounter will be in communication with the rest of their squad, if not their entire platoon. A modern unit will almost always have commlinks, a tactical network, and even sim rigs for each and every soldier.

This level of communication allows a unit to coordinate as if it were a single foe. Every individual in the unit can be assumed to know everything that every other individual in the unit knows. The instant one soldier spots an enemy target, that target's location is disseminated to the rest of the unit and is even available for other units in the command structure. Even an incapacitated or dead soldier can contribute to his comrades if his equipment is still working and broadcasting.

### Mobility

The modern military is about mobility as much as it is about strength. Historically, battles in which a larger force was defeated by a smaller attacking force had that result because the victor had an advantage in the ability to move forces where they were most effective. Modern military leaders seek to keep their forces mobile while denying movement to their enemy.

The range of modern weapons makes moving around a battlefield dangerous. To overcome this challenge, the military screens its movement. This can be done a number of ways. Smoke conceals the movement of troops and vehicles; this is often thermal smoke given the availability of thermal vision. A number of illusion and manipulation spells can also mask movement,





**MORALE TEST TABLE**

<b>Situation</b>	<b>Threshold</b>
Attacked on a flank	1
Combat casualties:	
25%	2
50%	3
75%	4
Event requiring a Composure test	2
Faced with an obviously superior force	1
Given an opportunity to surrender to an obviously superior force	1
Threatened with violence	1
<b>Situation</b>	<b>Dice Pool Modifier</b>
Allies still in the fight	+1 per 2 allies
Faced with a threat or situation never encountered before	-2
Friends or family incapacitated in the fight	+1
Leader has been taken out	-2
No reason to fight	-2
Nowhere to run	+4
Prejudice or hatred against foes	+2
Reinforcements are on their way	+1
Surrounded	-2
Target of successful use of Intimidation skill	-net hits

including Chaotic World, Mist, most Element Clouds, Shadow, and even Invisibility. Summoned spirits can use Concealment to mask movement. If the enemy is relying on sensors to track a unit's position, hackers, technomancers, and simple ECM can keep the enemy in the proverbial dark.

A map is a very basic tool of military planning. Most units in the field will have maps available on their commlinks. A tactical software program can offer help in choosing both routes and timing, designating terrain as "slow-go," "no-go," and clear, and assisting any Infiltration tests a unit might need to make to mask its movement.

**Envelopment**

The basic tactic of the military unit is called envelopment. The idea is that part of the friendly force outmaneuvers the enemy, creating a pocket where the enemy force is being attacked from multiple sides. Typically, a unit will have some of its forces pin the enemy in place, usually with heavy fire or simply by denying it the ability to move. The rest of the unit or its reserve force then moves around the side of the enemy. Once the pocket is formed and the enemy is stuck within it, the friendly unit has the upper hand and can destroy the unit or simply wait for it to surrender.

This tactic is so prevalent in military science that different versions of it have their own names. The act of moving a force around one side is called flanking. A move against both sides at the same time is called a pincer movement or double envelopment. A vertical envelopment is where the flanking force uses air superiority to land or drop troops behind the enemy position. The Sixth World is also beginning to see other forms of envelopment,

such as astral envelopment, where spirits are sent through astral space to flank opponents.

In a typical engagement, a military unit will attempt to limit the mobility of the enemy. It will cut off avenues of movement with suppressive fire or direct force. It will use cover and concealment to attack from a position of superiority and mask the advance of its flanking force. Once the enemy is enveloped, the commander can decide whether to allow the enemy to surrender or to press the attack; most professionals prefer the former over the latter, but do not hesitate to use lethal force when necessary.

**Reserves and Reinforcements**

As often as possible, a military leader holds part of her force back as a reserve. A reserve can be used to bolster defense in places where they are needed, or act as a flanking force once the enemy is pinned. Typically, the reserve force is called upon once the enemy has committed to a plan of attack. The reserves are then used to counter the enemy's strategy. If a unit is lucky, reserves arrive within minutes; it's always possible, though, that everyone else is far away or pinned down, and it will be hours or even days before help arrives.

Professional military forces are not shy about calling for reinforcements. Most standard operating procedures involve calling in air strikes, artillery, magical support, or other additional forces immediately on contact with a hostile force. Once reinforcements are on their way, a military unit will dig in, try to neutralize the target or its mobility, and work on enveloping the enemy. If it encounters a superior foe, the unit will either fight a holding action until reinforcements arrive or try to retreat or withdraw.

## NEW GRUNTS

The grunts listed in this section are based on the human metatype. For other metatypes, do not forget to adjust their attribute ratings according to the Metatype Adjustment table. If an adjustment would reduce an attribute rating below 1, the adjusted attribute rating is 1. For adjustments for other species, use the appropriate modifiers based on information for that species type. *Runner's Companion* includes information on a number of non-metahuman species, as will future *Shadowrun* supplements.

These new grunts use the rules for grunts and lieutenants on p. 280, *SR4A*, as well as the morale rules on p. 145.

### Expeditionary Soldier (Professional Rating 5)

Whether you call them assault troops, marines, or shock troops, the expeditionary soldier is the first pair of boots on the ground in a developing combat zone. Their mission is to push back opposition to make room for regular units to come in and hold the territory that the expeditionary force wins. While there is usually some (hopefully) good-natured cajoling and rivalry between expeditionary and regular forces, military personnel of all stripes agree that the expeditionary soldier is the best person to have next to you and the worst to have across from you.

**B A R S C I L W Ess Init IP**  
5 4 4(5) 3 3 4 2 3 4.32 9 2

**Condition Monitor Boxes:** 11

**Armor (Ballistic/Impact):** 14/12

**Skills:** Athletics Skill group 3, Close Combat Skill group 3, Dodge 3, Etiquette (Military) 2 (+2), Firearms Skill group 4, First Aid 2, Gunnery 1, Heavy Weapons 3, Infiltration 2, Intimidation 1, Parachuting 2, Perception 1, Survival 2, Throwing Weapons 2

**Augmentations:** Smartlink (alphaware), Wired Reflexes 1 (alphaware)

**Gear:** Light military armor, military helmet, Singularity Battle Buddy Basic, Tacsoft 2, medkit (Rating 6)

**Weapons:**

Ares Alpha [Assault rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 38 (c); grenade launcher [AP —, SS, RC —, 6(c)]]

Blade Bayonet [Blade, Reach 2, DV (STR/2+2)P, AP -1]

Ares Predator IV [Heavy pistol, DV 5P, AP -1, SA, RC —, 15(c)]

Fragmentation grenade [DV 12P(f), AP +5, Blast -1/m]

HE grenade [DV 10P, AP -2, Blast -2/m]

**Expeditionary Lieutenant:** The expeditionary lieutenant is far more likely to be a non-commissioned officer, such as a sergeant or petty officer, than an actual lieutenant-ranked officer. Still, the expeditionary lieutenant is an accomplished fighter, as well as being an accomplished leader of men and women. She has also been around for a while, and has learned much as a veteran of a number of engagements.

**B A R S C I L W Ess M Init IP**  
5 4 4(6) 3 3 4 3 4 6 4 10 3(4)

**Condition Monitor Boxes:** 11

**Armor (Ballistic/Impact):** 14/12

**Skills:** Athletics Skill group 3, Close Combat Skill group 4, Demolitions 1, Dodge 4, Etiquette (Military) 3, Firearms Skill group 4, First Aid 3, Gunnery 1, Heavy Weapons 3, Infiltration 2, Instruction 1, Intimidation 2, Leadership 3, Parachuting 2, Perception 2, Survival 3, Throwing Weapons 2

**Adept Powers:** Critical Strike 3, Improved Reflexes 2, Rush

**Gear:** Light military armor, military helmet, Singularity Battle Buddy, Tacsoft 2, medkit (Rating 6),

**Weapons:**

Auto-Assault 16 [Shotgun, DV 7P, AP -1, SA/BF/FA, RC 2, 32(d)]

Flick bayonet [Blade, Reach 2, DV (STR/2+1)P, AP —]

Colt Manhunter [Heavy pistol, DV 5P, AP -1, SA, RC —, 16(c)]

Fragmentation grenade [Grenade, DV 12P(f), AP +5, Blast -1/m]

HE grenade [Grenade, DV 10P, AP -2, Blast -2/m]

### Guerilla (Professional Rating 2)

Rebels, insurgents, and even paramilitary terrorists fall into the category of guerilla fighters. These soldiers have little training, almost no support, and are usually greatly outgunned and outnumbered. Even so, they fight with the strength of their convictions, whether they be political, religious, or personal.

**B A R S C I L W Ess Init I**  
4 3 3 3 3 3 2 4 6 6 1

**Condition Monitor Boxes:** 10

**Armor (Ballistic/Impact):** 8/6

**Skills:** Automatics 3, Blades 2, Climbing 2, Clubs 2, Dodge 2, Gunnery 1, Heavy Weapons 1, Infiltration 3, Intimidation

Urgent Message...

### METATYPE ADJUSTMENT TABLE

Metatype	BOD	AGI	REA	STR	CHA	INT	LOG	WIL	EDG	INI
Dwarf	+1	-	-1	+2	-	-	-	+1	-1	-1
Elf	-	+1	-	-	+2	-	-	-	-1	-
Ork	+3	-	-	+2	-1	-	-1	-	-1	-
Troll	+4	-1	-	+4	-2	-1	-1	-	-1	-



1, Longarms 2, Perception 1, Pilot Ground Craft 1, Pistols 2, Survival 2, Throwing Weapons 1, Unarmed Combat 2

**Gear:** Armor jacket, commlink (Device Rating 3), Tacsoft 1, medkit (Rating 6),

**Weapons:**

- AK-97 [Assault rifle, DV 6P, AP -1, SA/BF/FA, RC —, 38(c)]
- Blade Bayonet [Blade, Reach 2, DV (STR/2+2)P, AP -1]
- Fragmentation grenade [Grenade, DV 12P(f), AP +5, Blast -1/m]

**Guerilla Lieutenant:** Guerilla fighters have enough trouble, but the lieutenant has the added responsibility of the soldiers under her command. She is used to spending long periods of time out of contact with the chain of command and the rest of her allies, and so knows how to act autonomously in a dangerous situation.

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4	4(5)	3	4	4	3	4	1.8	9	2

**Condition Monitor Boxes:** 11

**Armor (Ballistic/Impact):** 12/10

**Skills:** Automatics 4, Blades 2, Climbing 2, Clubs 2, Dodge 3, Gunnery 2, Heavy Weapons 2, Infiltration 4, Intimidation 1, Leadership 3, Longarms 2, Perception 3, Pilot Ground Craft 2, Pistols 2, Survival 3, Throwing Weapons 2, Unarmed Combat 3

**Augmentations:** (all second-hand) Dermal Plating 2, Wired Reflexes 1

**Gear:** Armor jacket, helmet, commlink (Device Rating 5), Tacsoft 2, medkit (Rating 6)

**Weapons:**

- AK-98 [Assault rifle, DV 6P, AP -1, SA/BF/FA, RC -, 38 (c); grenade launcher [AP —, SS, RC —, 6(m)]]
- Blade Bayonet [Blade, Reach 2, DV (STR/2+2)P, AP -1]
- Smoke grenade [Grenade, DV —, AP -, Blast 10m radius]

**Infantryman (Professional Rating 4)**

This soldier is the backbone of every military. He is the one who marches, peels, cleans, covers, repairs, waits, and fights for his country, corporation, or private contractor.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	3	3	3	2	3	2	3	6	6	1

**Condition Monitor Boxes:** 10

**Armor (Ballistic/Impact):** 14/12

**Skills:** Armorer 1, Athletics Skill group 3, Close Combat Skill group 2, Dodge 2, Etiquette (Military) 2 (+2), Firearms Skill group 3, First Aid 1, Gunnery 1, Heavy Weapons 3, Parachuting 1, Perception 2, Survival 1, Throwing Weapons 2

**Gear:** Light military armor, military helmet, Singularity Battle Buddy Basic, Tacsoft 2, medkit (Rating 6)

**Weapons:**

- HK G12A4m [Assault rifle, DV 8P, AP -2, SA/BF/FA, RC 2(3), 32(c)]
- Ares Predator IV [Heavy pistol, DV 5P, AP -1, SA, RC —, 15(c)]
- Fragmentation grenade [Grenade, DV 12P(f), AP +5, Blast -1/m]

Smoke grenade [Grenade, DV —, AP -, Blast 10m radius]

Knife [Blade, Reach —, DV (STR/2+1)P, AP —]

**Infantry Lieutenant:** Like the expeditionary lieutenant, this NPC grunt is more likely to be a non-commissioned officer like a sergeant. He leads his soldiers over hills, over dales, along dusty trails, and into battle.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	3	3(5)	3	3	4	2	4	2.9	9	3

**Condition Monitor Boxes:** 10

**Armor (Ballistic/Impact):** 16/14

**Skills:** Athletics Skill group 3, Close Combat Skill group 4, Demolitions 1, Dodge 4, Etiquette (Military) 2 (+2), First Aid 3, Firearms Skill group 4, Gunnery 1, Heavy Weapons 2, Instruction 2, Intimidation 2, Leadership 4, Parachuting 1, Perception 3, Survival 2, Throwing Weapons 2

**Augmentations:** Orthoskin 2, Trauma Damper, Wired Reflexes 2 (alpha)

**Gear:** Light military armor, military helmet, Singularity Battle Buddy, Tacsoft 3, medkit (Rating 6)

**Weapons:**

- HK G13A2w [Battle rifle, DV 7P, AP -1, SA/BF, RC 2, 20(c)]
- Ares Predator IV [Heavy pistol, DV 5P, AP -1, SA, RC —, 15(c)]
- Fragmentation grenade [Grenade, DV 12P(f), AP +5, Blast -1/m]
- Smoke grenade [Grenade, DV —, AP -, Blast 10m radius]
- Knife [Blade, Reach —, DV (STR/2+1)P, AP —]

**Military Police (Professional Rating 4)**

Military police are charged with law enforcement and internal security within armed forces. An MP (or master-at-arms as she would be called in a naval unit) is usually distinguished by a prominent armband, helmet, or augmented reality object, depending on the force she is patrolling.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	3	3	3	4	3	4	6	7	1

**Condition Monitor Boxes:** 10

**Armor (Ballistic/Impact):** 10/8

**Skills:** Automatics 2, Athletics Skill group 2, Close Combat Skill group 3, Con 2, Dodge 2, Etiquette (Military) 3 (+2), First Aid 1, Pistols 3, Perception 3

**Gear:** Armor jacket, military helmet, Singularity Battle Buddy Basic, Tacsoft 2, medkit (Rating 6)

**Weapons:**

- HK 229-X [SMG, DV 7P, AP -1, SA/BF/FA, RC (1), 28(c)]
- Colt Manhunter [Heavy pistol, DV 5P, AP -1, SA, RC —, 16(c)]
- AZ-150 stun baton [Club, Reach 1, DV 7S(e), AP -half]

**Military Police Lieutenant:** Unlike the enlisted grunts, the military police lieutenant is likely a junior officer, probably a lieutenant or a captain. He is a magician of any tradition who has been deemed by his superiors to be suited to this task, whether he likes the job or not.



B	A	R	S	C	I	L	W	Ess	M	Init	IP
4	3	3	3	4	4	4	4	6	3	7	1

**Condition Monitor Boxes:** 10

**Armor (Ballistic/Impact):** 10/8

**Skills:** Automatics 2, Athletics Skill group 3, Close Combat Skill group 3, Con 2, Conjuring group 2, Dodge 2, Etiquette (Military) 3 (+2), First Aid 2, Leadership 3, Pistols 3, Perception 4, Sorcery group 3

**Spells:** Analyze Truth (limited), Detox, Heal, Mob Mood, Thought Recognition (limited), Sound Cloud, Stunbolt

**Gear:** Armor jacket, military helmet, Singularity Battle Buddy, Tacsoft 2, medkit (Rating 6), fetish (detection spells)

**Weapons:**

HK 229-X [SMG, DV 7P, AP -1, SA/BF/FA, RC (1), 28(c)]

Colt Manhunter [Heavy pistol, DV 5P, AP -1, SA, RC —, 16(c)]

AZ-150 stun baton [Club, Reach 1, DV 7S(c), AP -half]

### Sailor (Professional Rating 4)

The soldiers of the seas, sailors are just as prepared as any other military personnel. Whether found at sea or ashore, the sailor can ruin a shadowrunner's day as easily as his landlubber counterparts. Sailors are often found near (although rarely in the company of) marines.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	4	3	3	2	3	2	3	6	6	1	6/4	10

**Condition Monitor Boxes:** 10

**Armor (Ballistic/Impact):** 6/4

**Skills:** Automatics 1, Clubs 1, Diving 2, Dodge 2, First Aid 2, Gunnery 3, Heavy Weapons 2, Language 1, Nautical Mechanic (Naval Damage Control) 1 (+2), Navigation 1, Perception 2, Pilot Watercraft 1, Pistols 2, Swimming 3, Unarmed Combat 2

**Gear:** Armor vest, Singularity Battle Buddy Basic, medkit (Rating 6), OXSYS artificial gill

**Weapons:**

Nitama NeMax [Heavy pistol, DV 5P, AP-1, SA, RC —, 10(c)]

**Sailor Lieutenant:** The lieutenant sailor might be an officer or a non-commissioned officer. He is responsible for the sailors under her command, and he is ready to take charge in an engagement, whether in the heat of a naval battle or a bar fight in a seedy port town.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	4	3	3	3	3	4	6	7	1

**Condition Monitor Boxes:** 10

**Armor (Ballistic/Impact):** 6/4

**Skills:** Automatics 3, Clubs 1, Diving 2, Dodge 2, First Aid 3, Gunnery 3, Heavy Weapons 2, Intimidation 2, Language 2, Leadership 3, Nautical Mechanic (Naval Damage Control) 2 (+2), Navigation 2, Perception 3, Pilot Watercraft 3, Pistols 2, Swimming 3, Unarmed Combat 3

**Gear:** Armor vest, Singularity Battle Buddy, medkit (Rating 6), OXSYS artificial gill

**Weapons:**

HK 229-X [SMG, DV 7P, AP -1, SA/BF/FA, RC (1), 28(c)]

### Special Forces (Professional Rating 6)

In the Sixth World, special forces come in all shapes and sizes, metatypes and species, talents and abilities. In fact, most special forces units are distinguishable from shadowrunner teams only in that they have a regular paycheck. If you do not have any time as gamemaster to create a unique special forces team, this entry for special forces grunts should do the trick.

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
6	5	5(7)	4	4	5	3	4	6	5	12	3	16/14	11

**Condition Monitor Boxes:** 11

**Armor (Ballistic/Impact):** 16/14

**Skills:** Armorer 2, Athletics Skill group 4, Close Combat Skill group 4, Computer 2, Demolitions 3, Electronic Warfare 1, Firearms Skill group 5, First Aid 3, Gunnery 3, Heavy Weapons 3, Instruction 1, Intimidation 3, Outdoors Skill group 4, Parachuting 3, Perception (Visual) 4 (+2), Pilot Ground Craft 2, Stealth Skill group 4, Throwing Weapons 3

**Initiate Grade:** 1

**Metamagics:** Attunement (Assault Rifle)

**Adept Powers:** Combat Sense 2, Improved Ability (Automatics) 3, Improved Reflexes 2

**Gear:** Medium military armor (w/ ruthenium polymer coating), military helmet (w/ ruthenium polymer coating), MCT Tactical commlink, Tacsoft 3

**Weapons:**

Ares Alpha [Assault rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 38 (c); grenade launcher [AP —, SS, RC —, 6(c)]]

2 smoke grenades [Grenade, DV —, AP —, Blast 10m radius]

Victorinox memory blade [Blade, Reach 1, DV (STR/2+2)P, AP-1]

**Special Forces Lieutenant:** If a member of a special forces unit is a force to be reckoned with, the men and women who lead them are beyond frightening. The special forces lieutenant is the ghost in the jungle, the whisper in the city, the invisible scorpion in the desert. And when she has the rest of her unit at her back, she gets in, gets the job done, and gets out before anyone is the wiser.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6(11)	5(10)	5(9)	4(5)	4	5	3	4	1.875	14	4	21/19	11

**Condition Monitor Boxes:** 14

**Armor (Ballistic/Impact):** 21/19

**Skills:** Athletics Skill Group 4, Close Combat Skill Group 5, Firearms Skill Group 5, Outdoors Skill Group 4, Stealth Skill Group 5, Armorer 3, Computer 2, Con 2, Demolitions 3, Electronic Warfare 1, First Aid 3, Gunnery 4, Heavy Weapons 4, Instruction 3, Intimidation 3, Leadership 4, Parachuting 3, Perception 5, Pilot Ground Craft 2, Throwing Weapons 4

**Augmentations:** Bone Density 4 (betaware), Cybereyes 1 (betaware, w/ flare compensation, smartlink) Damage





Compenator 8 (betaware), Muscle Toner 4 (betaware), Orthoskin 3 (betaware), Platelet Factories (alphaware), Reflex Recorder (Firearms Skill Group, betaware), Suprethyroid Gland (betaware) Synaptic Booster 3 (deltaware), Trauma Damper (betaware)

**Gear:** Heavy military armor, military helmet, MCT Tactical commlink, Tacsoft 3, 3 doses of guts

**Weapons:**

Ares Alpha [Assault rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 38 (c), w/ smartlink; grenade launcher [AP —, SS, RC —, 6(c)] 2 smoke grenades [Grenade, DV —, AP —, Blast 10m radius] Victorinox memory blade [Blade, Reach 1, DV (STR/2+2)P, AP-1]

**Warrior (Professional Rating 3)**

The warrior is just that: a soldier who eschews modern conveniences, customs, and equipment for the ancient traditions of his home. He is a traditionalist, often by choice. He could be from a tribe with a long and honored history like the Zulu or Maori, a reconstructed traditionalist society like the Bo or the Yazoo, or one of many peoples who have banded together without modern comforts by choice or necessity, such as the Khn or the Children of Seattle.

Of course, the warrior is not a primitive. He knows how to use a commlink and a gun, he simply chooses simpler, some would say more pure, weapons of the spear and the sword. He is not to be underestimated: he makes short work of the foe who mistakes low tech for low training. The skills used to hunt prey for food can just as easily be used to hunt enemies.

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4	4	4	3	4	2	4	6.0	8	1

**Condition Monitor Boxes:** 11

**Armor (Ballistic/Impact):** 2/5

**Skills:** Archery 3, Armorer 2, Athletics Skill group 4, Close Combat Skill group 4, Etiquette (*specialize according to tribe/people*) 1 (+2), First Aid 2, Infiltration 3, Intimidation 1, Longarms 1, Outdoors Skill group 4, Perception 3, Pistols 1, Shadowing 3, Throwing Weapons 3

**Gear:** Padded leather, Meta Link (w/ Vector Xim),

**Weapons:**

Sword [Blade, Reach 1, DV (STR/2+3)P, AP —] *or* Spear [Blade, Reach 2, DV (STR/2+2)P, AP —] Knife [Blade, Reach —, DV (STR/2+1)P, AP —] Bow (STR 4) [Bow, DV 6P, AP —]

**Warrior Lieutenant:** The warrior lieutenant is a war chief or hunt leader. She has not merely earned the right to lead, she has taken it with a combination of daring and prowess. She leads from the front, and her followers are inspired by her deeds.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	5	5	5	5	4	3	5	6.0	9	1	2/5	11

**Condition Monitor Boxes:** 11

**Armor (Ballistic/Impact):** 2/5

**Skills:** Archery 4, Armorer 2, Athletics Skill group 4, Close Combat Skill group 5, Etiquette (*specialize according to tribe/*

*people*) 2 (+2), First Aid 2, Infiltration 4, Intimidation 3, Leadership 4, Longarms 1, Outdoors Skill group 4, Perception 4, Pistols 2, Shadowing 3, Throwing Weapons 3

**Gear:** Padded leather, Sony Emperor (w/ Vector Xim)

**Weapons:**

Sword [Blade, Reach 1, DV (STR/2+3)P, AP —] *or* Spear [Blade, Reach 2, DV (STR/2+2)P, AP —] Knife [Blade, Reach —, DV (STR/2+1)P, AP —] Bow (STR 5) [Bow, DV 7P, AP —]

**NEW CONTACTS**

In the shadows, the power you can borrow is often as important as the power you can muster on your own. The military offers a powerful, if specialized, pool of talent that runners can friend on the favorite Matrix social sites. They have access to a specialized, hard-to-access kind of knowledge, but it comes at a cost—they will often (though not always) be more loyal to their unit and their flag than they are to any shadowrunner.

The contacts in this section follow the normal rules for contacts (p. 285, *SR4A*) as well as the rules for advanced contacts (p. 124, *Runner's Companion*). Gamemasters are strongly encouraged to modify the attributes, skills, metatype, augmentations, etc. of these basic contacts to fit their campaigns.

**Army Captain**

**Metatype:** Human

**Uses:** Military intelligence, reports “on the ground,” rumor mill

**Places to Meet:** Bars near bases, in the field

**Similar Contacts:** Officers of other ranks and military branches, PMC officer, SWAT officer

The military is like any other large organization: it needs its middle management. Officers like the army captain must be adept at both understanding the strategic picture and formulating a tactical plan that fits the strategy. He can make good snap decisions and pass them along to the platoons of his company in a manner that is easy to understand and easy to obey. He is not opposed to bending the rules here and there, as long as it is for the good of the soldiers in his command.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	4(5)	3	5	4	3	4	3.7	9	2

**Active Skills:** Armorer 1, Athletics Skill group 3, Blades 1, Computer 1, Data Search 2, Demolitions 1, Etiquette (Military) 2 (+2), Firearms Skill group 3, First Aid 3, Gunnery 2, Heavy Weapons 2, Instruction 1, Intimidation 2, Leadership 4, Navigation 1, Negotiation 2, Parachuting 2, Perception 3, Pilot Ground Craft 2, Survival 2, Throwing Weapons 2, Unarmed Combat 2

**Knowledge Skills:** Military Tactics 3, Logistics 4, Military Procedures 3, Psychology 1, Military History (His Own Unit) 1(+2),

**Basic Augmentations:** Commlink (Device Rating 8), smartlink, Wired Reflexes 1



## CASH Hermetic Doctor

**Metatype:** Human

**Uses:** Medical services, pharmaceuticals, news from the front

**Places to Meet:** Country club, military base, in the field

**Similar Contacts:** Military doctor, FST nurse, DocWagon surgeon

It takes an exceptional mind to be a doctor, an exceptional heart to operate near the forward lines of battle, and an exceptional soul to be a good magician. A hermetic doctor in a Combat Area Surgical Hospital is all three. He is busy in wartime and during peacetime, whether it be operating on wounded soldiers, sick locals, or victims of one of the nearly annual disasters that plague the Sixth World. His knowledge overlaps the magical and the medical, allowing him to use thaumaturgical surgical techniques to heal the infirm. He is light of heart and has a love of people that defies his surroundings, and he's always willing to help a friend.

B	A	R	S	C	I	L	W	Ess	M	Init	IP
3	4	3	3	4	4	5	5	6.0	5	7	1

**Active Skills:** Arcana 2, Assensing 3, Astral Combat 2, Athletics Skill group 2, Automatics 2, Banishing 2, Binding 3, Biotech Skill group 5, Chemistry 1, Etiquette (Military) 2 (+2), Intimidation 1, Language 2, Leadership 2, Perception 4, Pistols 2, Sorcery Skill group 4, Summoning 3, Survival 2, Unarmed Combat 1

**Knowledge Skills:** Combat Trauma 5, Bedside Manner 3, Military Procedures 2, Pharmacology 3, Jazz Bass 2

## CYBERCOM Officer

**Metatype:** Dwarf

**Uses:** Milspec electronics, military rumor mill, cutting-edge Matrix developments

**Places to Meet:** Matrix dives, in the field

**Similar Contacts:** Military hacker, electronic intelligence officer, law enforcement hacker

Technomancers are rare enough, but technomancers with a desire to serve in the military are rare enough to make any commander slaver. Matrix work is much less subtle on the battlefield than in the shadows, and the Cyber Command Officer regularly takes a beating protecting her unit's communications and electronics, and she dishes it out even better. Her sprites are better than agents for Matrix sentry duty and immersive recon, and she's always ready to show her hardware-based buddies what it means to rock the dataflow alone.

B	A	R	S	C	I	L	W	Ess	Res	Init	IP
6	3	4	4	4	5	2	5	6.0	5	9	1

**Active Skills:** Athletics Skill group 2, Automatics 3, Close Combat Skill group 1, Compiling 4, Computer 4, Con 1, Cybercombat 4, Data Search 3, Decompiling 2, Electronic Warfare 3, Etiquette (Military) 3 (+2), First Aid 2, Hacking 4, Hardware 2, Infiltration 1, Leadership 2, Longarms 2, Outdoors Skill group 1, Perception 2, Pilot Aircraft 2, Pilot Ground Craft 2, Pistols 2, Registering 3, Software 2

**Knowledge Skills:** Ad Hoc Networking 4, Matrix Trends 2, Military Hardware 5, Matrix Tactics 3, CYBERCOM Unit Recognition 2, Drones 3.

## Insurgent

**Metatype:** Elf

**Uses:** Black-market arms, local hiding places, smuggling routes, paramilitary back-up

**Places to Meet:** Occupied or besieged cities, hidden encampments, encoded messages

**Similar Contacts:** Rebel, guerilla fighter, freedom fighter, paramilitary or militia soldier

The insurgent has taken up arms for a goal, usually a political or ideological one. He is used to eating rations out of plastic bags, sleeping in the cold, and hiding from government troops. He participates in sabotage, laying traps, and in hit-and-run attacks against targets, fighting the power and trying to win the hearts and minds of the people. He has become adept at guerilla tactics and knows where to find, scrounge, or buy just about anything he might need. He can move invisibly among ordinary citizens and has sympathetic allies everywhere.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	5	4	3	6	4	3	5	6.0	8	1

**Active Skills:** Armorer 2, Automatics 4, Automotive Mechanic 1, Blades 2, Chemistry 3, Climbing 2, Con 2, Demolitions 3, Disguise 3, Dodge 3, Electronic Warfare 1, Escape Artist 2, Etiquette 4, First Aid 3, Forgery 2, Heavy Weapons 2, Infiltration 3, Intimidation 2, Language 2, Leadership 3, Longarms 2, Navigation 2, Negotiation 3, Perception 3, Pilot Ground Craft 2, Pistols 2, Running 2, Shadowing 2, Survival 4, Swimming 2, Throwing Weapons 2, Unarmed Combat 2

**Knowledge Skills:** Smuggling Routes 3, Black Market Arms 4, Gunrunners 3, Ideological Rhetoric 3, Guerilla Tactics 3, Safe Houses 3, Underground Network 2

## Mercenary

**Metatype:** Ork

**Uses:** Military materiel, international military rumors, intelligence reports, military support

**Places to Meet:** Disreputable bars, random airports, third-world marketplaces, in the field

**Similar Contacts:** Soldier, mercenary, fighter pilot, SWAT team member

The mercenary is tough as nails and good at her job. It's not that she likes shooting people ... actually, yes it is. As a mercenary, she can shoot people right in the face for money and still be a relatively acceptable part of metahuman society, complete with SIN, pension, and health and dental insurance. She does not see herself as cynical, but rather realistic: she's seen a lot and done a lot, and been all around this crazy world. She knows people she probably shouldn't, and has contacts on every continent. She even has a few friends in the military, although not close ones, since she may shoot them sometime soon.

B	A	R	S	C	I	L	W	Ess	Init	IP
8	4	4(5)	7	3	4	3	4	4.32	9	2

**Active Skills:** Armorer 1, Automatics 4, Blades 2, Climbing 3, Clubs 2, Con 2, Data Search 2, Demolitions 2, Diving 2, Dodge 4, Electronic Warfare 1, Etiquette 3, First Aid 2, Gunnery 3,







Heavy Weapons 3, Infiltration 2, Intimidation 3, Language 3, Leadership 2, Longarms 3, Navigation 1, Negotiation 3, Parachuting 2, Perception 3, Pilot Aircraft 2, Pilot Ground Craft 2, Pilot Watercraft 2, Pistols 2, Running 3, Survival 2, Swimming 2, Throwing Weapons 3, Unarmed Combat 3

**Knowledge Skills:** World Conflicts 2, Arms Dealers 4, Disreputable Establishments of the World 3, Military Unit Recognition 2, Small Unit Tactics 2

**Basic Augmentations:** Smartlink (alphaware), Wired Reflexes 1 (alphaware)

### Petty Officer

**Metatype:** Troll

**Uses:** Naval equipment, shipping and piracy information, smuggling routes

**Places to Meet:** Dockside bars, naval ports, warehouses

**Similar Contacts:** Non-commissioned officer of other military branches

The petty officer is an enlisted officer, with sailors under his command and duties aboard his ship or at his naval base. He might be in charge of a section aboard an aircraft carrier, or in command of his own small vessel, like an amphibious assault craft or even a ship-based helicopter. He is trusted by enlisted sailor and commissioned officer alike, and has his ear to the ground in both social circles. He is a man of the world, who has sailed every sea and visited port worth seeing. He knows the rules and where they can safely be bent ... and for what price.

B	A	R	S	C	I	L	W	Ess	Init	IP
8	3	4	7	2	3	3	4	6.0	7	1

**Active Skills:** Armorer 2, Automatics 2, Climbing 1, Clubs 1, Computer 3, Con 2, Data Search 2, Diving 2, Dodge 2, Electronic Warfare 1, Etiquette (Military) 3 (+2), First Aid 2, Gunnery 2, Instruction 1, Intimidation 4, Language 2, Leadership 2, Longarms 1, Nautical Mechanic 2, Navigation 2, Negotiation 3, Perception 2, Pilot Watercraft 3, Pistols 2, Survival 2, Swimming 3, Throwing Weapons 1, Unarmed Combat 2

**Knowledge Skills:** Naval Operations 4, Shipboard Procedures 4, Chain of Command 3, Shipboard Hiding Places 3, Port Cities 3, Naval Traditions 2, Smuggling Routes 2, Black Market Pricing 2

### Staff Officer

**Metatype:** Human

**Uses:** Military support or equipment, military intelligence, military permits or documents

**Places to Meet:** Military bases, off-base bars and restaurants, in the field

**Similar Contacts:** Colonel, general, intelligence officer

Not every officer has masses of men and materiel under his command. The staff officer supports her unit from behind the lines. Her battlefield is command and control protocols, her weapons are reports and plans. She gives her commanding officer the intelligence and analysis needed to make battle plans with the highest chance of success. She is shrewd and calculating, and can often guess your plans from the questions and favors you ask of her, but she's too professional to call you on it. She is just as likely

to ask for favors in return, however, and no favor asked by a good staff officer is ever dull.

**B A R S C I L W Ess Init IP**  
3 3 3(4) 2 4 4 5 4 5.0 7(8) 2

**Active Skills:** Automatics 2, Blades 1, Computer 3, Con 3, Data Search 3, Dodge 2, Electronic Warfare 2, Etiquette (Military) 4 (+2), First Aid 2, Forgery 2, Hacking 2, Intimidation 3, Leadership 3, Longarms 2, Negotiation 4, Perception 2, Pistols 2, Running 1, Survival 1, Swimming 1, Throwing Weapons 1, Unarmed Combat 1  
**Knowledge Skills:** Logistics 5, Global Politics 3, Military Top Brass 4, Battle Planning 3, Military Procedures 4, Military Law 2  
**Basic Augmentations:** Commlink (Renraku Suterusu), Reception Enhancer 2, Synaptic Booster 1

### Armed Forces as Group Contacts

While the militaries of the Sixth World are smaller than militaries in modern times, they are still fairly large operations. Unless a character is a former member of a military unit, it is rare to have a large force as a group contact (p. 124, *Runner's Companion*). On the other hand, it is a simple matter to befriend a squad, or even a platoon, given the right circumstances. The gamemaster has the final say about what is and is not an appropriate group contact.

## NEW GEAR

Whether you are a warmonger, a pacifist, or somewhere in between, you probably agree that the military has a lot of very cool toys. Professional shadowrunners drool, figuratively or literally based on temperament and metatype, over the thought of getting their hands on serious miltech. Veterans and prime runners often have a piece or two in their collection, dusting them off for “special occasions.”

Some of the gear in this book is out of reach of the typical shadowrunner's contact list and credit rating. This is not to say that they will never encounter the hardware herein. Gamemasters are encouraged to use the resources in this section as appropriate to the player characters' opposition. Players are encouraged

to try to get their hands on as much of this equipment as their gamemaster will allow.

Note that much of the gear used by militaries in the 2070s has already been described in detail in other *Shadowrun* books. This book offers new items, but should not be taken to be the official and exhaustive list of military equipment.

## MELEE WEAPONS

Even on modern battlefields, fighting can come to very close quarters. These melee weapons follow the normal rules for melee combat (p. 156, *SR4A*).

**Blade Bayonet:** This large-bladed bayonet is described in more detail on p. 155.

**Flick Bayonet:** This smart bayonet is described in detail on p. 156. The flick bayonet has Reach 2 on most weapons, but Reach 1 on weapons SMG-sized or smaller.

**Victorinox SmartStaff:** This ultimate advancement in personal weapons uses smart metals, high-tech electronics, and myomeric fiber components. The SmartStaff is the first melee weapon to not only use wireless capability but to need it. It is capable of changing its own form, offering the user a wide variety of options in close combat and earning it the moniker, “Swiss army weapon.”

As a Simple Action (or a Free Action if the weapon is subscribed to the wielder's PAN), the user of the SmartStaff can configure it into one of a number of forms. Each form has an associated weapon skill. It can take the form of a short blade or sword (using the Blades skill), or of a pick, baton, or staff (using the Clubs skill). It also has a low-profile “closed” form about the size of a pencil box that reduces its concealability to -1.

## FIREARMS

*Shadowrun* is nothing if not a cornucopia of firearms. The weapons used by most militaries and paramilitaries in the Sixth World have already been covered in *SR4A* and *Arsenal*. Those lists—and the lists in this book—are not exhaustive, as there are many more guns in the Sixth World than these lists contain.

Nearly every weapon issued by national or corporate armed forces includes the advanced safety modification (p. 148, *Arsenal*) to discourage theft or looting, and to help prevent accidents. Many also have the high-power chambering modification (p. 156).

Urgent Message...

### Melee Weapons

Melee Weapons	Reach	Damage	AP	Availability	Cost
Blade Bayonet	2	(STR/2+2)P	-1	5	60¥
Flick Bayonet (on weapon)	2 or 1	(STR/2+1)P	-	15R	1,500¥
Victorinox SmartStaff				18R	3,150¥
Baton	1	(STR/2+1)P	-		
Mace	1	(STR/2+3)P	-		
Pick	1	(STR/2+2)P	-2		
Polearm	2	(STR/2+2)P	-2		
Short Blade	-	(STR/2+2)P	-		
Spear	2	(STR/2+2)P	-1		
Staff	2	(STR/2+2)P	-		
Sword	1	(STR/2+3)P	-1		

GAME INFORMATION



Urgent Message...

Submachine Guns	Damage	AP	Mode	RC	Ammo	Availability	Cost
AK-147 Carbine	5P	—	SA/BF/FA	1(2)	30(c)	5R	550¥
HK 229-X	7P*	-1	SA/BF/FA	(1)	28(c)	16F	1,500¥

\*includes extra damage from high-powered rounds.

Urgent Message...

Assault Rifles	Reach	Damage	AP	Mode	RC	Ammo	Availability	Cost
AK-147	—	6P	-1	SA/BF/FA	1	38(c)	5R	650¥
Ares Bravo	—	6P	-1	SA/BF/FA	2	42(c)	13F	2,500¥
Vibrosword	1	(STR/2 + 3)P	-2	—	—	2 hours		
Ares Sierra	—	6P	-1	SA/BF/FA	2	42(c)	13F	1,900 ¥
Stun Baton	1	5S(e)	-half	—	—	10		
HK G12A4m	—	8P*	-2	SA/BF/FA	2(3)	32(c)	18F	3,000¥

\*includes extra damage from high-powered rounds.

Urgent Message...

Battle Rifles	Damage	AP	Mode	RC	Ammo	Availability	Cost
AM-884	7P	-2	SA	—	12(c)	6R	3,000¥
Ares HVBR	7P	-1	SA/BF	4	48(c)	12F	3,600¥
AVC-7.62	7P	-1	SA/BF	1	30(c)	4R	2,800¥
FN SCAR-H3	7P	-1	SA/BF	2	30(c) or 60(c)	10R	3,500¥
Grenade launcher	grenade	grenade	SS	—	6(m)		
HK G13A2w	7P	-1	SA/BF	2	20(c)	9R	3,200¥

### Submachine Guns

**AK-147 Carbine:** This is the carbine version of the AK-147, produced by a nanofax machine (p. 164). As a result, several high-end military outfits issue it extensively. It is a stable weapon thanks to the manufacturing technique that built it. It also has a detachable folding stock.

**Heckler & Koch 229-X:** This weapon was designed for paramilitaries around the world. This SMG has an integral smartgun system and a collapsing stock. It also has high-power chambering, which means it can only fire high-power rounds.

### Assault Rifles

**AK-147:** The AK-147 is the first widely issued firearm created by nanomachines (p. 164). It is designed with a touch of recoil compensation built into the stock.

**Ares Bravo:** Based on their Alpha assault rifle, Ares designed a weapon intended for close-quarters battle in urban areas that was also very well suited to jungle warfare. Their response is a melee-hardened assault rifle with an underbarrel vibrosword, along with the same integral smartgun and chamber design as the Alpha.

**Ares Sierra:** This is a refinement of the Ares Bravo designed for law enforcement and crowd control, usually

loaded with non-lethal rounds. It features melee hardening, an underbarrel stun baton, integral smartgun, and the Alpha's chambering design.

**Heckler & Koch G12A4m:** This weapon is standard issue to most regular troops in the Northern Hemisphere. The simple design includes a telescoping stock for stability, high-power chambering (which means it can only fire high-power rounds), a gas vent 2 system on the barrel, and a top-mounted laser sight.

### Battle Rifles

A battle rifle is an up-powered version of an assault rifle. It fires heavier-caliber rounds than an assault rifle and offers better accuracy at longer ranges. It is heavier than an assault rifle, which helps compensate for the added recoil of the larger round. A battle rifle's role lies between that of an assault rifle and a sniper rifle. Battle rifles use sporting rifle ranges, and can take any modification or accessory available to assault rifles.

**AM-884 Mondragón:** Manufactured by Armamentos Murreta, the Mondragón is one of the first of the latest generation of battle rifles to see extensive service in the Americas. It features a long barrel and a side-loading clip magazine assembly that ejects the previous clip with the same action that loads the new one.



Grenade and Mortar Launchers	Damage	AP	Mode	RC	Ammo	Availability	Cost
ArmTech MGL-18	grenade	grenade	BF	–	18(c)	20F	12,000¥
Esprit MPML-3	mortar	mortar	SS	–	3(m)	18F	2,500¥
ITS Gonryu	grenade	grenade	SA/FA	–	50(belt)	20F	3,000¥

Weapon	Damage	AP	Mode	Ammo	Availability	Cost
Ares Shockbeam	8S(e)	–half	SA	5(c) or external source	16F	14,000¥

Weapon Accessory	Mount	Availability	Cost
Blade Bayonet	Barrel	5	60¥
Device Mount	Top/Under	per device	60¥
Flick Bayonet	Barrel	15R	1,500¥

**Ares HVBR:** Affectionately called the “Hee-Vee Bar” by troops in the CAS and the UCAS, this battle rifle uses high-velocity ammunition (p. 26, *Arsenal*). Like its younger cousin, the HVAR, it has a smartgun system integrated into its recoil-reducing design. It also sports a shock pad on its stock and cannot mount accessories on or under its barrel.

**AVC-7.62:** Made in Russia with love, the AVC-7.62 is the lightest of the battle rifles. Its unique design gives it 1 point of recoil compensation, but many soldiers find its construction not rugged enough and too prone to jamming for it to be very popular.

**Fabrique Nationale SCAR-H3:** The FN SCAR is popular in Europe and (where available) Central Asia. It comes equipped with an integral laser sight, gas-vent 2, and an under-barrel FN40GL2H grenade launcher.

**Heckler & Koch G13A2w:** This battle rifle is a version of the HK G12A3z that chambers the 7.62x51mm round favored by European militaries. It comes equipped with a top-mounted imaging scope and a gas-vent 2 system in the barrel.

### Grenade and Mortar Launchers

These weapons are used with the Heavy Weapons skill.

**ArmTech MGL-18:** This is a bulkier version of the MGL-12, designed for infantry support. It comes equipped with an integral shock pad and MRSI software (p. 162) pre-installed; it has burst-fire capabilities so that operators can use its MRSI capabilities to the fullest.

**Esprit MPML-3:** This mortar launcher is designed to be carried into combat and shoulder-fired. It is eschewed by most militaries for its bulk and inefficiency, even though it is lightweight and highly reliable. Manufacture of the weapon was slated to be terminated until orders started rolling in from media outfits like the Desert Wars: Gobi and Mojave Wars, along with some less overt demand from organized crime and street gangs.

**Imperial Tech Services Gonryu:** This terrifying fully automatic grenade launcher is an infantryman’s nightmare. Capable of mowing down entire formations or turning light vehicles into scrap metal, the Gonryu is a favorite at garrisons, checkpoints, and in lawless areas of the world.

### Exotic Ranged Weapons

**Ares Shockbeam:** One of the major problems with laser weapons is the “blooming” effect: the laser’s energy heats the air into plasma, which causes the beam to defocus and scatter. The Ares Shockbeam deliberately induces blooming to create a highly conductive plasma channel from the weapon to the target. This plasma channel is used to deliver an electrical shock. Variables in the air can still make the channels it creates inaccurate—the weapon is the size of a large assault rifle, but it uses shotgun ranges. The Shockbeam is fired with the Exotic Ranged Weapon (Laser Weapons) skill. The Shockbeam uses peak-discharge battery packs (p. 36, *Arsenal*), and uses 2 power points for each shot.

Knight Errant believe the Shockbeam will allow them to collect the brick or orichalcum that Dunkelzahn’s will promises for the development of an accurate, non-lethal crowd control weapon. Whether the Shockbeam is accurate or safe enough to meet Dunkelzahn’s criteria is, as yet, an unresolved question.

### FIREARM ACCESSORIES

Firearm accessories attach to the weapon for which they are purchased. More detail about firearm accessories can be found on p. 322, *SR4A* and p. 32, *Arsenal*.

**Blade Bayonet:** This bayonet has a heavy, cleaver-like blade designed to turn a rifle into something like a combat axe. It attaches to the barrel of any firearm that is roughly the size and shape of a rifle. It also fits into a bayonet mount (p. 150, *Arsenal*).

**Device Mount:** The device mount allows the weapon to mount any device that might fit onto it. Popular choices include sensor packages, melee weapons, electronics, medkits, minidrones, or even drink dispensers. The mounted device is linked to the weapon, so a connection via smartgun would also apply to a mounted directional jammer, for example. Each mount is specific to the device purchased, and has an Availability equal to the device it is designed to mount. Mounted devices that are more than half the size of the weapon may impose a –2 dice pool penalty on tests made using the weapon for its intended purpose of delivering harm (at the gamemaster’s discretion).





Weapon Modification	Slots	Threshold	Tools	Cost	Availability	Special Skill
High-Power Chambering	2	20	Shop	weapon cost	7R	–
Redundant Process Manufacturing (Rating 1-2)	2	Body x 3	Facility	weapon cost x rating	14R	Industrial Mechanic

Ammunition, per 10 shots	Damage Mod	AP Mod	Armor Used	Availability	Cost
Anti-Tank Rounds	–	–6	B	22F	170¥
Armor-Piercing Flechette	+2	–	I	18F	160¥
High-Power Rounds	+2	–1	B	20F	80¥
RFID Rounds	–	–	–	+2	+20¥
Sensor Rounds	–half	+6	I	5R	30¥
Suppression Rounds	–	+1	B	4R	20¥

**Flick Bayonet:** This compact bayonet fits on the barrel of any firearm and uses a refinement of the technology found in the memory blade (p. 16, *Arsenal*). In its normal state, it wraps around the barrel of the weapon while keeping clear of any moving parts. When deployed with a Simple Action (or a Free Action using a smartlink), the flick bayonet becomes a sharp blade at the end of the barrel. Flick bayonets are available for any size firearm, even hold-outs.

## WEAPON MODIFICATIONS

These items actually change the weapon, either by building into it or altering its design. Weapon modification is covered in detail on p. 148, *Arsenal*.

**High-Power Chambering:** This modification alters the chamber of a firearm, allowing it to use larger high-power rounds (see *High-Power Rounds*, below). A weapon with this modification can only fire high-power rounds. High-power chambering is incompatible with the high velocity modification (p. 152, *Arsenal*).

**Redundant Process Manufacturing:** This modification is similar to the vehicle upgrade of the same name. It refers to a manufacturing or refurbishing technique that heavily processes a weapon's components. As a result, the weapon's Object Resistance threshold (p. 183, *SR4A*) is increased by its rating.

## AMMUNITION

According to both the Geneva Conventions and the Nairobi Accords as of 2072, regular military units are forbidden from using non-standard ammunition in small arms. This rarely stops special forces, independent military contractors, and sometimes even regular infantry from loading different ammunition types in their weapons (not to mention forces belonging to corporations that haven't signed on to either agreement). In a large battle, one can often find at least one firearm loaded with nearly any of the rounds found in other *Shadowrun* books (including p. 323, *SR4A* and p. 34, *Arsenal*).

**Anti-Tank Rounds:** While not very effective in small calibers, the anti-tank round is manufactured with a tungsten core that is designed to pierce through vehicle armor. It is also quite effective against personal armor, often punching through both sides. Anti-Tank Rounds can only be used in large-bore weapons (i.e., sniper rifles, assault cannons, and HMGs).

**Armor-Piercing Flechette:** These rounds fire thin tungsten darts designed to pierce armored targets. The slight scatter and shape of the darts in the round reduces the effective range of the weapon firing these rounds by 20 percent. Armor-piercing flechette rounds are resisted with Impact armor.

**High-Power Rounds:** High-power rounds use a more powerful (and more expensive) propellant than normal rounds. These rounds require a specially chambered modification to the firearm (see *High-Power Chambering*, above). High-power rounds inflict a –2 dice pool penalty when fired due to excess recoil.

**RFID Rounds:** Military power is at its core a political, and it can be important to know who is throwing around that power. The RFID round is simply a modification to another type of round that adds a built-in RFID tag with a unique identifier. This identifier can be used to trace the round to a specific military unit, company, and even the individual soldier to which it was issued.

**Sensor Rounds:** Sensor rounds contain an efficiently packed sensor package (p. 333, *SR4A*) into the body of the round. When subscribed to a PAN and fired, it collects data during flight and sends a burst transmission back to the firer by way of a small directional antenna. Sensor rounds for firearms are the equivalent of an RFID sensor package, except for shotguns and assault cannons, which are micro-sensors. The sensors to be loaded into the round must be purchased separately; sensors to be loaded cannot have a rating higher than 4.

**Suppression Rounds:** These so-called “scary rounds” are designed to be loud and intimidating. They make a harsh buzzing sound through the air and a loud bang when they strike targets. Targets downrange take a –2 dice pool penalty to Composure Tests, and Perception Tests receive a +2 dice pool bonus to hear suppression rounds. The energy used to make all this noise takes away from the rounds' impact on a target.

## EXPLOSIVES

This category includes grenades, mines, mortars, rockets, and other things that go boom.

### Grenades

The standard rules for grenades are on p. 324, *SR4A*. The rules for using them are on p. 155, *SR4A*.



Grenades	Damage	AP	Blast	Availability	Cost
Cluster Grenade	8P	–	10m radius	12F	40¥
Gecko Grenade	as grenade type	as grenade type	as grenade type	+2	+50¥
Monofilament Grenade	8P	–4	–3/m	16F	150¥
Rockets	Damage	AP	Blast	Availability	Cost
Anti-Aircraft	16P/20P*	–3	–1/m	28F	2,200¥
Anti-Tank	22P	–/–10**	–6/m	28F	2,000¥
Mine	6 mines	–	306 meters	28F	1,600¥
Sensor	8P	–	–	18F	600¥
Missiles	Damage	AP	Blast	Availability	Cost
as rocket	as rocket	as rocket	as rocket	+5	+Sensor Rtg x 500¥

\*Anti-aircraft rockets and missiles have DV 20P against targets moving faster than 200m/Combat Turn, 16P against others.

\*\*Anti-tank rockets and missiles have –10 AP vs. directly hit targets.

**Cluster Grenade:** This grenade is slightly larger than most grenades, and there is no mini version that can be used in grenade launchers. It contains a number of sub-munitions, which explode at random intervals within 10 meters of the grenade's initial detonation. Treat this area as a suppressive fire zone (p. 154, *SR4A*) with a Reaction + Edge threshold of 3. This zone lasts until the same Initiative Pass of the Combat Turn following the one the cluster grenade exploded.

**Gecko Grenade:** This is not an individual grenade, but a type of housing available for grenades of any type. After the grenade is primed, the thrower can wirelessly activate the gecko function, making the grenade's surface sprout microscopic tendrils that stick to any solid surface it contacts. This reduces scatter by one additional meter per hit, and makes it impossible to kick or toss without a successful Body + Strength (2) Test.

**Monofilament Grenade:** This grenade is similar to a fragmentation grenade. Rather than a fragmenting shell, however, it is built with hundreds of meters of monofilament wound around the exploding core, lashing out in several pieces and all directions on detonation. Damage from a monofilament grenade is resisted with Impact armor.

### Rockets and Missiles

Information on rockets and missiles are on p. 325, *SR4A*, and the rules for using them are on p. 155, *SR4A*. The Availability listed for each entry is for rockets; missiles have +5 Availability and have an additional cost of 500¥ times the missile's Sensor rating.

**Anti-Aircraft:** This rocket is designed to explode in a large radius, catching fast-moving flying targets. The shrapnel is designed to use the speed of the target against itself: add +4 to the Damage Value if the target is moving more than 200 meters per Combat Turn.

**Anti-Tank:** Anti-tank rockets and missiles are designed much the same as their anti-vehicle cousins, but with far more punch. Their shaped-charge warhead gives it Armor Piercing –10 against a target it hits directly, but less collateral damage.

**Mine:** Mines can be deployed by rockets, but the guidance capability of missiles is where this type of warhead really shines. It

deploys B-114 Anti-Personnel mines where it hits. To determine the exact location of each mine, use the rules for scatter (p. 155, *SR4A*) for each mine, with a scatter distance determined by the Blast value of the round and no chance to reduce the scatter.

**Sensor:** A sensor rocket or missile has a medium-drone sensor (p. 333, *SR4A*) mounted as a warhead. It collects data during flight and sends it to the firer via directional antenna. It can also be used to damage targets, although to minimal effect as its only damage is kinetic. The specific sensors to be loaded into the warhead must be purchased separately.

### Mines

Mines come with physical switches that detonate the mine when it is physically touched or displaced (many mines can also be detonated wirelessly). Damage from mines is resisted with Impact armor.

Sensors can be installed in mines for use as a triggering device. A mine has Capacity 3 and Signal 3. Sensor packages must be purchased separately, and can be installed in the field with an Extended Armorer + Logic (12, 5 minutes) Test.

**Ares Fireblossom:** When triggered, this mine launches a canister into the air, a meter or two above the ground. The canister then detonates in a fiery explosion of fuel and air.

**B-114 Anti-Personnel:** The B-114 is a standard blast anti-personnel land mine common to war zones around the world. It is packed with high explosives that detonate when the mine is triggered. Its robust construction makes it ideal for deployment by hand, aircraft, or artillery.

**B-116 Chemical Mine:** This mine releases a chemical, either in a cloud or as a splash, in a ten-meter radius when triggered. It is often used indoors and in areas where explosions would not be preferred.

**CI Dragon Box Mine:** This large anti-vehicle mine is not an explosive, but rather a housing for six dormant Dragonfly anti-vehicle drones (p. 117, *Arsenal*). When it is triggered remotely, or its integral MAD sensor detects a vehicle, it activates the drones it carries and releases them onto the target. Because it carries no explosives, the use of Dragon Box mines is not limited by any treaties or conventions of war.







INCOMING FEED.....

**E-121 Electrical Mine:** When this mine is triggered, it fires a small explosive charge, extending sharp metal needles onto (or into) the target. Wires connect these needles to the mine's battery, which then discharges, sending a powerful but usually non-fatal shock to the victim.

**RWE Gang Feng:** Red Wheel Engineering's military division produces this "Bouncing Betty" mine. When triggered, it launches a fragmentary explosive into the air, which itself explodes at about two meters off the ground.

**NA Anti-Tank:** This mine from Nemesis Arms is designed to penetrate vehicle armor, but it does quite a number on personnel that get in its way. The NAAT comes with a MAD scanner (p. 334, *SR4A*) installed.

**KM-18 Zweihänder:** The Krupp Munitions Zweihänder is a directional mine. When it detonates, most of the explosive force is confined to a 60-degree arc in front of the mine, filling the arc with deadly shrapnel.

#### Mortar Rounds

These mortar rounds are in addition to the standard mortar rounds (p. 37, *Arsenal*).

**Anti-Aircraft:** This round explodes in mid-air, hopefully catching fast-moving flying targets in the explosion. These rounds add +4 DV against targets moving faster than 200 meters per Combat Turn.

**Anti-Tank:** This round is a more powerful version of the anti-vehicle rounds. The shell contains a shaped charge and a

reinforced body, directing the blast forward and giving it Armor Piercing -10 against any target hit directly by the mortar.

**Cluster:** These mortar shells are filled with sub-munitions that spread and detonate randomly after impact. This creates a suppressive fire zone (p. 154, *SR4A*) with a Reaction + Edge threshold of 4. This zone lasts until the same Initiative Pass of the Combat Turn following the one in which the cluster mortar exploded.

**Drone:** A drone round is not an offensive round, but rather one designed to deliver a drone of a certain size to a target area, usually behind enemy lines. As long as the round lands on safe ground (e.g., on sand or a rooftop rather than a lava flow or a tar pit), the drone is deployed at the end of the Combat Turn it was fired. The drone to be inserted into the round must be purchased separately.

**ECM:** This round acts as an area jammer (p. 329, *SR4A*) in the place it lands. Once fired, its on-board batteries last for up to an hour.

**Guided:** This is a modification to another type of mortar round. This adds guidance surfaces and sensors to the round, allowing it to become information-guided (p. 162, *Arsenal*).

**Mine:** This round deploys a number of B-114 Anti-Personnel mines where it hits. To determine the exact location of each mine, use the rules for scatter (p. 155, *SR4A*) for each mine, with a scatter distance determined by the Blast value of the round and no chance to reduce the scatter.

**Rocket-Assist:** This is not a round in and of itself, but a modification to other mortar rounds. This round is modified to use a solid propellant to increase the range of the shell. Multiply



Mines	Damage	AP	Blast	Availability	Cost
Ares Fireblossom	10P(f)	-half	-1/m	18F	95¥
B-114 Anti-Personnel	12P	-	-2/m	16F	85¥
B-116 Chemical Mine	as chemical	as chemical	10m radius	4F + chemical	40¥ + chemical
CI Dragon Box Mine	-	-	-	14F	16,500¥
E-121 Electrical Mine	12(e)	-half	-	17F	90¥
RWE Gang Feng	14P(f)	+5	-1/m	19F	80¥
NA Anti-Tank	18P	-10	-9/m	22F	125¥
KM-18 Zweihänder	14P(f)	+5	-1/m*	18F	85¥

\*Blast confined to a 60-degree arc in front of the mine.

Mortar Rounds	Damage	AP	Blast	Availability	Cost
Anti-Aircraft	16P/20P*	-3	-1/m	20F	220¥
Anti-Tank	22P	-/-10**	-6/m	20F	200¥
Cluster	12P	-	15m radius	12F	140¥
Drone	mini-drone	-	-	8F	85¥
ECM (Rating 1-10)	-	-	per jammer	10F	Rating x 50¥
Guided	as round	as round	as round	+2	+500¥
Mine	2 mines	-	206 meters	16F	210¥
Rocket Assist	as round	as round	as round	+4	+260¥
Sensor	-	-	-	10F	400¥

\*Anti-aircraft mortar rounds have DV 20P against targets moving faster than 200m/Combat Turn, 16P against others.

\*\*Anti-tank mortar rounds have -10 AP vs. directly hit targets.

the range categories for the round by 1.5, but double the scatter. The rocket motor displaces some of the payload, reducing the Damage Value of the round by 2.

**Sensor:** Sensor shells contain a highly condensed sensor suite (p. 333, *SR4A*). When subscribed to a PAN and fired, it collects data during flight and sends a burst transmission back to the firer by way of a small directional antenna. The sensor mortar round holds a large-drone sensor; the specific sensor packages for the round must be purchased separately.

## SATELLITE-BASED WEAPONS

After the expansion of power into orbit and beyond, the militarization of space was inevitable. While the SALT IV, SALT V treaties, and the Nairobi Accords prohibit nuclear, biological, and chemical weapons in space, conventional weapons are becoming increasingly common. Most of the weapons in space are kinetic in nature, either self-propelled or fired by gauss weapons, but laser weapons, unfettered by the limitations of an atmosphere, are proliferating in Earth's orbit.

Orbital weapons are, for the most part, defensive, designed to prevent attackers from damaging or boarding a satellite or spacecraft. Some armed satellites have a more terrestrial focus, acting as strategic or tactical weapons for land- or sea-based warfare. This latter type of orbital weapon is detailed here; space-to-space weapons are not covered in this book.

### Aesir Satellite System

The Aesir Satellite System was developed by Ares Macrotechnology as a flexible, multi-role support platform

## NUCLEAR WEAPONS

Nuclear weapons still exist in the Sixth World, even if their dependability has been questionable since the Awakening. Some postulate that the Earth's manafield effects rapid nuclear reactions, while others believe that Gaia has some sort of cosmic veto power over nukes, but the fact remains: nuclear weapons have become unreliable. The game-master is encouraged to decide for herself when and where nuclear weapons detonate as designed, with the general guideline that the smaller the nuke, the more reliable it is—and a reminder that even a small nuclear explosion can dramatically alter the landscape of a city or even a nation, so they should be used cautiously.

In the case of a nuclear detonation, the forces unleashed in a full-scale nuclear blast are beyond the scope of the rules of a role-playing game. Small "suitcase nukes" are more conceivable; in game terms, the Damage Code for the smallest feasible nuclear device would be over 130P, -6/m. Generally, though, a nuclear device is mainly a plot device; simply choose the area devastated (a minimum of a 20m radius).

Use the following guidelines to determine the radiation effects of a nuclear blast. The area devastated will be an area of deadly radiation poisoning, with a concentric circle of equal radius beyond that is a severe radiation zone, another radius will have moderate radiation, and the radius beyond that will be an area of mild radiation poisoning (see Radiation, p. 167, *Arsenal*).





Satellite-Based Weapons		Availability			Cost
Aesir Satellite		144F			1,200,000,000¥
Satellite Weapons	Damage	AP	Blast	Availability	Cost
Freya Missile	30P + special	–	–5/10m	45F	150,000¥
Loki Missile	30P	–20	–	45F	20,000¥
Thor Missile	30P + special	–	–5/100m	45F	1,200,000¥
Satellite Accessories		Availability			Cost
Aesir Guidance Beacon		12F			650¥
Aesir Guidance Maser		12F			1,800¥

for military operations on the ground. It stores and launches spear-shaped tungsten missiles designed to reenter the Earth's atmosphere and, using ballistic calculations and guidance control fins, strike targets on the ground with the force of a meteor. The system carries different types of missiles: a full load is four Thor missiles, fifteen Freya missiles, and twenty-four Loki canisters. These weapons take anywhere from six to twenty minutes to travel to the target, depending on the position of the satellite relative to the battlefield, so a certain amount of planning is necessary.

Satellite-based weapons are aimed using Logic + Exotic Ranged Weapon (Satellite-Based). These weapons have a scatter value of 6D6 x 20m, –50m per net hit.

**Thor Missile:** The Thor missile is a non-nuclear strategic weapon. It is a tungsten pole twelve meters long and about half a meter in diameter, with fins on one end and a point at the other. It strikes with the force of a one-kiloton fission bomb, without the ensuing radiation. When it strikes, anything within 200 meters of the strike is destroyed, blasted to powder by the energy of the blast. Anything outside of this range suffers blast damage of 30P, –5 per 100 meters from the center of the blast (so the most a character could take without turning to a thin red mist is 20P at 201 to 299 meters).

**Freya Missile:** The Freya missile is a tactical version of the Thor missile about half the size of the strategic weapon. An attack with a Freya missile is identical to that of a Thor, except that its kill radius is only 20 meters, and its blast damage is 30P, –5 per 10 meters from the strike.

**Loki Canister:** Loki missiles are similar to Thor missiles, but about a meter in length. When the canister launches, it ejects a number of Loki missiles, which travel together to the strike zone. When they hit the ground, they do so in a circular pattern with a 10m radius. Small targets (metahumans, large drones, and smaller) in the target area must succeed in an Agility + Edge (2) Test or be struck; larger targets are automatically hit. The missiles do not impact with enough force to cause a blast.

**Aesir Guidance Laser:** This laser designator is housed in a rifle-shaped case. It is specifically designed to “light up” targets for satellite-based gravity weapons; the guidance systems in

each missile home in on the radiation reflected from the target. The laser must be used at least thirty seconds (10 Combat Turns) before the missile impacts and must be held on the target until at least eighteen seconds (6 Combat Turns) before impact. It uses sniper rifle ranges and is fired with the Exotic Ranged Weapon (Lasers) skill. The firer's hits are added to the aiming test if the laser designates the target for the required amount of time.

**Aesir Guidance Beacon:** This device is about the size of a lunch box. It doubles the accuracy of satellite-based gravity weapons, making each net hit on the aiming test worth –100m rather than –50m. Given that it brings a missile to its location, the beacon is destroyed in the attack.

**Similar Systems:** Aztechnology Xolotl, S-K Himmelhammer (experimental)

## CLOTHING AND ARMOR

Most military units issue military armor in combat zones, and armor jackets in other areas (can't be too careful nowadays). Many military security consulting firms, insurgent bands, and smaller militaries can't afford military armor, and so it is rare to find it among these forces. The following armor is also available to soldiers and shadowrunners alike.

**Ballistic Mask:** This armor is worn on the face and held by comfortable straps, like an old-fashioned hockey mask. It is most often worn by combat participants in the Desert Wars for a number of reasons: they are cooler in the desert heat than helmets while offering comparable protection, they look great on camera, and they help protect the face, which is the most marketable part of a successful soldier's anatomy. They come in a variety of custom moldings and paint jobs. Ballistic masks can take vision enhancements as well as any modification a helmet can take, and like other helmets, their armor bonus stacks with the rating of other worn armor.

**YNT SoftWeave Armor:** SoftWeave is a method of extruding armor fibers and weaving them together in a way that is easier to wear than plates and reinforced panels. It was developed by Yamatetsu Naval Technologies for sapients and the less common metavariants, but it works for average-sized folks, too.



Armor	B/I	Availability	Cost
Ballistic Mask	+2/+1	7	130¥
YNT SoftWeave Armor	–	+3	x1.1

Weapon Modification	Capacity	Cost	Availability
Redundant Process Manufacturing (Rating 1-2)	[2]	armor cost x rating	14R
Responsive Interface Gear	[2]+[1]	2,400¥	8

Milspec Commlinks	Response	Signal	Availability	Cost
Singularity Battle Buddy Basic	5	5	8R	10,000¥
Singularity Battle Buddy	7	6	24F	17,000¥
MCT Tactical	7	7	32F	18,500¥
Renraku Suterusu	8	7	40F	32,750¥
Transys Cybernaut	9	8	48F	65,000¥

All armor types are available as SoftWeave armor, which modifies the cost and Availability of the base armor. For purposes of armor allowance (see *Armor and Encumbrance*, p. 161, *SR4A*), reduce the highest armor rating of worn armor by the wearer's Strength (so, for example, an armor vest would encumber someone with Body 2, if the armor vest was SoftWeave and that person had a Strength of at least 2, he could wear it without penalty due to armor encumbrance). SoftWeave is also available for military-grade armor (p. 50, *Arsenal*).

## ARMOR MODIFICATIONS

The rules for armor modifications are listed on p. 50, *Arsenal*.

**Redundant Process Manufacturing:** This modification uses the same manufacturing or refurbishing technique as the vehicle upgrade of the same name, in which the armor is subject to more processing than necessary. As a result, the armor's Object Resistance threshold (p. 183, *SR4A*) is increased by its rating.

**Responsive Interface Gear:** The extremely compact RIG adds trodes, body sensors, and other non-invasive neural interfaces to armor. It acts as a combination trode net, sim module, sim rig, and skinlink that connects to the wearer's PAN. It allows records of each soldier's actions and situations to be passed up the chain of command, as well as accessing the user's natural senses for use as sensor channels in a tactical network (p. 125, *Unwired*). This system takes up Capacity 2 in the armor and Capacity 1 in the helmet; a RIG must be installed in both armor and helmet to work, and only operates while the helmet is worn.

## ELECTRONICS & ACCESSORIES

A detailed look at Matrix attributes can be found on p. 221, *SR4A*.

**Microtrónica Azteca Spellslinger:** The Spellslinger is a glove that assists spellcasters in the aiming of their spells. It contains customized smartgun hardware that works with a smartlink. The system takes into account as many variables as it can to assist the caster in the aiming of her spell. It offers a +1

dice pool bonus to cast line-of-sight Indirect Combat spells if the caster has a cybereye with smartlink.

Military commlinks do not come with stock operating systems. Instead, the Firewall and System firmware is purchased separately. Each military-grade commlink has a biometric lock, as well as hardening and armor with a base rating of 5 (see *Commlink Modifications*, p. 196, *Unwired*).

**Milspec Commlink:** Military hardware is typically the best equipment a government can buy, and commlinks are no exception. The military grade commlink is a highly sought-after prize in the shadows, especially among hackers and riggers, from the lowly Battle Buddy Basic assigned to the common infantryman to the frighteningly versatile Cybernaut of company-level spiders.

**Milspec Device Upgrades:** Hackers like to tinker with their tools. Military hackers love it. A hacker with access to military suppliers is in the butter zone. These upgrades follow the standard rules for upgrading devices (p. 222, *SR4A*).

**Milspec Nexus:** Known as "heavy metal" by hackers and technomancers on both sides of the shadows, the military-grade nexus is the foundation of operational communications and Matrix overwatch and support. The cost for a Signal rating for a milspec nexus is the same as it is for a milspec commlink.

**Mine Detector:** This is a combination neutron scanner, MAD scanner, and olfactory sensor, housed in a handheld package about the size of a paperback novel and backed by specialized firmware. In addition to acting like a normal sensor, this device has a +2 dice pool bonus to detect mines.

## SOFTWARE

Rules for programs and how to use them can be found on p. 232, *SR4A*.

**Anti-Aircraft Assist:** "Triple-A" software helps the user target aircraft, which are often flying fast enough to throw off most direct-fire systems, from the ground. If this program is running on a system that is responsible for targeting and/or firing a direct-fire, unguided weapon (usually the node of the weapon or one subscribed to a smartgun system), it cancels the dice pool bonus







## MILSPEC HARDWARE UPGRADES

Module Rating	Availability	Response Cost	Signal Cost
7	20F	24,000¥	6,500¥
8	26F	48,000¥	8,750¥
9	32F	96,000¥	12,250¥
10	40F	192,000¥	17,250¥

### Nexus Hardware/Software\*

	Availability	Cost
Response (Rating 7-10)	(rating x 4)F	Rating x processor limit x 500¥
System (Rating 7-10)	(persona limit ÷ 2)F	Rating x persona limit x 300¥
Firewall (Rating 7-10)	(processor limit** ÷ 5)F	Rating x processor limit x 250¥

\*Signal rating cost is the same as that of a commlink \*\*The processor limit minimum is 10, maximum is 50

### Electronics

	Availability	Cost
Microtrónica Azteca Spellslinger	14F	10,000¥
Mine Detector	10R	4,000¥

### Software

	Availability	Cost
Anti-Aircraft Assist (Rating 3)	12R	1,200¥
Common Use Program (Rating 7-10)	(Rating x 3)F	Rating x Rating x 100¥
Hacking Program (Rating 7-10)	(Rating x 4)F	Rating x Rating x 1,000¥
Firewall (Rating 7-10)	(Rating x 4)F	Rating x Rating x 500¥
MRSI Software (Rating 5)	14F	10,000¥
System (Rating 7-10)	(Rating x 4)F	Rating x Rating x 500¥
Tactical Satellite Mapping Software (Rating 4)	10R	4,000¥

to the target's Defense Test gained from its speed. Anti-Aircraft Assist software is a Rating 3 program and gives no benefit if its rating is reduced.

**Milspec Software:** Even the cockiest hacker gliding through the Matrix gets a little worried about going against military-grade programs. These programs function like standard programs but are more effective and have higher ratings. Likewise, higher-rating operating system software is also more effective and equally feared. Military-grade software follows all of the rules for programs in *SR4A* and *Unwired*. Fortunately for many soldiers, autosofts cannot be more advanced than Rating 4.

**MRSI Software:** MRSI (pronounced "mercy") stands for Multiple-Round-Simultaneous-Impact. It is designed for indirect-fire explosive weapons like mortars and other artillery, but it can also be used with grenade launchers and even bows and other slow-moving projectile weapons. It works by calculating the high and low trajectories to a target within a weapon's medium or long ranges, and firing along them in that order so the rounds arrive at the target at the same time.

This system only works if the program on a node subscribed to a smartgun-enabled indirect-fire or projectile weapon that either fires twice in the same Combat Turn or fires with a flight time (p. 138). Make only one test for both shots and only one roll for scatter (if applicable). If the target is entitled to a defense test, he makes only one test against the second shot, which applies

for both shots. Both rounds (or whatever is fired) strike within centimeters of one another at the same time when the second attack strikes. Add the Damage Values of both rounds together to determine the total damage taken in the single MRSI attack; the Armor Penetration and blast radius do not change. The MRSI program is Rating 5 and stops working if its rating is reduced.

**Tactical Satellite Mapping:** This software creates a map in real-time based on information from a tactical network. Additionally, if run on a device that networked with and receiving data from a device performing aerial reconnaissance or an orbital observation platform of some kind, either of which is tracking the area in which the user is operating, it counts as a sensor channel for the tactical network (p. 125, *Unwired*). The Tactical Satellite Mapping program is Rating 4 and does not function if its rating is reduced.

## VISION ENHANCEMENT

These enhancements are compatible with visual sensors and imaging devices. The Availability and Cost of each reflects the modification in Availability and Cost of the sensor or device. Each enhancement costs 1 Capacity.

**Mark 74 Smartlink:** The Mark 74 Smartlink is an enhanced smartgun system for tactical networks. It acts like a normal smartlink vision enhancement, (p. 333, *SR4A*), but with advanced friend-or-foe-identification integration. A weapon with the Mark

**Vision Enhancement**

Mark 74 Smartlink

**Availability**

+8F

**Cost**

+1,200¥

**Sensors**

Neutron Scanner (Rating 1-6)

**Capacity**

[2]

**Availability**

8R

**Cost**

Rating x 900¥

**Chemtech**

Armor Debonder (rating 4-12)

**Availability**

16

**Cost (per application)**

40¥ per rating point

Barrier Foam

7

30¥

MCT Gun Pit

9R

100¥

74 Smartlink will never fire at another member of the tactical network to which its user is subscribed. The system is accurate to within a hairsbreadth, and so a machine gunner with the Mark 74 could deliver suppressive fire into a swirling melee and be confident that his allies would generally not be affected, though glitches happen and can result in unexpected results.

**SENSORS**

These sensors follow the rules on p. 333, *SR4A*.

**Neutron Scanner:** This sensor emits neutrons from its scanning aperture, reading the backscatter and any resulting gamma radiation. This allows it to detect explosive compounds, such as found in mines, grenades, and the like, even through solid materials, within a range of about a meter.

**CHEMTECH**

These chemicals can be found in militaries around the Sixth World.

**Armor Debonder:** This chemical concoction reacts to the materials in modern ballistic armor, turning them brittle. When armor debonder comes into contact with armor with a Ballistic rating, make a Success Test using the debonder's rating as the dice pool, and reduce the Ballistic rating of the armor by 1 for each hit, ignoring glitches and critical glitches.

**Barrier Foam:** This hand-held canister comes with a built-in spray applicator. The chemical inside it is a foam that expands on contact with air, then dries and hardens in seconds, creating a protective cover that can support heavy weapon mounts. One can contains enough foam to create a flat grey barrier one meter tall, one meter thick, and ten meters long; it does not build up well, but careful application of a new layer on top of a hardened layer will create a taller, if not structurally sound, wall. Barriers can be shaped, to a degree with the careful use of entrenching tools. Soldiers will often use tubes or boxes to create gun ports in the foam while it is being applied.

When applied, barrier foam is soft until the end of the Combat Turn in which it was deployed, at which point it hardens into a rigid form with Armor Rating 14 and Structure Rating 8. If used in a chemical grenade, one application of barrier foam is enough to create a sphere just over 2.5 meters in diameter, or if triggered on the ground, a flat dome one meter tall and five meters across. Targets caught in liquid barrier foam have until it hardens to escape or risk ensnarement and/or suffocation.

**MCT Gun Pit:** The Gun Pit™ is standard issue among ANZAC forces, and abandoned rings of barrier foam created by the Pit can still be found scattered all over New Guinea. The device fires a charge into the air, which then spins rapidly, deploying a ring of barrier foam around the activation site. The ring is four meters across, one meter thick, and one meter high, leaving a two-meter wide “donut hole” in the middle for a soldier to take cover in her own instant foxhole. Once used, the launcher is discarded. It is available in hand-held and shoulder-mounted varieties, and can be triggered manually or via wireless connection.

**SURVIVAL GEAR**

Military operational and survival gear includes the following.

**Auto-Rappel:** This harness attaches to a rope. The mechanism allows the user to drop in free-fall, slowing near the ground. The effect is very similar to a parachute drop with a very low-opening chute release, so players should use the Parachuting or Athletics skill when employing this bit of gear. The harness can be released manually with a Simple Action, released via PAN with a Free Action, or programmed to drop off by itself on landing. The harness is capable of traveling back up the rope by itself, but not with a load.

**Camouflage Netting:** This netting is covered with patterns designed to break up the silhouette of whatever it is covering and blend in with the surroundings. Each net is intended for a specific terrain: forest, desert, various types of urban environments, etc. The netting imposes a -2 dice pool modifier to Perception tests trying to spot a covered object in an environment appropriate to the type of netting used. If the netting pattern does not match the terrain, it offers a +2 dice pool bonus to Perception tests instead.

**Chameleon Netting:** The same kind of ruthenium polymers and sensor suites used in the chameleon suit make up this netting, used to disguise vehicles, temporary structures, and small buildings. It imposes a -4 dice pool penalty to Perception tests made by observers.

**Emergency Field Dressing:** In the field, it's often not enough to stop the bleeding—wounded soldiers need to be stabilized so they can be moved, sometimes over a significant distance. Even better, they need to be kept in the fight if at all possible. The emergency field dressing acts as a medkit 3 while also temporarily conveying the High Pain Tolerance 2 quality to the subject. The subject should roll Body + Willpower and multiply the net successes by 10; the High Pain Tolerance effect lasts for





**Survival Gear**

	Availability	Cost
Auto-Rappel	6	1,000¥
Camouflage Netting	4	5¥/m <sup>2</sup>
Chameleon Netting	10R	35¥/m <sup>2</sup>
Insulated Netting	6	10¥/m <sup>2</sup>
MOSLTOV	8	750¥
Wingsuit	7	600¥
Wingsuit Jetpack	10R	1,200¥

**Bioware**

	Essence	Availability	Cost
Adrenal Regulator	0.1	8	9,000¥
MPC Bridge	0.1	10	14,000¥

that many minutes. The effect of the dressing stacks with the existing High Pain Tolerance quality.

**Insulated Netting:** This is camouflage netting upgraded with materials that block heat and electromagnetic radiation. It acts as standard camouflage netting that affects thermographic, radar, and radiation scanners, and reduces Signal ratings passing through the netting by 2.

**MOSLTOV:** The Modular Smart Lightweight Tactical Outer Vest, or “mazel tov” as it is known to the troops that wear it, is a harness designed to carry packs, pouches, ammunition, water, charges, and anything else a soldier might need to carry into battle. It uses a series of standardized fasteners to hold equipment and even full rucksacks securely; anything a metahuman can grip, the MOSLTOV can hold.

**Wingsuit:** A wingsuit is a jumpsuit with fabric between the arms and torso, as well as between the legs. When the wearer spreads his legs and arms while falling, the suit slows its descent and generates forward thrust, with a glide ratio of three meters forward for every meter fallen (at a Speed of about 100 meters per Combat Turn). The wingsuit is flown with the Parachuting skill (which has its own Wingsuit specialization), and has a built-in standard parachute (p. 59, *Arsenal*) in a low-profile, form-fitting pack.

**Wingsuit Jetpack:** This pack fits under and around the wingsuit parachute. It consists of two kerosene rockets and an electronic firing mechanism. When activated it offers the wingsuit user horizontal flight at a speed of 200 meters per Combat Turn for a total of up to three minutes (60 Combat Turns). It can only be used once, and must then be discarded.

**BIOWARE**

The following bioware is specialized for military use, and adds to the lists of bioware found on p. 345, *SR4A*, and p. 63, *Augmentation*.

**Adrenal Regulator:** These modified adrenal medullae modify the hormones produced during panic situations. As a result, the augmented character is less subject to the physiological effects of stress and panic. This effect translates into a reduction of the threshold of all Composure tests by 2.

While the adrenal regulator reduces the panic a person might have, it does nothing for the shock of the experience. It does not

alter the effects of a glitch or critical glitch during a Composure test (p. 136).

**Cultured Bioware**

**MPC Bridge:** This network of cultured neurons bridges the medial prefrontal cortex and the hypothalamus to give these parts of the brain more control over the amygdala. This grants the user a +1 dice pool bonus when resisting Intimidation and other emotional manipulation. Additionally, the user may ignore normal glitches when making Composure tests and may treat critical glitches as normal glitches.

**NANOTECH**

Most militaries have the ability to create and deploy all types of nanobots. Weaponized nanotech (p. 115, *Augmentation*) is illegal to use in warfare, but that rarely stops anybody in a war zone. The following nanotech can be found in use among armed forces around the world.

**AK-147 Nanofax:** This nanofax creates AK-147 assault rifles and AK174 carbines, as well as spare clip magazines and ammunition. An infantry battalion with an AK-147 nanofax can keep its soldiers in new, fully functional weapons, magazines, and ammunition. Feedstock is needed in order to manufacture a gun, and keeping supply lines open to obtain necessary levels of feedstock is a regular problem, but some militaries feel it is worth the tradeoff of being able to manufacture brand-new weapons in the field. Militaries that use these devices supply them with “clean” feedstock so they can avoid the hassle of a host of RFID tags being built in to their weapons. This nanofax can create a weapon with two spare clip magazines and a full complement of regular ammunition in just under five minutes.

**Hedgehog:** A hedgehog is an anti-tank barrier that has six arms at right angles to one another (two each in the three dimensions of length, breadth, and depth), making it look like a six-pointed, three-dimensional star. Hedgehog nanobots are used as portable hedgehog makers. One application of hedgehog nanobots creates a single hedgehog, anchored to whatever surface on which the nanobots were applied. This hedgehog is made of metal, carbon fibers, and ceramics, and has an Armor Rating of 28 and a Structure Rating of 12.



Nanotech	Type	Availability	Cost
AK-147 Nanofax	—	21F	600,000¥
Mine Detectors (per 100m <sup>2</sup> )	Soft	12	400¥
Mine Concealers (per 10 mines)	Soft	12	300¥
Mine Disposal	Hard	15	5,000¥
NDS Aeronautics	Hard	22R	1,125,000¥
NDS Automotive	Hard	22R	1,100,000¥
NDS Barracks	Hard	20R	950,000¥
NDS Bunker	Hard	26R	1,000,000¥
NDS CASH	Hard	26R	1,200,000¥
NDS Command	Hard	24R	980,000¥
NDS Industrial	Hard	24R	1,150,000¥

**Mine Detectors:** These soft nanobots are sprayed in an area, where they settle into the ground. When they get near a mine or other explosive, they start a chemical reaction that releases a high amount of heat, making the mines obvious to anyone with thermographic vision at ground depths of up to two meters (well below effective mine range).

**Mine Concealers:** For every military action, there's a military reaction. The concealers coat mines in a way that can disguise them from mine detectors. When mine concealers are applied, 1d6 percent of the mines in a given minefield are not found by mine detectors.

**Mine Disposal Nanobots:** These hard nanobots must be applied directly to a mine. They then disassemble the mine at the molecular level, turning it into carbon dioxide, nitrogen, and a dusting of solid, but inert, compounds. The process takes about half an hour. Each "dose" destroys one mine.

**Nanobot-Deployed Structure (NDS):** This nanotech system fits into a box about the size of a rifle case. When deployed, the integral nanohive releases a swarm of hard nanobots that build a structure out of the required feedstock. Feedstock is not included in the case, and is usually shipped in solid blocks that are about three meters on each side and weigh approximately 275 kilos. The cost of the blocks is included in the structure's cost. Most structures require two blocks; the Aeronautics and CASH structures require three, while the Barracks requires five.

The construction can be guided manually or by an expert system in the case, which takes into account local terrain in the architecture of the structure. While soldiers might be able to put together a structure cheaper, they generally cannot match the speed of an NDS—and when the NDS is in operation, soldiers can spend time doing something besides construction. After eighteen hours of work, the NDS is exhausted and the new building is ready for use (their quick work in raising a building has led some soldiers to nickname the system "nanoAmish"). All nanobot-deployed structures are single-story buildings.

NDS systems are specialized to a certain type of building. The Armor and Structure ratings of most NDS buildings are 14 and 12, respectively. The Bunker has higher ratings—its Armor Rating is 20, and its Structure Rating is 16.

The *aeronautics* NDS system creates an Aeronautics shop and a short runway (500 meters). The *automotive* and *industrial* NDS structures contain a facility of the appropriate type (p. 332, *SR4A*). A *barracks* NDS can house a full infantry battalion and has an Armorer shop. The *bunker* can house an infantry platoon. The *combat area support hospital (CASH)* has a medical facility that is the equivalent of a private hospital (p. 122, *Augmentation*) and has twenty cots for patients. The NDS *command* building has a satellite dish and can hold an extra-large sized sensor array (p. 138, *Arsenal*), and a nexus with Device Rating 8 (array and nexus not included in the NDS).

## MILITARY DRONES

Drones see widespread use in Sixth World militaries around the world. Even the smallest guerilla rebellions have a fair contingent of drones in both support and combat roles. Many of the drones employed by military and paramilitary units can be found in existing *Shadowrun* books, along with a few new drones listed here.

**Ares Coyote (Medium Combat Drone):** This tracked drone is designed to accompany infantry in combat, although it is not unknown to have entire squads or even platoons exclusively made up of Coyotes. Controlled by the platoon hacker or a dedicated rigger, the Coyote is capable of travelling in almost any terrain a soldier can handle, the exception being some urban environments that can give the drone trouble. Some decommissioned Coyote drones are used as sentry drones in areas where the terrain gives a C-D Dalmatian trouble. The Coyote comes with Defense 4, Targeting 4, and Tacsoft 4 software.

**Similar Models:** MCT-Nissan ArmorBug, LoneStar SideArm.  
**Standard Upgrades:** Weapon mount (normal, turret), ammo box.

**Lockheed Arachne (Small Walker Sentry Drone):** But for its sophisticated electronics, sensors, and actuators, the Arachne would be more of a weapon add-on than a drone. Most weapons that fit onto this drone's turret are larger than it is. The gecko tips on the feet of the drone's eight legs allow it to cling to any surface, even if thrown there by a soldier. The Arachne comes with Clearsight 4 and Targeting 4 installed.

**Similar Models:** Ares Sentinel "G" Series, CI Angry Cockroach.





## MILITARY DRONES IN OTHER SHADOWRUN BOOKS

This is a list of drones found in other *Shadowrun* books that are used by military units. Each is standard-issue somewhere in the world, although any drone can be modified to be used in reconnaissance, combat, or even as mobile improvised explosive devices.

Drone	Role	Source
Ares Auxilla Mk3	Support	p. 121, <i>Arsenal</i>
Ares Heimdall	Combat	p. 117, <i>Arsenal</i>
Aztechnology Armadillo	Electronic Warfare	p. 118, <i>Arsenal</i>
Aztechnology Crawler	Recon	p. 350, <i>SR4A</i>
Cyberspace Designs Dalmatian	Recon	p. 350, <i>SR4A</i>
Lockheed Optic-X	Recon	p. 350, <i>SR4A</i>
Lockheed Vulcan	Support	p. 121, <i>Arsenal</i>
Lone Star iBall	Recon/Close Quarters/Urban	p. 350, <i>SR4A</i>
McDonnell-Douglas Nimrod	Air Combat/Close Air Support	p. 121, <i>Arsenal</i>
MCT-Nissan Roto-Drone	Recon/Sentry	p. 350, <i>SR4A</i>
Mitsuhama Tomino	Combat	p. 122, <i>Arsenal</i>
Repeater Drone	Communications	p. 198, <i>Unwired</i>
Roving Hub	Communications	p. 198, <i>Unwired</i>
Saeder-Krupp Mk-17D Neptune	Recon	p. 122, <i>Arsenal</i>
Sikorsky-Bell Microskimmer	Recon	p. 350, <i>SR4A</i>
Steel Lynx Combat Drone	Combat	p. 350, <i>SR4A</i>
Wuxing Crimson Samurai	Sentry	p. 122, <i>Arsenal</i>

**Standard Upgrades:** Gecko tips, walker mode, weapon mount (normal, turret)

**Mitsuhama Chinpira (Large Walker Combat Drone):** Powered body armor has a reputation as a dead-end research project. Suits with metahuman operators tend to be either powerful but too slow or so quick that the suit injures the pilot. Mitsuhama North America changed the direction of one such research project, turning the combat power armor into a walking combat drone about the size and shape of a troll.

The Chinpira has four limbs. It can move on two legs or, for more stability, four. Its weapon mounts are on its head and shoulders, with its control and sensor systems in its better-armored torso. It can handle terrain that any bipedal or quadruped organic creature can, even climbing cliffs or (very large) trees. The Chinpira comes equipped with Defense 4, Targeting 4, and Tacsoft 3 software.

**Similar Models:** Esprit Cuirassier, Fleche Armaments Black Knight.

**Standard Upgrades:** Body Stabilizer 3, two flexible normal weapon mounts (with ammo boxes), one turret reinforced weapon mount.

**Wuxing Hussar (Large Combat Drone):** Originally intended to support manned vehicles in the field, the Hussar has been used in a number of different roles from infantry support and sentry duty to reconnaissance and assault. The Hussar has two modes of locomotion: tracked for steep or broken terrain (Speed 60), and air cushion for fast travel over land and water (Speed 180). The Hussar comes equipped with Defense 4, Targeting 4,

and Tacsoft 4 software.

**Similar Models:** Hawker-Siddeley Transformer, MCT ADAC.

**Standard Upgrades:** Hovercraft upgrade (add-on), weapon mount (reinforced, turret).

**YNT Cuttlefish (Large Submersible Drone):** The Cuttlefish is a submarine, the largest and bulkiest drone available on the market. It sees use patrolling around capital ships or in areas that in less advanced times would have been mined. To make up for the near-impossibility of wireless rigging underwater, the onboard pilot software is highly sophisticated. The Cuttlefish comes equipped with Targeting (Torpedo Launcher) 4 software.

**Similar Models:** CI Manta, Aztechnology Michconetl.

**Standard Upgrades:** Ballast Tanks 2, large torpedo launcher.

## BIODRONES

Although biodrones, warforms, and chimera are generally seen only in media spectacles like *Desert Wars* and its spin-offs and knock-offs, their effectiveness in those venues has encouraged the armed forces of the corporations and nations of the world to consider them for battlefield duty. As they see more active duty, experimental and far more radical biodrones are becoming more prevalent, including those based on paranormal and even resonant animals.

### Esiban Infiltrator

The Algonquian-Manitou Council claims that the Esiban Infiltrator is the first paranormal biodrone, but many discount this claim as the bandit (a raccoon-like critter) on which it is based is

Urgent Message...



Drones	Handling	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost
Ares Coyote	+2	10/35	45	3	3	10	4	28F	4,500¥
Lockheed Arachne	+4	2/5	5	4	2	6	4	26F	1,900¥
Mitsuhaman Chinpira	+1/+3	5/15	25	5	4	14	4	30F	630,000¥
Wuxing Hussar	+2	10/35	60/180	4	4	18	4	32F	7,500¥
YNT Cuttlefish	0	5/15	45	5	4	16	4	27F	8,600¥

Urgent Message...



### MILITARY BIODRONES IN OTHER *SHADOWRUN* BOOKS

This is a list of biodrones found in other *Shadowrun* books that are used by military units. Biodrones are still rare on the battlefield, but a belligerent faction will use every means at its disposal to defeat a foe, and biodrones can be useful weapons to those who know how to deploy and use them to their greatest effect. Biodrones are also not yet universal; each type of biodrone is usually found only with its manufacturer.

Biodrone	Role	Deployed by	Source
Hive (Swarm)	Chemical Warfare	Alamos 20k, Aztechnology	p. 30, <i>Running Wild</i>
Hunter Seeker	Security	Algonquin-Manitou, Athabaskan, Sioux Nation	p. 30, <i>Running Wild</i>
Patroller	Combat	Mitsuhaman, multiple nations	p. 30, <i>Running Wild</i>
Port Authority (Mischief)	Sentry	multiple corporations	p. 31, <i>Running Wild</i>
Razorhound	Combat	Mitsuhaman, multiple nations	p. 31, <i>Running Wild</i>
ReCondor	Recon	multiple corporations	p. 32, <i>Running Wild</i>
Stalker	Combat	Algonquin-Manitou, Athabaskan, Pueblo, Salish-Shidhe, Sioux Nation	p. 32, <i>Running Wild</i>
SkySpy	Recon	Mitsuhaman, multiple nations	p. 154, <i>Augmentation</i>
Cybertooth Tiger	Combat	Shiawase, multiple nations	p. 154, <i>Augmentation</i>

not a magically active animal. Used to work behind enemy lines, the Esiban can manipulate machines, locks, doors, and other enclosures, and it can be sent into hostile territory with equipment to be used by a remote biodrone rigger.

**B A R S C I L W EDG Ess Init IP**  
2 4 3 2 3 5 3 3 2 6 8 1

**Movement:** 3/20

**Skills:** Dodge 4, Infiltration 4, Locksmith 2, Perception 4, Unarmed Combat 2

**Powers:** Enhanced Senses (Hearing, Low-Light Vision, Smell)

**Augmentations:** Commlink (Device Rating 8), Stirrup Interface 1

**Cost:** 97,000¥

#### Makwa Miskozi

This deadly combat platform is found in most North American Nations. Based on a grizzly bear, the Makwa Miskozi is a deadly fighter in close combat. It is even deadlier when deployed with its custom set of red armor and claw sheaths, which makes its natural weapon Damage Value 7P, AP -1, and gives it Ballistic/Impact Armor 10/10, at an additional cost of 15,000¥.

**B A R S C I L W EDG Ess Init IP**  
9 4(6) 8(10) 9(11) 3 3 2 3(5) 0 0.44 11(13) 3

**Movement:** 15/45

**Skills:** Climbing 2, Intimidation 2, Perception 3, Running 3, Tracking 3, Unarmed Combat 5

**Powers:** Enhanced Senses (Smell), Natural Weapon (Claws/Bite: DV 6P, AP 0)

**Augmentations:** (all alpha grade) Stirrup Interface 2, TRACES, Adrenal Pump 2, Damage Compensators 10, platelet factories

**Cost:** 290,000¥ (+15,000¥ for combat gear)

#### YNT Ikadai

The Ikadai is a combat patrol biodrone, built from domestic giant squids nearly 14 meters in overall length. Due to the limitations of wireless communication underwater, the biodrone cannot be controlled remotely, and instead is guided by an on-board agent (which is reflected in the stats below). The waters around Evo's Sadka colony is said to be teeming with Ikadai biodrones, although no hard evidence has yet been offered, and Evo isn't talking.





**B A R S C I L W EDG Ess Init IP Arm**  
 5(6) 3(7) 3(6) 8(12) 2 3 4 3 2 1.1 9 3 3/3

**Movement:** 15/25 (swimming)

**Skills:** Dodge 2, Escape Artist 3, Perception 3, Swimming 4, Unarmed Combat 5

**Powers:** Gills, Substance Extrusion (Ink), Natural Weapon (Arms/Tentacles: Reach +3, DV 7P, AP 0)

**Augmentations:** CAST, Muscle Augmentation 3, Muscle Toner 3, Orthoskin 3, Suprathyroid Gland, Synaptic Booster 2, TRACES  
**Cost:** 400,000¥

### Aztechnology Jagwire

This biodrone is an augmented jaguar that is not intended for direct combat; rather, it's job is to strategically boost the Matrix connectivity of Aztlan units in the wireless-signal-eating jungles of Central America. The Aztlan army has had great success using Jagwires along the front with Amazonia east and north of Bogotá.

**B A R S C I L W EDG Ess Init IP**  
 6 5 4 5 3 3 2 3 4 4.55 7 2

**Movement:** 10/60

**Skills:** Climbing 4, Dodge 2, Infiltration 4, Perception 2, Tracking 3, Unarmed Combat 6

**Powers:** Natural Weapon (Claws/Bite: DV 5P, AP 0)

**Augmentations:** CAST, SEIES, commlink (Rating 6, Signal 8, satellite uplink)

**Cost:** 90,000¥

### Cygoyle

The cygoyle is a Parashield experiment to combine biodrone technology with Awakened creatures, in this case the gargoyle. The results have been surprisingly effective, if erratic. The project is not officially in deployment, but rumors of sightings have been pouring into shadow Matrix sites and corporate watchdog groups.

**B A R S C I L W EDG Ess M Init IP**  
 10 4 5(6) 10 1 4 2 4 1 3.375 3 9(10) 2(3)

**Movement:** 10/50 (flight)

**Skills:** Dodge 2, Infiltration 4, Flight 3, Perception 3, Shadowing 4, Unarmed Combat 5

**Powers:** Concealment (Self), Enhanced Senses (Low-Light Vision), Hardened Armor (6), Natural Weapon (Claws/Bite: DV 9P, AP -1), Noxious Breath

**Augmentations:** (betaware) TRACES, Wired Reflexes 1

**Cost:** 354,000¥

## MILITARY VEHICLES

The following military vehicles are the most common in the 2070s. The list prices do not include weapons, which must be purchased separately.

### Groundcraft

**Ares Ocelot Assault Tank:** The Ocelot is one of the fastest front-line armored fighting vehicles in service. Technically a light

tank, the Ocelot is deployed on six continents and is prized for its agility and versatility. It was designed with the safety of the crew in mind, with protective lining in the crew compartment and a hatch in the back.

**Similar Models:** AV Koshenya, Ruhrmetall KM Keller A5

**Standard Upgrades:** Armor (smart), extra entry/exit point, gyro link, multifuel engine, personal armor (Rating 4), rigger adaptation, smoke projector, tracked vehicle, weapon mount (heavy turret[front]), weapon mount (normal, turret[rear])

**Aztechnology Cuanmiztli Main Battle Tank:** The Cuanmiztli is the ultimate fighting machine. This main battle tank boasts a main gun, commander's turret, and two side gun mounts. It is also resistant to missile attacks, thanks to its anti-missile system and state-of-the-art sensor suite. This, combined with dikote mesh plating, keeps its crew of five safe and deadly.

**Similar Models:** Ruhrmetall Leopard IV, Saeder-Krupp Sigurd III  
**Standard Upgrades:** Armor (smart), 3 ammo bins (for standard weapon mounts), improved sensor array, life support (Level 1), missile defense system, rigger adaptation, tracked vehicle, weapon mount (heavy turret [front]), weapon mount (normal, turret [rear]), 2 weapon mounts (reinforced, flexible).

**CI-131 Mobile Headquarters:** This large truck from Central Industrial is dedicated to the most potent battlefield weapon: communications. From this mobile command post, a crew can carry out command and control functions for troops, drones, and Matrix overwatch, all while maintaining the other potent battlefield weapon, mobility.

**Similar Models:** Ruhrmetall Semaphore, YNT General

**Standard Upgrades:** Chameleon coating, ECM, 6 gun ports, improved sensor array, lock-on countermeasures, personal armor (Rating 6), rigger adaptation, satellite communication, 2 weapon mounts (normal, turret [front, rear])

**KM-3103 Kreuzritter Mobile Support Gun:** Krupp Munitions' mobile artillery gun is the standard for delivering support fire to a flexible front. Its onboard system comes equipped with MRSI software (p. 162), allowing it to perform time-on-target fire by itself; it goes without saying that the effect of an entire platoon of these vehicles is devastating. The Kreuzritter is outfitted with a light machine gun and a laser anti-missile system for defending against light assault or long-range attack, but it is not suited to heavy combat.

**Similar Models:** CI-144 Long Tom, Terracotta Warrior

**Standard Upgrades:** Ammo box (howitzer), ECM 6, improved sensor array, missile defense system (laser), rigger adaptation, tracked vehicle, weapon mount (reinforced, fixed, howitzer [front]), weapon mount (normal, flexible [rear])

**Mitsuhamma Okami Infantry Fighting Vehicle:** This armored personnel carrier brings infantry into combat and then supports them directly. It is a very common sight in the Desert Wars; thirty percent of the casualties in that exercise are due to engagements involving the Okami. The passenger compartment is separated from the crew compartment by an armored hatch and seats up to ten soldiers. The passenger door is in the rear of the vehicle and is recessed, offering a modicum of cover to those disembarking.





INCOMING FEED.....



**Similar Models:** Ares APC-52, Ruhrmetall Wolf III  
**Standard Upgrades:** ECM 3, 6 gun ports, gyro link, personal armor (Rating 4), rigger adaptation, signature masking (Rating 2), smoke projector, tracked vehicle, weapon mount (heavy turret [front]), 3 weapon mounts (normal, flexible [left, right, rear]).

**Shiawase Hephaestus A-2 Fast Attack Vehicle:** The Hephaestus is a descendant of the army jeep of World War II, fulfilling multiple roles. The A-2 variant is a light assault vehicle that excels in supporting infantry assaults and flanking maneuvers. It is the heaviest of the Hephaestus variants; others include the A-1 multi-purpose vehicle (Speed 140, Armor 8) and the A-7 ambulance (Speed 130, Armor 10).

**Similar Models:** Ares MWV, Shiawase Kogeki  
**Standard Upgrades:** Ammo bins, gyro link, rigger adaptation, Valkyrie module (A-7 only), weapon mount (reinforced turret, A-2 only [front]), weapon mount (normal turret, A-1 only [front])

**Wuxing Ferret Heavy Mortar Carrier:** The Ferret is a light mobile-support platform. It is deployed alongside armor and mechanized infantry alike.

**Similar Models:** BAe Agincourt, Yamatetsu Sisyphus  
**Standard Upgrades:** Ammo box (heavy mortar), ECM 4, rigger adaptation, weapon mount (heavy turret, heavy mortar [front]), weapon

**YNT Pushka Okne Tank:** The Pushka Okne and tanks

like it are a budget, “no-frills” heavy armored fighting vehicles marketed to smaller powers and private military contractors. It has plenty of bang for the buck, and this tank has been responsible for the destruction of tanks that cost ten times its market price.

**Similar Models:** Ares Scorpion, GMC Colloton  
**Standard Upgrades:** 2 gun ports, rigger adaptation, tracked vehicle, weapon mount (heavy turret [front])

#### Aircraft

**CI-89 Vicious Fighter-Bomber:** Central Industrial’s first foray into military aeronautics, the Vicious utilizes flexible materials to create an aircraft that is one single control surface. This technology requires a lot of computing power to keep the aircraft under control, but such a feat is trivial when your parent company is NeoNET.

**Similar Models:** Ares Merlin, MCT Suzume  
**Standard Upgrades:** ECM 8, ejection seat, lock-on countermeasures, rigger adaptation, rigger cocoon (enhanced), signature masking (Rating 4), 11 weapon mounts (reinforced, fixed, remote)

**GMC Thunderhawk Ground Assault T-Bird:** While the Banshee was designed for recon, the new Thunderhawk is GMC’s close-ground-support craft. This heavily armed aircraft has seen combat in eleven different engagements and has exceeded every expectation, bringing praise from air commanders and infantry alike.

**Similar Models:** MCT Harrier VII, Renraku Jigoku

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**Standard Upgrades:** ECM 7, ejection seats, improved take-off and landing (Level 2), lock-on countermeasures, rigger adaptation, rigger cocoon (enhanced), signature masking (Rating 5), 6 weapon mounts (reinforced, fixed, remote), 1 weapon mount (turret, remote)

**Hawker-Siddeley Brennus Transport Aircraft:** In keeping with most current military cargo planes, the Brennus is capable of landing on just about any surface wider than its wingspan, land or sea. This makes it an invaluable tool for keeping the all-important supply chain running smoothly. It can also adapt to different missions with a half-hour's worth of work and some on-board hardware. Depending on its configuration, it is capable of hauling eight metric tons of cargo, or one hundred passengers, or seventy-two paratroopers, or a fully-staffed field hospital with eighty beds, or twenty-four KM-33 Jetwings and pilots, or four fast-attack vehicles, or two heavier vehicles.

**Similar Models:** Horizon Skybarge, MCT Albatross

**Standard Upgrades:** ECM 4, flotation, interior cameras, life support (Level 2), lock-on countermeasures, personal armor (Rating 6), rigger adaptation

**Izom Fantôme Attack Helicopter:** Close air support is vital to any ground operation, and the Fantôme is on the front line of any engagement. Its narrow silhouette and backswept stub wings make this gunship terrifying to behold and even less comfortable to face.

**Similar Models:** Eurocopter Panther, Messerschmitt-Kawasaki Habicht

**Standard Upgrades:** ECM 5, gyro link, lock-on countermeasures, rigger adaptation, rigger cocoon (enhanced), signature masking (Rating 6), weapon mount (reinforced, turret, remote), 6 weapon mounts (reinforced, fixed, remote)

**KM-33 Jetwing:** The Jetwing is a single-person jet aircraft used for rapid assault and occasionally close-air support. It has a delta wing form with a wingspan of 2.8 meters. The pilot is attached by a harness to the underside of the craft, making the Jetwing technically a jet pack. Due to this configuration, the Jetwing cannot take off or land without landing on the pilot. She must drop off of the aircraft before it can land (pilots usually wear parachutes or wingsuits, and the Jetwing's design accommodates this); once the pilot has separated, the Jetwing can cover her landing as a drone, execute a separate mission, return to base, or land. Taking off can be accomplished by jumping from an aircraft or some high place, such as a cliff or skyscraper, with at least 300 meters of clearance to the ground.

The Jetwing can carry any single pilot with a Body rating less than its own Body rating; there is a troll-sized version with Body 10 that costs an additional 300,000¥.

**Similar Models:** Ares Windsplitter, Arianespace Angelique

**Standard Upgrades:** ECM 3, removed manual controls, rigger adaptation, signature masking (Rating 4), 2 weapon mounts (normal, fixed)

**Ruhrmetall Vogelhund Air Defense Vehicle:** This surprisingly fast six-wheeled truck acts as mobile anti-air support. Its advanced sensors and AirLock guidance system allows it to be

an effective deterrent even on the move. Some crew members have complained about the Vogelhund's high center of mass or lack of maneuverability in soft terrain, but most units would rather have them on their side than not.

**Similar Models:** CI-118 Firecracker, Shiawase Brummel

**Standard Upgrades:** ECM 6, gyro link, improved sensor array, missile defense system, rigger adaptation, signature masking (Rating 4), weapon mount (heavy turret), 2 weapon mounts (reinforced, fixed, vertical)

**Walker Aerial Refueling Plane:** With a refueling plane on station in the air, an air mission can be extended to anywhere on the face of the Earth. The WARP is one of the best in the air, capable of both refueling and re-arming an airborne client. The boom that extends from the back of the refueling plane comes equipped with ten small armatures equipped with gecko tips that crawl along the client aircraft to the appropriate receptacles to deliver fuel and munitions. This process takes about ten minutes for refueling or re-arming, and about thirty minutes for both.

**Similar Models:** Hawker-Siddeley Skytanker, MCT Pelican

**Standard Upgrades:** Rigger adaptation, special machinery (refueling and rearming)

**Yamatetsu Tenshi Assault Personnel Carrier:** The Tenshi is a helicopter designed with both turboshaft and turbojet engines, giving it extra speed despite its bulk. The eight self-contained personnel carriers along either side of its length give it the popular nickname "Egg Carton." Its mission is to pick up and deploy troops in rapidly shifting war zones, which it can accomplish in any terrain.

**Similar Models:** Aztechnology Kukulkan, MCT Iguru

**Standard Upgrades:** ECM 4, lock-on countermeasures, rigger adaptation, rigger cocoon, 8 self-contained personnel compartments (w/ auto-rappel), signature masking (Rating 3), smoke projector, weapon mount (reinforced, turret)

**YNT Kanyuk Interceptor:** The deadliest thing in the sky, the Kanyuk is an eighth-generation fighter jet. Its high speed and maneuverability combine with its low all-aspect signature to create the world's leading air-superiority craft. It excels in its primary role in air-to-air combat, but it is quite capable of locking on and destroying targets on the ground if necessary.

**Similar Models:** Hawker-Siddeley Feathered Viper, S-K Dunkelzahn

**Standard Upgrades:** ECM 5, ejection seats, improved take-off and landing (Level 1), life support (Level 1), lock-on countermeasures, rigger adaptation, rigger cocoon, signature masking (Rating 5), 8 weapon mounts (reinforced, fixed, remote)

## Watercraft

**Esprit Foque Amphibious Assault Craft:** This hovercraft uses small jet turbines for motive force and steering, making it far more maneuverable than its armored bulk would suggest. With a crew of three, its armored personnel compartment carries up to eight troops, each in his own self-contained personnel compartment (p. 175), four along each side, mounted behind the crew cab.

**Similar Models:** Aztechnology Caecilian, YNT BMP-9







INCOMING FEED.....



**Standard Upgrades:** Chameleon coating, hovercraft, rigger adaptation, eight self-contained personnel compartments, smoke projector, weapon mount (heavy turret [front]), weapon mount (reinforced turret [rear])

## NAVAL VESSELS

In an age of relatively cheap air power where cargo vessels can carry their own aerial drones for defense, large navies have a smaller and smaller role in global military strategies. Still, many militaries find a mobile floating base of operations far too useful to give up on naval power altogether. Most major nations still have one or more naval carrier groups centered on an aircraft carrier, with cargo ships, corvettes, and destroyers making up the bulk of the group.

### Naval Vessel Combat

Most naval vessels are far too large for the standard vehicle combat rules to be useful. Instead treat each naval vessel as you would a building or other structure, just one that floats. Rather than Body Rating, naval vessels have a Structure Rating. Attacks against naval vessels use the rules for shooting through or destroying barriers (p. 166, *SR4A*). Assume that the thickness of a naval vessel's hull is 20 cm, and its bulkheads (walls) and decks are 10cm thick. Unless the attacker specifies otherwise, assume all attacks against a naval vessel are made with the intent of doing damage at or near the waterline. Damage caused at or near the waterline carries with it the risk (or reward, as the case may be) of sinking the target vessel.

Attacks may also be made against individual characters or equipment on the ship. Use the standard rules for attacks against these targets if the attacker chooses to fire for targets on the vessel instead of the vessel itself.

### Hull Breaches and Sinking

A naval vessel with a breached hull will sink if that breach is at or near the water line. The amount of time it takes to sink is based on the percentage of the hull that has been destroyed, given in the Sinking Naval Vessels table. Calculate this percentage by finding the total width of the holes in the hull and express it as a percentage of the total length of the ship (the shape of the hull and the fact that it has two sides is already factored into the table).

Once you know the percentage of the length of the ship that has been breached, the gamemaster finds the time the vessel has before sinking completely by making the roll listed on the table. If a time has been set and further hull damage brings the percentage into a higher category, or repairs bring the vessel to a lower category, reroll the sinking time. The time it has already spent sinking will count against it, so that if the new roll indicates an amount of time smaller than the time the ship has already spent sinking, it immediately capsizes and sinks. Repairs completed in a timely manner will prevent the ship from sinking.

### Repairing Hull Damage

There are two kinds of hull repairs: the quick and dirty variety to keep a ship from sinking, and full, permanent repair.





Urgent Message...

Military Vehicles	Handling	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost
Ares Ocelot	+3	10/20	80	2	18	19	4	33F	1,000,000¥
Aztechnology Cuanmitztl	+3	5/10	50	3	36	30	4	37F	1,400,000¥
CI-131 Mobile Headquarters	-2	15/25	90	5	24	17	4	26R	760,000¥
KM-3103 Kreuzritter	+1	5/10	50	2	18	14	4	30F	1,900,000¥
Mitsuhama Okami	0	10/20	60	2	16	22	3	27F	1,550,000¥
Shiawase Hephaestus A-2	0	15/30	100	3	15	16	3	28F	140,000¥
Wuxing Ferret	+2	5/15	60	2	20	16	4	32F	1,500,000¥
YNT Pushka Okne	+1	5/10	40	1	20	22	2	24F	125,000¥
CI-89 Vicious	+5	70/350	1,500	3	17	15	5	36F	1,360,000¥
GMC Thunderhawk	+1	50/240	1,000	3	21	20	4	28F	2,950,000¥
Hawker-Siddeley Brennus	-2	30/120	650	2	36	14	2	18R	1,600,000¥
Izom Fantôme	+3	10/30	260	3	17	20	4	32F	2,100,000¥
KM-33 Jetwing	+3	40/90	450	3	8	12	2	22F	950,000¥
Ruhrmetall Vogelhund	-1	20/40	120	3	14	10	4	26F	135,000¥
Walker Aerial Refueling Plane	-2	50/100	800	3	30	10	3	28R	10,000,000¥
Yamatetsu Tenshi	+1	10/50	320	3	20	18	3	36F	800,000¥
YNT Kanyuk	+4	90/500	1,700	2	16	14	5	38F	3,000,000¥
Esprit Foque	+1	10/20	100	2	16	20	3	21F	340,000¥

Unless all of the damage to a ship was done in a single location, multiple engineers can work on the ship individually, rather than as a team; if the damage is in one location, use the teamwork rules (p. 65, *SR4A*).

Quick and dirty repairs can be accomplished if the ship has a Nautical Mechanic shop on board (most vessels have them as a standard option). The test for such a repair job is an Extended Nautical Mechanic (20, Complex Action) Test for each meter of length repaired in combat. Outside of combat conditions, make an Extended Nautical Mechanic test with an interval of one minute and the number of hits each interval indicating the number of meters repaired. A quick repair will prevent the ship from sinking, but it will reduce the ship's Structure and Armor ratings by the same percentage it repairs (to a minimum of 6 for each rating).

Full repair requires a Nautical facility. It is an Extended Nautical Mechanic test with a threshold equal to the number of meters to be repaired and an interval of six hours.

### Naval Vessels

The following are examples of naval vessels in the Sixth World.

**Ares Abdullah-Class Submarine:** The Abdullah-class submarine from Ares is the world standard in modern submarine warfare. Its complement of 121 personnel turns this nuclear-powered sub into a weapon lethal to shipping lanes and blockades. In addition to its array of missiles and weapons, the Abdullah has space for both aerial and underwater drones, along with an airlock for special forces insertions.

**Similar Models:** Aztechnology Atlacamani-Class, RDB Shchuka-Class

Urgent Message...

### SINKING NAVAL VESSELS

Percentage of Length Breached	Time to Sink
1 percent to 10 percent	2D6 x 12 hours
11 percent to 25 percent	2D6 hours
26 percent to 50 percent	2D6 minutes
51 percent to 75 percent	2D6 Combat Turns
more than 75 percent	2D6 seconds

**Standard Upgrades:** Ballast Tanks 2, 6 large landing drone racks, Life Support 2, lock-on countermeasures, rigger adaptation, satellite communication (surface use only), 4 large torpedo launchers, 14 standard vertical launch systems, workshop (nautical)

**Central Industries Tortuga-Class Cruiser:** The Tortuga line of cruisers features all-purpose warships. They are designed to cover a number of duties, including patrol, escort, blockade, and anti-submarine warfare. Tortuga-class cruisers are most often seen escorting vessels carrying sensitive cargo and defending ports from (or for) pirates.

**Similar Models:** KM Panzerschiff-Class, RWE Chaoyong-Class  
**Standard Upgrades:** Ballast Tanks 2, 2 large landing drone racks, ECM 6, extra-large sensor array, missile defense system, rigger adaptation, satellite communication, 10 heavy turrets, 8 standard

vertical launch systems, 6 large torpedo launchers, workshop (nautical)

**Harland & Wolff Blackjack-Class Destroyer:** Fast and deadly, ships of the Blackjack class account for the majority of watercraft involved in maritime engagements in the last ten years. The main structure of the ship is heavily armed and armored, and its triple-hull design allows it to use lightweight materials for extra speed.

**Similar Models:** Ares Knightsblood-Class, Shiawase Isokaze-Class

**Standard Upgrades:** Ballast Tanks 2, ECM 6, extra-large sensor array, missile defense system, rigger adaptation, satellite communication, 8 heavy turrets, 2 large torpedo launchers, workshop (nautical)

**KM Jagdpferd-Class Missile Boat:** Krupp Munitions' most popular entry into the naval military market is this small, agile missile boat. Its low silhouette above the waterline belies the strategic power it packs with its array of vertically launched cruise missiles. It was the intervention of the MET2000 ship *Wilhelm Tell*, a Jagdpferd-class missile boat, that ended the plans of Sichuan warlord Dong Yu Erik and his army.

**Similar Models:** CI Haig-Class, YNT Nasu-Class

**Standard Upgrades:** Ballast Tanks 2, ECM 6, extra-large sensor array, missile defense system, rigger adaptation, satellite communication, 2 heavy turrets, 20 standard vertical launch systems, 6 automated vertical launch systems, workshop (nautical)

**Kvaerner-Maersk Haukhekker-Class Drone Carrier:** This ship looks like a short, narrow aircraft carrier. Its crew of 378 sailors can launch, control, and recover its standard complement of 40 large drones, 50 medium drones, and two rotorcraft. Its flight deck is large enough to accommodate landing drones without a net or arresting gear.

**Similar Models:** H-W Manticore-Class, KM Glucke-Class

**Standard Upgrades:** Amenities (Middle), ECM 4, extra-large sensor array, missile defense system, rigger adaptation, satellite communication, 6 heavy turrets, workshop (aeronautics and nautical)

**MosTrans Colombo-Class Cargo Ship:** This cargo vessel is the largest of its type in the world. Capable of hauling 120,000 metric tons from any port to any port, the Colombo-class ship is a common sight along modern shipping lanes. Its three-story tall hybrid engine is augmented at sea with a giant parasail the size of an athletic stadium, which saves fuel and increases the ship's already extraordinary range.

**Similar Models:** Aztechnology Camello-Class, H&W Spirit-Class

**Standard Upgrades:** Ballast Tanks 2, extra-large sensor array, rigger adaptation, satellite communication, special machinery (2 cargo cranes), workshop (nautical)

**Red Wheel Engineering Shayu-Class Cargo Submarine:** The Shayu-class cargo submarine was used exclusively by Wuxing and its subsidiaries until early last year. With piracy on the rise and current military clashes spilling into shipping lanes, the ability to move cargo quietly is in high demand. This large submarine can dive to depths of nearly 500 meters, far from the reach of threats on the surface. Since its release, the Shayu-class cargo sub has garnered many fans, and more than one imitator.

**Similar Models:** Aztechnology Meztl, Krupp Wasserträger

**Standard Upgrades:** Ballast Tanks 2, Life Support 2, rigger adaptation, satellite communication (surface use only), special machinery (retractable cargo crane), workshop (nautical)

**Shiawase Hikigaeru-Class Amphibious Assault Carrier:** This large cruiser's primary mission is to deliver troops and materiel to landing zones and to support ground-based operations ashore. The Hikigaeru-class carrier can carry up to forty vehicles roughly the size of an attack helicopter, usually a mix of VTOL aircraft, landing craft, and t-birds. These vehicles can launch from its flight deck (four at a time for VTOL, one at a time for short takeoff aircraft), or from its aft well deck, which can drop below the waterline. The Hikigaeru-class's flight deck is too short to allow for landing aircraft that are not drones or VTOL-capable.

**Similar Models:** Ares Perseus-Class, YNT Hosho-Class

**Standard Upgrades:** Ballast Tanks 2, ECM 6, extra-large sensor array, missile defense system, rigger adaptation, satellite communication, 8 heavy turrets, workshop (aeronautics and nautical)

**YNT Shibanokuji-Class Aircraft Carrier:** This massive ship dwarfs even the largest cargo vessel. This floating city has a ship's complement of over four thousand and can carry, service, launch, and recover eighty aircraft. While the ship's aircraft catapults can launch any aircraft from its flight deck, only aircraft with VTOL capabilities or an arresting hook (or "tailhook") can land on it. Yamatetsu Naval Technologies has sold its flagship to over a dozen nations, nearly every megacorp, and a few private contractors.

**Similar Models:** Ares Camelot-Class, KM Europa-Class

**Standard Upgrades:** Ballast Tanks 2, ECM 6, extra-large sensor array, missile defense system, rigger adaptation, satellite communication, special equipment (2 launch catapults, 3 aircraft elevators, arresting gear), 12 heavy turrets, 4 automatic vertical launch systems, 6 large torpedo launchers, workshop (aeronautics and nautical)

## VEHICLE WEAPONS

These weapons add to the list of heavy weapons on p. 123, *Arsenal*. Vehicle weapons may only be mounted on vehicles with Body 14 or higher.

### Main Guns

**Esprit RMM-6:** The RMM-6 is a large magazine that holds six missiles (p. 325, *SR4A*). The missiles can be fired individually, or in groups of three, or in a full barrage, either at separate targets (designated either by different gunners or by a single gunner who splits his pool) or all at the same target (using a single Gunnery Test). The RMM-6 requires five minutes to reload and can be mounted on a turret or installed for vertical launch.

**Fleche Armaments XM-407:** This grenade launcher fires mini-grenades using assault cannon ranges. It excels in the role of personnel suppression and does well in destroying rotorcraft and light ground vehicles.

**Heavy Mortar:** The term "heavy mortar" encompasses large mortar weapons, small artillery guns, and light howitzers. For all intents and purposes, the heavy mortar is a larger version of the mortar launcher (p. 31, *Arsenal*), and fires the same types of shells, but with different ratings listed on the Heavy Mortar Rounds table. A heavy mortar can only be fired once per Combat Turn.





Naval Vessels	Length (m)	Accel	Speed	Pilot	Structure	Armor	Sensor	Avail	Cost
Ares Abdullah	160	2/5	50	4	17	18	5	46F	200,000,000¥
CI Tortuga	170	2/5	50	3	16	22	6	28F	100,000,000¥
H-W Blackjack	120	2/5	60	4	16	20	6	21F	110,000,000¥
KM Jagdpferd	60	5/10	75	3	15	17	6	32F	100,500,000¥
K-M Haukhekker	165	2/5	40	4	16	18	6	24F	75,000,000¥
MosTrans Colombo	290	1/2	35	2	14	10	6	14	5,500,000¥
RWE Shayu	175	2/5	40	2	15	12	6	18	8,500,000¥
Shiawase Hikigaeru	250	1/2	40	3	15	16	6	27F	82,500,000¥
YNT Shibanokuji	330	1/2	45	3	18	20	6	54F	800,000,000¥

Vehicle Weapons	Damage	AP	Mode	Ammo	Availability	Cost
Esprit RMM-6	as missile	as missile	SS/BF*/FA	6	34F	21,000¥
FA XM-407	grenade	grenade	SA/FA	100	24F	9,000¥
Heavy Mortar	as round	as round	SS**	40	28F	18,000¥
Howitzer	as round	as round	SS**	30	32F	30,000¥

\*Can only be fired once per Action Phase \*\*Can only be fired once per Combat Turn

**Howitzer:** A howitzer is an artillery cannon that fires shells even farther than the heavy mortar. With the exception of air power and certain missiles, it has the longest reach of any conventional weapon deployed on the battlefields of 2072. It can only be mounted as a main gun on a vehicle, as part of a structure or naval vessel, or on a dedicated (and large) trailer. Like the heavy mortar, it fires shells similar to a mortar launcher, with the differences listed on the Howitzer Rounds table. A howitzer can only be fired once per Combat Turn.

The heavy mortar is breech-loaded, fed by an automatic mechanism from a magazine stored in the vehicle (less commonly, the heavy mortar can be loaded by hand, which is a Complex Action).

### Cruise Missiles

A cruise missile is a large missile capable of traveling thousands of kilometers semi-autonomously to a target, delivering a very large warhead. It requires a vertical launch system (p. 177) to be deployed, which uses Exotic Ranged Weapons (Cruise Missile) + Logic. Once launched, a cruise missile is for all intents and purposes a drone that flies to its target (the Cruise Missile Drone table has the appropriate drone ratings). When it reaches its destination, it can “fire” itself at the target or be “fired” by a remote controller or a rigger jumped-into missile. Cruise missiles can use their own sensors for active sensor targeting (p. 171, *SR4A*) or information-guided indirect fire (p. 162, *Arsenal*). They can also make use of designator-guided indirect fire (p. 162, *Arsenal*).

All cruise missiles are equipped with ClearSight 4 and Targeting (Cruise Missile) 4.

**Ares Penetrator:** The warhead of this cruise missile contains a shaped charge, a penetrating round, and a large amount of high-explosive material. It is intended to breach the armor of heavy installations, fortifications, and naval vessels. It has a range of 28,000 km.

**Aztechnology Sextillo:** This cruise missile is loaded with six independently targetable vehicle launch weapons (p. 124, *Arsenal*). The cruise missile’s pilot has specially designed sub-systems that fire all six missiles simultaneously, either at the same target or different targets, at no penalty using its Targeting software. Each of the missiles to be loaded into the Sextillo must be selected and purchased separately. The Sextillo has a range of 25,000 km.

**Lockheed Bullpup:** The Bullpup delivers a series of timed cluster munitions that feature a mix of high explosive, fragmentary, and shaped-charge bomblets to its target. The effect of this payload is a suppressive zone that lasts the rest of the Combat Turn in which it hits and two full subsequent Combat Turns. The Bullpup has a range of 27,000 km.

**McDonnell-Douglas Mamebe:** The Mamebe, referred to more technically as the BGM-421, is the standard for cruise missile technologies around the globe. It is a versatile, all-weather missile capable of delivering its payload to targets within 35,000 km of its launch site.

**Mitsubishi-GM Renegade:** While the SALT treaties and the Nairobi Accords forbid the use of nuclear weapons, most megacorporations and governments like to hedge their bets. The Mitsubishi-GM Renegade is a cruise missile with a range of 32,000 km. Its warhead contains a selective nuclear device capable of delivering a blast that devastates an area of between one and four kilometers in radius (see *Nuclear Weapons*, p. 159).

## VEHICLE WEAPON AMMUNITION

### Heavy Mortar and Howitzer Rounds

Heavy mortars and howitzers fire rounds that are identical to regular mortar rounds, only larger and more powerful, as shown on the Heavy Mortar Rounds table and the Howitzer Rounds table. The types of available mortar rounds and howitzer rounds can be found on p. 37, *Arsenal*, and p. 158 in this book.



## VEHICLE WEAPON RANGES

Ranges (in Meters)	Short (-0)	Medium (-1)	Long (-3)	Extreme (-6)
Heavy Mortar	250-600	601-1,000	1,001-8,000	8,001-12,000
Howitzer	0-1,500	1,501-8,500	8,501-18,000	18,001-30,000

## VEHICLE WEAPON SCATTER

Weapon	Scatter
Cruise Missile	3D6 x 10 meters - 15 per net hit
Heavy Mortar	3D6 x 5 meters - 4 per net hit
Howitzer	4D6 x 10 meters - 8 per net hit

## CRUISE MISSILE DRONE

Cruise Missile	Handling	Accel	Speed	Pilot	Body	Armor	Sensor
All cruise missiles	+5	100/400	750	4	8	8	6

Cruise Missiles	Damage	AP	Blast	Availability	Cost
Ares Penetrator	64P	-20	-5/m	48F	2,100,000¥
Aztechnology Sextillo	missile	missile	missile	40F	650,000¥
Lockheed Bullpup	24P	-	60m radius	42F	980,000¥
McDonnell-Douglas Mambela	32P	-4	-2/m	41F	1,000,000¥
Mitsubishi-GM Renegade	special	special	special	98F	8,750,000¥

## VEHICLE UPGRADES

**Bridge Layer (Standard, Groundcraft only):** This heavy equipment includes a folding bridge made of rigid ceramic structural elements with memory steel. The bridge is 10 meters long by 5 meters wide by 4 meters high when folded, and unfolds into a 10-meter by 80-meter bridge. The equipment that mounts on the vehicle can deploy the bridge in 1 minute (20 Combat Turns), and retrieve it in 5 minutes.

**Brush Cutter (Standard, Groundcraft only):** A brush cutter is a large piece of equipment mounted in the front of a vehicle, shaped like a giant powered hedge clipper, but really a series of V-shaped vibroblades. When activated, it cuts through heavy vegetation, brush, and even small trees. The vehicle can move at a speed of 15 kph through dense brush and light forest when using a brush cutter, and leaves a swath for other vehicles to follow. When a vehicle with an active brush cutter rams a target that is not another vehicle, drone, or barrier, increase the Damage Value of the ram (p. 166, *SR4A*) by +9. If the brush cutter is involved in a ram at a total speed greater than 30, it is destroyed.

The laser version of this upgrade uses a short-focused laser instead of blades. It allows movement at a speed of 25 kph through dense brush and light forest. In every other way, it is identical to the standard brush cutter.

**Emergency Pumping System (Standard, naval vessels only):** This system engages when a ship starts taking on water. When it does, treat the hull damage to the ship as if it was one step less on the Sinking Naval Vessels table (p. 172); for example, 11 percent to 25 percent damage is treated as though it was only 1

percent to 10 percent, and the system entirely mitigates the threat of sinking when the damage is 10 percent or less.

**Mine Plough (Standard, Groundcraft only):** This defensive upgrade looks like giant claws mounted to the front of the vehicle. When the vehicle moves forward, the blades of the plough dig up the earth around the mines, theoretically turning it on its side or upside-down, rendering it harmless. For each mine in the path of an active mine plough, roll 1D6: on a 1 the plough misses the mine, on a 2-6 the mine is turned and will not detonate as intended.

**Mine Roller (Standard, Groundcraft only):** This anti-mine device is a large “rolling pin” that is pushed ahead of a vehicle to trigger any mines in its path. The mine roller is a barrier with Structure Rating 16 and Armor Rating 24. The mine roller becomes useless after it has taken four square meters worth of “holes” (see *Destroying Barriers*, p. 166, *SR4A*).

**Redundant Process Manufacturing (All):** Redundant process manufacturing is an industrial technique where the vehicle’s components are exposed to more refining, toxic chemicals, and soulless mechanized fabrication processes than necessary. This practice is less efficient, but it scrubs any hint of the components’ connection to its natural state and, more practically, the manosphere. As a result, this upgrade increases the vehicle’s Object Resistance threshold (p. 183, *SR4A*) by its rating.

**Self-Contained Personnel Compartment (Standard):** “The Box,” as it is called by soldiers forced to spend time in one, is an armored modular container roughly cube-shaped, a bit less than two meters on a side, attached to the exterior of the vehicle. The compartment has a large door that can spring open in under a second to disgorge the soldier inside. It is used to transport a





Heavy Mortar Rounds	Damage	AP	Blast	Availability	Cost
Anti-Aircraft	26P/30P*	-4	-1/m	29F	450¥
Anti-Tank	36P	-/-10**	-8/m	29F	400¥
Anti-Vehicle	23P	-2/-6***	-4/m	23F	450¥
Cluster	17P	-	20m radius	17F	280¥
Drone	small drone	-	-	11F	175¥
ECM (Rating 1-10)	-	-	per jammer	14F	Rating x 100¥
Fragmentation	26P(f)	+5	-1/m	22F	220¥
Gas/Splash	chemical	-	20m radius	8F + chemical	120¥ + chemical
Guided	as round	as round	as round	+3	+500¥
High Explosive	22P	-2	-2/m	17F	270¥
Incendiary	-	-	20m radius	17F	300¥
Mine	4 mines	-	3D6 meters	23F	450¥
Rocket Assist	-	-	-	+5	+400¥
Seeker	as round	as round	as round	+3	+500¥
Sensor	-	-	-	14F	800¥
Smoke	-	-	20m radius	11F	175¥
Solar	-	-	50m radius	11F	225¥
Thermal Smoke	-	-	20m radius	14F	210¥
White Phosphorus	17P/8P	-half	-1/m	29F	700¥

\*Anti-aircraft rounds have DV 30P against targets moving faster than 200m/Combat Turn, 26P against others.

\*\*Anti-tank rounds have -10 AP vs. directly hit targets; it does not apply to targets in the round's blast radius.

\*\*\*Anti-vehicle rounds have -6 AP against vehicles, -2 AP against other targets.

Howitzer Rounds	Damage	AP	Blast	Availability	Cost
Anti-Aircraft	38P/42P*	-5	-1/m	43F	900¥
Anti-Tank	52P	-/-10**	-13/m	43F	800¥
Anti-Vehicle	33P	-2/-6***	-4/m	34F	900¥
Cluster	24P	-	30m radius	25F	550¥
Drone	medium drone	-	-	16F	350¥
ECM (Rating 1-10)	-	-	per jammer	20F	Rating x 150¥
Fragmentation	38P(f)	+5	-1/m	32F	450¥
Gas/Splash	chemical	-	30m radius	11F + chemical	250¥ + chemical
Guided	as round	as round	as round	+4	+750¥
High Explosive	32P	-2	-2/m	25F	550¥
Incendiary	-	-	30m radius	25F	600¥
Mine	10 mines	-	3D6 meters	34F	1,000¥
Rocket Assist	-	-	-	+6	+800¥
Seeker	as round	as round	as round	+4	+750¥
Sensor	-	-	-	20F	1,600¥
Smoke	-	-	30m radius	16F	350¥
Solar	-	-	75m radius	16F	450¥
Thermal Smoke	-	-	30m radius	20F	425¥
White Phosphorus	24P/11P	-half	-1/m	43F	1,400¥

\*Anti-aircraft rounds have DV 42P against targets moving faster than 200m/Combat Turn, 38P against others.

\*\*Anti-tank rounds have -10 AP vs. directly hit targets.

\*\*\*Anti-vehicle rounds have -6 AP against vehicles, -2 AP against other targets.



Vehicle Upgrade	Slots	Threshold	Tools	Cost	Avail.	Special Skill
Bridge Layer	14	26	Facility	90,000¥	14R	–
Brush Cutter	8	18	Shop	11,000¥	10R	–
Brush Cutter, Laser	9	20	Shop	23,000¥	19F	Industrial Mechanic
Emergency Pumping System	–	26	Facility	110,000¥	8	Nautical Mechanic
Mine Plough	8	16	Shop	7,000¥	10R	–
Mine Roller	10	16	Shop	8,000¥	9R	–
Redundant Process Manufacturing (Rating 1-2)	2	Body x 3	Facility	vehicle cost x rating	14R	Industrial Mechanic
Self-Contained Personnel Compartment	3	28	Shop	60,000¥	12R	–
Vertical Launch System						
standard	–	40	Facility	\$2,100,000	48F	Nautical Mechanic
automated	–	62	Facility	\$15,300,000	76F	Nautical Mechanic

soldier into a battle zone and to deploy her quickly when the vehicle to which it is attached arrives. The Box can be ejected from a damaged vehicle by means of explosive bolts.

Treat the compartment as a separate but attached vehicle with Body 7, Armor 9, and no Handling, Acceleration, Speed, Pilot, or Sensor ratings, and a –3 signature modifier (p. 171, *SR4A*). It comes equipped with the gun port and passenger protection (Rating 4) vehicle upgrades. It can also take the following vehicle upgrades (p. 131, *Arsenal*): Amenities, Ammo Bins, Armor, Chameleon Coating, ECM, Interior Cameras, Life Support, Metahuman Adjustment, Passenger Protection (higher rating), Personal Armor, Reflective Hull, Retrans Unit, Redundant Process Manufacturing, Rigger Cocoon, Satellite Communication, Signature Masking, Special Armor Mod, Termination System, Valkyrie Module, Weapon Mount. It can also take an auto-rappel system (p. 163).

**Vertical Launch System (Standard, naval vessels only):** A VLS is a launch system for cruise missiles. There are two types of VLS: a *standard VLS* is loaded before firing using special equipment, while an *automated VLS* has a magazine that can hold up to five additional cruise missiles. A standard VLS can be fired once, and then must be reloaded with a new cruise missile (a process that takes about an hour to do safely). An automated VLS can be fired once per minute (20 Combat Turns) and takes about two hours to reload.

## MILITARY GRIMOIRE

### MILITARY SPELLS

Many of the spells found in *SR4A* or *Street Magic* can be found in the grimoires and collections of military magicians, but some spells have been developed for military use specifically. Military spells are available in most corporate or national military academies. Since they have not yet been released to the public, the

spell formulae for military spells have twice the normal cost and Availability for each category and have a forbidden (F) legality.

### Combat Spells

Combat spell rules are on p. 203, *SR4A*.

#### [Element] Grenade (Indirect, Elemental)

Type: P • Range: Touch • Damage: P • Duration I • DV: (F ÷ 2) + 4

This spell is actually a number of spells, each with a specified elemental effect: acid, cold, electricity, fire (p. 163, *SR4A*), blast, ice, light, metal, sand, smoke, sound, or water (p. 164, *Street Magic*). The spell creates a tangible ball of energy about the size of a ripe cantaloupe in the caster's hands. The spell then launches the ball as a grenade launcher (using the same rules and ranges with no minimum range), at which point it is affected by mundane physics, falling to the ground or bouncing off of surfaces. The ball is harmless until it explodes with a radius of a normal area spell. The ball is a physical object, and would be affected by anything that affects physical objects.

The energy ball scatters as a grenade launcher, 3D6 meters –2 meters per net hit on the Spellcasting Test. It explodes when the caster takes a Simple Action to detonate it or the Combat Turn ends, whichever comes first. Until it explodes, the spell must be sustained by the caster. The DV is equal to the spell's Force plus the net hits on the Spellcasting Test. The rules for blasts against barriers (p. 156, *SR4A*) apply to this spell's effect.

### Detection Spells

The rules for detection spells can be found on p. 205, *SR4A*.

#### Sending (Active, Area, Psychic)

Type: M • Range: Touch • Duration S • DV: (F ÷ 2) + 1

#### Broadcast (Active, Psychic, Extended Area)



Type: M • Range: Touch • Duration S • DV:  $(F \div 2) + 3$

These spells are much like Mindlink or Mindnet, where the subject may communicate with all sentient beings within range. This spell is one-way only: the subject may send information, emotions, and images to targets in the area of effect, but does not receive any response. Everyone within the area of effect will receive the message, though targets can attempt to resist the effect of the spell through the normal Willpower (+ Counterspelling) Test.

### Health Spells

Health spell rules are on p. 207, *SR4A*.

### Calm Mind

Type: M • Range: Touch • Duration S • DV:  $(F \div 2) - 2$

There is no magical cure for mental illness, magical or otherwise, but it can be treated. This spell alleviates penalties due to psychological causes, including fear, psychosis, phobias, and even cyberspsychosis. For each hit on the Spellcasting test, reduce the dice pool penalty of a psychologically based affliction by 1; hits may be distributed over multiple causes when the spell is cast, but may not be “moved around” without recasting the spell. This spell may be used to temporarily counteract negative qualities, but not penalties imposed by a mentor spirit or a paragon. Spellcasters with the quickening metamagic ability can attempt to make this effect permanent—at least, until the spell is dispelled.

### Illusion Spells

More information on illusion spells can be found on p. 208, *SR4A*.

### Designate (Realistic, Single-Sense)

Type: P • Range: LOS • Duration S • DV:  $(F \div 2) - 1$

This spell mimics the effects of a target designator (p. 34, *Arsenal*). Once the target is designated by this spell, the caster does not need to maintain line of sight but does need to sustain the spell to keep the target “lit.” The hits from the Spellcasting test are used as the net hits added to the indirect fire test when weapons are fired at the target.

This spell can only create a part of the spectrum that is integrally accessible to the caster. By default, this means it can only mimic a laser designator in the visible light spectrum. If the caster has thermographic vision (either natural or implanted, but not via imaging device), the spell may also act as an infrared designator. If the caster has an implanted radar sensor, the spell may mimic radar and microwave (maser) designators.

### Flash (Realistic, Single-Sense)

Type: P • Range: LOS(A) • Duration I • DV:  $(F \div 2)$

### Flicker (Realistic, Single-Sense)

Type: M • Range: LOS(A) • Duration I • DV:  $(F \div 2) - 1$

This spell causes a bright flash in the vision of the target. For each net hit from the Spellcasting Test, the target suffers a -1 dice pool penalty to tests involving vision. This penalty is reduced in magnitude by 1 for two Combat Turns, and then it is gone.

Flash, the physical version of this spell, has its penalty reduced by half if the target has any form of flare compensation. Additionally, Flash also affects targets outside the spell's area

of effect who are looking in the direction of the spell's effect and are within twice the spell's radius from center of the spell (so a Flash spell with a six-meter radius would affect those in the radius plus onlookers within twelve meters). The penalty for those affected in this manner is half the penalty for those inside the spell's area of direct effect, though the duration is the same. Flicker, the mana version of this spell, is not affected by flare-compensation.

### Manipulation Spells

The rules for manipulation spells are on p. 210, *SR4A*.

### [Element] Cloud (Environmental, Area)

Type: P • Range: LOS (A) • Duration S • DV:  $(F \div 2) + 5$

When this spell is cast, it creates a roiling sphere of energy with a diameter equal to the spell's Force, which remains for as long as the spell is sustained. The area affected by this spell is a suppressive fire zone (p. 154, *SR4A*), with a Damage Value equal to the Force of the spell, plus the elemental effect.

This spell represents a number of different spells, each with a different specific elemental effect: either acid, cold, electricity, fire (p. 163, *SR4A*), blast, ice, light, metal, sand, smoke, sound, or water (p. 164, *Street Magic*).

### Recharge (Physical)

Type: P • Range: Touch • Duration P • DV:  $(F \div 2) + 1$

This spell recharges electronic devices. The magician must overcome the device's Object Resistance rating with the hits from her Spellcasting Test for this spell to work. If this threshold is met, the device is fully charged when the spell has been sustained long enough to become permanent.

### Slow (Physical)

Type: P • Range: LOS (A) • Duration S • DV:  $(F \div 2) + 3$

This spell saps the kinetic energy of moving objects (relative to the manosphere, which in most cases is the Earth) in its area of effect. Movement in the area is limited to one meter per second, enough to mitigate damage from bullets, explosions, or falls. The spell ends when the caster stops sustaining it or the amount of mass moving in the area of effect exceeds 200 kg per hit on the Spellcasting Test. This spell does not change forces (such as gravity), just speed.

This spell is often used by special forces for HALO insertions without a parachute.

### ADEPT POWERS

The following are new adept powers that expand the flexibility of adepts. These are in addition to the power on p. 195, *SR4A*, and p. 174, *Street Magic*.

### Mind Over Matter

**Cost: 1.5 (may only be taken once)**

The adept is truly a master of mind over matter and may use one Mental attribute in place of one Physical attribute for any tests. The attributes used must correspond per the Astral Attributes table (p. 192, *SR4A*); for example, only Charisma may be used in place of Strength, only Logic for Agility, etc. Once the attribute substitution is chosen for this power, it cannot be changed.



## Rush

Cost: 0.5

With a focused burst of mana, the adept plows adrenaline and magic through her veins, pushing her body past its limits. At the beginning of the adept's first Initiative Pass in a Combat Turn, she may choose to activate this power (as a Free Action). The adept gets +1 Initiative Pass for the Combat Turn.

This boost does not come without a price. At the end of the Combat Turn this power was activated, the adept must resist Physical drain equal to twice the number of Initiative Passes the adept had that Combat Turn (adepts resist drain with Willpower + Body).

*For example, Trigger has two Initiative Passes normally, but she's in a spot of trouble. She uses Rush to get a third IP for the Combat Turn. She finishes off her opponents, but at the end of the Combat Turn she must resist 6P drain.*

## TECHNOMANCY

Militaries use any resource they find useful, and technomancers are a resource no modern military would pass up without a good look. Military technomancers have learned to develop their own techniques, but as with most emergent knowledge, this information is spreading quickly into the general technomancer population.

### ECHOES

The following are new echoes for technomancers. They follow the rules for echoes given on p. 243, *SR4A* and p. 145, *Unwired*.

#### Connectivity

The technomancer is more attuned to the mundane Matrix. Her subscription limit is increased by her Submersion rating.

#### Feral Resonance

The technomancer can attune himself to a proto-sentient (feral) AI that he might find in the Matrix. The technomancer first befriends the AI, which is treated as an Extended Intuition + Charisma (AI Rating x 2, 1 week) Test. Glitching on this test means that the feral AI turns on the technomancer and attacks. At the end of this "getting to know you" time, the technomancer spends Karma equal to the feral AI's rating at the end of the Test.

Once this is accomplished, the AI is linked to the technomancer. The AI shares the technomancer's access ID and will generally act in the technomancer's best interests. The technomancer and the attuned AI can communicate through the Matrix, although the cognitive ability of a feral AI is fairly limited. A technomancer may attune multiple feral AIs, up to his Submersion rating.

### ADVANCED ECHOES

These echoes expand the standard advanced echoes (p. 147, *Unwired*).

#### Bio-Radar

**Prerequisite:** Living ECM

The technomancer uses her control of radio waves to create a crude sort of radar. This radar acts as the radar sensor headware (p. 36, *Augmentation*) with a Signal rating equal to half the technomancer's Signal rating, rounded up.





Urgent Message...

Melee Weapons	Reach	Damage	AP	Availability	Cost
Blade Bayonet	2	(STR/2+2)P	-1	5	60¥
Flick Bayonet (on weapon)	2 or 1	(STR/2+1)P	-	15R	1,500¥
Victorinox SmartStaff				18R	3,150¥
Baton	1	(STR/2+1)P	-		
Mace	1	(STR/2+3)P	-		
Pick	1	(STR/2+2)P	-2		
Polearm	2	(STR/2+2)P	-2		
Short Blade	-	(STR/2+2)P	-		
Spear	2	(STR/2+2)P	-1		
Staff	2	(STR/2+2)P	-		
Sword	1	(STR/2+3)P	-1		

Urgent Message...

Submachine Guns	Damage	AP	Mode	RC	Ammo	Availability	Cost
AK-147 Carbine	5P	-	SA/BF/FA	1(2)	30(c)	5R	550¥
HK 229-X	7P*	-1	SA/BF/FA	(1)	28(c)	16F	1,500¥

\*includes extra damage from high-powered rounds.

Urgent Message...

Assault Rifles	Reach	Damage	AP	Mode	RC	Ammo	Availability	Cost
AK-147	-	6P	-1	SA/BF/FA	1	38(c)	5R	650¥
Ares Bravo	-	6P	-1	SA/BF/FA	2	42(c)	13F	2,500¥
Vibrosword	1	(STR/2 + 3)P	-2	-	-	2 hours		
Ares Sierra	-	6P	-1	SA/BF/FA	2	42(c)	13F	1,900 ¥
Stun Baton	1	5S(e)	-half	-	-	10		
HK G12A4m	-	8P*	-2	SA/BF/FA	2(3)	32(c)	18F	3,000¥

\*includes extra damage from high-powered rounds.

Urgent Message...

Grenades	Damage	AP	Blast	Availability	Cost
Cluster Grenade	8P	-	10m radius	12F	40¥
Gecko Grenade	as grenade type	as grenade type	as grenade type	+2	+50¥
Monofilament Grenade	8P	-4	-3/m	16F	150¥
Rockets	Damage	AP	Blast	Availability	Cost
Anti-Aircraft	16P/20P*	-3	-1/m	28F	2,200¥
Anti-Tank	22P	-/-10**	-6/m	28F	2,000¥
Mine	6 mines	-	306 meters	28F	1,600¥
Sensor	8P	-	-	18F	600¥
Missiles	Damage	AP	Blast	Availability	Cost
as rocket	as rocket	as rocket	as rocket	+5	+Sensor Rtg x 500¥

\*Anti-aircraft rockets and missiles have DV 20P against targets moving faster than 200m/Combat Turn, 16P against others.

\*\*Anti-tank rockets and missiles have -10 AP vs. directly hit targets.

Urgent Message...

Weapon Modification	Slots	Threshold	Tools	Cost	Availability	Special Skill
High-Power Chambering	2	20	Shop	weapon cost	7R	—
Redundant Process Manufacturing (Rating 1-2)	2	Body x 3	Facility	weapon cost x rating	14R	Industrial Mechanic

Ammunition, per 10 shots	Damage Mod	AP Mod	Armor Used	Availability	Cost
Anti-Tank Rounds	—	-6	B	22F	170¥
Armor-Piercing Flechette	+2	—	I	18F	160¥
High-Power Rounds	+2	-1	B	20F	80¥
RFID Rounds	—	—	—	+2	+20¥
Sensor Rounds	-half	+6	I	5R	30¥
Suppression Rounds	—	+1	B	4R	20¥

Urgent Message...

Battle Rifles	Damage	AP	Mode	RC	Ammo	Availability	Cost
AM-884	7P	-2	SA	—	12(c)	6R	3,000¥
Ares HVBR	7P	-1	SA/BF	4	48(c)	12F	3,600¥
AVC-762	7P	-1	SA/BF	1	30(c)	4R	2,800¥
FN SCAR-H3	7P	-1	SA/BF	2	30(c) or 60(c)	10R	3,500¥
Grenade launcher	grenade	grenade	SS	—	6(m)		
HK G13A2w	7P	-1	SA/BF	2	20(c)	9R	3,200¥

Urgent Message...

Grenade and Mortar Launchers	Damage	AP	Mode	RC	Ammo	Availability	Cost
ArmTech MGL-18	grenade	grenade	BF	—	18(c)	20F	12,000¥
Esprit MPML-3	mortar	mortar	SS	—	3(m)	18F	2,500¥
ITS Conryu	grenade	grenade	SA/FA	—	50(belt)	20F	3,000¥

Weapon	Damage	AP	Mode	Ammo	Availability	Cost
Ares Shockbeam	85(e)	-half	SA	5(c) or external source	16F	14,000¥

Weapon Accessory	Mount	Availability	Cost
Blade Bayonet	Barrel	5	60¥
Device Mount	Top/Under	per device	60¥
Flick Bayonet	Barrel	15R	1,500¥

Nanotech	Type	Availability	Cost
AK-147 Nanofax	—	21F	600,000¥
Mine Detectors (per 100m <sup>2</sup> )	Soft	12	400¥
Mine Concealers (per 10 mines)	Soft	12	300¥
Mine Disposal	Hard	15	5,000¥
NDS Aeronautics	Hard	22R	1,125,000¥
NDS Automotive	Hard	22R	1,100,000¥
NDS Barracks	Hard	20R	950,000¥
NDS Bunker	Hard	26R	1,000,000¥
NDS CASH	Hard	26R	1,200,000¥
NDS Command	Hard	24R	980,000¥
NDS Industrial	Hard	24R	1,150,000¥





Grenades	Damage	AP	Blast	Availability	Cost
Cluster Grenade	8P	–	10m radius	12F	40¥
Gecko Grenade	as grenade type	as grenade type	as grenade type	+2	+50¥
Monofilament Grenade	8P	-4	-3/m	16F	150¥
Rockets	Damage	AP	Blast	Availability	Cost
Anti-Aircraft	16P/20P*	-3	-1/m	28F	2,200¥
Anti-Tank	22P	-/-10**	-6/m	28F	2,000¥
Mine	6 mines	–	3D6 meters	28F	1,600¥
Sensor	8P	–	–	18F	600¥
Missiles	Damage	AP	Blast	Availability	Cost
as rocket	as rocket	as rocket	as rocket	+5	+Sensor Rtg x 500¥

\*Anti-aircraft rockets and missiles have DV 20P against targets moving faster than 200m/Combat Turn, 16P against others.

\*\*Anti-tank rockets and missiles have -10 AP vs. directly hit targets.

Mines	Damage	AP	Blast	Availability	Cost
Ares Fireblossom	10P(f)	-half	-1/m	18F	95¥
B-114 Anti-Personnel	12P	–	-2/m	16F	85¥
B-116 Chemical Mine	as chemical	as chemical	10m radius	4F + chemical	40¥ + chemical
CI Dragon Box Mine	–	–	–	14F	16,500¥
E-121 Electrical Mine	12(e)	-half	–	17F	90¥
RWE Gang Feng	14P(f)	+5	-1/m	19F	80¥
NA Anti-Tank	18P	-10	-9/m	22F	125¥
KM-18 Zweihänder	14P(f)	+5	-1/m*	18F	85¥

\*Blast confined to a 60-degree arc in front of the mine.

Mortar Rounds	Damage	AP	Blast	Availability	Cost
Anti-Aircraft	16P/20P*	-3	-1/m	20F	220¥
Anti-Tank	22P	-/-10**	-6/m	20F	200¥
Cluster	12P	–	15m radius	12F	140¥
Drone	mini-drone	–	–	8F	85¥
ECM (Rating 1-10)	–	–	per jammer	10F	Rating x 50¥
Guided	as round	as round	as round	+2	+500¥
Mine	2 mines	–	2D6 meters	16F	210¥
Rocket Assist	as round	as round	as round	+4	+260¥
Sensor	–	–	–	10F	400¥

\*Anti-aircraft mortar rounds have DV 20P against targets moving faster than 200m/Combat Turn, 16P against others.

\*\*Anti-tank mortar rounds have -10 AP vs. directly hit targets.

### Satellite-Based Weapons

Availability	Cost	
Aesir Satellite	144F	1,200,000,000¥

### Satellite Weapons

Damage	AP	Blast	Availability	Cost	
Freya Missile	30P + special	–	-5/10m	45F	150,000¥
Loki Missile	30P	-20	–	45F	20,000¥
Thor Missile	30P + special	–	-5/100m	45F	1,200,000¥

### Satellite Accessories

Availability	Cost	
Aesir Guidance Beacon	12F	650¥
Aesir Guidance Maser	12F	1,800¥

## MILSPEC HARDWARE UPGRADES

Module Rating	Availability	Response Cost	Signal Cost
7	20F	24,000¥	6,500¥
8	26F	48,000¥	8,750¥
9	32F	96,000¥	12,250¥
10	40F	192,000¥	17,250¥

Nexus Hardware/Software*	Availability	Cost
Response (Rating 7-10)	(rating x 4)F	Rating x processor limit x 500¥
System (Rating 7-10)	(persona limit ÷ 2)F	Rating x persona limit x 300¥
Firewall (Rating 7-10)	(processor limit** ÷ 5)F	Rating x processor limit x 250¥

\*Signal rating cost is the same as that of a commlink \*\*The processor limit minimum is 10, maximum is 50

Electronics	Availability	Cost
Microtrónica Azteca Spellslinger	14F	10,000¥
Mine Detector	10R	4,000¥

Software	Availability	Cost
Anti-Aircraft Assist (Rating 3)	12R	1,200¥
Common Use Program (Rating 7-10)	(Rating x 3)F	Rating x Rating x 100¥
Hacking Program (Rating 7-10)	(Rating x 4)F	Rating x Rating x 1,000¥
Firewall (Rating 7-10)	(Rating x 4)F	Rating x Rating x 500¥
MRSI Software (Rating 5)	14F	10,000¥
System (Rating 7-10)	(Rating x 4)F	Rating x Rating x 500¥
Tactical Satellite Mapping Software (Rating 4)	10R	4,000¥

Urgent Message...



Armor	B/I	Availability	Cost
Ballistic Mask	+2/+1	7	130¥
YNT SoftWeave Armor	-	+3	x1.1

Weapon Modification	Capacity	Cost	Availability
Redundant Process Manufacturing (Rating 1-2)	[2]	armor cost x rating	14R
Responsive Interface Gear	[2]+[1]	2,400¥	8

Milspec Commlinks	Response	Signal	Availability	Cost
Singularity Battle Buddy Basic	5	5	8R	10,000¥
Singularity Battle Buddy	7	6	24F	17,000¥
MCT Tactical	7	7	32F	18,500¥
Renraku Suterusu	8	7	40F	32,750¥
Transys Cybernaut	9	8	48F	65,000¥

Survival Gear	Availability	Cost
Auto-Rappel	6	1,000¥
Camouflage Netting	4	5¥/m <sup>2</sup>
Chameleon Netting	10R	35¥/m <sup>2</sup>
Insulated Netting	6	10¥/m <sup>2</sup>
MOSLTOV	8	750¥
Wingsuit	7	600¥
Wingsuit Jetpack	10R	1,200¥

Bioware	Essence	Availability	Cost
Adrenal Regulator	0.1	8	9,000¥
MPC Bridge	0.1	10	14,000¥





Heavy Mortar Rounds	Damage	AP	Blast	Availability	Cost
Anti-Aircraft	26P/30P*	-4	-1/m	29F	450¥
Anti-Tank	36P	-/-10**	-8/m	29F	400¥
Anti-Vehicle	23P	-2/-6***	-4/m	23F	450¥
Cluster	17P	-	20m radius	17F	280¥
Drone	small drone	-	-	11F	175¥
ECM (Rating 1-10)	-	-	per jammer	14F	Rating x 100¥
Fragmentation	26P(f)	+5	-1/m	22F	220¥
Gas/Splash	chemical	-	20m radius	8F + chemical	120¥ + chemical
Guided	as round	as round	as round	+3	+500¥
High Explosive	22P	-2	-2/m	17F	270¥
Incendiary	-	-	20m radius	17F	300¥
Mine	4 mines	-	306 meters	23F	450¥
Rocket Assist	-	-	-	+5	+400¥
Seeker	as round	as round	as round	+3	+500¥
Sensor	-	-	-	14F	800¥
Smoke	-	-	20m radius	11F	175¥
Solar	-	-	50m radius	11F	225¥
Thermal Smoke	-	-	20m radius	14F	210¥
White Phosphorus	17P/8P	-half	-1/m	29F	700¥

\*Anti-aircraft rounds have DV 30P against targets moving faster than 200m/Combat Turn, 26P against others.

\*\*Anti-tank rounds have -10 AP vs. directly hit targets; it does not apply to targets in the round's blast radius.

\*\*\*Anti-vehicle rounds have -6 AP against vehicles, -2 AP against other targets.

Howitzer Rounds	Damage	AP	Blast	Availability	Cost
Anti-Aircraft	38P/42P*	-5	-1/m	43F	900¥
Anti-Tank	52P	-/-10**	-13/m	43F	800¥
Anti-Vehicle	33P	-2/-6***	-4/m	34F	900¥
Cluster	24P	-	30m radius	25F	550¥
Drone	medium drone	-	-	16F	350¥
ECM (Rating 1-10)	-	-	per jammer	20F	Rating x 150¥
Fragmentation	38P(f)	+5	-1/m	32F	450¥
Gas/Splash	chemical	-	30m radius	11F + chemical	250¥ + chemical
Guided	as round	as round	as round	+4	+750¥
High Explosive	32P	-2	-2/m	25F	550¥
Incendiary	-	-	30m radius	25F	600¥
Mine	10 mines	-	306 meters	34F	1,000¥
Rocket Assist	-	-	-	+6	+800¥
Seeker	as round	as round	as round	+4	+750¥
Sensor	-	-	-	20F	1,600¥
Smoke	-	-	30m radius	16F	350¥
Solar	-	-	75m radius	16F	450¥
Thermal Smoke	-	-	30m radius	20F	425¥
White Phosphorus	24P/11P	-half	-1/m	43F	1,400¥

\*Anti-aircraft rounds have DV 42P against targets moving faster than 200m/Combat Turn, 38P against others.

\*\*Anti-tank rounds have -10 AP vs. directly hit targets.

\*\*\*Anti-vehicle rounds have -6 AP against vehicles, -2 AP against other targets.