



Welcome to the Night City Police Department's CSWAT Dataterm Access System. This system was created so that you can learn about the history, operations and qualifications of our elite CSWAT division and the SPAR teams that man it. The documents used on this system were developed by CSWAT agent [Bryce Bezdek](#) and the Dataterm Access System was coded by independant contractors, [The BlackHammer Project](#).

A selection of articles have been prepared to introduce you to our elite CSWAT division. These range from recruitment and duties to awards and Standard Operating Procedures (SOP) of the SPAR teams themselves. All these documents are © 1999 Bryce Bezdek where appropriate, and cannot be reproduced except for personal use.

[CSWAT History](#) (August '99)

The history of CSWAT teams and Cyborg Suppression efforts world-wide, from the first analysis of CyberPsychosis to modern Fire-With-Fire tactics used worldwide.

[Recruitment and Training](#) (August '99)

A full run-down of the Recruitment and Training of CSWAT operatives in Night City. From Basic Training to Specialty Schools, it's all here.

[Career Skills](#) (August '99)

Skill listings for characters just finishing their CSWAT training, for character creation use in a CSWAT campaign. Also covers Combat Sense vs Authority.

[Field Specialties](#) (October '99)

Descriptions of the various field specialties amongst CSWAT team members. From Heavy Weapons to Insertion / Extraction!

[Field Specialty Skills](#) (October '99)

Field Specialties and their associated Primary and Secondary skills, and the skill point expenditures required for them.

[CSWAT Duties](#) (August '99)

The duties and organization of the CSWAT units and men. Includes SPAR team requirements, Cyborg Threat Assessment, and the massive amount of paperwork required for this police branch.

[Competitions](#) (August '99)

An overview of the annual regional competitions between SPAR teams to help improve their abilities and to indicate who has the best SPAR team in their CSWAT division.

[Awards](#) (August '99)

A listing and description of awards and decorations given to SPAR teams and team members for exceptional duty, actions and efforts.

[Standard Operating Procedures](#) (August '99)

The methods used by and authorized by CSWAT for the apprehension or termination of targetted offenders and perpetrators.

[T.A.S.C.](#) (September '99)

Most CSWAT units have a Training And Simulation Computer which uses advanced virtual reality technology to hone an individual's or an entire team's skills, much like the X-men's danger room.

[Rank Structure](#) (September '99)

The rank structure and promotional system for CSWAT officers.

[Standard Team Gear](#) (March '00)

Listings of standard gear for a SPAR team and for individual specialists in the team.

[CSWAT Gear Listings](#) (March '00)

Descriptions of much standard CSWAT gear, some drawn from other CP2020 resources, others from the mind of Mr Bezdek.

[12/27/20 - Police Mop Up CyberPsycho Rampage](#) (March '00)

From the Night City Tribune, archived article and photo of CSWAT action in a rush-hour rampage. These are articles and files suitable to a CSWAT Campaign or other ideas on the role and organization of CSWAT units on other web sites. There are over a hundred other excellent CyberPunk 2020 resources on the net beyond these, but these articles have been chosen for their topicality. Please note that these are usually not compatible with the articles presented herein, but present an alternate point of view.

[Firearms Laws in 2020](#)

A quick article on the firearms laws in the United States in 2020 as well as the author's firearms laws for the Boston-Atlanta Metropolitan Axis. (From the BlackHammer CyberPunk Project)

[The PoliceState Campaign](#)

An alternate campaign world where the US government has clamped down a quasi-military police state that almost successfully stopped the major bad effects of the Collapse. (from the BlackHammer CyberPunk Project)

[NCDP Expanded](#)

Expanded rules and setting for the NCPD from the mind of D-Roc - a more ADPolice / anime-textured world for the NCPD and CSWAT. (From Dataterm 2.0.2.0.)

The CSWAT/ SPAR site and graphics were designed by [Ambient Inc.](#) in the guise of the [BlackHammer CyberPunk Project](#). Original documents and texts written by [Bryce Bezdek](#).

CSWAT History

Before the turn of the century, the first cybernetics were made available to medical institutions and to those individuals who could afford the cost of the new and highly expensive technology. The cybernetics of the time were restricted to minor implants such as advanced pacesetters, muscle and skin grafts (for burn victims), and cybernetic arms and legs for limb-loss victims, although these were newly developed and of poor quality. The years to follow led to drastic improvements in the cyberware as newer versions were released and the modern technology was implemented to create new cybernetics altogether. A cybernetic arm soon became a much stronger alternative to a 'meat' arm, and a cybernetic eye could not only provide a much sharper image than its counterpart, but with a variety of options to choose from, it could provide imaging that was never before possible without extra equipment. Soon any part of the human body could be replaced with a cybernetic implant that was better, faster, or more efficient. Even major organs such as the heart, lungs and liver could be replaced with an untiring version.

Although the initial developments in cyberware represented a wealth of possibilities within the medical community, others saw the new technology as a terrific resource with a much different potential. In the company of the cyberware intended to improve and prolong human life came the cyberware intended to destroy it. Blades concealed in the hands and feet, poisoned needles and tasers in the fingertips, and incapacitating lasers in the eyes became available on the black market. Gangs formed around the new technology and the lethality of the streets skyrocketed.

It was the age of cybertechnology. Cybernetics that were once only available to the insanely rich soon became much more available as prices dropped dramatically. The cost of cyberware, however, was much greater than its worth in Eurodollars. With each new cybernetic implant, the body became less human and more machine, and the effects almost always passed unnoticed at first. The person became less emotional and less concerned as their demeanor turned fierce and cold. Eventually their mind would cease functioning as normal, unable to discern the mechanical implants from the rest of the body. Their mental resources were slowly torn down by their massive amounts of cyberware, and it was only a matter of time before they lost total control. It often caused the personality to fragment and take on one or more psychotic traits, the most common of which was either extreme paranoia of one form or another or a total wrath towards human life. Psychologists recognized this condition as an actual progressive disease and called it 'cyberpsychosis.'

Cyberpsychosis was identified in the year 2014 by a psychologist by the name of Dr. Victor Eddings of Southern California University. He found that there was a steady increase in the number of reported psychotic cases since the introduction of cybernetics. He also discovered that, as a general rule, the more cyberware an individual possessed, the more likely they were to have psychotic tendencies. Research and experimentation led him to discover that cyberware and psychosis were in fact directly related, and some cyberware had more adverse affects on a person's psyche than others. He learned that the more cyberware a person possessed, the more difficult it was for their mind to differentiate between the real parts of the body and the replacements. After a period of time, the mind would 'slip' and temporarily lose control from time to time from the tremendous amount of mental stress. The effects could be any within a wide range from developing totally irrational phobias, to the mind actually fragmenting and taking on multiple personalities. In one documented

case, a man suffering from cyberpsychosis had developed over seventy-two separate personalities. After usually only a few months of lapses such as these, the person was in danger of permanently becoming neurotic and carrying out the often-violent acts that cyberpsychosis would drive them to.

It was possible for cyberpsychosis to be treated, but the procedure involved substantial amounts of money. Extensive therapy sessions had to be carried out for several months while the individual was kept in a stress-free environment. Cybernetics would be removed over a period of weeks to gradually ease the mind back into a comfortable state and allow the person to slowly regain their humanity. The combination of therapy and cyberware removal was highly successful in the earlier stages of cyberpsychosis, but once an individual was permanently in its grasp, therapy was only prosperous a small twelve percent of the time.

People continuously returned to hospitals and local ripperdocs or street doctors for more cybernetic implants. The necessary became a luxury as many people opted to have arms and legs removed in order to get cybernetic replacements. They became greedy for the sense of strength and power that cyberware gave them, and it cost them dearly. They were slowly consumed by the technology as they slid into the abyss where their humanity and their souls were lost forever. The beasts that they became were living nightmares, killing without thought or hesitation. Their enhancements made them virtually unstoppable, allowing them to walk free and often leaving terror and death in their wake.

Like a wild cancer, cyberpsychosis was spreading rapidly despite warnings, and medical personnel were unable to keep up with therapy programs despite the billions of dollars governments across the world were pouring into them. Many people became like walking time bombs, waiting to explode at any moment, and when it happened, it often resulted in many innocent lives being lost.

People across the world appealed to their governments to rid the streets of the cyberpsycho. The Germans were the first to successfully respond, pulling together their military's finest and most ruthless soldiers and organizing them into four to six man teams. Thousands of dollars were spent on each soldier, training them specifically for the purpose of hunting down and neutralizing the cyberpsycho threat, and providing them with enough cybernetic enhancements to effectively deal with the dangerous task.

In less than five months after being activated, the new Vortex units (so named for their swiftness and ruthlessness) effectively eliminated 92% of all known threatening cyberpsychos and started thorough records to track others who had already purchased large amounts of cyberware.

With the alarming success of Germany's "fighting fire with fire" strategy, the United States formed their own units, contracting with the elite military forces for training purposes. The C-SWAT (Cybernetic – Special Weapons and Tactics) units were assigned to police forces nationwide, and individual six-man SPAR (Special Purpose Assault and Rescue) teams began a major manhunt for cyberpsychos. With similar success to that in Germany and the cyberpsycho threat under control, C-SWAT units were relocated to precincts in major cities for permanent assignment.

Recruitment & Training

C-SWAT training is the result of the combined efforts of both Marine and SEAL team instructors who designed an intense field of training for the most elite force of its time. C-SWAT operatives must be intelligent, strong and courageous individuals who have the ability to think quickly on their feet and respond at a moment's notice to threatening situations. They must be well conditioned to the rigors of combat at all times and in top physical shape. They must be emotionally and mentally sound individuals, able to function in highly stressful environments while always remaining professional and steadfast.

C-SWAT is the ultimate tactical force that can be called upon in nearly every major city in the United States. Their training is extremely rigorous and focuses heavily on combat, preparing them to handle any situation requiring full tactical response. A strict physical fitness test is administered to any and all individuals applying for a position within C-SWAT, and an extensive background check is carried out. A written test is given in order to determine an individual's ability to think, learn and remember, and an interview with a psychologist is organized to evaluate an individual's mental resources and their potential toward mental breakdown under high levels of stress and cyber augmentation. Anyone unable to pass any of the phases of the evaluation are turned away, although they may return the following year to try again.

The minimum stats for anyone within C-SWAT are as follows:

- INT 5
- BODY 4
- EMP 5 (before cybernetics)

Anyone with stats lower than those listed above are weeded out during the extensive evaluation process before training begins. In general, any serious felony convictions will prevent someone from getting accepted. There are rumors that some C-SWAT operatives are prior ex-convicts, but these are all false. Applications for C-SWAT are available at any police precinct that has an active unit. All testing is administered through the precinct under a strict set of federal guidelines. Once all testing is complete, less than 10% of all individuals who initially apply are accepted.

C-SWAT training takes place at Camp Ellis, North Carolina, which is located on the coast near the northeast corner of the state. Its 68 square miles contains swamps, beaches, woods, grasslands, desert, mountains, and a 3 square mile urban environment. It is here where all successful applicants are sent for their initial training, which lasts a total of 32 weeks. All trainees are given the rank of Private and are organized into platoons of 40 men under the direction of three Combat Instructors, usually Corporals and Sergeants.

The first sixteen weeks of training are designed to focus primarily on conditioning the body to the rigors of combat, the basics of firing a wide array of weapons, and combat tactics. Platoons are, at times, kept active and awake for up to 72 hours straight while only being given a limited amount of food. They run a multitude of obstacle courses that stress physical strength and teamwork and are taught how best to fire their weapons quickly and accurately under a variety of stressful conditions. The platoons are put through class after class teaching tactics for large and small groups, as well as for an

individual, and they are given multiple scenarios where they choose their own tactical response and carry it out, often against others in their platoon, and sometimes against the instructors themselves. Functioning under stress is a major focus in this phase of training, and instructors will do anything they can to put a great deal of stress on their platoons, be it shouting and firing a weapon while Privates are trying to take a written test or placing fire ants on their bare skin while they are qualifying on the firing range. It is the responsibility of the Combat Instructors during this phase to weed out any individuals that don't have what it takes. Combat Instructors are allowed to strike their platoon members as punishment and injuring them is totally acceptable, as long as it is for the purpose of training. Those that end up leaving usually do so within the first two weeks of training, and by the end of the first phase, usually only 70% of a platoon's original number still remain.

The second and final phase of training consists of the platoon moving across the base in order to separate them from those still in the first phase. Physical training is still rigorously carried out, but stress levels are reduced significantly. Training is turned to focus on urban combat, target acquisition, hostage situations, hand to hand combat, the law and its enforcement. Upon graduation, Privates are promoted to Privates First Class and Field Specialties are announced, based on choices that were made by the Privates four weeks prior to graduation. All graduates automatically receive fourteen days of leave before they are to report to their designated Field Specialty school.

Surveillance Technicians and Combat Medics are specialties that require training and/or experience prior to C-SWAT due to the tremendous amount of time that is required for training those fields. At least 3 years of specialized training (college or technical school) or an equivalent amount of time work experience is required and a thorough examination on the subject must be passed in order to qualify for C-SWAT. In some cases, depending on how much of a need there is for those specialties, certain parts of initial training are waived for Medics and Surveillance Techs in order to all but assure their graduation. For this reason, Medics and Surveillance Techs sometimes find themselves more isolated from their teammates and must work twice as hard to gain acceptance. Their Field Specialty training consists only of review of what they already must know and a focus on utilizing their skills in combat.

Once Field Specialty training is complete, operatives are assigned to C-SWAT units based on their personal preference and where operatives are most needed. Requests for transfer to another C-SWAT unit must be approved by all higher ranks, clear up to the unit's Commanding Officer. The transfer is then made as soon as there is an opening within the unit for that operative's specialty and/or rank.

Commanding Officers can also transfer their operatives to different units on their own recognizance, but this is extremely rare due to the fact that once a SPAR team is experienced and its operatives are used to working together, it is best to keep that team together. Transferring someone new in is like making the team start over until the new operative gets used to working with the team and vice versa. For this reason, transfers are not usually well accepted, but they are fairly common.

C-SWAT Skills

C-SWAT career skills vary from the regular cop skills because their training focuses primarily on combat, so for that reason it more closely resembles the solo career package. Most of the individuals or 'targets' that C-SWAT is called in for are so far gone with cybernetics that they have no regard whatsoever for police authority. Usually by the time C-SWAT is called in, all attempts to persuade through authority have already failed. Therefore, authority serves little purpose for C-SWAT officers and enlisted while in operations. Instead, training allows C-SWAT members to utilize the special ability of Combat Sense.

C-SWAT operatives do have a certain level of authority, however, due to their position within law enforcement. They can technically make arrests for any illegal activity from murder to jaywalking, but their Standard Operating Procedure is to only enforce those laws that they would normally come in contact with in their regular duties, such as illegal cyberware sales and the possession of unregistered cybernetics. Under normal circumstances, if any C-SWAT operative witnesses an illegal act that does not fall under their typical area of responsibility, he or she will usually detain the individual (by whatever means necessary) until regular law enforcement arrives. This eliminates a lot of the red tape and hassle that C-SWAT operatives typically have to go through in order to process a criminal for a charge that is outside of their normal duties. It can be done, but it's easier to simply let the regular police officer handle it. All C-SWAT operatives automatically have an Authority of +1 after completing their basic training. Since they typically only deal with a limited number of laws, this number will never increase. This is the level that they receive from their initial training and is the same level that they will possess after an entire career. The 40 career points must go towards Combat Sense and the other nine skills. The only way a C-SWAT member can raise his Authority is if he quits the team and takes up a position as a regular lawman.



- **Combat Sense**
- Awareness/Notice
- Brawling or Martial Arts
- Athletics
- Intimidate
- Weaponsmith
- Handgun
- SMG
- *Heavy Weapons or Rifle
- Endurance

**Note: Although operatives may start out with a Heavy Weapons skill before joining C-SWAT, they are not authorized to carry Heavy Weapons unless it is their field specialty or they have attended the proper training through C-SWAT.*

C-SWAT Specialties

FIELD SPECIALTY DESCRIPTIONS

Heavy Weapons specialists go through three months of training where they are given extensive classes over every heavy weapon utilized by C-SWAT to include maintenance, cleaning, disassembly and re-assembly, and at least six hours firing time with each. They are also trained in firing virtually all types of vehicle mounted weapons that they may come in contact with as C-SWAT operatives. They are truly the heavy hitters on the team, and they are the most common Field Specialty.

Demolitions specialists are like no other. They know how to level an entire building if needs be, and they can rig precision explosions to blow the lock out of a door without causing any damage to surrounding structures. These specialists are highly trained in arming and disarming virtually any trigger configuration that may be encountered. In a tight bind, they know which chemicals to mix to create their own explosives, and they are capable of designing their own trigger devices. Training lasts 4 months.



Sniper/Countersniper specialists are experts at concealment as well as shot placement. Training involves not only tireless hours of precise shooting in less than favorable conditions but also class after class detailing the mechanics of trajectory plotting and where to place a single bullet for the fastest possible kill. Snipers are also trained in locating other snipers while at the same time preventing

themselves from being detected. Usually when a C-SWAT sniper is in position, not even his/her teammates know where he or she is. Training is 8 months.

Insertion/Extraction specialists are trained primarily for bypassing electronic security systems since most locks are now vocal, retinal, cardlocks, or photographic rather than old keylocks. They are also skilled at picking locks and disabling computer locks, and doing it all without detection. When all else fails, they can make their own entrance and secure an exit. If given a map, they can plot the safest possible routes with least resistance or obstruction. A definite asset to any team. Training lasts 5 months.

Reconnaissance specialists are information gatherers and data analyzers. They are experts in shadowing individuals while remaining unnoticed, and they can enter a room or office, gather the necessary information, and get out before anyone returns. Many are skilled at disguising themselves and, when necessary, can disappear for weeks at a time. They are very patient when it comes to obtaining information, and they can sometimes go undercover to get what they need. Reconnaissance specialists may, at times, work apart from the team in order to find or shadow a particular target. Training is 8 months.

Pilots are able to fly any aircraft that may be used by C-SWAT and a few that aren't. They are trained in driving almost any vehicle in combat situations and are taught how to angle a vehicle so as to take fire in the least crippling area. They are well trained in aerial combat and dogfights, and skilled in ramming and evading. Training is 12 months.

Surveillance Technicians are at the controls whenever a SPAR team is in operation. They are able to maintain surveillance of the team's actions through a variety of means and are often required to tap into a building's security systems to monitor cameras, utilize audio bugs, and operate security doors and lifts. Though not active operatives of the team, Surveillance Technicians are vital members and they are highly regarded by their teammates. Training involves a 5-month familiarization with C-SWAT equipment and its capabilities and a refresher course on security invasion techniques and remote operation.

Medics are perhaps the most important members of any SPAR team. They carry on the duties of any other operative, but their true purpose is revealed when an operative is injured or they come across a wounded party. Medics are capable of quickly and efficiently treating and stabilizing injuries in highly stressful situations until further medical attention is available. Medics are the most protected members of the team, for obvious reasons, and they share a tighter bond with their teammates than most. Medics go through an 8-month period of training, learning to specialize in high trauma injuries and utilizing their skills in combat.

FIELD SPECIALTIES PRIMARY / SECONDARY SKILLS

Heavy Weapons	Demolitions	Pilot
<u>Heavy Weapons</u> WeaponSmith Athletics	<u>Demolitions</u> Electronics Chemistry Physics	<u>Pilot: Vector Thrust</u> Pilot: Gyro Pilot: Fixed Wing Drive
Sniper/Countersniper	Entry	Reconnaissance
<u>Rifle</u> Weaponsmith Hide/Evade Stealth Handgun	<u>Electronic Security</u> <u>Pick Lock</u> Electronics Programming Stealth	<u>Awareness/Notice</u> <u>Shadow/Track</u> Hide/Evade Stealth Photo & Film
Surveillance Tech	Medic	
<u>Programming</u> Electronics System Knowledge	First Aid Diagnose Illness Human Perception	

After basic training, members go to their field specialty training where they learn the skills that their job requires. Characters get an additional number of pickup points to use in designated skills only. At least 2 points must be used in each skill and at least 3 points must be used in primary skill(s). Remaining points may be divided among skills by preference. Primary skills are those that are underlined.

10 Points

12 Points

14 Points

NOTE: Medics and Surveillance Technicians, due to their requirement for previous training before C-SWAT, may actually have the Medical Tech or Interface special ability. This skill they may keep, but it cannot be improved and it cannot exceed a skill level of 4.

C-SWAT Duties

C-SWAT is organized and operated as a military unit, though technically a part of the police force. Its main goal is to reduce the cyberpsycho threat, but C-SWAT's SPAR teams are put to a number of uses due to their elite training. They are able to respond to a variety of situations in a moment's notice, and their tactical proficiency makes them a dangerous adversary to anyone they go up against. They are utilized for most major terrorist situations and hostage cases involving cyberpsychotic or heavily augmented captors, as well as many situations in which actual threat is unknown. Anytime SWAT fails, you can be sure that C-SWAT will be there soon. C-SWAT is not only responsible for hunting down those that have gone over the edge of cyberpsychosis, but also monitoring those individuals who have grafted large amounts of cyberware onto their bodies. It is much easier to provide treatment for people who run the risk of cyberpsychosis rather than wait until they become dangerous. C-SWAT tracks every registered piece of cyberware in the nation and has files detailing where it was manufactured, when and where it was purchased, who purchased it, and where that person is currently living. Every individual who has any cyberware whatsoever has an active file with C-SWAT. 56 year-old Kurt Fieldstone who works over in accounting for the Biotechnia Corporation, Night City had an organic stabilizer implanted to help him digest his food. His C-SWAT file is located directly between Kevin Fieldstone, the combat vet from Lansing Michigan who had had a slight psychotic episode four months ago due to his large amounts of implanted cyberware, and Kurt Fieldstone from Edinburg Ohio who is awaiting execution for murdering over seven people; two of which were his own parents.

Needless to say, almost every gang member in the country has an active file with C-SWAT, with their cybernetic replacement limbs and their implanted body weapons. Granted, most implanted weapons are illegal in most states, but C-SWAT just doesn't have the time or the manpower to track down every kid with a retractable blade in his forearm. The cost alone in such an endeavor would be staggering, and the C-SWAT units across the country have enough trouble trying to keep the current, barely manageable flow of funds coming from the bureaucrats. People know this and therefore feel free to buy implanted weapons with little fear of the law. Each C-SWAT unit has its own full-time psychologist that evaluates the files of those citizens with new cyberware purchases. If he/she concludes that there is a possible threat of cyberpsychosis, the individual is notified of their requirement to schedule an appointment with either the nearest police station or medical facility for a further psychological exam. Due to the results of such exam, individuals are placed in one of three categories: socially acceptable, borderline detrimental, and mentally unstable. Socially acceptable identifies the individual as mentally stable and they are released, but they will likely have to return for another psychological test if they purchase any more cyberware. Citizens classified as borderline detrimental are also released, but they are required to return annually for a re-evaluation. They are found to be stable, at least for the time being, but they show signs of possible psychosis later in life and they are restricted from purchasing any more cyberware. They are also implanted with a tiny tracking device so that C-SWAT can locate them later in case they try to break contact. The individuals determined to be mentally unstable are immediately enrolled in therapy with the possible removal of most cyberware. They usually have had at least

one psychotic episode in the past and they indicate that their mental resources are slowly being torn down by their massive amounts of cyberware.

Needless to say, in most cases, the only individuals to report for testing are the ones who are found mentally stable and most of those who require observation. Though the ones who report make up over 82% of those required, the other 18% are the ones who pose a real problem. They know that they'll either be placed on observation or found mentally unstable, and they think they'll be forgotten if they don't show up for testing. That's where C-SWAT comes in.

When the first notice isn't responded to within 30 days, a second one is sent out more strictly explaining the purpose of their testing and requiring them to respond within 10 more days. If there is still no response, C-SWAT is sent out to pick up the individual and bring them in for testing. Known as 'threat assessing' by SPAR teams, this duty is ill regarded and is usually assigned to the team that has gotten on the Commanding Officer's bad side. Though most of the 'pickups' usually come without problems once they see a SPAR team standing outside their door, some attempt to flee while others disappear long before the team even shows up. It's not all too uncommon for a team to show up at a house or apartment that has been completely cleaned out and dust has already started to settle.

Many people assume that it should be relatively easy to keep cyberpsychos off the streets with all the files C-SWAT has, but they couldn't be more wrong. Aside from the individuals who flee and C-SWAT loses contact with, there are the countless numbers that C-SWAT has no files on at all. Note that C-SWAT is only able to keep files on *registered* cyberware. For every two pieces of registered cyberware, there is one cybernetic item that is not catalogued due to smuggling. These cybernetics are sold on the street by rogue doctors and surgeons, or 'ripperdocs' as they are called, many of whom work out of abandoned buildings and in cellars under prostitution houses and sleazy bars. Less than 50% of all ripperdocs in Night City are legitimate and make a constant effort to file all their operations and register each item of cyberware. The others rarely, if ever, register the cyberware they sell and to whom it was sold. Most of them operate on revoked or long-expired licenses, and many of them failed to even pass medical school, but they stay in business by providing much cheaper service and cyberware than anywhere else. Most of them also deal in black market cyberware so they receive a lot of customers due to the fact that many times they are the only ones who have the cyberware people want. C-SWAT does what it can to put these ripperdocs out of business – often times for good, off the record – but the task of eliminating all of them is virtually impossible and the amount of unregistered cyberware they put out on the streets each year is staggering. Most of the operatives in C-SWAT feel it to be a tremendous waste of time since few of the ripperdocs they bring in are incarcerated for more than a few months. Many of them are merely fined a few thousand dollars for their offenses and released again to do as they will, which almost always means returning to their previous occupation, only to set up in a different location. C-SWAT hardly has the time or the manpower to make a citywide sweep, and until they are able to get both, they'll just have to fight the battle against cyberpsychosis one ripperdoc at a time when the opportunity arises.

C-SWAT Competitions

Competition between SPAR teams is common within a single unit as one team will pit its best operative against the member of another team in a TASC program to see who's the best. It's usually all in good fun, since SPAR teams within the same unit typically look out for each other and often congregate together to have a few drinks and talk about past operations, but competition between SPAR teams within different units is usually quite a different story. Every major city across the nation, of course, claims to have the best SPAR team within its unit, and in order to bring them all together and determine which city does have the best, each region hosts an annual competition between C-SWAT units, one on either coast. Each C-SWAT unit chooses its best SPAR team and sends its operatives to its respective coast for the competition. For an entire week, SPAR teams are pitted against each other in a tough competition. Teams contest for points through a series of graded exercises that carry through the entire seven days to include various hostage rescues, target acquisition in multiple scenarios, rescuing a fallen comrade,

multiple target encounters both with weapons and hand to hand, wilderness and urban survival tactics, urban combat and various others. At the end of the week, the four SPAR teams that received the highest scores are pitted against each other in a grueling 36-hour 'war'. It covers an area of over 40 square miles of urban areas, woodlands, and desert. The team that comes out on top (decided by the number of team members still 'alive' and accounted for, and the number of apprehended or 'killed' enemy) receives a trophy for the best east coast or west coast SPAR team which they keep until the next year's competition. Every two years, the four teams that won either of the coasts' competitions come together to compete for a national trophy.

...And these boys play rough. They take these competitions very seriously and pull no punches to win. It's not uncommon for an operative or two to come home with a broken arm or wrist and a couple of fractured ribs...

C-SWAT Awards

There are twelve awards that C-SWAT operatives may receive during their career. Awards are listed in order of precedence. It is possible for an operative to receive more than one of any given award, in which case they receive a small silver star to place on the ribbon. Awards are worn only on the dress uniform.

Cross of Valor – Awarded to C-SWAT operatives who distinguish themselves by extraordinary heroism in the presence of great danger and personal risk. It is a combat decoration only and is a rare award to receive.

Distinguished Service Medal – Awarded to members who distinguish themselves by exceptionally meritorious service in a duty of great responsibility. Most often awarded to officers, but it has been awarded, on occasion, to non-officer ranks. This award is usually presented to team leaders or higher billets.

Silver Star – Awarded to those who, while serving in any capacity, distinguish themselves by gallantry in action against an enemy.

Bronze Star – Awarded for heroic or meritorious achievement or service.

Purple Heart – Awarded for any person wounded in action while serving. Most C-SWAT operatives who have been in for any length of time wear this medal -- that's just the way it goes. Anyone who has served much time and hasn't received this medal is considered extremely lucky. This medal is also awarded posthumously to the next of kin of personnel killed in action, or who died of wounds received in action.

Meritorious Service Medal – Awarded for those who distinguish themselves by either outstanding achievement or meritorious service. It is used to replace the Bronze Star for

recognition of meritorious non-combat service. Often awarded for lifesaving.

Commendation Medal – Awarded to those who distinguish themselves by heroism, outstanding achievement or meritorious service. This medal is also often awarded for lifesaving.

Achievement Medal – Awarded for outstanding professional achievement or for leadership. Awarded for both combat and non-combat service.

Combat Action Ribbon – Awarded for combat action service involving a combat firefight or action during which they were under enemy fire and that their performance must have been satisfactory. From the time of assignment to a unit, it is usually only a matter of weeks before this award is received. Any C-SWAT operative without this award is truly considered a 'rookie' and has obviously not seen any action.

Unit Citation – A rare award presented to each member of a C-SWAT unit when two or more SPAR teams are combined against an armed enemy and their performance is outstanding. This award can only be given by the Unit CO.

Unit Commendation – Awarded for any unit (possibly only 1 SPAR team) that distinguishes itself by outstanding heroism in action against the enemy, but not sufficient to warrant award of the unit citation. Also awarded for extremely meritorious service not involving combat, which was outstanding when compared to other units performing similar service.

Honorable Service Medal – Awarded on a selective basis to operatives of any C-SWAT unit for three years of continuous active service of a credible above-average nature.

Standard Operating Procedures

C-SWAT operatives are totally dedicated to the job that they do, and they take their work very seriously. The best way to get into a fight with an operative is to belittle his job, but this is usually an unwise decision because operatives tend to spend a lot of time together. Where you find one, you will likely find many. They are completely loyal individuals, and trying to buy one off will not only get you arrested but will likely put you in a hospital with a broken arm. While in operations, SPAR teams seek out their suspects with extreme prejudice. The suspects that they engage are referred to as 'targets', and although a SPAR team will make an arrest or 'capture' if possible, they will not hesitate to kill if their target places anyone's life in danger, operative or otherwise. They often follow the code of "Hit Hard, Hit Fast, and Shoot to Kill."

Any hostile situations that the police are involved in are closely monitored by the C-SWAT unit Executive Officer (XO). If there is any possibility that the on-duty SPAR team will be called in, the team leader will often be alerted by the XO and he will monitor the situation as well. The XO has direct contact with the officer in charge of an operation before C-SWAT becomes involved and may recommend a course of action. The Executive Officer can mobilize his or her unit if the situation becomes severe, but usually will wait until requested.

SPAR team operatives remain in their uniforms until they receive a call, at which time they will head to the equipment racks and gear up in their armor. They will each take their weapons and head down to the hangar, which is usually directly below the lounge, quickly accessible via a fire pole. The pilot will fire up the AV-11 as soon as he or she gets strapped in, and the operatives will board, securing their weapons in the overhead racks before taking their seats. The team leader will usually be the last on board and will ensure that everyone is accounted for before the AV takes off. The Executive Officer will brief the operatives on the way to the location and the team leader will then assign teams, usually two operatives in each, and will use the onboard computer to pull up building diagrams or street layouts for the operatives to view.

C-SWAT will take control of operations as soon as they arrive in a situation. The senior ranking C-SWAT officer becomes the Operations Director, and it is he or she that makes all the calls in the operation. They take command of everyone in the vicinity to include civilians, medical personnel, and even the media. Anyone refusing to comply with a direct order from the Operations Director (usually a Major) is potentially a threat to the operation and may be placed under immediate arrest. In

most cases, the Operations Director will remain in the surveillance vehicle to monitor the progress of the SPAR team, and the law enforcement officials will take command of the goings on outside. In most situations in which C-SWAT becomes involved, a Central Mobile Command and Control Center (Protect and Serve) will already be on scene, and the Operations Director will take control of this vehicle. In other situations, the modified AV-11 may be used, or C-SWAT has its own command vehicle that may be utilized, if time allows it to be brought to the scene.

C-SWAT always has a heavy assault AV to call upon in the event of an emergency requiring massive amounts of firepower. An AV-9 is always deployed when a SPAR team is heading out to an operation. It will escort the AV-11 to the location, provide security during the operation, and maintain radio contact with the Operations Director and team leader. In the event of an emergency, the team can call upon the AV's awesome firepower and precision weapon systems to get them out of a bind. While incapable of performing medical evacuations, the AV-9 will escort and cover any medevac vehicles that may be called into action.

While in operations, SPAR teams will react swiftly, tactically, and forcefully. The Operations Director and team leader determine operation goals, and while capture of the target will usually be the primary objective, operatives will not hesitate to neutralize (or kill) the target if he or she endangers any lives. In some cases operatives will be under the orders to neutralize a target from the very start of an operation if the unit psychologist has determined that the target is in such an advanced state of cyberpsychosis that rehabilitation is not possible. The team sniper usually carries out the responsibility in these situations.

Medical personnel are not permitted to enter a scene until the target has been neutralized or captured by the SPAR team and the area has been made clear and safe for entry. Even if there are injured parties requiring attention, the SPAR team will assess the situation and provide any necessary first aid. The team medic may be called upon to assist if injuries are severe, and if immediate medical attention is needed, one or two operatives will remove the injured party from the 'hot' zone to a location where medics can provide proper care. Placing medics lives in danger by allowing them to enter a scene which has not been cleared is a sure-fire way for an Operation Director to receive a black mark from the Unit Commander. SPAR team operatives will remove or secure any civilians at a scene, if possible, before attempting any action against the target.

TASC

Constant training and preparation is a must for SPAR teams, so most C-SWAT units have a full Training and Simulation Computer (TASC) which uses advanced virtual reality technology to hone an individual's or an entire team's skills. The computer is set up around a room whose walls, ceiling and floor are made up of hundreds of thousands of sensory receptors and transmitters. Upon entering the room, it appears as though one is stepping out into space, as the room is entirely black except for faint pinpricks of white light that totally surround the individual. Electrodes that are placed on the user's temples, forehead, base of the neck, chest and abdomen transmit and receive impulses to and from the computer. Alternatively, users who have interface plugs can simply insert a transmitter plug (that looks like a large thumbtack) without the need for electrodes.

The computer works very similar to braindance, transmitting images and feelings to the user and receiving information back. The main difference is that the user is totally in control of his or her body during the entire simulation. The reasoning behind this is that most virtual reality or braindance programs take place entirely in the user's mind. This serves most purposes, but constant physical training is a tremendous focus in C-SWAT. C-SWAT wanted the virtual reality training to utilize a person's physical ability and improve it as well as knowledge. Therefore, TASC enables a user to move around and physically interact within the training environment. The user will actually kick if he wants to kick, and though a leap from one rooftop to another will actually only be a jump by a few feet or even in place, the image presented to the user will actually feel like a flying leap over an alleyway. This enables the user to get a good physical workout from the simulated training.

Weapons can be used in TASC, but they are always kept unloaded (for obvious reasons). TASC keeps track of ammunition count and any potential weapon malfunctions, sending the appropriate images to the user. When they pull the trigger, nothing will actually happen, but from their viewpoint, they'll actually feel the recoil and see the round impact the target. Weapon use in TASC is instrumental in keeping the operatives in feel with their weapons. Rather than carrying a weapon in an environment that exists entirely in their minds, they'll actually be holding a weapon during their training, and their muscles will remember the feel and the weight of the weapon.

Up to eight people at one time can utilize TASC, which enables an entire SPAR team to train together. They may run a program where there are multiple targets with varying skill levels and different types of weapons, or they may actually run a program pitting one operative against another. Either way, the operatives may be blocks away from each other with

a dozen buildings between them in the training environment, but in reality they may only be a few feet apart. TASC enables each user to interact within his or her superrealistic training environment totally independent of any other user. They each experience the training environment from their own point of view and their interactions may or may not affect another user. Two operatives may actually engage in hand to hand combat with each other in TASC, and though their punches and kicks will not actually connect, as they will, in reality, be several feet apart, they will feel each kick and block as if it were real. Users will often come out of a TASC program out of breath and sweating, though their training environment was totally in their mind.

Programs that TASC is capable of running can range anywhere from a SPAR team pursuing a target through a confusing maze of sewer tunnels to a single operative pitted against several snipers with expert skill in the middle of busy downtown in the afternoon. TASC also has a random program generator, which tests a team's ability to react to a totally unknown environment against an unknown enemy. TASC's superrealistic training environments enable SPAR teams a multitude of excellent training environments while allowing them to remain at the headquarters, ready for a call. If a call does come in while a team is training, TASC will automatically stop the program and alert the users to the call.

TASC's memory enables it to quickly bring up a map from its database, which is capable of storing up to two dozen maps at a time. Other maps are available through the network, but they take a couple of minutes to completely download. They each range in size from a virtual conference room to a virtual city. (CP2020 pg. 148) TASC's advanced artificial intelligence interface allows a program to evoke up to 50 different fully functioning characters, each with their own artificial intelligence. They will react realistically to the users' actions depending on their programmed personality. A target will likely fire back if shot at while a normal civilian will run away in terror. The AI interface can act as a pool if necessary, giving one character an artificial intelligence while he or she is interacting with the users, and then taking it and using the same artificial intelligence with another character later on. If all AI's are being used and there are more characters present, like in a busy downtown map, all non-AI characters will perform one specific task, such as 'walk from point A to point B'. Though highly unlikely with the artificial intelligence interface functioning, it is possible for a user to encounter a non-AI character. In such case, the character will simply act as if the user was not there, totally ignoring them. 99.9% of the time, however, the AI interface will give all of the characters in the immediate vicinity of a user an AI and then transfer those AI's to different characters as the user changes position or the characters move on and others come nearby.

RANK STRUCTURE

The C-SWAT rank structure is a variation from the Marine Corps rank structure with two definite changes. The first and most obvious change is that many of the ranks have been eliminated. Instead of nine enlisted ranks and ten officer ranks, there are only five and six, respectively. The second change, and the main reason for the first, is that a C-SWAT operative must climb through all of the enlisted ranks before he or she may become an officer. This way officers are better trained, more experienced and more prepared to lead.

During basic training, all trainees are privates. Upon graduation, 10% from each platoon are immediately promoted to Private First Class (PFC) depending on how well they demonstrated leadership skills and how well they ranked with their platoon academically, physically, and skillfully. Those that aren't promoted upon graduation automatically receive PFC in 4 months from the time of basic training graduation. After basic training, privates and PFCs are sent to their Field

Specialty schools where, upon graduation the top individual of each class is promoted directly to Lance Corporal. (All are PFCs by the time of their Specialty school graduation) All others are promoted to Lance Corporal within 8 months of receiving PFC or when they are assigned to a C-SWAT unit, whichever comes first. Note that some Field Specialty schools last more than 8 weeks, and it is possible for students to achieve the rank of Lance Corporal while still in training. At least a year is required between Lance Corporal and Corporal, and at least two years as a Corporal is required before an operative can pick up Sergeant. Once the rank of Sergeant has been attained, an operative has spent enough time with C-SWAT to be considered a veteran. Sergeants are the ones who are unofficially in charge of making sure the 'Rookies' (Lance Corporals) don't screw up and get the whole team killed. When a new join has a question or needs advice, a Sergeant is the one to ask. At least two years is required as a sergeant before one can enter the officer ranks.

Before promotion into the officer ranks, Sergeants are sent to an officer training program where they re-learn the fundamentals of urban combat, target acquisition and hostage situations. They are trained not only to think for themselves in such conditions, but also to think for the entire team. They go through in-depth classes for positioning and hit and fade tactics, and team accountability in combat. Sergeants learn the mere basics of each field specialty so that they can have a better understanding for their operatives' duties and responsibilities and what they are capable of. For those that are not already specialists, the sergeants are all qualified in Heavy Weapons use, meaning that they are then authorized to use Heavy Weapons in operations. At the end of their two-month training, graduates are all promoted to 2nd Lieutenant and given their first set of gold bars.

- Private**
- Private First Class**
- Lance Corporal**
- Corporal**
- Sergeant**

- 2nd Lieutenant**
- 1st Lieutenant**
- Captain**
- Major**
- Lieutenant Colonel**
- Colonel**

Typically there are two officers in a SPAR team: a team leader or Officer in Charge (OIC) and an Assistant Officer in Charge (AOIC). Lieutenants are usually AOICs and Captains are team leaders, but there have been cases when a Lieutenant has filled the billet of team leader. Promotion within the officer ranks is largely dependent on openings available. It is possible for an operative to remain a 2nd Lieutenant for several years before an opening within the unit becomes available, allowing them a promotion to 1st Lieutenant. At least a year is required between 2nd and 1st Lieutenant and between 1st Lieutenant and Captain. At least 2 years are required as a Captain before one is eligible for the rank of Major, at which time they no longer serve as an operative. Majors serve Team Commanding Officers or TCO's. They are ultimately responsible for their SPAR team and they monitor police actions when there is a chance that C-SWAT may need to respond. A TCO will become the Operations Director when their SPAR team responds and will organize and observe their team's operational progress from a surveillance vehicle.

Each unit has one Lieutenant Colonel who serves as the Unit Commanding Officer (UCO). They are the highest ranking officers within a C-SWAT unit and very few actions make it past their level. They have the final say in assigning black marks or giving commendations to operatives within their unit, based on recommendations presented by the Team Commanding Officer. They usually get along extremely well with the SPAR teams and are willing to do anything they can to help them out of a bind - personal or job-related, but they are the last person one would want to cross. They have the power to meritoriously promote an individual or the power to drop them in rank in extreme cases. At least two years are required as a major before an officer is eligible for picking up Lieutenant Colonel, which is a highly competitive rank due to the fact that there are usually six Team Commanding Officers within a unit.

There is only one C-SWAT Colonel in the entire nation, the C-SWAT Commandant. He is the legislator for C-SWAT, determining what policies are to be set, how training practices are to be conducted, etc. The Commandant has the final say in any C-SWAT matter and can make or change any policy that he sees fit. The Commandant has one Lieutenant Colonel as his assistant, which he selects from all of the units nationwide. Promotion to this rank is the most competitive of them all and is an elected position. Each Lieutenant Colonel who is eligible is considered and the competition is narrowed down to six finalists. Each Unit Commanding Officer has one vote and the finalists with the most support is promoted and allowed to choose his or her assistant. The C-SWAT Commandant is a four-year position.

STANDARD GEAR

Upon assignment to a C-SWAT unit or SPAR team, all members receive the following items as their basic issue:

- 2 50' climbing ropes w/ fastclips on either end
- 1 Grapple w/ retractable titanium claws
- 1 Grapple launcher
- 1 Directional climbing support
- 1 Air hypo injector
- 2 Vials CM-107
- 1 Communication link set
- 1 Combat knife w/ titanium edge
- 1 Utility belt w/ suspenders
- 1 Shoulder pack
- 3 Lycra form-fitted body suits - Black & gray
- 3 Utility trousers (Black)
- 1 5m length monowire
- 1 Set smartgoggles w/ Targeting Scope, Lowlite, and 2 other options of choice (optional)
- 1 Set ion cuffs
- 1 Set plascuffs
- 1 Standard First Aid Kit

Assault Weapons

Every operative is given two assault weapons of their choice. This does not include Heavy Weapons. While other weapons are available for use, these weapons are the operative's primary weapons and are his or her responsibility. Assault Weapons may include Assault Rifles, Shotguns, Exotics, etc.

Heavy Weapon

Every officer and Heavy Weapons Specialist is given one heavy weapon of their choice, within reason (no EMG's, etc). This weapon, like the assault weapons, are only the operative's primary heavy weapon. Other heavy weapons are available if the situation dictates.

Body Armor

Operatives are allowed to choose their own body armor as long as it is approved by the Team Commanding Officer. The only two requirements is that the armor is black and that it is not too restrictive. All body armor is purchased for the operative by the unit once approved.

Cyberware

Operatives are granted up to 20,000 eb in cyberware and surgery costs for the first four year tour. Of course, all cyberware request lists must be approved by the Unit Commanding Officer. Each operative is also required to undergo a psychological exam to determine if they are capable of the augmentation. If there is any likelihood that the requested cyberware would put that operative at a dangerous level, certain items may be eliminated from the request or the entire list may be denied. As operatives continue to stay on with C-SWAT they can put in requests for further augmentation. This,

of course, must also be approved by the Unit Commanding Officer.

Personal Weapons

Operatives are authorized to carry other weapons of choice besides those issued. These weapons are not provided by the C-SWAT unit but ammunition for these weapons is. Again, personal weapons must be approved and registered for use on-duty.

Ammo

Ammunition for all weapons (issued or personal) is provided. Basic and AP rounds are standard but other types are available if the situation dictates. Certain Field Specialties allow members access to certain items of equipment which are at their disposal as necessary. Items that may be used up (i.e. C-6, Slap patches, and Vials of CM-107) are always replenished upon return.

Medical Kit

- Basic MedKit
- Spray Skin
- Slap Patches
- Dermal Stapler
- 6 Doses CM-107

Demolitions Kit

- 6 Blocks C-6
- Triggers / Detonators
- 1 Spider Bomb
- 2 Claymores
- 5m BlastStripping

Reconnaissance

- Motion Tracker
- Directional Microphone
- Homing Tracker
- 3 Transmitters
- Surveillance Scope
- MicroCamera

Entry Kit

- Laser Glass Cutter
- Suction Cups
- Advanced Alarm Removal Kit
- Toolkit
- Thermite in a Tube

GEAR LISTING

Grapple Hook

Titanium cylinder approximately eight inches long and 3" in diameter. Projects three sharp titanium spikes 8" in length that can bite into almost any surface to include concrete, stone, and metal.

Grapple Launcher

A firing device that uses compressed air to launch the grapple hook and rope to distances up to 120m. No louder than a hiss of air, and adjustable to desired distance. Throws grapple hook while closed, then hooks spring open just after it is launched. One compressed air cartridge fits into the handle and holds enough air for three 120m launches or the equivalent before needing replaced.

Directional Climbing Support

A clip that is connected to operative's harness. When fastened to climbing rope, it allows the rope to slide through in only one direction. When ascending, the rope slides through the clip, but when downward tension is released, the clip locks into place. Allows operatives to completely release their grip from the rope if necessary and not fall.

First Aid Kit

Contains dressings, bandages, some antiseptic and mild painkillers. Good enough to temporarily stabilize someone who's dying. Can restore 1 point of damage. 2 uses.

Comm-Link

Allows communication between SPAR team members through tight beam auto scrambling units. Consisting only of an earpiece and a wraparound throat microphone, the comm-links cycle through over 2000 frequencies a second, making tapping in virtually impossible. Range of 10 miles. The throat microphone enables communication with other team members through quiet mutterings or whispers, so as not to give away an operative's location with loud talking. Also enables transmission between team members with noisy background like large crowds of people or heavy machinery that would normally make communication difficult.

Lycra Bodysuit

Extremely lightweight, breathable and waterproof. Can be armored with kevlar weave up to 10 SP (optional).

Medkit

Upgraded first aid kit that is better suited for stabilizing. Can restore 2 points of damage from 1 wound. 5 uses

Spray Skin

Can of putty-like spray gel for treating severe abrasions. It is sterile, air permeable, medicated and flakes off in about two weeks. Takes 1 point of damage off one wound.

Slap Patches

Small drug administering patches which contain antibiotics, painkillers, or even mild tranquilizers. They can dispense the drugs upon immediate contact with the skin or in small amounts over a period of time, whichever is needed.

Dermal Stapler

Uses staples made of a compressed organic material to seal together the sides of a wound. The staples close the wound and allow it to heal then dissolve within two to three weeks. Can only be used on one wound at a time (taking approximately 30-45 seconds to do one wound) and will restore 1D4+1 points of damage to that wound. Cannot restore a wound below 1 point of damage. Extreme strain can cause skin to tear away from staples and wound to reopen doing an additional 1 or 2 points of damage. Stapler can be loaded with up to 10 uses of staples at a time.

CM-107

Known on the street as Blue Ice, CM-107 is a stabilization drug that greatly reduces the effects of wounds sustained in combat. The almost phosphorescent blue liquid is injected into the flesh just above the wound, and enhanced antibodies and millions of microscopic nanosurgeons immediately flood the affected area and go to work. Within about 30 seconds, bleeding is slowed almost to a complete stop and pain is dramatically reduced. Muscle tissue is repeatedly stimulated, keeping it warm and loose, allowing it to function as normal with minimal hindrance, allowing wound effects to be ignored. Takes 1D6+3 turns to take full effect during and after which time saves are not necessary.

Detonators/Triggers

The detonators and triggers in the demolition kit can be used in conjunction with either the C-6, the claymores, or blaststripping. They include: tripwires, pressure release, mercury (motion-sensitive), magnetic induction (meaning that if anything metal passes close to or touches them, BOOM!) and remote.

Spider Bomb

Nothing more than an explosive round 'body' mounted on four legs, the spider bomb is a useful item for getting through small places or passing through an area undetected. Controlled via remote, the spider has a small camera eye that feeds directly to a monitor screen on the remote, allowing the user to control the spider even when out of sight. Detonation can either be remote activated or the spider can be set for motion sensitivity once in place. Damage is 6D10+2 out to 4 meters. Effective range of the spider is 200m. Approximately the size of a softball.

Claymore

Antipersonnel mine which throws hundreds of steel balls out in a cone shape upon detonation. 75m long and 6m wide. Anyone caught in the cone takes 1D10+3 pieces of shrapnel to random locations at 6D6 damage each. Has a backblast area of 6m by 6m which will do 3D10 damage to anyone caught in the zone.

Blaststripping

Flexible tape with blast directional detcord inside. Can be used to blast a lock out of a door or to create an entrance. Blast is directed into surface it is applied to and is capable of cutting through up to 40 SP. (8D10 damage when applied to organic objects and makes a big mess)

Motion Tracker

A lunch box-sized device that uses infrared to detect close proximity objects and lasers to measure actual movement. Two modes of operation allow Omni-Direction or Uni-Direction. Omni mode shows movement of people (or equivalently-sized objects) at 75m and vehicles at 300m. Uni-Direction will extend ranges to 125m and 1km respectively, but only for the specified direction. A detachable screen displays all moving objects graphically, each individually tagged with direction, distance, and approximate size class. Complete with 12-hour rechargeable battery. Weight: 4kg.

Surveillance Scope

Small enough to fit in your pocket, the surveillance scope is capable of up to 40x magnification and can record up to 30 min of footage and store up to 120 photo images. Complete with laser range finder, thermograph and lowlite options. Can also be set for live feed to an external monitor.

Laser Glass Cutter

Small pen-sized tool that emits a powerful laser beam adjustable to up to three inches. Easily cuts through glass as it melts the pane and allows the glass to quickly cool, leaving no mess. Powered by a small battery that slides into the lower half of the tool, allowing approximately twenty minutes of continuous use.

Advanced Alarm Removal Kit

Contains state-of-the-art intrusion devices including insertable circuit breakers, a bypass analyzer, logic probes, microwave reflectors, ultrasound absorption plates, and micro-manipulator tools. Using the kit adds +1 to all tech rolls made vs. card/voco locks, security scanners, and movement sensors. Weight is 3 kg.

Thermite Tube

A toothpaste-like tube that applies thermite to any surface. Perfect for those bulkheads and locks that can't be opened without a little heat because thermite reaches near-fusion temperatures. Contains enough to do a 20' strand and can be lit with a match thanks to a special phosphorus primer. Cuts through up to SP 45 material at the rate of 15 SP or 15 SDP a turn (10 seconds) to metals and stone. Does 4d6 damage a turn (for three turns) to organic compounds.

From the Night City Tribune, Dec 27, 2020
Clipped and Posted by HOUND



(AP) Night City

: During this morning's rush hour along the congested Night City Strip, an "enhanced" employee of Raven MicroCybernetics subjected his fellow commuters to a sudden change in the long, cold ride to work; smashing through the canopy of his rental Honda Metrocar and beginning a rampage that ended with twelve wrecked vehicles, one death and at least six Trauma Team units being scrambled to the scene for a variety of broken cards.

Micheal P Bolls, the man on a rampage, was supposedly seen repeatedly yelling at his car's console and attempting to make the heating unit work. According to NCPD CSWAT files, Mr Bolls was equipped with a standard model cyberarm and cyberleg and some minor neuralwear. According to eyewitnesses, however, he was wielding an unusual blade extended from his cyberarm and fired rockets from the side of his cyberleg. Several of the vehicles along the scene had been hit by small explosive charges, drawing a line of carnage from his metrocar and over three blocks to the Red Tag Cleaners where CSWAT finally intervened in his rampage.

Along the path of his ire, anyone not moving quickly enough to get away from him was thrown, cut or hit indiscriminately. Several victims were being treated for broken bones when the media arrived, and a Trauma Team AV was lifting off with a young college woman who had the misfortune of being struck by Mr Boll's arm blade in the sternum.

Mr Bolls was finally brought to a stop at the Red Tag Cleaners when an NCPD CSWAT team managed to pin him down with light weapons fire until a sniper managed to obtain a clear shot to Mr Boll's head, ending the rampage. Bolls was declared dead at the scene by the Night City Coroner's office.

Gun Laws in 2020

Guns are good, guns are great. Nothing gives you a better intimidation bonus than a well-handled H&K SmartGun. Yay guns. They're sexy. They're Chrome-on-Black attitude. They make you look so cool, shootin' from the hip like some penile-deficient StormTrooper. Heck, sometimes they even drop yer enemies, friends or neighbours (Slayne, stop shooting the nice AV!). But for some reason, NCPD ain't so impressed with your character carrying 'em!

Traditional 2020 Armament Laws (Protect & Serve, CP2020)

According to the Federal Weapons Statute of 1999, American Citizens can purchase a "carry" permit for 25eb. The permit has a 4 day waiting period whence it can be refused on the basis of a criminal record or history of mental illness. This permit allows handguns, semi-automatic rifles, shotguns and knives no longer than 18" to be carried for personal defense. The permit-holder must then have all weapons registered under his or her name etched with a serial number and it's ballistics firing pattern registered with the FBI/CIA central reference system in Washington DC.

Permit Laws themselves vary between municipalities, and many officers use the Weapon Laws of their district as a catch-all to run in "undesirables" and suspected go-gangers.

People found carrying weapons not covered by the Federal Weapons Statute or people carrying without a proper or valid license are committing a *Priority-5 Crime*, with fines of 100 to 1000eb and/or 1 Month to 10 Years in a Low Security Block. (Minimum sentence for possession of fully automatic weapons carries a minimum sentence of 5 to 7 years.)

By the same Statute, if a gun registered in your name is used in the commission of a crime, you are liable for that crime unless you have reported the weapon lost or stolen.

By the same measure, possession of illegal cyberware carries a fine of 100 to 500eb and/or 1 month to 1 year in Low Security.

Use of illegal cyberwar is a *Priority-2* offense, punishable with removal of cyberware and up to 1 year in High Security and Personality Adjustment.

Sale of restricted Weaponry, Explosives and Illegal Cyberware is also a *Priority-2* offense punishable by 3 to 12 Years in High Security Block.

And if you *are* spotted running around with a full-auto piece with support gear, don't expect the cops to ask for your permit in a nice manner. And if they first see you *using* it, no matter who it's on, the questions will only come after they gun you to the ground, gonk.

BAMA Weapons Statute of 2018 (Boston-Atlanta Metropolitan Axis)

Due to the ease of travel along the BAMA Rapid Transit MagLevs, weaponry introduced anywhere along the metropolitan axis quickly made it's way into other metrozones. Finally in 2018 the various metrozones along the axis collected together and passed a uniform Weapons Statute, requiring a very striated licensing system for weapon possession.

Permit levels are:

- MFP - Military FirePower - Assault Rifles, Grenade Launchers, Explosive and specialized ammo loads.
- EF - Excessive Force - SMGs, Rifles & Shotguns in city limits, AP munitions, swords.
- LF - Lethal Force - Handguns, Hollowpoint Ammo Loads.
- MF - Moderate Force - Medium Handguns, 18" knives, Standard Ammo Loads.
- NF - Null-Force - Light Handguns, Rubber Ammo, Tasers.

Each permit level exists in a /c and non-c version. /c editions allow for concealed carry of the weapon level listed and below, while non-c versions allow for concealed carry of weapons of the levels below the level listed, but not for weapons of the permit level.

Standard citizens can get a LF/c permit (Lethal Force, concealed) if they can pass a background check and produce a 100eb licensing fee. Citizens with minor mental disorders or minor criminal records can only apply up to a LF permit, allowing concealed carry only of MF weapons or lower. Criminals and the suspected CyberPsycho can obtain MF permits, with no concealment options. NF/c permits are held for repeat offenders and recovered CyberPsychos.

Licensed Bounty Hunters and Police Officers carry EF permits, allowing concealed carry of LF weapons and unconcealed carry of EF weaponry. MaxTac is equipped with MFP permits.

CorpSec are issued +1 permits on their property, with +2 level permits issued to corporate response teams. Likewise all permits are reduced 1 to 3 levels in MallPlexes and Arcologies, depending on the individual environment.



An alternate environment for CyberPunk 2020

This is a work in progress that we are posting to get help from the BlackHammer Project users in the form of feedback and suggestions.

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Expansion set 1
Traders & Transit

Expansion set 2
Corporate Welfare

Expansion set 3
Netrunning

Expansion set 4
US Agents

- The American government has a stranglehold on corporate and personal interests in the US through a heavily enforced martial law system inside the cities. Cities are usually walled, and nomads run the world outside in some Mad Max styled wilderness. (Note, I am referring to Mad Max, not The Road Warrior nor Beyond ThunderDome).
- When the collapse came, the government responded with rapid deployment of troops to all trouble centers and the immediate nationalization of all farmland and food manufacturers. A series of draconian laws were passed to enable the government to control almost all heavy industry, which they then parcelled out to favored corporations. Food remains the property of the Bureau of Distribution (also known as section 12). All forms of unemployment insurance and social welfare were eliminated and replaced with a basic food and electricity ration. Anything above this requires another source of income.
- Six years ago the government threatened to end ALL social welfare systems. They then presented a law which allows the unemployed to sell their right to vote to a list of corporations or one of the two political parties. In exchange these corporations and parties offer a subsistence-level living arrangement. It should be noted that there hasn't been an actual election since the collapse, and the votes are instead used to elect governors and for referendums that the government calls for issues that have already been settled. With there being seemingly less and less real reason to vote, more and more people are selling their votes. It is expected that a new federal election will be called once the current government is certain they own enough votes to maintain the status quo.
- Corporations still hold a fair chunk of power in this world, but only at the whim of the government, and corporate armies are very restricted to primarily defensive use and are expected to call for government back-up in case of severe problems (at a healthy fee).
- Many technologies have been developed and not released to the public. Full nanotechnology breakthroughs have occurred at several government labs, giving government agents (but not their military troops) additional abilities above those of the common citizen, while corporate breakthroughs into this sphere have been purposefully restricted by the government and through the use of a "terrorist" organization called -America One- who supposedly destroy nanotech labs to preserve the human species.
- Because the government has always been afraid of breaking the perceived barrier between Church and State in the US, the church had become a place of refuge for the people, hiding supposed "miscreants" and in some situations even arming them against the government forces. It didn't take long before the government started to crack down on the church structures, but the US still balked at the complete elimination of the churches. Although most of the infrastructure is gone, individual churches now have an armed clergy and support resistance fighters as well as refugees with community funds. See below for the new Clerical roles this presents.
- Weapon and armor restrictions are fairly extreme, with all firearms being on restricted lists requiring expensive and restrictive licensing to be carried. Because of this, the weapons industry has been slowed down, and no rail-guns, lasers, microwavers, and electrothermics have been developed. All Militech weapons are produced by a government-owned corporation for government use **only**.
- On the black market, handguns cost 4 times the list price, rifles and shotguns 3 times. Weapons with the militech name in these categories automatically double their value because they are exclusive for government use. Assault weapons such as assault rifles and submachineguns cost 10 times their list price. BlackMarket Cybertech costs triple list.
- On the open market, handguns cost 1.5 times normal to cover taxes and handling fees as well as the mandatory 911 chipping and gun-camera. Licensed firearms are tracked meticulously by the government, and the ballistics are kept in a central FBI database as per CP2020.
- Although the police obviously have the most power, cop characters are not encouraged, as they are also heavily monitored for contact with undesirable.
- Characters can now have the following merits/flaws (these costs supersede the normal costs for these merits):
 - Licensed HandGun - 2 point merit
 - Assault Weapon, unlicensed - 4 point merit
 - Police Friend - 2 point merit
 - No Criminal Record - 3 point merit

Riot's in the air, seen it in
the street
The ugly head of violence,
the sound of stamping feet
Heard the shooting to
protect the law, but it's a
lie
Lead instead of water hits
you right between the
eyes

When justice dies
The people are bound to
follow

Heard a lot of question,
never heard replies
Seen a lot of batons
raised, heard a lot of cries
Find it hard to tell the good
guys from the bad
Feeling the policestate
right behind my back

When justice dies
The people are bound to
follow

Democracy, democracy,
have to face the fact
Cobblestones and
opposition fits with broken
glass
One was a psychopath,
the other was a cop
One was full of hatred, so
he shot me in my guts

Justice is a garden divided
by a fence
If you're on the wrong side
you don't stand a chance
Hit me on the head,
cripple me for life
Seeing the police state
right before my eyes

When justice dies
The people are bound to
follow

- Birmingham 6
PoliceState



Clerical Leader Clerical Warrior Clerical Worker

<u>Charismatic Leader</u>	<u>Tactics</u>	<u>Family</u>
Awareness	Awareness	Awareness
Leadership	Expert: Theology	Expert: Theology
Persuasion	Leadership	Streetwise
Streetwise	Streetwise	Education
Education	Education	History
Composition	Handgun	Handgun
Expert: Theology	Rifle	Brawling
History	Athletics	Cooking
Oratory	Melee	First Aid

TRADERS IN THE



Original Traders article by DartBoard - Editing, Outlands, Additions and Art by Hound



Most metropolitan areas in the US are walled and heavily guarded against illegal entry. The security forces are fairly skilled and very well equipped for the job, and there is usually an AV full of MetalGeared troops just itchin' to blow a hole in some latino or illegal panzerjockey.

For cross-country traders get in y'need to have a thing called a TradersCard, either a plastic-card with a recording of your retinal print and SIN or one electronically recorded on yer Welfare-Chip. This allows you to take your goods round to a special depot (Traders Dept.) where they are checked fer approval (they screen yer stuff for hidden blackmarket wares and weaponry). If ya pass the inspection yer allowed to enter the city, or contact someone ta pick it up for ya.

Problemo the first: remember that if yer ferryin' goods from one side of "sort of America" to the other you've GOT to have a TradersCard. Y'see if you haven't and you want to get yer goods into the city you've got ta go through Quarantine. This is a long, dehumanizing procedure where you and your goods are taken through a variety of dehumanizing screenings and de-contaminations (the government to this day claims there are dangerous nano-viroids in the outlands and that this method is needed to keep the cities safe - in fact it is to discourage unsanctioned movement between cities and to keep tabs on everyone's comings and goings). You are then taken to a sort of lobby (like in an airport) where you sit

around fer another couple of days. The whole process takes nearly a week and one experience is likely to make most people opt fer a TradersCard. Although it should be pointed out that this same system applies to **anyone** coming to a new city (see below for the civilian way around this, the TransitCard). Quarantine sucks.

To apply fer a TradersCard you must get in touch with Section 16. They will ask fer your name, address, SIN and other information. Once thats done yer request will be processed. If ya pass (you can be rejected if have a criminal record, were a cyberpsycho, are suspected for collaborating with the church or other insurrectionist groups, etc...) you will be sent a manual describing the trading procedures. To remember it you must make a Int test vs. Dif 12 everyday, once you've accomplished this 9 times you've remembered most of it. After 30 days of revising you will be asked to come down to Section 16's office. There you will be asked for 10,000eb to apply. (Although most cities also have bondsmen or venture capitalists who are often willing to pay the fee for you - bondsmen require that you pay 1,000eb and they cover the rest with a 30% annual interest rate, Venture Capitalists will buy in for about 20% of your net income as a trader, if you can convince them with a successful Persuasion roll or a good business plan). You will then be taken to an examination hall and be tested on your knowledge of procedures and regulations, Int test Dif 16, take 1 off for everyday above 9 you revised the manual. If you pass congratulations you've got yourself a bona fide TradersCard! Now hit the road!

Problemo the Second: remember violations of the Traders regulations can be (and usually is) grounds fer havin' yer license revoked. And you lose immedately if your found ta be ferryin' black weapons or cyberware around.

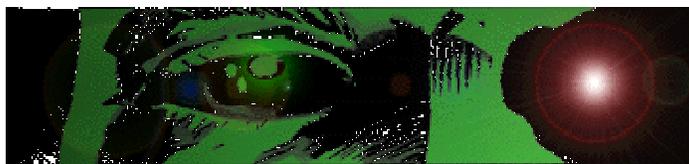
Problemo the Third: Bandits - Wolves' Lives on the open road ain't so sweet as you'd like ta believe. Out on the hot tarmac (asphalt if yer Canadian/American) there bandits/wolves laying in wait. Who they are, what they want and what they drive is entirely up ta you. (There's a rumour goin' round in my campaign that group of wolves got themselves an old surplus Apache 'chopper! Minus the vulcan cannons of course (I'm not THAT mean)). Wolves are generally ornery individuals who don't give a gonks-ass whether yer cargo's yours or not and will take it from you any which way they can, if it's valuable enough. Wolf-Packs are generally 8-10 people who serve different roles. About 2/3's of them are the bandits who hijack convoys an' the like, the rest serve as mechanics (though most drivers can handle simple tasks like that), medics and some even act as fixers, fer dealin' with other wolf-packs.

So where do the revered PanzerBoyz and PanzerGrrlz fit into this equation? It's not like you can honestly expect to make a living trying to smash through the walled cities with black market goods, neh? First off, many of the "Walled Cities" are actually best described as "Fenced Cities", surrounded by a well-marked electronic barrier. Vehicles crossing this barrier are considered to have "passed the wall" and are tagged by Central Data Processing for immediate Customs and Quarantine. Vehicles which do not stop immediately beyond

this point at one of the checkpoints are treated as hostile. But this does still allow for PanzerBoyz and Grrlz to pull the occasional rapid-drop delivery before heading back into the outlands - it also leaves smuggling options available by the oldest method - foot. A PanzerBoy or even a Traders Caravan carrying Black Market contraband can stop outside of these fenced cities and have residents come out to buy and sell goods which they then carry back into the city proper, thus circumventing the vehicle-triggered systems. This same system is also used in walled cities where people regularly work outside the walls (such as employees of the agricorps) who sometimes have an enclave on the outside where they trade for Black Market goods, or even normal goods at slightly cheaper prices from caravans that can't get a TraderCard for whatever reason.

Besides these workers with their DayPass cards and the TraderCards, TransitCards are the only other way in and out of a city without going through the decontamination procedures. A TransitCard is only available to corporate execs, government employees who need to travel and to those few who can prove to the government that they need to be able to move between cities more than once a year. TransitCards are immediately refused to anyone who has ever received corporate welfare (see [Expansion Set 2](#)).

WELFARE IN THE



As the state proved that it was no longer able to support the ever-growing poor population during the collapse, it resorted to what many have since called "drastic, anti-democratic methods" to keep the populace from levels of poverty and homelessness predicted by many "CyberPunk" authors.

Citizens were given the option of selling their vote to corporate sponsors. These sponsors in turn were governed by a set of hastily-created laws which told them what they could and could not offer to purchase these votes. The final laws indicate that to purchase a vote, the corporation in question must provide the seller of the vote with a subsistence-level lifestyle. This subsistence-level lifestyle includes no less than \$50 dollars a month expenses (payable in US dollars or, with the 41st amendment, corporate script), a private apartment with no less than 150 square feet of floor space, basic furniture, personal television and other media access, and nutritious food meeting the minimums of the

FDA's 2,000 calorie diet. For the vote to be valid, the corporation in question has to have been providing these services to the seller for a minimum of three years prior to the vote, and then is contract-bound to continue to provide this service for three years after the last time the person's vote was used. The cost of this subsistence-level existence is paid for by a combination of the State and the Corporation in question. The state offers a \$200 subsidy each month per person supported in this way, the remainder is absorbed by the corporation purchasing the vote.

Now, as we approach what may be the first "democratic" election in almost 20 years, the number of people receiving Corporate Welfare is in the millions. Known as "subs", they live in large, clean buildings in their small apartments or somewhat roomier family units, watch all the TV they can absorb and eat the bland kibble they are fed. Some corporations (ones who note they have less votes according

to the census) offer food delivered to the sub's apartment, but most use common cafeterias for dispensing the kibble.

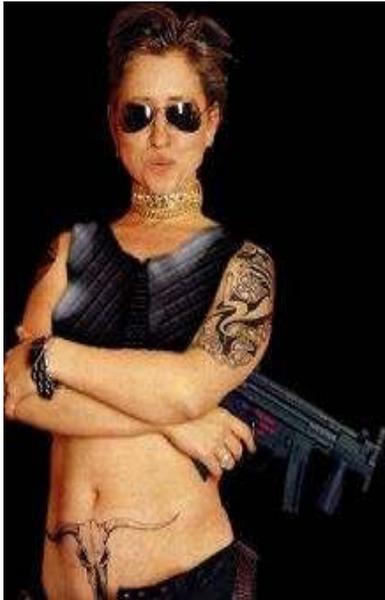
But there is a more sinister side to the corporate welfare roles than just the subversion of democracy. Since 2012 and the passing of the 52nd ammendment to the US Consitution, all recipients of corporate welfare are implanted with a "welfare chip". This was originally passed through the House as a bill to make sure that the government could track if corporations were claiming dead subs' votes by implanting a biomonitor chip in each sub after the 2010 scandal involving the Tereko Corporation and an aparment block with 900 dead subs in the basement storage.

The Welfare Chip is more than a simple biomonitor. Encoded in the chip is the recipient's SIN number, with which

corporation they are currently registered (if any) and any and all pertinent data for easier tracking by police, corporate and government agencies. Removing the chip is illegal according to the same bill, supposedly to stop corporations from perpetuating vote fraud, but mostly so that the government can keep track of all past welfare recipients. It is a known fact that welfare chip bearers cannot receive TransitCards, and are often refused better jobs, especially with corporations other than the one they were selling their vote to.

A whole new part of the underground has risen up because of these prejudices. If you know the right people and have the cash, you can find someone who specializes in the removal of Welfare Chips. These fixer/medtechs are known as Scrubbers and a few can be found working out of most major cities.

Scrubber



Most scrubbers handle all of their own business, not willing to trust a middleman to set them up with prospective clients.

They live the edge, "farming" for new clients that need their special services wherever the few edgerunners of the Police State hang, or by making their name quietly known in most of the "sub" bars.

Since Scrubbers are so fiercely independant and generally edge-runners, they dress the part, rarely showing off their medtech side except when actually "scrubbing down" a client.

Scrubbers have both MedTech and StreetDeal, but their MedTech level must remain lower than their StreetDeal level. Some rare scrubbers are pure medtechs working with a frontman / middleman fixer, but these use the standard MedTech role.

Scrubber pay is equal to MedTech pay at their MedTech level or Fixer pay at their StreetDeal level, whichever is higher.

StreetDeal MedTech

Awareness
CyberTech
Hide/Evade
Persuasion

Human Perception
Education
Electronics
SMG / Pistol

NETRUNNING IN THE



The Walled Cities of America 2020 are even more apparent from the net. Each city has been disconnected from the internet as a whole and a separate internal net has been created, governed by a pirated version of the Ihara-Gubb algorithms which have their run-times constantly monitored by Data Control. Personal logins to the city-nets have their physical locus (location) masked by the IG systems, but in exchange, Data Control has complete access to the lists of logins as well as their locations and login number (personal access code).

Upon logging into the local grid, a netrunner's locus and login method are logged by Data Control. Actual travels and interaction in the net are not logged in this fashion, but several other pieces of software monitor much of the activity in many of the sub-nodes on-line.

If the netrunner is currently wanted by Data Control for whatever reason(s) (telespace violations, job interviews, whatever), the runner will be confronted by a MACSystem (Monitor Access Control) which will address him or her by name (*"Murphy-Space-Spider, login four-one-seven-forwardslash-sixteen-fourty-four-ess, your login has been monitored and your telepresence is requested by Data Control"*). At this point the runner has less than 8 seconds of on-line telepresence before Data Control cuts his or her access unless the runner accepts the invitation to Data Control and steps through the LDL opened by the MAC.

For these very reasons, many of the more illegal "Black ICE" softs include the entire DOG series of software, as they are capable of tracing a netrunner's signal to their login locus - something that only Data Control wants to have access to. (Prices on all DOG softs is increased 5-fold)

Once in the local grid, travel is pretty much as normal, with the net conforming to most of the standard rules. Long distance travel on the other hand is far more difficult, as net-link capable long-distance lines are also monitored by Data Control. To access an LDL, a runner has to approach one of the standard LDL locations and present the resident MAC (see above) with a valid LDL link code. With the proper code, the MAC will open a window to an LDL for the runner to access. Cracking a MAC is difficult, as they are considered to be STR 9 Codegates, and have recognition ability, so when a crack attempt is done by a soft, on the second attempt by the same software, the MAC shuts down for 2d10 rounds while alerting Data Control to an illegal access attempt. MACs will not react in this way to failed attempts to present a password by a runner, but will take 2d6 turns to attempt to process the failed password before it can accept a new password. Since MACs are often in demand, within 20 turns of arriving at a MAC, another user (netrunner or software) will arrive to use it too, often foiling hacking attempts with their very presence.



