
CORPORATION



GRAB THE CACHE

INTRODUCTION

Welcome to the 'Grab the Cache' Introductory Booklet; designed to show you the world of Corporation and get you playing a game.

THE SETTING

Corporation is a new tabletop role-playing game by Brutal Games set against a backdrop of corporate domination. Based in the year 2500, you take on the role of a biomechanically augmented Corporate Agent. You have been elevated to new peaks of human ability and employed to act as the executive arm of your Corporation. Your work could involve spying, stealing, negotiating and even murdering, whatever the Corporation needs.



THE EDEN SPIRE CITY

THE CORPORATIONS

When creating a character you can select to work for any of the five major Corporations. Your choice will influence the feel of the game and the motivation, abilities and style of your division. In this introduction you'll be playing the Western Federation but a synopsis of each corporation follows



AI-JINN AGENT

THE AI-JINN

The Ai-Jinn Corporation dominate a large area of mainland Asia. Their legitimate business practices revolve around the macrostructure and mining industries but their real strength lies in the seedy world of crime.

Most Ai-Jinn Agents are able criminals and have their roots within the world's organised crime syndicates such as the Chinese triads, Japanese yakuza, Russian organisatziya and American gangsters.

These associations create vast criminal networks which facilitate the Ai-Jinn's activities and allow them to operate beyond the reach of the law.

When playing Ai-Jinn Agents you'll be mixing with the underworld, establishing gangs and setting up illegal businesses while kidnapping, extorting and blackmailing your way to success.

COMOROS



COMOROS AGENT

If there were to be a light at the end of the tunnel Comoros would be that light. Less of a Corporation and more of an alliance, Comoros oversee the world's education and cultural integrity. They originally began as a necessary affiliation between India and Africa but over time have grown into one of the few superpowers who seem to have the wellbeing of humanity at the top of its agenda.

Comoros' power is a sleeping monster, their mastery over telepathics dwarfs the other corporations and although they seldom flex their muscles, when they do the results have been devastating.

This spiritual enlightenment comes at a price; Comoros are woefully underfunded and their merciful, altruistic tendencies have set them back a long way in the technology war. As a result they must buy most of their equipment from the other Corporations and operate on a stringent budget.

When playing Comoros you can expect to work with reduced cash and poor equipment but have access to a telepathic legacy few can claim. Your missions will be less immoral than most and will tend to have an overriding theme of improving the world rather than exploiting it.

EURASIAN INCORPORATED (E.I.)



E.I. AGENT

Eurasian Incorporated specialise in the health and leisure industry which generates them enormous amounts of capital. When you add to this that they are by far the best financiers in the world it makes one wonder why they have not taken over the world already.

Although they are easily the wealthiest of the corporations, the level of available cash brings with it decadence. Eurasian Incorporated Agents are flashy, well dressed, carefree and

unconcerned with the effects of collateral damage.

When a typical E.I. Agent is faced with a problem his default choices tend to be blow it up or throw money at it. Although not every E.I. Agent thinks this way, so many do that as a corporation, their operational skills tend to be less honed than their rivals.

When playing E.I. Agents you can expect expense accounts, fast cars, tailored suits and luxury accommodation. Yes, you do have to get the job done but it's all good fun if approached with the right attitude.

SHI YUKIRO



The Shi Yukiro corporation combine the refined efficiency of modern Japan with the philosophies and ritual of their ancient ancestors. Their field of expertise lies in high-end technologies whose prevalence in the modern world has assured them an unshakable position among the world superpowers.

Shi Yukiro Agents almost universally tend to

have the greatest respect for their country and a strong sense of cultural identity. Their operational methods include stealth, high-tech surveillance, carefully deployed weaponry and of course, lightning displays of martial prowess.

When playing the Shi Yukiro you can expect to mix the latest murderous technologies with codes of conduct dating back centuries. You are the blackened knives of the corporation, waiting in the darkness for any who would threaten your standing or impinge your honour.

THE WESTERN FEDERATION



The Federation make the best weapons in the world and that fact has ensured that in this day of universal warfare, they can count themselves one of the largest and most powerful corporations on the planet.

Their territory spans all of North America and a significant part of South America but as yet they have not expanded into the rest of the world. Their policy of old fashioned values and

clean living, although heavily criticised by many, has given them a strong hold on their resident population who find the Federation's way, although imperfect, to be a realistic and acceptable alternative to the poverty, crime and squalor that is prevalent in much of the world.

As a Federation Agent you can expect to be well paid and extremely well armed. Federation divisions operate much like Special Forces units and their mastery of military operations affords them a significant advantage in urban skirmishes. Your missions can range in scope as much as any corporation but tend to lean towards 'sweep and clean' or 'seek and destroy'.

THE UIG



Central to the world of Corporation is the United International Government. A single authoritarian body who pass law over all the world's states. Without the UIG the corporations would likely have ground each other into dust years ago and the Earth would be a post-apocalyptic hell-hole.

The UIG work to maintain stability in a world divided by corporate rivalry, aided in their efforts by six immensely powerful Artificial Intelligences dubbed 'The Archons'.

UIG law uses a system of rank which is open to all and the more work you do upholding the law, the more rank you acquire. Unfortunately breaking the rules will see your rank diminish, sometimes to the point of depersonalisation and then you're good for nothing but a bullet in the head from a UIG Marshal.

This system of rank is vital for an Agent and as his rank increases he gains access to more licenses, which allow him to manipulate the law to his advantage. Whether he does this for the good of the people or personal gain is a choice that only he can make.

A large part of an Agent's work is making sure he operates within the confines of the law, or if that's not to his taste, making sure he doesn't get caught.



ID Chips

All citizens in the Corporation world have ID chips in their right hand. Agents are equipped with scanners so they can identify people. Anyone without a chip is an outlaw and can be brought in for a bounty.

OTHER ANTAGONISTS

Rival Corporations & Their Agents

Although each Corporation has their own area of speciality, their interests often conflict. For this reason one of the most common antagonists encountered will be enemy Agents.

Droids

Droids have a range of functions and can be fitted with varying levels of Artificial Intelligence. They can be encountered as mindless servitors, alert sentinels, cunning assassins or brutal war machines. Whatever function they serve, Agents can destroy them, shut them down with EMP, sneak past them or even reprogram them to serve as allies.

Outlaws / Criminals

The UIG's depersonalisation policy results in the removal of human rights for those who persistently break the law. These outlaws have nothing to lose and are a constant source of anguish for the corporations. Agents are always in need of cash so hunting them down for a bounty is a great use of free time.

Minor Corporations

Aside the five major corporations there are dozens of minor corps. Some are under the umbrella of the larger companies, some fiercely independent. Such groups may need to be investigated, sabotaged, crushed, monitored or relieved of technology by corporate Agents.

Citizens

Citizens can be as cunning, cruel and greedy as any corporation. The activities of determined citizens are often the target of corporate missions.

The Cult of Machina

This faction of augmentation addicts are constantly searching for upgrades to improve themselves and replace the weak flesh they were born with. Agents provide an endless supply of top quality hardware which the Cult try to harvest with brutal fury.

The Unknown

Although Corporation is set mainly on Earth and nearby orbitals, the opportunity to explore further is presented if it is something your group would like to do. This can obviously provide a wealth of new enemies and factions.



TORN LIGHT, CHIMERA-WARMASTER OF THE CULT OF MACHINA

THE SYSTEM

For the sample mission in this booklet you'll be using a simplified version of the system with pre-generated characters. If you don't want to rip up your booklet go to www.corpgame.com/gtc

WHAT DO YOU NEED TO PLAY?

A set of dice (D4, D6, D8, 2D10)
Paper and pencils
Some players
GM (Games Master, the one who runs the game)

PASSING A CHECK.

Most tasks in the game are completed by making a check. Firing a gun, opening a locked door, sabotaging a machine etc.

To pass a basic check you'll need to add together a STAT and a Skill and roll equal or below on 2D10.

STATS - Strength, Endurance, Reflexes etc.
Skills - Stealth, Observation, Arts & Culture etc.

For example, to fire a pistol

Perception (6) + Light Firearms (7) would give you a total of 13. This is referred to as an Action Total. You must roll below or equal to 13 on 2D10.

This system is used for almost everything in the game and is the same as the one presented in the main rules.

The GM normally chooses which STAT and Skill are appropriate but in some situations it is fixed. For example, using a railgun will always use 'Perception + Heavy Firearms'.

XS (Excess)

The amount you pass a roll by is referred to as XS (excess) and can be used to determine how well a check is passed or for other mechanics such as opposed actions and additional damage.

Criticals!

If you roll a 1/1 on your 2D10 then you have critically passed and should receive a small

bonus if appropriate, e.g. if you hack a computer you may gain access to more information than you had expected. In combat, this always results in doubling the total damage dealt. E.g. 2D6+3, you roll 4 and 5 = 24 dam.

Rolling a 10/10 is a critical fail and has the opposite effect. In combat this results in your weapon jamming, backfiring or even breaking. The GM should use their discretion.

Professional Skill

Each character has one skill marked with an asterisk (*). This is their profession and if they pass their roll and get a double it is considered a critical success. In addition they cannot critically fail a professional skill roll.

MODIFIERS

The GM can add a penalty or a bonus based on the difficulty of the task so if you want to shoot someone in the hand with your pistol the GM could apply a -6 penalty. That would mean instead of getting 13 or below you'd need 7 or below.

If you wanted to shoot a massive target such as a camel, the GM could give you a +2 bonus meaning you'd have to roll 15 or below.

Very hard -8, hard -4, tricky -2, simple +2, easy +4.

OPPOSED ACTIONS

If two characters are involved in a contest of some kind such as a car chase or wrestling for control of a pistol you should get each one to make the same, appropriate roll. The one who passes by the most wins. You can extend this contest over several rounds and total up the numbers if you need to.

COMBAT

Rounds

Combat is divided into rounds. Each round everyone involved gains an action. This could be shooting a pistol, dodging an attack or using

a medkit. Each round lasts about 3 seconds. Weapons have a 'rate' associated with them which describes how many times you can fire the weapon each round. The 'scene' ends when it reaches a natural conclusion as decided by the GM.

Initiative

To see what order people act in roll D10 and add the character's Reflexes score. (Highest goes first, re-roll draws).

Ranged Combat

To attack with a ranged weapon use Perception + Relevant Firearms Skill, e.g. Light Firearms for firing a pistol. If you pass, deal damage as stated by the weapon. The combat Action Totals are worked out for you in this adventure.

Close Combat

Use Agility + Close Combat

If your opponent has a close combat weapon he is considered to be able to defend. In this case you gain a penalty to your attack roll equal to his Close Combat score. (This is known as his 'Defence')

For example,

Agent Kruger uses his plasma sword to attack a UIG officer. The officer is armed with a sword as well and has a Close Combat skill (or Defence) of 5.

Kruger will have a -5 penalty to attack the officer.

If he did not have a close combat weapon he would be in trouble as Kruger would take no penalty to attack. In the full game there are ways to fight unarmed against such opponents so don't panic!

Deal damage as indicated by the weapon.

DAMAGE AND ARMOUR

Weapons have associated damage dice which reduce your opponent's hit points. Just roll them to see how much damage you deal.

Your opponent's Armour Value (AV) reduces this damage.

Example, your pistol deals D8 damage. You roll a 6. Your opponent has an Armour Value

of 2 so you only deal 4 damage. The opponent therefore loses 4 hit points.

Armour Value (AV) reduces all damage dealt to a character by its value unless specified otherwise. E.g. If you are hit for 7 damage and have AV 3, you take 4 damage. Plasma weapons ignore all AV.

HEALING

Agents heal their Endurance in HP per 12 hours. If they are resting they heal at double this rate. You can also heal with medpacks which automatically restore 20 HP.

DYING

When Agents reach 0HP they fall unconscious and lose 1 point of Intelligence per round. When they lose all their Intelligence points they die. They can be stabilised by someone passing an 'Intelligence + Medicine' roll. Once stabilised they return to 1HP and recover 1 Intelligence point per hour. If an Agent reaches negative HP equal to her Strength + Endurance she dies irrecoverably.

IMMUNITIES

Agents are biomodified and are immune to being knocked out by anything other than being reduced to 0HP. They also feel no pain and do not suffer from bleeding or organ trauma.

CONVICTION

Each Agent gains 3 conviction points at the beginning of the game. You can spend one to re-roll **or** give +4 to an action total (a 2D10 roll). If you're adding +4 you must do so before you roll. You can only spend one a turn and they are recovered for excellent role-playing or achieving significant player goals.

A wealth of extra options are presented in the Core Rules but we just don't have room for them all here. Visit www.corpgame.com and email us with any questions.

THE WORLD

Corporation is set on Earth in 2500 and as such there are many similarities our world. Some locations have remained the same and so players and Games Masters alike already have a good idea of what to expect. For example, most of the great cities of the 21st century still stand although most are a shadow of their former selves. Corporation is not a post-apocalyptic game however, only criminals, outcasts and the impoverished would live in these filthy, crime-ridden holes.

Those who can afford it reside in government housing or even in the opulence of the Corporation-owned Spire Cities. As an Agent your Spire apartment is already reserved.

All manner of environments can be found in the game. Your work can take you from the savage twisted jungles of South America or the nightmare ruins of the Old Cities to the unadulterated luxury of the Vastaag pleasure orbital or the unfathomable relic cities buried deep under the Venus colonies.



CORPORATION™

NAME Jack Anderson

CORP. W.F.

RANK 1

PROF. Scientific Support

DIVISION 3rd California Tactical

LEVEL 1

STRENGTH	7	
ENDURANCE	6	
AGILITY	6	
REFLEXES	7	
PERCEPTION	9	
INTELLIGENCE	7	
PRESENCE	7	

ARTS AND CULTURE	5
ASSESS TECH	3
ATHLETICS	
ATTITUDE	4
BUSINESS	1
CLOSE COMBAT	3
COMPUTERS AND AI	5
CORP KNOWLEDGE	
CRIME	5
CYBERNETICS AND ROBOTICS	
DRIVE	1
HEAVY FIREARMS	
LIGHT FIREARMS	4
LOOKING GOOD	4
LYING AND ACTING	3
MECHTRONICS	
MEDICINE	2
OBSERVATION	7
PILOT	
PSYCHOLOGY	2
SCIENCE	* 8
STEALTH	1
STREET CULTURE	2
SUPPORT WEAPONS	
TACTICAL FIREARMS	6

HP TOTAL CURRENT MASHING

33

ARMOUR VALUE (AV)

Light Combat Armour	+2
Total AV	2

MOVE SPEED 19

TRAININGS

Hacking

Mastered Weapon:

Laser Rifle

LANGUAGES

English

Spanish

Military Sign

Mandarin

CONVICTION



LICENSES

Law Enforcement
Light Firearms
Non-powered Melee Weapons
Tactical Firearms
Vending
World Database Access
Drive

COMBAT

WEAPON/ATTACK	AT	DAM	DEF	RATE	CON
Anderson adds the amount he passes to hit (the XS) to damage when firing his Laser Rifle.					
LR40 Laser Rifle	15	2D6+1	0	2	10
Black Cougar (pistol)	13	D8	0	3	10
Short sword	9	D6+7	3	3	10
Unarmed Strike	9	3	3	2	N/A

CORPORATION™

ADDITIONAL EQUIPMENT

Black Cougar: *Standard issue Agent pistol (see combat overleaf)*

External Communication Device (Comm. Unit)

Handcuffs

PDA: *Standard issue computer. Wirelessly connects to internet*

Light Combat Armour: +2 AV *(see Armour overleaf)*

Laptop: *Configured for hacking*

Plasma Cutter: *Will cut through most material with ease, lasts 3 rounds*

Takata LR-40 Laser rifle: *(see combat overleaf)*

Analysis Toolkit: *Used to identify unknown substances*

Forensics Toolkit: *Used to test for DNA, blood, firearm residue etc. Can be used with World Database to identify people and objects*

Flask: *Contains finest coffee*

Short sword: *Tactical sized melee weapon (see combat overleaf)*

Credit: 250 (About \$500)

MEDICALS, DRUGS AND TOXINS

IV Medpack: *Automatically used when an Agent hits OHP. Restores 20HP*

CONTACTS

BACKGROUND AND NOTES

It's a bit of a mystery why Jack Anderson is a Western Federation Agent. He is very smart and sophisticated having been born to highly ranked U.I.G. parents. He enjoys the finer things in life more than the W.F. really approve of and has been known to interrupt missions to trade art objects and fine wine. However, he is a very accomplished scientist and despite being a little distracted sometimes, gets the job done.

Trainings

Hacking - Anderson can use his computer to gain unauthorised access to computer systems. However this does use illegal software so if caught he will be in trouble

Mastered Weapon - Anderson is highly skilled at using his Laser Rifle. he adds the amount he passes his check by (his XS) to the damage of each hit.

Unusual Licenses

World Database Access - Allows Anderson to access the World Database so he can check a person's public file, their DNA or fingerprints.

Vending - Allows Anderson to legally trade and sell goods so long as he pays 20% tax on profits to the UIG

CORPORATION™

NAME Dr Philippe Perez

CORP. W.F.

RANK 1

PROF. Medic

DIVISION 3rd California Tactical

LEVEL 1

STRENGTH	7	
ENDURANCE	7	
AGILITY	7	
REFLEXES	6	
PERCEPTION	7	
INTELLIGENCE	7	
PRESENCE	8	

ARTS AND CULTURE		
ASSESS TECH	4	
ATHLETICS	1	
ATTITUDE	7	
BUSINESS	4	
CLOSE COMBAT	5	
COMPUTERS AND A.I.	1	
CORP KNOWLEDGE	3	
CRIME	1	
CYBERNETICS AND ROBOTICS		
DRIVE	2	
HEAVY FIREARMS		
LIGHT FIREARMS	6	
LOOKING GOOD	5	
LYING AND ACTING	4	
MECHTRONICS	1	
MEDICINE	* 8	
OBSERVATION	3	
PILOT		
PSYCHOLOGY	3	
SCIENCE	5	
STEALTH		
STREET CULTURE		
SUPPORT WEAPONS	2	
TACTICAL FIREARMS	2	

HP TOTAL CURRENT MASHING

34

ARMOUR VALUE (AV)

Light Combat Armour	+2
Total AV	2

MOVE SPEED 21

TRAININGS

Field Surgery

Dual Weapon:

Light Firearms

LANGUAGES

English

Spanish

Military Sign

Mandarin

CONVICTION

COMBAT

WEAPON/ATTACK	AT	DAM	DEF	RATE	CON
Dr Perez can fire a pistol with both hands simultaneously each round					
Black Cougar 1 (pistol)	13	D8	0	3	10
Black Cougar 2 (pistol)	13	D8	0	3	10
Long sword	12	D8+7	5	2	10
Unarmed Strike	12	3	5	2	N/A

LICENSES

Law Enforcement
 Light Firearms
 Non-powered Melee Weapons
 Medical
 Biohazard & Toxins
 Public Appropriation
 Drive

CORPORATION™

ADDITIONAL EQUIPMENT

2x Black Cougar: *Standard issue Agent pistol (see combat overleaf)*

External Communication Device (Comm. Unit)

Handcuffs

PDA: *Standard issue computer. Wirelessly connects to internet*

Light Combat Armour: +2 AV (*see Armour overleaf*)

Medical Toolkit: *Gives +2 bonus to all medicine rolls*

Long sword: *Tactical sized melee weapon (see combat overleaf)*

Credit: 200 (*about \$400*)

MEDICALS, DRUGS AND TOXINS

IV Medpack: *Automatically used when an Agent hits 0HP. Restores 20HP*

2 x Medpack: *Restores 20HP + Medicine*

2 x Toxin Purge: *Removes the effects of drugs/toxins*

Asmenic Dichlorate: *Removes memories of last 5 hours*

CONTRACTS

BACKGROUND AND NOTES

Philippe Perez is the Division Leader, on his head lies the responsibility of success or failure on a mission; as such he is wound quite tightly. He is extremely tough, mentally, having grown up on the streets of Old Mexico and takes his role as Doctor and Division leader very seriously. He is enormously proud about being a member of the W.F. and hopes one day to be featured as Agent of the Month on W.F. TV. If it comes to a fight he likes to lead from the front unloading his Black Cougars with controlled precision.

Trainings

Field Surgery - Perez can heal up to his medicine +2 (10hp) to an individual. This can only be used once per person per scene and only once per set of injuries

Dual Weapons - Perez is skilled at firing a light firearm in each hand (see combat overleaf)

Unusual Licenses

Public Appropriation - Allows Perez to take the property of Citizens in pursuit of his mission objectives

Biohazard and Toxins - Allows Perez to legally carry normally illegal drugs and toxins

CORPORATION™

NAME Veronica Lang

CORP. W.F.

RANK 1

PROF. Criminal Operations

DIVISION 3rd California Tactical

LEVEL 1

STRENGTH	6	
ENDURANCE	6	
AGILITY	8	
REFLEXES	8	
PERCEPTION	7	
INTELLIGENCE	7	
PRESENCE	7	

ARTS AND CULTURE	1
ASSESS TECH	3
ATHLETICS	5
ATTITUDE	5
BUSINESS	2
CLOSE COMBAT	6
COMPUTERS AND A.I.	
CORP KNOWLEDGE	3
CRIME *	8
CYBERNETICS AND ROBOTICS	
DRIVE	1
HEAVY FIREARMS	
LIGHT FIREARMS	4
LOOKING GOOD	4
LYING AND ACTING	4
MECHTRONICS	
MEDICINE	1
OBSERVATION	3
PILOT	
PSYCHOLOGY	2
SCIENCE	
STEALTH	7
STREET CULTURE	5
SUPPORT WEAPONS	
TACTICAL FIREARMS	2

HP TOTAL	CURRENT	WASHING
32		

TRAININGS

Underground Operations

Dual Weapon:

Tactical Melee

ARMOUR VALUE (AV)

Sub-dermal Plate	+1
Reenforced Clothing	+1
Total AV	2

MOVE SPEED 20

LANGUAGES

English

Spanish

Military Sign

Mandarin

LICENSES

Law Enforcement

Light Firearms

Non-powered Melee Weapons

Security License

Detainment

Search Domestic Property

Drive

CONVICTION

COMBAT

WEAPON/ATTACK	AT	DAM	DEF	RATE	CON
Black Cougar	11	D8	0	3	10
Lang can fight with a sword in both hands simultaneously each round					
Long sword (1)	14	D8+6	6	2	10
Long sword (2)	14	D8+6	6	2	10
Unarmed strike	14	3	6	2	N/A

CORPORATION™

ADDITIONAL EQUIPMENT

Silenced Black Cougar: Standard issue Agent pistol (see combat overleaf)

External Communication Device (Comm. Unit)

Handcuffs

PDA: Standard issue computer. Wirelessly connects to internet

Reinforced Clothing: +1 AV Armour that's built in to clothing

Sub-dermal plate: +1 AV Armour plate inserted under the skin

2x Long sword: Tactical sized melee weapon (see combat overleaf)

Security Bypass Device: Allows electronic locks to be picked

Lockpicks: Allows non-electronic locks to be picked

2 x Lock Analyser: One use item, gives +4 to opening locks

BioCleene Spray: Organic solvent spray, to remove blood etc from clothing

Climbing Gloves: Thorned gloves gives + 4 to climbing

Mini Camera: Will take 5000 hi-res images or 24 hours of video

Credit: 150 (About \$300)

MEDICALS, DRUGS AND TOXINS

IV Medpack: Automatically used when an Agent hits 0HP. Restores 20HP

CONTACTS

BACKGROUND AND NOTES

Veronica Lang grew up as a member of one of the many street gangs operating in L. A. Open City. As a smart talented thief she was headhunted by the Ai-Jinn to join them as an Agent, however, to their surprise she declined. Realising that the only way to progress in the world was to join a Corporation, she decided to work for one dedicated to raising humanity to a higher standard and protecting its own. Despite turning her back on the underworld she still has many connections there that can provide useful information for the right price.

Trainings

Underground Operations - Lang is still connected to the underworld and can get information or black market goods from her contacts

Dual Weapons - Lang is skilled at fighting with a long sword in each hand (see combat overleaf)

Unusual Licenses

Security License - Allows Lang to own a security bypass device and use it.

Detainment - Allows Lang to legally detain Citizens for up to 12 hours in pursuit of a mission

Search Domestic Property - Allows Lang to enter and search domestic property in pursuit of a mission

CORPORATION™

STRENGTH	9
ENDURANCE	8
AGILITY	6
REFLEXES	6
PERCEPTION	8
INTELLIGENCE	6
PRESENCE	6

TRAININGS

Survival

Mastered Weapon:

Laser Cannon

LANGUAGES

English

Spanish

Military Sign

Russian

CONVICTION



ARTS AND CULTURE	
ASSESS TECH	4
ATHLETICS	4
ATTITUDE	4
BUSINESS	
CLOSE COMBAT	5
COMPUTERS AND A.I.	
CORP KNOWLEDGE	3
CRIME	1
CYBERNETICS AND ROBOTICS	
DRIVE	6
HEAVY FIREARMS *	8
LIGHT FIREARMS	2
LOOKING GOOD	5
LYING AND ACTING	3
MECHTRONICS	1
MEDICINE	2
OBSERVATION	5
PILOT	
PSYCHOLOGY	
SCIENCE	1
STEALTH	2
STREET CULTURE	1
SUPPORT WEAPONS	7
TACTICAL FIREARMS	

NAME Dirk Walker

CORP. W.F.

RANK 1

PROF. Heavy Firearms (Nuke)

DIVISION 3rd California Tactical

LEVEL 1

HP TOTAL CURRENT MASHING

37

ARMOUR VALUE (AV)

Light Combat Armour	+2
Combat Helmet	+1
Total AV	3

MOVE SPEED 23

LICENSES

Law Enforcement
Light Firearms
Non-powered Melee Weapons
Heavy Firearms
Offensive Equipment
Combat Drugs
Drive

COMBAT

WEAPON/ATTACK	AT	DAM	DEF	RATE	CON
Walker adds the amount he passes to hit (the XS) to damage when firing his Laser Cannon.					
Laser Cannon	16	5D8+5	0	1	10
Frag Grenade	15	3D6	0	1	10
Black Cougar (pistol)	10	D8	0	3	10
Unarmed Strike	11	4	5	2	N/A

CORPORATION™

ADDITIONAL EQUIPMENT

Black Cougar: *standard issue Agent pistol (see combat overleaf)*

External Communication Device (Comm. Unit)

Handcuffs

PDA: *Standard issue computer. Wirelessly connects to internet*

Light Combat Armour: +2 AV (*see Armour overleaf*)

Combat Helmet: +1 AV (*see Armour overleaf*)

Laser Cannon - "Lil' Lady" (*see combat overleaf*)

2x Frag Grenade: 3D6 damage in a 3m blast (*see combat overleaf*)

A well thumbed copy of *Monthly Cannon Review* magazine

Credit: 150 (*about \$300*)

MEDICALS, DRUGS AND TOXINS

IV Medpack: *Automatically used when an Agent hits 0HP. Restores 20HP*

Medpack: *Restores 20HP + Medicine*

Combat Drugs: +2 to Str, End and Agil
Lasts for 10 mins

CONTACTS

BACKGROUND AND NOTES

Dirk Walker is what is affectionately described as a nuke. Nukes are obsessed by heavy firearms and less concerned about collateral damage. They tend to name their weapons and love them more than their kids. Dirk's Laser Cannon is called "Lil' Lady". When Dirk isn't cleaning his Laser Cannon, reading catalogues of new heavy firearms or studying video footage of them being used, he loves to watch old videos of 1980's survival films then go and reenact them in the swamps of the southern W.F. territories

Trainings

Survival - Walker can survive for great periods of time without modern comforts. If he passes an 'Intelligence + Endurance' check he can scavenge enough food to maintain himself.

Mastered Weapon: Laser Cannon - Walker is highly skilled at using his laser cannon, when he fires it he adds the amount he passed to hit by (the XS) to his damage roll

Unusual Licenses

Offensive Equipment - Allows Walker to carry and use dangerous equipment, such as grenades

Combat Drugs - Allows Walker to legally carry and use physically augmenting combat drugs

GRAB THE CACHE - GM ONLY

Grab the Cache is a small mission for 3 or 4 players and incorporates investigation, negotiation and action to give you a taste of some aspects the Corporation world. If you have less than four players you might want to reduce the number of enemies at each encounter.

THE MISSION

The players will be taking on the role of a Western Federation division on the trail of a missing arms shipment. Below is an outline of the mission. It goes without saying you should feel free to change any aspects of the mission.

1. A weapons transport truck is hijacked on route to the Las Vegas Spire. The players are informed of the hijacking and head to the scene of the crime. Once there they cordon off the area and investigate.
2. Witness reports reveal the thieves travelled to Los Angeles Open City where they can start asking around and investigating.
3. One of the leads takes them to an American Underground base where a fight breaks out.
4. In the aftermath of the fight, UIG Common Residential Officers arrive and start questioning the Agents, desperate to find fault and earn some respect from their superiors.
5. All of this activity in the city attracts the attention of the Ai-Jinn who send a message to the division and agree to meet them in an alley at 1 am. The Ai-Jinn hand over the information in exchange for the release of one or two Ai-Jinn Agents from Federation custody. (Players must negotiate).
6. The players find out the guns are stashed in a department store owned by a European company. They need to raid the place and retrieve the weapons.

PART I - THE HIJACKING

The division are on a road a few miles outside Los Angeles Open City returning from a training session in Dallas Spire. A call comes to the leader's communications PDA from Mission Officer Landers informing him there has been a hijacking on the R4 (freeway Route 4) which leads into the Open City. They are only a few miles away and are the nearest unit able to respond.

1st Check – This check is just to get people used to the system and has no real effect on the mission.

To get there even faster the driver can make an 'Agility + Drive' roll. He should add up these two numbers and try to get below or equal on 2D10. It is recommended that Agent Walker drives as he is the best suited.

If he succeeds then he moves through the traffic at breakneck speed and arrives a little earlier. Failure has no real effect but a roll of 10/10 will crash the car, dealing all passengers 3D10 damage and wrecking the vehicle (Armour Value will reduce this damage). It may also wound or kill other road users, typical civilians have 20HP so the 3D10 damage may well kill them).

Regardless, they will arrive at the site of the hijacking.

THE SCENE

There is a large armoured truck laid on its side in the middle of the road. The back doors are open and there is a small crater in the floor both guards are dead. There are no cameras on this section of road and it is not currently being scanned by satellite.

By making some checks as (examples below) the Agents can determine the following information from the scene.

Perception + Heavy Firearms

The truck was knocked over by a rocket launcher fired from around 500 yards away. You can see this was most likely a crumbling office building off to the east. The trajectory confirms this.

Intelligence + Stealth

This was an ideal place for the hijacking as there are no cameras or satellite coverage.

Perception + Support Weapons

The doors were blown off using high explosives and were crudely laid. It was probable that they knew the contents would be in armoured cases.

Perception + Medicine / Tactical Firearms

The driver and his Agent companion were

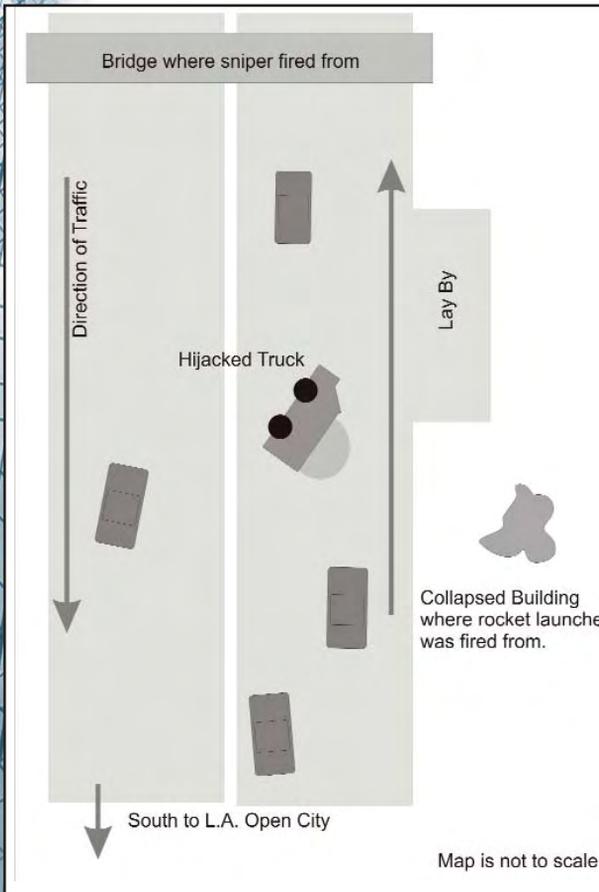
expertly shot with sniper rounds in the forehead. The trajectory suggests the sniper was positioned on a bridge about 500 yards ahead.

Perception + Drive

Recent tyre marks suggest a vehicle pulled off from a nearby lay by in hurry. The same tyre marks are near the armoured car. A look on the world data net (via a PDA) reveals the tyres were typically fitted to a FA Journeyman van.

INTERVIEWING THE WITNESSES

There are four witnesses of value. You can include others to pad out the interviews and to give a more realistic feel. Most people drove off and the UIG have not arrived on the scene yet.



Mary Keller, kind old lady, age 63

She saw the explosion but it was too bright for her cheap synthetic eyes and she could not see anything else for about 5 minutes. She did hear some voices though and they seemed to be European.

Jake Lamano, staunch supporter of the Western Federation, age 55

He saw everything, he claims, though in fact he hid in the footwell of his car. He says it was communists speaking in Chinese or "some such language". A 'Presence + Psychology' check will reveal he is lying and saw very little. The sounds he heard do corroborate the evidence with the exception of the Chinese accent.

Vincent Warner, businessman, badly wounded and dying, age 37

Vincent saw the rocket impact and then a white van raced over and two men got out, one blew open the back doors and one checked the occupants were dead. When the doors were opened they pulled out 3 large crates and loaded them into the van. He was watching the whole time and then suddenly shot in the head,

the bullet has not killed him yet but he will die without medical attention.

Someone can roll 'Intelligence + Medicine' to stop his bleeding and stabilise him.

It is evident that he was shot with a sniper round from the bridge.

Isabel Santiago, young mother, age 21

She was driving out of LA a few minutes after the incident. If interviewed she can just about recall seeing the van heading into LA open city about 10 minutes ago.

PART 2 - ASKING AROUND LOS ANGELES OPEN CITY

Although many of the old cities have fallen into disrepair and most of the privileged classes live in Spires, a few urbanisations have prospered. Los Angeles is such a city and over the last 500 years has evolved into one of the most desirable places on Earth to live. Although a spire city is luxurious, it is also enclosed and heavily regulated; crime is extremely rare but so is the sense of freedom one gets from living in an open city. For this reason LA attracts an enormous range of residents who are drawn by the independent and exciting atmosphere.

The city itself is a modern metropolis. The broad, shop-lined streets are looked over by towering skyscrapers. Holowalls are fitted to any unclaimed walls and the effect of hundreds of flashing, animated screens gives the place a feeling of being alive.

Policing and Cameras

The UIG patrol the city but they generally take on more of a response role, reacting to situations rather than trying to prevent them. Camera coverage is sparse due to repeated sabotage by the American Underground and the general disapproval of LA's residents.

FINDING THE CACHE

Its going to be a tricky job finding where the weapons were taken. Because everyone is

new to the game there are a few suggested routes of enquiry. If the players cannot think of their own you can suggest these. Ideally you should make them roleplay these encounters and not just roll dice.

Presence + Street Culture

This can be used to speak to homeless, street performers, newspaper vendors etc, and find out if there is any word. The player can determine that there have been two groups of non-Federation Agents operating in the city recently. Who they are is unknown.

Presence + Crime and Underworld Contacts Training

There is a chance that Agent Lang who has the Underground Operations Training might know someone in the city who could shed some light. If they pass the check let them know that a Triad group has been operating in the city for some time now. Where a Triad is working, there are normally Ai-Jinn Agents.

Presence + Arts and Culture

Asking around some of the more expensive hotels etc. or speaking to doormen / nightclub bouncers reveals that a group of European's have been making quite a stir on the scene. Starting fights, throwing money around etc. This is typical behaviour of Eurasian Incorporated (EI) Agents, they have gone quiet the last 5 days though.

General Investigation

Almost anyone asked will blame the American Underground. This group of terrorists and anarchists believe the Federation are crushing the spirit and freedom that made America what it once was and seek to topple them so that the nation can be taken back to a golden age.

By asking around, intimidating local shopkeepers and maybe checking with underworld contacts it should be possible to find out the location of the local AU (American Underground) base.

PART 3 - THE AU BASE

The base is an abandoned supermarket on the western-most limit of the city. The layout is unimportant as this is a very easy fight and the Agents should dispatch the underground without much effort, it's really here to allow everyone to understand the combat system before the more important fight at the end. They are enemies of the Federation and every one of them killed will yield a bounty of 1000¢.

They are all armed with guns but no melee weapons; this means they will receive no Defence in close combat so if the division can close with them they will be able to cut them to ribbons with little effort.

You should run 4-8 of these soldiers for the encounter. Perhaps starting with 4 and then bringing in reinforcements as the situation warrants.

American Underground Soldier

(See page xx for Combat Summary)

AV	2
HP	21
Defence	0
Strength	6
Endurance	5
Agility	6
Reflexes	5
Perception	6
Intelligence	6
Presence	5

Weapons (Select one)

Rifle	AT 11, Damage 2D6, Rate 2
Pistol	AT 11, Damage D8, Rate 3
Magnum	AT 11, Damage D10, Rate 2

Upon dispatching the AU soldiers it should become apparent they don't have the stolen guns and interrogating any survivors reveals they had nothing to do with the hijacking.

SYNOPSIS

The players should be able to determine the following information. How they get it does not really matter.

1. There are a group of triads operating in the city, these are likely to be headed up by a division of Ai-Jinn Agents.
2. There are a group of E.I. Agents in the area. They seem the likely culprits as their methods are typically overkill and they would have European accents as described by Mary Keller earlier. However, the actual location of these Agents is unknown.
3. The American Underground have nothing to do with the hijacking but are active in the city.

PART 4 - THE UIG

After the massacre at the supermarket you may want to have some kind of UIG response. If not, skip to 'Enter the Dragons'.

Over the next few hours, perhaps while the Agents are getting some food, two Officers approach. These particular ones are Common Residential Officers (a.k.a CROs / Crows) and are the lowest ranking of the UIG. They are generally extremely inexperienced and desperate to work their way up the promotional ladder by making as many arrests as possible. Bringing in some Agents would be a real achievement and guarantee them some respect.

To run this small encounter try to get the Agents irritated so that they break some minor law such as disobeying a UIG officer or using foul language. You should bear in mind the Agents have probably done nothing wrong as the AU soldiers were all associated with a terrorist organisation. You can assume UIG law is much the same as American and European law in the current era for the purposes of this game so use your discretion. Below are some guidelines.

There are two officers. Maldeez and Brenan,

both are male, young and cocksure. Maldeez refers to the Agents as assholes every time he addresses them.

Brenan insists on examining their guns and starts dismantling them. He 'accidentally' drops an important component from someone's gun down a drain. He may also misalign the lasers on someone's gun rendering it broken.

They insist the Agents empty their pockets and bags etc. and keep trying to get the Agents to admit they started the fight.

You can add in any other provocations you feel would be fun such as drug tests or cavity searches.

If the Agent's keep their cool the CROs will eventually give up and leave.

PART 5 - ENTER THE DRAGONS

The UIG are not the only ones who have noticed the division's activities. The resident Ai-Jinn Agents have eyes and ears everywhere in the form of their numerous triad street soldiers. They know what's happened to the weapons and want to meet up.

At a time of your choice have the Agents approached by three Chinese triads. They are dressed in combat pants and t-shirts and covered in tattoos of dragons, snakes, koi and waves. They are fairly brief but state that if the division are interested in finding their weapons to be in Gator's Way (a downtown alleyway) at 1am tonight.

These triads know nothing and are just messengers, if they are attacked or threatened then the Ai-Jinn will be displeased and raise the price they want for the information. If you are forced to run combat for them you can consider that they are the same as the Underground Soldiers but armed with machine pistols which deal 3D6 and have a rate of 1.

DARK DEALS

This is not a combat encounter; the Ai-Jinn Agents are extremely strong and will annihilate the division if combat ensues. You should

make this obvious to the players by pointing out the quality of their weapons and obvious upgrades / armour. A fight against these Agents would result in death for the division.

The alley is dark, wet and festooned with litter and trash cans. Fire escapes run up most of the walls and occasionally steam vents into the cold air.

Six heavily armed Ai-Jinn Agents turn up, four are Chinese and appear to be triads. The remaining two are African American and seem to be providing heavy backup in the form of machine guns and grenade launchers.

The Ai-Jinn approach and their leader, Agent Cho Lin, a young woman, states she will reveal the location of the weapons in exchange for the release of two Ai-Jinn prisoners.

Ang Po – Currently being held for theft by a Federation Urban Assault Squad in Old Shanghai. Value Low

Lyn Chan – Currently being questioned by the Federation for suspected terrorism. Value Moderate

Jon Lo Men – Currently incarcerated in Phoenix Spire awaiting trial for murder. Value High

The players should negotiate for the best deal. The less they can give away the better. You could also allow them to offer other incentives such as permission for the triad to exist in L.A.

Ultimately the Ai-Jinn really want Jon Lo Men back but you should feel free to work the situation to create a fun encounter, regardless of the outcome.

THE INFORMATION

Once the deal has been agreed the Ai-Jinn Agents will await word from their allies that the release is finalised. This may take several hours and you can have both groups of Agents drink together at a local bar; this could be quite fun. All being well they reveal the cache is on

floor 10 (soft furnishings) of a department store. The store is run by a European company and the best course of action is just to storm the place but if preferred you can attempt a stealth infiltration.

PART 6 - SHOWDOWN

The department store (HomeWorld) is very large; 18 floors of domestic bliss ranging from gadgets to homeware and camping to video games.

OPTION 1 - STORM THE PLACE

They will need to pass through floor one which is ladies perfume and lingerie in order to reach the elevators. Although there is security on the door they do not stop the Agents entering and at most mutter something into their lapel mounted comm. devices. The staircases are sealed off and only open in emergencies, if the division want to use the stairs they'll need to pick the lock - 'Intelligence+Crime' (-2 penalty), or blow it open. It's only a light door so a few gunshots should do the job.

FLOOR 10 (After Storming)

As they enter the room it's apparent that their presence has been expected. Although there are still dozens of shoppers browsing sofas, pillows and linen, there are four figures, standing alert in and around the display areas. These are E.I. Agents who are famously disrespectful of both life and property. They have a significant advantage in this fight as they won't give a damn about dropping the building or killing the civilians. The players on the other hand should be extremely careful about not causing structural damage or hurting innocents.

OPTION 2 - STEALTH INFILTRATION

The Agents may wish to sneak in. This will probably have to be done after dark. Rather than list all the possible options for this you'll need to use your judgement. At night the place will still be open but there will be far fewer civilians present.

Climbing up the side of the building would be

possible with ropes but may require a few climbing rolls: 'Agility + Athletics'. Likewise you should request a few 'Agility + Stealth' checks to make sure they remain hidden. If you think too many checks have been failed then you should consider that the enemy are expecting them.

When they reach the floor in question they will need to break in which should be fairly simple task as the windows are not reinforced.

FLOOR 10 (After Stealth)

If the GM determines your stealth entry was successful then there are only a few shoppers here and the E.I. Agents are not ready for you. When the GM determines the division has 'made their entry' you can bring in the E.I. Agents who will be milling out front and in the back room. The division will have surprise on their side which means they will automatically win initiative and may even get into some really good cover giving the E.I. Agents -1 to all their ranged attacks.

SPECIAL CONDITIONS

These apply to both sides of the combat.

COMPROMISED STRUCTURE

Any Agent using a high damage weapon, (one that can potentially deal 20 or more damage) stands a chance to destabilise a section of the building. Each time the weapon is used he should roll an extra D10, on a 10 the building is damaged.

This particular building is quite old and can only take 5 damaging hits before it starts to break apart and collapse.

IN THE EVENT OF COLLAPSE

The players have about 3 minutes to finish the job, collect the guns and get out before the building collapses. If they get caught in the building they can claw their way out but the guns are ruined.

CIVILIAN CASUALTIES

Every time a shot is fired there is a chance you'll wound a civilian. Wounds to civilians are almost always fatal as they will quickly bleed

out without medical attention.

When you roll to hit with a ranged weapon roll an extra D10 in a different colour. On a roll of 9 or 10 with this dice your shot hits a civilian. Even if you hit your intended target it may have passed through them or ricocheted.

If you enter the facility at night there are less people and you only hit a civilian if you roll a 10 on the extra dice.

Unless someone with Medicine 1+ attends to the wounded person they will die within a few minutes. Humans have around 20 HP so if they are hit with a decent shot they'll die outright.

If you wish you can take a -4 penalty to ensure you do not endanger citizens. If you do then do not roll the additional D10.

THE E.I. AGENTS

Eurasian Inc. Agents are known for their cavalier attitude to life and collateral damage. For this reason they will fire discriminantly.

E.I. AGENT TEMPLATE

All Agents have the same stats to keep things simple.

AV	2
HP	34
Defence	5
Strength	7
Endurance	7
Agility	7
Reflexes	7
Perception	7
Intelligence	7
Presence	7

All Agents are armed with the following and as extra weapon as in the following descriptions.

Pistols	AT 15, Dam, D8, Rate 3
Longsword	AT 12, Dam, D8+7, Rate 2

Agent Janni Hanriksen

Male, Scandinavian, white crew cut, ice-blue eyes. Works as an assassin. Dressed in black suit.

Twin Plasma Pistols

AT 15, Dam D10, Rate 4

Plasma weapons ignore all Armour Value (AV) and critical miss on 8/8, 9/9 and 10/10.

Agent Karl Greeves

Heavy set, English, bald head, London accent, heavy weapon specialist. Dressed in combat pants and vest.

Rocket Launcher

AT 14, Dam 6D6, Rate 1

Blast Area 3 Metre Radius

Agent Rachael Walker

English, long black hair, athletic build. Dressed in simple black combat fatigues. Works as a social engineer.

Fire Rifle

AT 14, Dam 8, Rate 1

When a target is hit it is set on fire. They take D6 damage each turn until they spend a round putting out the fire. Remember you are in a soft furnishings department so you could have some fun with this weapon.

Agent Raphael Mecurio

Italian, dark hair, tanned, good-looking. Wearing a designer suit. Is a politics and finance expert.

Shotgun

AT 14, Dam 2D10, Rate 1

Deals 3D10 damage and gains +4 to hit if within 5 metres of the target.

THE WEAPONS

The cache of weapons can be found in a storage room out the back. They are mostly untouched and it seems someone has been trying to break them apart but no real damage has been done yet.

DEBRIEFING

The division should take the weapons back to the Dallas Spire where they will be handed over to R&D. They will explain their actions to Mission Officer Landers. If the building was blown up or if any civilians were killed they may have a real job on their hands.

If you were playing the full game you would also gain experience and Rank at this point which can be used to purchase new Trainings for your Agent, new licenses or simply increase his skills.

You also normally get paid so you can buy new weapons, equipment and cybernetics.

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