

Political Theory in the the Sixth World

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Part 1: Original Sin

Active politics is a SINners game. In the neo-liberalism that is the primary governing principle in most of the world, owning property and voting are considered key and interlinked factors in society. Anyone with a SIN is also a registered voter and it is from these voter roles that we can see the top poli-clubs around the world. While simply having the right to vote is not the end all, be all, of political consideration it is perhaps the most important factor in having much sway in the Sixth World.

While not as organized as all of the following might indicate, it is perhaps easiest to understand world politics by splitting poli-clubs into larger poli-blocs. A poli-bloc is a collection of poli-clubs and parties with similar enough stances as to be functionally the same thing as each other, but most likely separated by national borders and tradition. We will explore Poli-Blocs and Militia in later sections. First, we need a bit of a history primer on the current state of the world.

The United Nations by all reckoning is a failure in the 6th World. It is their failure to contain the EuroWars, to manage the Treaty of Denver, to put an end to the conflicts in the Balkans, Northern California, the disputed border between PCC and Aztlan, and many other events in the post-Awakened world that saw the public put more of their trust and more power into the hands of megacorporations.

The United Nations is an international organization, founded in 1945 to facilitate communication and cooperation between states. After the Awakening, the United Nations updated its charter to include the power to recognize a species as sentient (and thus subject to the Human Rights Charter).

In the late 2070s, the United Nation stood alone as an entity capable of challenging the supremacy of the International Corporate Court. The Court has proven to individual nations they lack the resources, manpower, or both to openly challenge them. What is left is the United Nations and the fact that corporations are not recognized members.

To shadowrunners, historians, political theorists and people not blinded by optimism is the fact that if the UN were capable of something like this, then the Corporate Court would never have existed in the first place. While perhaps, on paper it can pose an existential threat to the I.C.C., in reality it's a relic of the 5th world where nation-states can settle their differences in far second place to the Corporate hegemony.

In the wake of the failures of the United Nations in stopping the Eurowars, the Corporate Council ascended to power. Part of this power grab included taking responsibility for the statutory and regulatory anti-terrorism functions of the United Nations. The International Corporate Court did away with most law pertaining to these and introduced a simplified process, called the I.C.C Militia Watchlist. Gone are the terms "terrorist" from the accords, though most people in the 6th World understand that is what being listed here implies about an organization.

According to the I.C.C a militia is: "a politically motivated or privately held armed forces not listed on the Mercenary Guild index, not a publicly traded security force, or subsidiary of a listed A, AA, AAA, or National Armed service that engages in known acts of violence against people and property." This new regulatory definition certainly simplified things, however it also rendered many non-profit peacekeeping forces as militia. This is not an oversight by the I.C.C. By including such forces the I.C.C. has given themselves the power to resist armed resistance from the United Nations, which may be the only regulatory body left on the planet that could potentially reign them in.

Groups listed on the I.C.C are not actively hunted by the court, but rather are subject to sanctions such as the loss of SINs for known members, the denial of rights or customs afforded the citizens or international travelers (essentially it would not be a crime in the court's eyes to kill members of these groups or deprive them of their property.) At least according to the I.C.C, national governments generally hold their own views with regards to those listed, but in a broadly general sense, most governments are quite pleased to eradicate them if given the

chance.

It should be noted that while it is considered international crime to be a member of a listed group, it is not a crime for any group to buy from, sell to, or affiliate with known members according to the I.C.C, though again, national governments vastly differ on this view, and most consider it highly illegal.

It can be considered that 6th World Militias are a nexus of sympathetic groups (national governments, corporate interests, underworld figures, and policlubs) with antagonistic groups a counter nexus, and generally occur when poli-clubs fail or are not quite radical enough.

Part 2: Poli-Blocs

Alliance for Allah



Political Orthodoxy: Religious Fundamentalism, Pan-Arabism, Muslim Solidarity, Neo-Liberalism, Islamic Democracy

Background: As Neo-Liberals, the Alliance for Allah fits into the acceptable normal in the 6th World: the SIN/SINless divide, primacy of private property, individual rights (for SIN'd people) and democratic institutions. Where they differ is they wish to bring the Muslim world into a global alliance, to dominate world trade and as protection against colonialism, both corporate and traditional.

Alliance parties downplay sectarian differences, as they believe that divided the Muslim world can't stand. The poli-club typically denounces Sunni vs Shia violence, often to the anger of more traditionally fundamentalist forces.

The Alliance for Allah has in fact, once formed a significant threat to European powers in the Second Eurowars. Their defeat broke the alliance apart, but political parties in the ex-member states are still quite popular though the Alliance has moved away from a radical right wing approach they previously held.

Alliance parties tend to have different names in different countries, rarely calling themselves Alliance for Allah outright. Typically AfA member parties are Neo-liberal, anti-cyberware (blaspheming Allah's design), and anti-Awakened (at least Awakened from outside the religious precepts of Islam.)

There is some internal disagreement with the AfA over metahumans and feminist liberation. Roughly half are for and half are against, with various religious and secular reasons given.

Major Presence: Constantinople, Turkey, Sarajevo, Morocco, Mauritania, Mali-Faso, Algiers, Egypt, Arabian Caliphate, Iraq, Iran, Pakistan, Afghanistan, Syria

Leadership: Kalim ibn Sa'ud (Nominal)

Leader Details: Human, male, Caliph Kalim ibn Sa'ud has no actual control over the AfA but he is seen as the legitimate caliph by most of the world's Sunni population, which is the majority of muslims. In reality, actual power and direction comes from the local party chapters in individual countries though Sa'ud's influence is great and can often sway votes.

Empowerment Coalition



Political Orthodoxy: Neo-Liberalism, Metahuman Equality, Feminist Liberation, Social Democracy

Background: As Neo-Liberals, the Empowerment Coalition fits into the acceptable normal in the 6th World: the SIN/SINless divide, primacy of private property, individual rights (for SIN'd people) and democratic institutions. Where they differ is they focus attention on anti-meta-human racism and the empowerment of females.

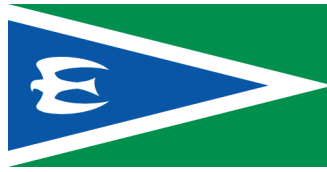
The Empowerment Coalition is not a hierarchical structure, rather a loose alliance of separate political parties and charities across the world that share the goal of advocating for metahumanity and equality of the sexes. Some noted members include Mothers of Metahumans (MOM), the Ork Rights Commision, Mother Earth, and Metahuman Brigade, Democratic Party (UCAS), Southern Democratic Party (CAS), Labour (UK), and Social Democratic Party (AGS.)

Major Presence: World wide, illegal in Japan and others

Leadership: None

Leader Details: There is no leadership or actual governing body to the Coalition, rather a simple intelligence, resource, and awareness sharing between various party leaders.

Earth Awakening



Political Orthodoxy: Neo-Liberalism, Environmentalism, Awakened Equality, Pagan Nationalism, Meta-Sapient Rights

Background: As Neo-Liberals, Awakening Earth fits into the acceptable normal in the 6th World: the SIN/SINless divide, primacy of private property, individual rights (for SIN'd people) and democratic institutions. Where they differ is that this poli-clubs focus on environmental protection, the equality and rights of the Awakened and Meta-Sapient creatures, and while they have secular member parties, the majority of their member parties come from native traditional parties or folk tradition movements.

Not all member parties share the same drives, to the same extent as others. For example, Ghoul Liberation might offend some sensibilities and others might be offended by the suggestion that some awakened animal is deserving of equal rights. More than others, Awakening Earth is a big tent where in-fighting can be common.

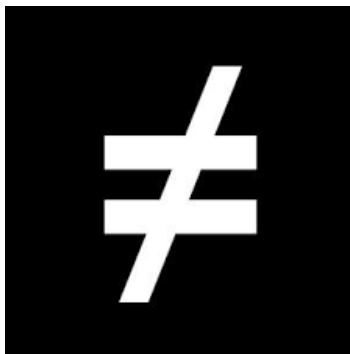
Notable member parties include People for the Ethical Treatment of the Awakened (UCAS/CAS), the Ghoul Liberation League (UCAS), Celestial Path Party (Korea), various NAN tribal affiliations, New Druidic Movement (UK), and One Earth (Allied German States.)

Major Presence: World wide, especially Amazonia

Leadership: None

Leader Details: There is no leadership or actual governing body to Awakening Earth, rather a simple intelligence, resource, and awareness sharing between various party leaders.

Human Nationalism



Political Orthodoxy: Neo-Liberalism, Anti-Metahumanity, Social Conservatism, Free Market Capitalism

Background: As Neo-Liberals, Human Nation fits into the acceptable normal in the 6th World: the SIN/SINless divide, primacy of private property, individual rights (for SIN'd people) and democratic institutions. Where they differ is they focus toward anti-metahuman politics.

The accusation of terrorism and neo-fascism are often leveled at Human Nation, and it's often considered the case that if you are neo-fascist or a human supremacist militia that you are also nominally with Human Nation. However, there are differences. Human Nation does not publicly endorse terrorism and strongly condemns it when it happens. Neo-Fascist stances on private property, individual rights, and democratic institutions separate them. Neo-Fascist are avowedly pro-Awakening, while Human Nation are agnostic to the question. Clearly a lot of overlap can exist between the two.

For the most part, the average voter for these parties may not actually be a racist and will justify their belonging to this bloc via complaints about taxation and stifling capitalist ventures. Very much a “I don’t like all their views, but where else should I go?” situation.

Human Nation is a loose federation of separate political parties and charities across the world that share the goal of advocating against meta-humanity. Some noted members include Native Californian (CFS), Humanis Policlub (UCAS), Unity Foundation (CAS), Genealogy Society (UK), among others.

Major Presence: World wide

Leadership: None

Leader Details: There is no leadership or actual governing body to Human Nation, rather a simple intelligence, resource, and awareness sharing between various party leaders.

Neo Anarchism



Political Orthodoxy: Split (Left: Libertarian Socialism, Center: Libertarian Mutualism, Right: Libertarian Capitalism), Metahuman Equality, Direct Action

Background: As Anti-neo-liberals, Neo-Anarchs are generally outside of the acceptable normal in the 6th World. They reject the SIN system, reject the primacy of private property over individuals and groups, accept individual rights or the rights of groups, and are agnostic towards democratic institutions.

Neo-Anarchists are a strange three way split that would have been unthinkable in the 5th World. Back then, socialism and capitalism were in a death struggle, and it's clear capitalism won. Depending which sort of Neo-Anarch you are, determines exactly how you feel that went. The Left believe the current state of neo-liberalism is the inescapable result of capitalism and the state, the Center believe the issue is the failure of the state to control and harness capitalist production, and the Right believe it's a failure of the state and not capitalism itself essentially saying the existing megacorporate controlled world is capitalism done incorrectly.

Despite the absolute huge gap between these factions, Neo-Anarchist in the 6th world find the distinctions currently functionally meaningless. Regardless of how we got here, here we are. Neo-liberal capitalism is ubiquitous and according to the Neo-Anarchists, must be stopped for the good of the planet and humanity.

Major Presence: World wide

Leadership: None

Leader Details: Neo-Anarchist are not a traditional polyclub, and generally reject such notions. There is no leadership, nor convention. Rather they share information on Shadownet with each other. Many shadowrunners and SINless are Neo-Anarchist, many without ever understanding that fact. As the SINless can not vote, their opinions are not represented. No one has done a census for exact numbers, but considering that the SINless outnumber the SINners many times over Neo-Anarchist could vastly outnumber other political thought.

There are some Neo-Anarchist "parties," usually short lived affairs in the Allied German States. One stand out example is Yucatan.

Neo Communism



Political Orthodoxy: Marxism, Transhumanism, Socialism

Background: As Anti-neo-liberals, Neo-Communists are generally outside of the acceptable normal in the 6th World. They reject the SIN system, reject the primacy of private property, reject individual rights or the rights of groups, and are hostile towards democratic institutions.

Existing Neo-Communism is more or less summed up as "Not Very Communist" by anyone familiar with Marx. In essence, the term applies mostly to holdouts from the 5th World that have proven somewhat resistant to being overthrown. However, there are still some actual Marxist parties out in the Neo-Liberal world that generally poll at less than 2%. Among them are People's Labor Front (Tir Tairngire), the International Progressives (UCAS), Freedom Road (UK), the Socialist Workers (AGS), Red Fist (Poland), The Revolutionary Action Councils (France), the Malaysian Communist Party and dozens more

Neo-Communist reject the SIN system as capitalist class society, and as such there are no Neo-Communist states that have SINless. However identification papers are usually a requirement for citizens. Neo-Communist reject private property, as their current beliefs are that through techno-singularity all property and resources can be shared and managed equally. Neo-Communist reject individual rights, on anti-capitalist grounds and reject certain group rights for the same reason. Neo-Communist states tend to be fairly hostile towards democratic institutions outside of the Party. Party leadership and representation are open to democratic process but only members of the party can hold office.

However, it should be noted that corruption exists everywhere. So while most Neo-Communist states are opposed to megacorporations they have been known to allow them in under specific conditions (such as Evo in Russia, or Vietnam's National megacorp the Khouang Combine.)

Neo-Communism isn't all 19-20th century conceptions, however. Modern Neo-Communist generally accept techno-singularity as a good and proper thing, however reject the current methods of AI as tools of capitalism. It is common for them to suggest some form of hive-mind commune as the ideal society.

Major Presence: Bolivia, Cuba, Henan, Vietnam, Angola

Leadership: Neo-Communist Internationale (Representatives from various Neo-Communist Parties)

Leader Details: The Neo-Communist Internationale is a body of Neo-Communist parties from around the world, all set to the task of determining proper orthodoxy and setting international agendas. They supposedly meet to determine methods to end the Neo-Liberal order but such meetings tend to get nothing done. Most of the Neo-Communist states profit directly from the current world systems and would be unlikely to change the situation regardless of their rhetoric.

Neo Fascism



Political Orthodoxy: Hypernationalism, Awakened Supremacy, Eco-Radicalism, Nativism

Background: As Anti-neo-liberals, Neo-Fascists are generally outside of the acceptable normal in the 6th World. They reject the SIN system as not strict enough or applying to the wrong people, reject the primacy of private property over the state (but not individuals), reject individual rights or the rights of groups, and are hostile towards democratic institutions.

There are basically no entities that out-right claim to be neo-fascist themselves (though exceptions exist), the term neo-fascist is usually applied by others.

Neo-Fascist are all Hypernationalist of some sort, but where that line is drawn is starkly different between neo-fascist groups. For some, they are meta-type Nationalist (such as with Human League who are often accused of neo-fascism,) others like the National Soviet Reconstructionist (Russia) are Ethno-Nationalists. What is universal is that whatever is considered "the nation" is considered under attack from some vague degenerate force that seeks to eradicate some pseudo-traditional way of life.

Neo-Fascist both reject and embrace the SIN/SINless divide, in that they feel that members of their own group have been subjugated by insidious foreign control and rendered non-people amongst their own kind while simultaneously believing that other members of society should be ostracized and rendered politically powerless. Essentially "the wrong sort of people are being turned SINless and forced to live with people that should be SINless."

Neo-Fascists are generally hostile to foreign multinationals and extraterritorials, but this hostility would generally not extend to such corporate entities that are "culturally pure." This is generally resolved by the state being shareholders within such organizations as a method of exerting state supremacy when needed.

One thing that separates Neo-Fascism from the Fascism of the 20th century is that with the Awakening, the appeal to tradition and mythical past seen within classic fascism can now lead to true power. If the state is supreme, the nation the core of life, then clearly those blessed by traditional practices with Awakened magic are clearly the paragons of society and stewards of the nation and state.

Another thing that separates classic fascism and neo-fascism is the concern with ecology. What good is a cultural or national homeland if it's a toxic nightmare? Usually their take on ecology includes anti-immigration, justifying culling by overpopulation fears, and seizing swaths of land from undesirables to allow nature to return.

While Neo-Fascism is a useful way to think about Western and Middle eastern governments, specifically, because if applied literally, this would include things like the NANs. Critics of the NANs and other similar governments do generally call them neo-fascist and claim saying otherwise is special pleading. Though many people take a more "you know it when you see it" approach.

While these things can be said to encompass Neo-Fascism, it's often better to consider not what Neo-Fascism stands for but rather is against: Neo-Fascist are anti-liberal (neo or otherwise), anti-communists, anti-immigration, and anti-anarchist.

Groups generally accepted as Neo-Fascist in the 6th World include National Soviet Reconstructionist (Russian Republic), Conservationist Party (UK), Partei Der Nationalen Erneuerung (AGS), Aztlan Party (Aztlan), Austrian Heritage Party (Austria), and Volksfront (Scandinavian Union.)

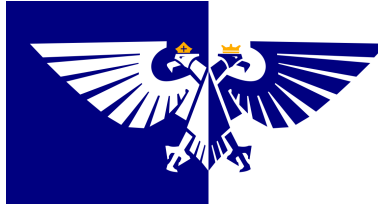
Groups that are arguably Neo-Fascist include Seuder-Krupp (AAA), Yakashima (AA), Zen Ai Kaigi Party (Imperial Japan), Utes Native Worker's Union (PCC), the Archconservative Party (UCAS), and the Southern Nationalist Party (CAS.)

Major Presence: Russian Republic, Aztlan, Scandinavian Union, Allied German States, Austria

Leadership: None

Leader Details: As Neo-Fascism is generally unique between its expressions, there is very little solidarity between fascist states and parties.

Neo Royalist



Political Orthodoxy: Monarchism, Noble Primogeniture, Birthright

Background: As Anti-neo-liberals, Neo-Royalist are generally outside of the acceptable normal in the 6th World. They are agnostic to the question of SIN/SINless classed society, agnostic to the primacy of private property, agnostic towards individual rights or the rights of groups, and are hostile towards democratic institutions.

More than any other political thought, the term "Neo" is mostly misapplied to Neo-Royalists. There is almost nothing to differentiate classic monarchists from the modern Neo-Royalist in the 6th World aside from where they might gather their justification. While a paleo-royalist would claim something like papal decree, tradition, or conquest as the proof of their right to rule in the 6th World many justifications exist (including the old ones.) Examples abound from Tir Na nOg's and Tir Tairngire's elven nobility, to Hawaii's Awakened bloodline, to the Caliph of Arabia. It's odd that despite their many inconsistencies with justifications for their position, all neo-royalist share the same conditions of power: hereditary and class based.

Despite those similarities, almost no two Neo-Royalist nations are identical. Some royals are absolute monarchs, some are constitutional monarchs. Some are little better than Neo-Fascist regimes, puppets to Opus Dei, while others enjoy all the rights and freedoms one might associate with the generally accepted neo-liberal world. One thing is certain, however. All neo-royalist have in common their need to protect the existence of nobility. As such, despite their wild differences most modern monarchies band together in international politics when it comes to protecting the rights of monarchs.

Next to neo-liberal democratic republics, neo-monarchies are the second most common form of governmental politics in the 6th World. You can split monarchies between constitutional and absolute. In a general sense, constitutional monarchies are functionally the same thing as any other neo-liberal republic while absolute monarchies tend to have quirks that upset the Corporate Court.

Examples of Constitutional Monarchy include Portugal, the United Kingdom, Spain, Black Forest Troll Kingdom (AGS), and Thailand

Examples of Absolute Monarch include the Arabian Caliphate, Kingdoms of Nigeria, Kingdom of Benin, and (on paper) Imperial Japan.

Beyond this, there are several neo-monarchist parties found within neo-liberal and constitutional monarchical states, such as Partido Monarquico (Spain), The Queen's Party (UK), Traditionalist Party (Austria), and the Swaziland Nationalist Party (Azania.)

Major Presence: Arabian Caliphate, Nigeria, United Kingdom, Spain, Portugal, Allied German States, Thailand, Tir Taingire, Tir Na nOg

Leadership: Entente (Political Bloc)

Leader Details: Despite the vast differences in outlook and policies between monarchist powers, a bloc exists to protect monarchist states. Enlightened or despotic, all monarchies in the 6th World have a vested interest in keeping nobility relevant and neo-liberals from outlawing their ways of life.

Opus Dei



Political Orthodoxy: Religious Fundamentalism, Catholic Nationalism, Christian Democracy, Neo-Liberalism

Background: As Neo-Liberals, the Opus Dei fits into the acceptable normal in the 6th World: the SIN/SINless divide, primacy of private property, individual rights (for SIN'd people) and democratic institutions. Where they differ is they wish to bring the Christian world into a global alliance (and eventual domination by Catholics.)

The Roman Catholic church has a long history, but in the 6th World it's considered a poli-club. Despite taking it's leadership from clearly Catholic sources the Opus Dei is actually a broad Christian coalition that includes Catholics, Protestants, Eastern Orthodox, Miaphysites, Syriacs, Marionites, Nestorians, and others. While each of these groups may consider each other heretics, "a house divided can not stand" tends to be how the poli-club smooths things over. Opus Dei funds and helps organize any christian democratic movement and as such has a world wide reach.

Opus Dei are known for the Imago Dei (image of God) stance:

- Metahumans are possessed of souls and capable of salvation. Discrimination against metahumans is not Christian.

- Magical abilities are not, by nature, evil. Rather, like any other human ability, they may be used for good or evil.

- Spirits are living manifestations of nature. Thus, conjuring is not in itself evil. However, conjuring touches on so many questions of faith and doctrine that Catholics may not practice it without specific permission from the Church, to be only used by clergy under unique circumstances.

Some well known parties that make up Opus Dei are Christian Democratic Party (Australia), Centre Party (Allied German States), Union of the Centre (Italian Confederation), and Christian Democrats (Scandinavian Union.)

Major Presence: Vatican City, World Wide (especially Europe and South America.)

Leadership: Pope Sixtus VI

Leader Details: As the head of the Catholic church, Sixtus has immense sway over traditional catholics which make up at least 60% of Christianity. The church he administers also handles the funding for various Christian Democratic parties, so even outside of his sway over Catholics other politically minded Christians are likely to follow his lead. Sixtus was a member of the Order of St. Sylvester, and as such is an awakened mage. Outside of forming Christian political unity, Sixtus regularly makes it a point to attempt to meet with, and convert, meta-sapient's such as dragons and merrows.

Question Society



Political Orthodoxy: Neo-Liberalism, Conspiracy Theory, Populism, Obstructionism

Background: As Neo-Liberals, Question Society fits into the acceptable normal in the 6th World: the SIN/SINless divide, primacy of private property, individual rights (for SIN'd people) and democratic institutions. Where they differ is their focus on being skeptical of "Big Brother," usually presented as either right wing dismissals of progressive agenda they feel empowers the state or left wing rebuttals to conservative agenda they feel empowers megacorporations. In either case, their reasons will usually involve invoking black helicopters, antarctic nazi mole people, radical environmentalists, zionism, the Illuminati, or little green men at some point.

"Question Society " is both the name of the poli-club and it's first command to its members. The Society holds many conspiracy theories as fact, even ones that contradict other ones. They even have a theory about themselves: the Society gets funding from megacorporations trying to stop certain laws from passing and as such may be the most effective tool for megacorporate corruption and manipulation. Of course, there have also been clear examples where the Question Society member parties have been responsible for exposing corporations and states. So debate rages. Most people assume it's a mix of both.

Notable member parties include the John Birch Society (UCAS/CAS), the Alien Truth Movement (Allied German States), and VITAS Truthers (Azania), The Ayn Rand Foundation (Australia) and The Awakening Question (UK)

Major Presence: World wide, anywhere with active Matrix Nodes eventually has parties organized.

Leadership: None

Leader Details: As deeply paranoid as members of the poli-club are, anyone claiming to be it's leader would not and could not last long. Rather Question Society is horizontally organized by members of conspiracy parties among themselves, to share awareness and to have a collective, but decentralized response to pressing issues.

Part 3: Militias

Antifa Direct Action



Estimated Numbers: Potentially thousands world wide

Strongholds: Found in most major North American, Central American, and European metroplexes.

Sympathies: Empowerment Coalition poli-clubs, Neo-Anarchist poli-clubs, Neo-Communist poli-clubs, Question Society poli-clubs, Black Star militia

Antagonism: Alliance for Allah poli-clubs, Human Nation poli-clubs, Neo-Fascist poli-clubs, Neo-Royalist poli-clubs, Opus Dei poli-clubs, Question Society poli-clubs, racist gangs, Omega Dawn militia, Hand of Five militia

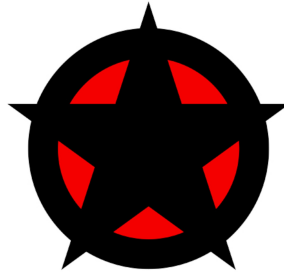
Method: Political assassinations, infrastructure based terrorist attacks, cyberactivism

Antifa Direct Action is the most radical antifa group in the world, with branches in 15 nations. It raids fascist chapter houses, arranges counter-demonstrations, breaks up rallies, and clashes with fascists wherever they find them. They also track down fascist Matrix nodes and shut them down.

It's a politically diverse and decentralized network, which coordinates mostly through the Matrix. ADA chapters in many cases can be traced back to counterculture youth groups which fought fascist subversion and infiltration. It also recruits antifa street gangs as their allies.

They receive much support from anarchists, neo-communist groups, trade unions, and radical pro-metahuman groups. Some of their cells have become extreme, assassinating fascist leaders.

Black Star



Estimated Numbers: Potentially thousands world wide

Strongholds: World wide presence, especially strong presence in Yucatan and Allied German States

Sympathies: Neo-Anarchists poli-clubs, Earth Awakening poli-clubs, Xingba Raiders super-gang, Combat, Inc. mercenary guild, and Irish Resistance Army militia and various other national resistance movements

Antagonisms: Many - nearly all national governments, corporate interests, criminal syndicates, neo-royalist poli-clubs, neo-fascist poli-clubs, most super-gangs

Method: Political assassinations, infrastructure based terrorist attacks, cyberterrorism, militia training, sabotage

Black Star was established in approximately 2037. Its goal is the recruitment, training, and fostering of insurrectionists. They act as the neo-anarchist movement's special forces. Consisting of a network of teams, Black Star members run shadow ops against the system. They also provide black ops training in demolitions, firearms, data gathering, self-defense, infiltration, and other topics.

It has cells in a number of cities and sprawls across the world. Black Star is known to have cells in Berlin, Seattle, Prague, Toronto, San Francisco Bay, Vladivostok, Seoul, Berlin, Hong Kong, Jakarta, Istanbul, London, Kronstadt, Montevideo, Atlanta, Chicago, Durban, Ship City, Denver, Chicago, and Barcelona.

A significant number of their members are Awakened and the Black Star has a magical initiatory group which is jokingly called the "Triple-A Club" (Association of Awakened Anarchists). Most of their Awakened members follow the chaos magic tradition, others are Coyote shamans, hermetics, or adepts.

The organization had many cells operating in Bogota during the Az-Am War, but Aztechnology mostly wiped out these cells during its final push to successfully end the war.

Crying Masks



Estimated Numbers: Potentially 100s

Strongholds: The Algonkian-Manitou Council and Sioux Nation, but with world wide reach

Sympathies: Earth Awakening poli-clubs, First Nation super-gang chapters, Question Society poli-clubs, Sioux and Algonkian amerindians

Antagonisms: Corporate interests, Hermetic Magic Academic interests, Zone Defense Force militia, most North American national governments, various wiz-gangs

Method: Political assassinations, infrastructure based terrorist attacks, anti-genetics research terrorism, anti-cyberware research terrorism, anti-hermetic magic research terrorism

The Crying Masks are a violent splinter group of the peaceful False Face Society, a religious based poli-club and magical society in the Algonkian-Manitou Council and Sioux Nation. They have a strong bias against hermetic magic and cyberotechnology.

The Crying Masks consist of disenchanted False Face members and those who have failed the rigorous requirements to enter the False Face Society. The Crying Masks often use their magical ability to stage terrorist attacks against cyberotechnology and biotech corporations, and are known to channel nature spirits to augment their magical combat abilities. Like the False Face Society, they are well known for using ritual masks. Unlike those used by the False Face Society, they typically augment magic abilities that help in their clandestine operations.

The Crying Masks have sabotaged and destroyed biosculpting salons, cloning facilities, research labs, and cyberware clinics around the world. It has abducted family members to force cybertechnicians to quit and make a change in careers, threatened or assaulted university professors, and kidnapped or assassinated the owners of "engineering" companies. Their deckers have created viruses that spread across implant software, resulting in cyberware that experiences system crashes and malfunctions.

Hand of Five



Estimated Numbers: Potentially thousands

Strongholds: World wide, but especially North America, Azania, Europe, Japan, and Australia

Sympathies: Human Nation poli-clubs, Neo-Fascist poli-clubs, Neo-Royalist poli-clubs, Question Society poli-clubs, Irish Resistance Army militia, racist crime syndicates, racist gangs, racist corporate interests, nationalist groups

Antagonisms: Neo-Anarchist poli-clubs, Empowerment Coalition poli-clubs, Antifa Direct Action militia, anti-racist gangs, anti-racist crime syndicates, anti-racist corporate interests

Method: Political assassinations, infrastructure based terrorist attacks, anti-metahuman terrorism, anti-immigrant terrorism, cyber terrorism, milita training

In the mid-2020, various neo-nazi and white identitarian groups became interconnected via online message boards, eventually coming to a head as an informal information sharing hierarchy called "The Base." By the time goblinization had come and went, and the events of the Ghost Dance the names of the various partner groups changed, but "the Base" remained though renamed to "The Hand of Five" a reference to five secretive human nationalist groups that are said to fund and run operations, in competition to be top 5 in order to call the shots as well as to the pseudo-statistic that humans are 5 in 10 of the world.

Los Alamos 20,000 in the US, Fourth Reich in the Allied German States, and dozens more the world over attempt to organize human nationalism on an internationalist scale. It is almost impossible to know which exact groups make up the 5, but it can be reasonably assumed that Los Alamos 20k, Fourth Reich, and Humanis Policlub make up at least 3 of the 5, and it is widely suspect that Yakashima (AA) and the National Soviet Reconstructionists make up the other two.

The symbol of the Hand of Five is a bloody handprint, meant to represent the blood of humanity, the fact that it's only half of the world, and the struggle to wrest it back.

It's goal of the Hand is the recruitment, training, and fostering of insurrectionists. They act as the neo-fascist and human nation movement's special forces. Consisting of a network of cells called Lone-Wolves, The Hand of Five members run shadow ops against meta-humans and systems that support them. They also provide black ops training in demolitions, firearms, data gathering, self-defense, infiltration, and other topics.

A significant number of their members are Awakened and the Hand of Five has a magical initiatory group which is called the "The Thule Society." Almost all of them are hermetics.

Neo IRA



Estimated Numbers: 100s

Strongholds: Tir Na Nog, United Kingdom, with world wide reach

Sympathies: Human Nation poli-clubs, Neo-Anarchist poli-clubs, Neo-Communist poli-clubs, Opus Dei poli-clubs, American and Australian crime syndicates, Racist gangs

Antagonisms: Empowerment Coalition poli-clubs, Neo-Royalist poli-clubs, national governments (UK and Tir Na Nog), Ancients super-gang

Method: Political assassinations, infrastructure based terrorist attacks, anti-metahuman (elven) terrorism

According to those that still call themselves "Irish Republicans" rather than the modern "Tuath Dé Danann," in 2034 the Irish Republic ceased to be, and was replaced by invaders from legend and myth. To these people the Tuatha are no different from the English imperialist forces that claimed their home for generations, aside from how pointed their ears might be. According to those that might call themselves "Irish Catholics," this feeling towards the Tuath Dé Danann is the same, only the enemy has changed from protestants to pagans. To those that might have once called themselves "Protestant Unionist" the current situation is the worst of all possible worlds: Ireland in the hands of non-Christians, and no longer part of the United Kingdom.

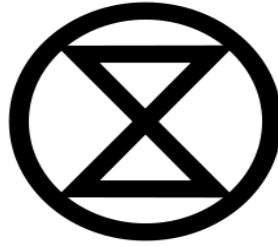
To the outside world's Irish diaspora community and self-interested factions, the Irish struggle has different meanings. Such as human nationalism against elven nationalism, anti-imperialism against royalist colonialism, Christianity over pagan forces, and to its critics; an example of human supremacy against the most established meta-human state in the 6th World.

To the Neo-IRA, any ally with resources or spare combatants is their friend, regardless how repulsive to their politics and faith. As far as their membership is concerned, let the outside world project whatever meaning they might wish on the struggle. Support is support, and this conflict is long term, and inter-generational. Whatever help can be exploited should be. They welcome all Irish partisans, regardless of meta-type.

However, things are rarely so black and white. Tir Na Og for its failings to Republican identity is actually quite popular among the population in Tir Na Nog/Ireland. The Irish Republican Army which fought against the British for decades in the 20th century, continues the historic struggle against the elven regime as the Irish Resistance Army, lacks popular support at home. Though it opposes elven rule, its socialist policies are close enough to the social democracy that the government of Tir na nÓg has already implemented which has left it somewhat adrift with little to offer those who are looking for change within the nation itself.

The Neo-IRA can be said to be an extremely paradoxical organization; one that brings unity to Christian indentarians, gives common ground to fundamentally opposed political identities, creates international solidarity to its cause and massive activist financing, but simultaneously is deeply unpopular within its own supposed country and easy to scapegoat.

Logos



Estimated Numbers: 100s

Strongholds: Metropole, Europe, with world wide reach

Sympathies: Earth Awakening poli-clubs, Neo-Fascist poli-clubs, Question Society poli-clubs,

Antagonisms: Question Society poli-clubs, Corporate interests, National governments

Method: Political assassinations, infrastructure based terrorist attacks, environmental extremist terrorism

GreenWar was a group that had been on the terror radar for decades. The most radical eco-terrorist group in the world during its time, GreenWar believed the only way to restore Mother Earth to her unravaged state is to simply eradicate all metahuman life.

GreenWar had success in earlier decades, claiming responsibility for such catastrophes as making the Scottish Fringe Zone into a toxic no-man's land. However, in the past years, GreenWar has suffered from leadership struggles as well as basically being on everyone's hit list, including other eco-terrorist outfits. When a group is under that kind of pressure, it's not surprising to see it split and fall apart. One such splinter cell is Logos. This new group is composed primarily of the former Awakened members of GreenWar, or at least its central cadres are.

Interpol has also tracked a flurry of Logos activity in the Amazonian jungle. A dangerous place even without the remnants of the recent Aztlan-Amaonia War, reports indicate that the group at least survives in the jungle. Nearby Metropole, the Amazonian mega-sprawl, has been a favorite depopulation target of GreenWar for decades.

Logos is a secretive cabal that works in cells and layers. As they require copious manpower throughout the world to secure the things they need, they make use of low level inductees, mercenaries, and shadowrunners. The group will only recruit members who profess eco-radicalism, though the specific desire to eradicate all of mankind is not necessary.

Logos partially funds itself by talislegging. The group believes that everything and anything is worth doing to achieve their final goal, which means that selling pieces of Gaia as reagents does not bother them. Once Mother Nature is rid of humans, she will heal quickly. Logos thus supplies some of the purest, powerful magical ingredients around—kind of like pure, uncut cocaine straight from the jungle. Of course, all proceeds go straight into funding their next plot.

New Islamic Jihad



Estimated Numbers: 1000s

Strongholds: Middle East and Central Asia, with cells world wide

Sympathies: Alliance for Allah poli-clubs, Golden Crescent criminal syndicates

Antagonisms: Alliance for Allah poli-clubs, Earth Awakening poli-clubs, Opus Dei poli-clubs, National Governments

Method: Political assassinations, infrastructure based terrorist attacks, religious extremist based terrorism

New Islamic Jihad (NIJ) is a terror organisation. It began as part of Islamic Unity Movement (AfA Poli-club) under the leadership of the respected Badr al Din Ibn Eisa , but was then actually controlled by Shedim . After their involvement were exposed, the jihadists went underground.

After pushing the IUM agenda through peaceful protests and political lobbying, Ibn Eisa suddenly changed his views after an assassination attempt in 2061 (full story: the attempt succeeded, he died, a shedim possessed his body). At his first public appearance after the attack, Ibn Eisa called for a New Islamic Jihad. Using IUM assets, he and his followers set up a new terrorist organization. That was the starting point of a wave of terrorist attacks throughout the Middle East.

The jihadists' aggressive approach brought them into conflict with the Caliph Ibn Saud and eventually led to an open power struggle between him and Ibn Eisa. At the end of October 2064, Ibn Eisa was deposed by the Caliph as the leader of the Islamic Unity Movement, whereupon he used his influence in other Islamic states and the New Islamic Jihad to destabilize the Middle East and demonstrate the caliph's powerlessness.

During a Matrix crash the entire region sank into chaos. The followers of Ibn Eisa, who blamed the Caliph for the collapse of the Matrix, participated in riots. Attacks, presumably attributable to the New Islamic Jihad, shook Riyadh. In this situation, the caliph signaled potential desire to relinquish power to Ibn Eisa and the New Islamic Jihad. At a meeting between the two and other senior Islamic leaders in the Royal Palace in Riyadh, however, the caliph revealed that he had secured the support of Aziz Ibn Yusuf al-Shammar, and thus of influential Global Sandstorm.

The Caliph urged the jihadist leader to atone for his sins and offered to return to the Islamic Unity Movement. Ibn Eisa and his bodyguards attacked the caliph instead. The Caliph Guard and a magician of the Islamic Renaissance Movement confronted each other, and the master shedim possessing Ibn Eisa fled.

The New Islamic Jihad then went underground and is still a feared terrorist organization dedicated to overthrowing the caliph and the Islamic Unity Movement.

Omega Dawn



Estimated Numbers: 100s

Strongholds: World wide

Sympathies: Corporate interests, neo-fascist poli-clubs, neo-royalist poli-clubs, question society poli-clubs

Antagonisms: Corporate interests, neo-communist poli-clubs, neo-anarchist poli-clubs, various gangs, various criminal cartels

Method: Political assassinations

Omega Dawn is relatively new to the Sixth World. But, if the rumors about them are to be believed, they are simply a corporate funded death squad. While any and all "undesirables", aka SINless, are fair game to this group, they are far more laser focused in their operations. They like to target "troublemakers". Anti-capitalists, socialist politicians, neo-anarchists, but also, shadowrunners.

There are two great causes for alarm with this organization. The first is that its membership seems composed entirely of members of various corporate security teams. While most corporations frown upon intermingling of employees, Omega Dawn seems to have bypassed this kind of segregation, and an individual cell of the group can be composed of Ares Firewatch veterans, and off duty Red Samurai.

The second great cause for alarm is the mysterious funding of the group. Supposedly, they are funded through "private donations". These donations may in fact be from private individuals, or a secret corporate payroll, the truth is unknown. Corporate interests exist both opposed and in favor of the group, as from a security standpoint it's a gaping hole where employees from other corporations are in contact and potentially sharing secrets or gaining leverage.

Their tactics, while ruthless and absolutely brutal, are precise and efficient. Their favorite method of attack is kicking in their target's bedroom door and gunning them down before they even know what's happening. But, they are also known to kidnap a target, torture, mutilate, and disfigure them over several days before dropping the body in a public place to spread their message of fear.

United Nations Armed Forces



Estimated Numbers: 60,830

Strongholds: World wide, but especially Mt. Shasta conflict zone, PCC-Aztlán disputed border area, Az-Am disputed border area, Disputed Bosnian Territory

Sympathies: United Nations, Corporate Interests, various poli-clubs, national governments,

Antagonisms: Corporate Interests, various poli-clubs, various militia, national governments,

Method: Technical Militia, peacekeeping

The United Nations Armed Forces are a collection of soldiers from different member nations of the UN placed under the command of the United Nations Security Council. As they are not a publicly traded army, their leadership is a political organization, and they have done violence to people and property they are considered a militia by the International Corporate Court.

The UNAF's mission is to do peacekeeping and gendarme roles in destabilized regions, provided the UN and the UNSC agree they should go via a democratic process.

The UNAF has a fairly poor reputation due to the failures of the UN during the Eurowars and the Great Ghost Dance. The megacorporation controlled media often portrays them as poorly trained or of low intellect in the media.

Zone Defense Force



Estimated Numbers: 1000

Strongholds: Denver metroplex

Sympathies: Corporate Interests, various poli-clubs, national governments, various Mercenary outfits

Antagonisms: Corporate Interests, various poli-clubs, various militia, national governments, First Nation super-gang, various criminal syndicates, various Mercenary outfits

Method: Technical Militia, peacekeeping, police action

The Zone Defense Force is a private security force commanded by Ghostwalker, set up so that the treaty city Denver has a military presence. It is made up of troops from all states that control a sector in Denver. The main purpose of ZDF is to protect the state from external attacks, and it is also responsible for the prosecution and arrest of smugglers.

As they are not a publicly traded army, their leadership is a political organization, and they have done violence to people and property they are considered a militia by the International Corporate Court.

Part 4: Mercenary Guild Index

With the ascension of the Corporate Court in the aftermath of the Eurowars, private military contracting became regulated by the court so that world trade could recover. Unlike most A level corporations, companies on the MGI are forbidden from gaining extraterritorial status. A de-facto A level corporations this allows them to act multinationally, but must respect territorial laws (such as from governments or AA/AAA megacorporations.)

The Mercenary Guild Index is publicly listed by the Corporate Court alongside A, AA, and AAA indexes. While the top 10 are regularly listed, it's thought there are potentially hundreds to a few thousand groups listed in the MGI.

10,000 Daggers



Status - A Megacorp (Mercenary Guild Ranking #1)

Culture: Started by Eurowar II Veterans (Eastern)

Combat Focus: Intelligence gathering, Covert Ops, Small Tactical Conflicts

Major Holdings: Constantinople (HQ), Athens, Ankara, Kiev, Moscow, Odessa, Warsaw, Minsk, Beirut, Baghdad, Damascus

Leader: General Tekol Uzan

Leader Details: Human, Male, General Uzan once served as a field commander in the Alliance for Allah (as a Turkish representative.) Since the end of the war, he has come to command the 10,000 Daggers. His forces once consisted both of ex-Alliance of Allah soldiers and many, many ex-eastern front nations that stood in opposition, but with time his forces are made up of the children of Eurowar veterans. Uzan prefers competence over nationality and religious leaning.

CorpSec:

10,000 Daggers

Matrix: High, Magic: High, Firepower: High

The 10,000 Daggers are currently the premiere listed mercenaries on the Mercenary Guild Listing. If engaged, they prefer a tactical or strategic fight rather than direct overpowering force. Mostly infantry, the 10,000 are light on armor and air support but more than make up for it with their advanced kit and trained veterans.

Working for 10,000 Daggers: The 10,000 almost never hire shadowrunners, preferring to handle most problems in house. However due to the rules of engagement handed down by the Mercenary Guild they will sometimes hire shadowrunners to strike at rival mercenary bands that are off limits.

Working against 10,000 Daggers: The 10,000 are a tough nut to crack, as they are home to some of the most capable veterans of the Second Eurowar. It's generally suicide to try to out fight them.

BrightEdge



Status - A Megacorp (Mercenary Guild Ranking #5)

Culture: Started by Eurowar II Veterans (Western)

Combat Focus: Peacekeeping, Coups, Counter-Coups, Asymmetrical Warfare

Major Holdings: Casablanca (HQ), Madrid, London, Rome, Marseille, Algiers, Tunis, Malta

Leader: General Leone Porcher

Leader Details: Human, female, General Porcher is a french woman and granddaughter of a French Legionnaire (now defunct) that created the BrightEdge in the wake of the Second Eurowars. Currently the 5th ranked Mercenary company by the guild.

CorpSec:

BrightEdge

Matrix: Moderate, Magic: Moderate, Firepower: Severe

The BrightEdge company prefers to work policing action, and as such are more or less a gendarme for hire. They bring to bear many things one might expect from a traditional police force, though they augment these with air superiority and some thicker armor.

Working for BrightEdge: The BrightEdge typically works for governments that need muscle to keep populations in check, or are used to destabilize governments if they are weak enough. Doing this sort of work often finds them contracting Shadowrunners, especially for matrix based espionage.

Working against BrightEdge: As a gendarime, going against BrightEdge brings with it the warnings one would give about running against whoever is contracted for police force, with the added warning that they have access to MilSpec equipment.

Combat, Inc



Status - A Megacorp (Mercenary Guild Ranking #2)

Culture: Pacific Rim based, warrior code.

Combat Focus: Full package - Land, Sea, and Air

Major Holdings: Macao (HQ), Hong Kong, Santiago, Los Angeles, Juneau, Singapore, Manila, Taipei, Canberra

Leader: Admiral Nathan Kennedy

Leader Details: Dwarf, male, Admiral Kennedy is from Australia and worked his way up from an ensign on a river patrol craft to his current position as the commander of the combined fleet. An extremely tough, but fair man.

CorpSec:

Combat, Inc

Matrix: High, Magic: Low, Firepower: Severe

Combat Inc are currently the #2 ranked mercenary military in the world according to the Mercenary Guild. According to themselves, they are the finest soldiers money can buy. Combat Inc. fights heavily with vehicles and armor. While they have infantry, it's mostly there to keep slower vehicles from getting pinned down without support. Expect MilSpec drones and fighting vehicles as well as some of the best riggers in the world.

Working for Combat, Inc.: Combat Inc. has a weakness for good causes provided the pay is at least competitive. This sometimes nets them clients in over their heads, and Combat Inc will sometimes hire shadowrunners as support personnel. They will fund runs against Aztechnology (AAA), other mercenary units, and Ares Macrotechnology (AAA.)

Working against Combat Inc.: Combat Inc. has some of the best drone riggers and pilots in the world. They are a threat on land, sea, and air. Plan accordingly. Typically Aztechnology (AAA) will hire runners against Combat Inc as payback for Yucatan and Amazonia. Ares Macrotechnology (AAA) also keeps an eye on them to get a look at potential competitor products.

Free Gurkha Rifles



Status - A Megacorp (Mercenary Guild Ranking #7)

Culture: "Bravest of the brave, most generous of the generous, never had country more faithful friends than you."

Combat Focus: Infantry based, Peacekeeping, Body Guarding, Scouting

Major Holdings: Kathmandu (HQ), Hong Kong, London, New Delhi, Bandar Seri Begawan, Singapore

Leader: Field Marshal Kalu Narayan

Leader Details: Human, male, Field Marshal Narayan is something of an oddity among the gurkha, as he is one of the few sherpa recruits the company has accepted over the years. Little of his sherpa upbringing is currently obvious in the man, and to his men and himself he is ghurka body and soul.

CorpSec:

Queen's Own Gurkhas

Frontier Force Gurkhas

Singapore Police Contingent

Gurkha Reserve Unit

Nepalese Regulars

Matrix: Low, Magic: Moderate, Firepower: Severe

The Ghurkas are amongst the oldest and most respected mercenary military forces in the 6th World. To understand the Gurkhas' place in the world currently is to understand the founding of the Mercenary Guild itself.

After the first Eurowar, when the Corporate Court took power it outlawed exclusivity in mercenary military contracts held by governments (meaning governments could still hire mercenaries, but they could not keep others from doing so as part of a contract) and created the Mercenary Guild, a trading index of private military forces. They did this out of an abundance of caution as to what a private military with extraterritoriality might mean for world stability and peace.

Among the first members of the guild were the Gurkha Rifles and Ghurka Signals. In fact, much of the Mercenary Guild's own security and workforce (stock traders, office workers, pen pushers) are Ghurka themselves.

There are five groups within the Free Ghurka Rifles:

Queen's Own Gurkhas - Once British special forces, this company trains and offers services to European, North Africa, and Middle Eastern clientele.

Frontier Force Gurkhas - Once Ghurkas in the employ of India, and later serving as border security in late 90's Hong Kong the Frontier Force are scouts and rangers for hire on mainland Asia except for within Nepal itself.

Singapore Police Contingent - The Free Ghurkas currently are contracted to provide security to Singapore, Inc., both internal CorpSec and day to day patrolling of the city.

Gurkha Reserve Unit - Once a unit of Ghurka that served as the palace guards to the Sultan of Brunei, now the Reserve Unit is hired out by the Free Gurkhas as some of the finest bodyguards money can buy.

Nepalese Regulars - The Free Ghurkas consider it part of their duty to protect their homes, and as such offer Nepal a standing army as an act of charity. But don't let that convince you that these are part timers or second string men. The Ghurkas consider protecting their home the noblest and most sacred act.

Working for The Free Ghurka: The Free Ghurka are talent scouts of sorts. While they will not let just anyone become a Ghurka they are always willing to bring in outside expertise to get the mission done. Typically runners can expect jobs from the Ghurkas to target governments, other mercenary groups, and terrorist/super gangs. Usually these jobs are fact finding missions, as the Ghurka are more than capable of engaging most forces militarily.

Working against The Free Ghurka: While not generally advised, it can be unavoidable to run against the Ghurka. Nearly any Shadowrun in Singapore that goes south enough to have the police involved is guaranteed to involve the Rifles. The most likely sources of runs against the Rifles would come from those with interest in Singapore, Inc (AA) and Tan Tien (A.)

Free Gurkha Signals



Status - A Megacorp (Mercenary Guild Ranking #10)

Culture: "Bravest of the brave, most generous of the generous, never had country more faithful friends than you."

Combat Focus: Combat Support Operations, Combat Engineering, Combat Decking

Major Holdings: Kathmandu (HQ), Hong Kong, London, New Delhi, Bandar Seri Begawan, Singapore

Leader: Field Marshal Nala Viknu

Leader Details: Elf, female, Field Marshal Viknu is a young and relatively untested leader. She only recently came into command of the Signals with a disastrous event in the Az-Am war which saw the Signals nearly wiped out. Currently rebuilding strength, and not afraid to break customs and tradition to see it through.

CorpSec:

Queen's Gurkha Engineers

Royal Gurkha Signals

Frontier Logistic Regiment

Matrix: Severe, Magic: Low, Firepower: Moderate

The Gurkha Signals were originally part of the Free Gurkha Rifles, however a disagreement with the more traditional Rifles over the role meta-humans play within the company caused a split. While the Rifles are not racist in the sense of being anti-metahuman, they do understand some of their clientele are and so they thought it best to compose themselves in the interest of their clientele and stick to a strictly human roster. However, the Engineers, Logistics, and Signal companies found it increasingly harder to find qualified talent within Nepal.

After splitting from the Rifles, eventually meta-humans were brought into the Rifles to the point today both Gurkha contingents are rather similar; it appears there is no desire among either to merge once more.

There are three groups within the Free Gurkha Signals:

Queen's Gurkha Engineers - Riggers, drone jockeys, explosive specialists, and semi-civil engineers. Once a unit within the British Army with the founding of the Mercenary Guild the Queen's Own have found themselves in demand all over the world.

Royal Gurkha Signals - Some of the best combat-deckers money can buy.

Frontier Logistic Regiment - Combat support operations specialists, these mercs secure supply lines, man far ranging artillery, and serve as expert command and control.

Working for The Free Gurkha: The Free Gurkha are talent scouts of sorts. While they will not let just anyone become a Gurkha they are always willing to bring in outside expertise to get the mission done. Typically runners can expect jobs from the Gurkhas to target governments, other mercenary groups, and terrorist/super gangs. Usually these jobs are fact finding missions, as the Gurkha are more than

capable of engaging most forces militarily.

Working against The Free Ghurka: While not generally advised, it can be unavoidable to run against the Ghurka. Typically where one might fight Gurkha Rifles, many clients will also hire the Signals separately to form an imposing security force, offensive or defensive line.

Free Marine Corp



Status - A Megacorp (Mercenary Guild Ranking #6)

Culture: "Semper Fidelis"

Combat Focus: Amphibious operations, Rapid Response, Close Air Support, Scout/Sniper

Major Holdings: Ceiba (HQ), Miami, Gitmo, Parris Island

Leader: General Austin St.James

Leader Details: Orc, Male, General St. James is a bear of an orc with the social grace of a staff sergeant. The Free Marines would take nothing less. He is something of a celebrity in the Caribbean League, making cameo appearances in trid shows as "Gunney." He doesn't seem to let this go to his head, and insists on being in the field with his men when deployed.

CorpSec:

Free Marine Coast Guard

Free Marine Air Wing

Free Marine Scout-Snipers

Free Marine Combat Core

Matrix: High, Magic: Moderate, Firepower: Severe

The Free Marines are a splinter of the USMC. During the UCAS/CAS split the former United States Marine Corp found itself at a crossroads where half it's membership would take side against the other half in some fashion. This became a 3 way split, with some members helping to found the UCAS Marine Corp, others the CAS Marine Corp, and the third faction taking advantage of the Corporate Council's creation of the Mercenary Guild index in the aftermath of the Euowars to go independent. According to the Free Marines, they are the only true successors to the USMC.

There are four groups within the Free Marine Corp:

Free Marine Coast Guard - Littoral combat specialists, this group helps with amphibious assaults, search and rescue, and policing coast lines and river-ways.

Free Marine Air Wing - Close air support specialist, usually outfitted with the state of the art helicopters and VTOLs.

Free Marine Scout-Snipers - Special forces, in the original vein of the Marine Scout Sniper.

Free Marine Combat Core - The main body of the force, regular and mechanized infantry (amphibious specialization.)

Working for The Free Marines: The Free Marines prefer to handle as much as they can in-house. If they do hire runners, it's typically fact-finding on governments, or experimental weapon systems. The Free Marine's biggest client is the Caribbean League, and will sometimes act as middlemen between the state and shadowrunners.

Working against The Free Marines: It would be suicidal to try and take the Free Marines in a stand up fight. However, for the brave there are often contracts offered up by other mercenary companies, the Aztlan government, Aztechnology (AAA), and the Caribbean League government (keeping tabs on their contractors.)

Independent Rangers



Status - A Megacorp (Mercenary Guild Ranking #8)

Culture: "Rangers Lead the Way"

Combat Focus: Unconventional warfare, foreign internal defense, direct action, counter-insurgency, special reconnaissance, counter-terrorism, information operations, terrain specialization warfare, and security force assistance

Major Holdings: Fort Benning (HQ), Fort Bragg, Denver, Cheyenne

Leader: General John F. Mulholland III

Leader Details: Human, Male, General Mulholland is something of a playboy among mercenary leaders. Fatalistic, the general seems to take the stance that a soldier's life can end at any moment so the best time to celebrate is now... unless now happens to be on a mission.

CorpSec:

Independent Ranger Regiment

Independent Airborne Regiment

Independent Air Cavalry Regiment

Matrix: Moderate, Magic: Moderate, Firepower: Severe

Unlike the Free Marines, the Independent Rangers are not a direct split from the old US Army Rangers they take their esprit de corps from. Rather, after the UCAS and CAS split some retired veterans from both side's Ranger force decided that civilian life was not for them and founded a mercenary company using Ranger training as it's foundation.

There are three groups within the Independent Rangers:

Independent Ranger Regiment - The main force of Rangers, traditional infantry trained to master different terrains to gain combat advantage.

Independent Airborne Regiment - Shock paratroopers, called in by the Rangers as an elite force. Combat-mages and combat-deckers often find themselves next to cyberware heavy traditional soldiers.

Independent Air Cavalry Regiment - Close air support, usually flying VTOLS and helicopters.

Working for the Independent Rangers: The Rangers see action the world over, and are not shy about contracting support outside their own expertise. Usually their targets will be terrorist cells.

Working against the Independent Rangers: As with all mercenary forces, a stand up fight is never suggested. However, terrorist cells and some national governments will often hire runners against them.

Independent Air Command



Status - A Megacorp (Mercenary Guild Ranking #9)

Culture: "Any place. Any time. Anywhere"

Combat Focus: Pararescue, Military Weather Service, Combat Control, Zero-G Commandos, Space Operations

Major Holdings: Hurlburt Field (HQ), Juneau, San Francisco, Denver

Leader: General Erica Hill

Leader Details: Human, female, General Hill is a tight-lipped, no nonsense leader. Given the sensitive nature the IAC takes on this is seen as an asset to her employers, however her soldiers are often out of the loop as to why things are being done as they are.

CorpSec:

Independant Air Command

Matrix: Severe, Magic: Moderate, Firepower: High

The IAC takes its cues from the US Airforce Special Operations Command. In addition to the vast amount of air superiority vehicles the IAC owns, they are also specialists in certain ground based operations such as Pararescue (exfil), Weather Services (spy/info), Combat Control (close air support), and space superiority. They are one of the few mercenary groups welcome on Zurich-Orbital, and are stationed as complementary to the security forces.

Working for the Independent Air Command: The IAC is an extremely tight ship, and will basically never contract outside help. They will however work with whomever their clients tell them to.

Working against the Independent Air Command: Be ready for "Anytime, Anywhere" to be quite literal. Most entities trying to fund a run on the IAC are likely trying to gain access to Zurich-Orbital or think that some sensitive intel the IAC holds might be easier to get at than whomever it is contracting them.

MET2000



Status - A Megacorp (Mercenary Guild Ranking #4)

Culture: Prussian military tradition

Combat Focus: Land, Sea, Air, Intel

Major Holdings: Hannover (HQ), SOX, Paris, London, Copenhagen

Leader: Field Marshall Karl von Ruhr

Leader Details: Human, male, the Field Marshal von Ruhr is such only in name. Von Ruhr is far more of a traditional business man than he is a soldier. It just happens to be that his business is war. He leaves the tactics and logistics to the experts. His true battlefield is a board room during negotiations.

CorpSec:

MET 2000

ARGUS

Matrix: High, Magic: High, Firepower: High

Mobile Eingreiftruppe 2000 ("Mobile Intervention Force 2000") or MET2000 (also simply MET) is one of the largest mercenary forces in the world: 200,000 personnel (not counting the ARGUS agents) serve in the classic land, air and sea branches (sea being the smallest). MET 2000 is SOTA-equipped, soldiers are well-trained and almost everybody has cyberware to some degree.

ARGUS is a subsidiary of MET 2000. It is a private intelligence service with about 15,000 personnel operating worldwide. It supports MET's military operations in that field. Every country or corporation that becomes a MET 2000 client can also request ARGUS agents for espionage/counter-espionage tasks. The federal government of Germany, which is a major MET shareholder and customer, uses ARGUS to supplement the BND, its foreign intelligence service.

Working for MET2000: MET2000 rarely needs outside expertise, but with their leadership being business minded they are one of the more common Mercenary companies that hire Shadowrunners. Runners working for MET2000 can expect to run against any A, AA, or AAA that does weapon development or security contracting. MET2000 typically deals with other Mercenary companies more directly rather than hiring runners.

Working against MET2000: MET2000 does a lot of weapon system research in house rather than contracting out to other megacorporations. This generally means they are a ripe target for runners working for any mega that does weapon development.

Tsunami, Inc



Status - A Megacorp (Mercenary Guild Ranking #3)

Culture: Japanacorp with Visual Kei flair, "Since 1950"

Combat Focus: Land, Sea, Air

Major Holdings: Neo-Tokyo (HQ), Manila, Beijing, Vladivostok, Hiroshima, Hong Kong, Singapore

Leader: Admiral Yoshi Kameda

Leader Details: Human, male, Admiral Kameda is a retired veteran of the Imperial Japanese Navy turned private contractor. While he is certainly a human chauvinist, he is open to meta-humans and foreigners in Tsunami, Inc if they have the skills. Though he prefers not to place them highly in the command structure.

CorpSec:

Tsunami, Inc.

Matrix: Severe, Magic: Moderate, Firepower: High

Tsunami, Inc. began life as the Japanese Self-Defense Force in the wake of World War II. That is, if you believe the Imperial Japanese state media. In all honesty it's a modern creation of the 6th World. When Japan re-emerged as an Empire it found the Self-Defense forces of old Japan to be needlessly defensive minded. After recreating the Imperial Japanese Armed Forces the old Self-Defense forces were first made defunct, then later resurrected as a mercenary band so the Imperials could push meta-humans into service without official recognition. These days, there are as many humans in Tsunami as Oni or other metahuman variants. Typically, Tsunami, Inc. services are no longer employed by the Japanese Imperial state and they find themselves with plenty of ready customers the world over.

Tsunami, Inc. is a highly expensive and extremely well armed private security firm and a mercenary outfit. They operate bleeding edge, state of the art weapon systems.

Working for Tsunami, Inc.: Chances are good that if you are working with Tsunami, Inc. that some Japanacorp like Renraku (AAA) or Mitsuhamma (AAA) are looking to test their weapons with some level of plausible deniability.

Working against Tsunami, Inc.: While elite Japanese mercenaries and veterans are not a typically wise idea to target for shadowrunning, it's not unheard of for the Japanacorps to do so as a method to strike at other Japanacorps clandestinely.