



# NEO TOKYO



A CYBERPUNK RPG



# BACKGROUND STORY



**NEOTOKYO** takes place about 30-40 years from now in a Japan that has drifted into social/political strife due to the inevitable stresses that come from changing times. The Japanese government is grappling with intensified external (Asia geopolitics) and internal (economic/social) problems, and there is mounting pressure from within Japan to return to the days when it exerted influence through military power and strength. A failed legislative push to alter the Japanese Constitution (allowing the Japanese military to engage in offensive actions outside of the country) leads to an attempted military coup by members of Japan's armed forces (GSDF). The coup fails, but was very close to succeeding. In an effort to suppress further coup attempts,

Japan's Prime Minister forms a branch inside the Interior Ministry's National Security Forces (NSF) called GROUP SIX. They answer directly to the Prime Minister and are sworn to protect the Japanese Constitution at all costs. They immediately begin to hear rumours of a rogue element of the GSDF Special Forces (JINRAI) maneuvering for a second coup attempt. These JINRAI are Special Operations Group 43 (SOG43), fierce nationalist loyal to their love of country, and a desire to put Japan back into a position of strength and power.

**This begins the war in the shadows between the NSF and JINRAI.**





# BACKGROUND

## POLITICAL TIMELINE



**2011:** United States forces pull out of the Middle East, bringing an end to Gulf War II to international acclaim.

**2013:** Widespread adoption of methane hydrate fuel sources obliterate Western reliance on Persian Gulf oilfields. Led by the religious moderate Republic of Iran, the former Arab oil states negotiate the Nicosia Treaty with Israel, legally creating Palestine as an independent nation.

**2014:** Russian Federation dissolves under mounting economic pressure. The Tsarist regime is restored after a 97-year hiatus. The new regime opens Russia's methane hydrate reserves, frozen in Siberian permafrost, to international consortiums.

**2016:** Resurgence of violence in Northern Ireland leads to a compromise agreement where the borders of Britain's soil on Ireland are shrunk by 50%.

**2017:** Rapid militarization of North Korea leads to increased UN sanctions against the nation.

**2020:** Numerous post-soviet states in Eastern Europe express wishes to join the Russian Empire, but such a move is forbidden under the 2014 Constitution. Civil unrest increases in Eastern Europe and the Balkans.

**2022:** The use of first-generation Cybernetically Enhanced Combat troops in action by the United States in the Balkans leads to calls for increased regulation of the technology.

**2025:** The Central American states of Honduras, Nicaragua, El Salvador and Panama merge to form the Central American Republic.

**2029:** The Waterman Process successfully lowers the greenhouse gas proportions in the atmosphere to safe levels, and its inventor, Dennis Waterman, wins the Nobel Prize for Chemistry.

**2031:** The Cybernetically Enhanced Combat Forces Treaty is put to the UN General Assembly, dictating the modifications to the laws of war in the event of the employment of the aforementioned forces.

**2032:** The Communist regime in China collapses and is replaced by a democratic government. Taiwan is officially recognized by the new Republic.

**2035:** Korea is forcibly unified by Russian and Chinese forces.

**2036:** The Nikkei plunges to its lowest levels in 40 years, putting increased economic stress on a Japan already struggling with overpopulation.

**2038:** Formation of the Eurasian Union, the geographically largest political entity in history.

**2040:** An assassination attempt on Japanese Prime Minister Higashiru Miho is stopped within inches of completion by the National Security Force. An investigation reveals the attempt to have originated from a rogue Special Operations unit inside the GSDF. The leader of the attempt, Captain <Name Deleted>, was found guilty of treason, but was pardoned by <Name Deleted>, a government official known to be on friendly terms with the GSDF.

**2041:** By order of the Japanese Prime Minister, the National Security Force forms Group Six out of elite personnel to uncover and eliminate threats to the Japanese Constitution.

**2042:** GSDF Special Operations Group 43 (Codename: Jinrai) has been established from Japanese nationalist hardliners, with the aim of returning Japan to the days of the Empire, when it ruled by military force over a huge expanse of territory. Group Six operators are immediately dispatched to eliminate threats to the nation.



# BACKGROUND

## MILITARY TIMELINE



**2011:** US forces pull out of the Middle East.

**2014:** Lack of reliance of oil leads to all US military bases in and around the Persian Gulf to be disbanded. The Carter Doctrine no longer applies.

**2016:** 'Operation Reforger', a British plan that involved SAS units operating as assassination squads behind enemy lines in Northern Ireland, is leaked to the public by an unknown official within the Ministry of Defense. The public outcry leads to an immediate ceasefire and agreement with the Irish nationalists.

**2017:** North Korea tests an operational nuclear warhead, of approximate yield 11 kilotons. North Korea is ejected from the UN, and the Russian Empire threatens the nation with military retribution should any further tests take place.

**2020-1:** Eastern European and Balkans post-soviet states are embroiled in civil war between nationalists and guerillas in favour of reuniting with Russia, in spite of such moves being forbidden by the 2014 Russian Constitution.

**2022:** Responding to a call for aid by Belorussian forces, combined British, French, German, US and Russian forces begin peacekeeping operations in Eastern Europe. The first use of CECFs in combat is seen with the US Army 5th Special Forces Group (1st Bn. D Company) during the Siege of Warsaw in October 2022.

**2026:** Russian scientists working at the Chekov Research Centre in Arkhangelsk develop flexible metamaterials that can bend light around them when an electric current is applied. This results in the first practical active camouflage technology, and field tests of prototype suits are conducted by Russian Empire Spetsnaz forces in Irkutsk.

**2028:** The first cyberbrain is developed by researchers in Munich, Germany. The technology is quickly bought up by the German Army (Deutschland Heer) and licenced to various other national militaries worldwide.

**2028:** Following the horrific failure of the <CLASSIFIED> Project in <CLASSIFIED>, the

UN Cyberbrain Regulation Agreement is passed by the General Assembly.

**2031:** UNCECF Treaty passed.

**2034:** The US Army is disbanded and folded into the US Marine Corps.

**2035:** North Korea detonates a second nuclear device, yielding 20 kilotons. In response to this, Russian and Chinese troops move into the country. Heavy usage of CECFs by Russian and Chinese forces greatly tips the odds in their favour. After weeks of fighting with the KPA, Pyongyang is finally taken. Korea is unified under one government based in Seoul.

**2037:** The Archangel missile shield project reaches 100% operational capacity over most of the world. The last of the Cold War ICBMs are dismantled.

**2038:** Scientists working at Innsbruck, Austria, create the first large-scale quantum processor, utilizing a suspension of lithium ions in a modified Penning trap. Doctor Wallace Chu wins the Nobel Prize for Physics.

**2040:** A GSDF sniper attempts to assassinate the Japanese Prime Minister. The shot misses and its location is tracked by NSF personnel.

**2041:** The EU-Russian space station Mir II is completed, as is the Hilton Orbital. Russian officials deny that the station has any military purposes.

**2042:** Covert conflicts take place all over Japan as a series of retrieval operations focusing on taking control of advanced quantum processors lead to firefights between loyalist NSF forces and rogue GSDF units.



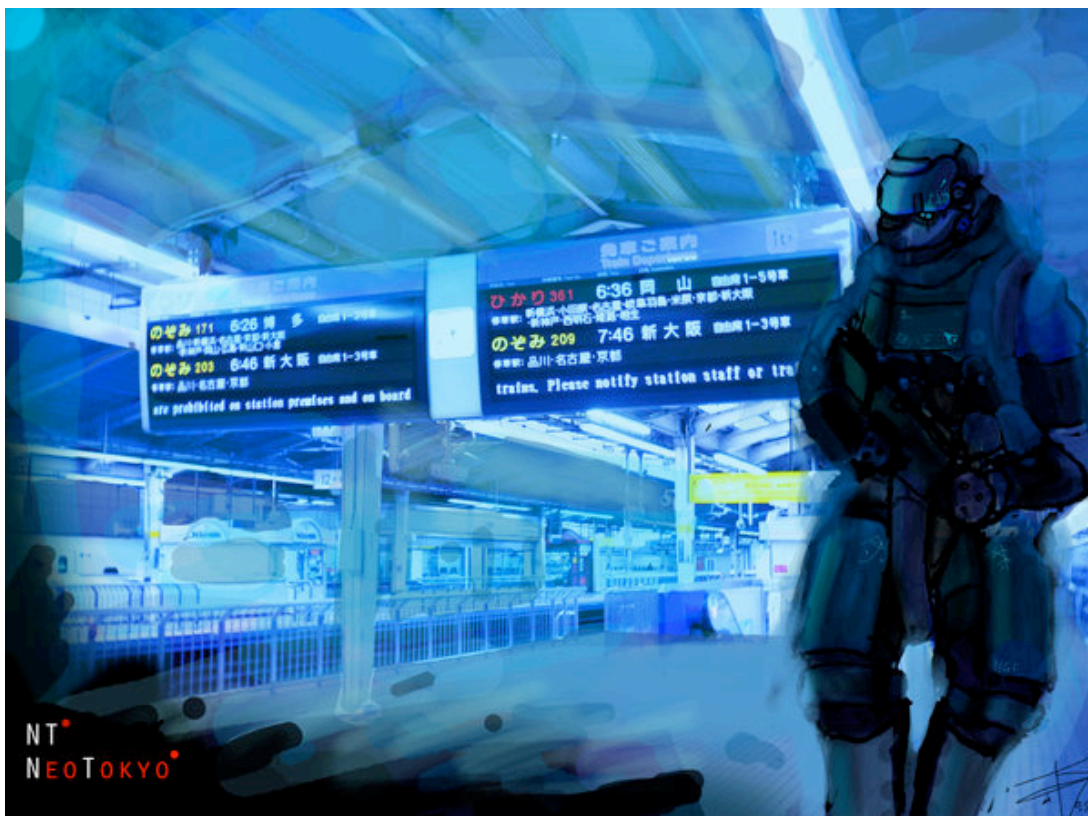
# BACKGROUND

## STATE OF PLAY, 2042



**2042** is a thoroughly different world, politically, to the one today. The global military flashpoints have moved from the Middle East to Eastern Europe and Indonesia. The newly-reestablished Russian Empire under Tsar Nicholas III is the new economic powerhouse of the world due to its massive methane hydrate reserves. The world's only superpower still retains the title, but its economic strength is mostly focused on repaying the US national debt. The Eurasian Union and the Democratic Republic of China are the world's major trading partners. With a post-industrial economy fueled by the latest nanotechnology from the labs at Los Alamos and Arkhangelsk, global standards of living have never been higher. Poverty has largely been eliminated by the efforts of former Third-World countries bootstrapping their way to a technological society in only a few years.

As for Japan, it's still a technological trailblazer in just about every field there is. The economic situation leaves something to be desired, however, and there is much civil unrest over the island nation's rising population. Japan is no longer the hyper-capitalized free-market paradise it was in the 2020s and 30s. With more and more companies folding into huge conglomerates to avoid bankruptcy, these monolithic corporations are finding themselves with huge amounts of influence over political proceedings. For instance, the pro-JSDF cause in the Diet is mainly funded by Gensai Corporation, the military contracting conglomerate that is responsible for over 60% of JSDF supply contracts. The NSF receive quiet sponsorship from the ubiquitous Tahki Media Group, the largest multimedia and entertainment provider in the Pacific Rim. It's a brave new world where the line between policy and corruption is redrawn every day.





# TECHNOLOGY

## CYBORGS



### Cybernetically Enhanced Combat Forces Details

Summarised excerpt from the United Nations Cybernetically Enhanced Combat Forces Treaty (2031)

*“Cybernetically Enhanced Combat Forces (hereafter referred to as CECFs) are defined by three properties:*

*One; They utilise some method of cybernetic enhancement, whether it be purely mental (eg. US Future Force Warrior 2 Infantry C3 System), physical (eg. Gensai Corporation Heavy Powered Chassis) or a combination of both (eg. Thales UK F.I.S.T. 2.5 Special Purpose Cybernetic Suit);*

*Two; That they are employed in a combat capacity at the time of definition, that is, a CECF that is not engaged in combat ceases to be covered by the terms of this treaty.*

*Three; That the cybernetic systems are legal under the Cyberbrain Regulation Agreement (2028).*

CECFs are hereby allocated the possibility of having force used against them that, if a conventional soldier were in their position, would be unnecessary and indeed entirely unreasonable.

CECFs are, in the event of enemy electronic insurgency compromising their cyberbrains, ordered to withdraw from the battlefield or be withdrawn by any means necessary.

Combat against CECFs is not bound by the Hague Conventions.

Should in any event that a CECF kills an allied soldier in a combat situation, they will be deactivated either remotely or manually with extreme prejudice.”





# TECHNOLOGY CYBORGS



CECFs are the offspring of two areas of technology: that of powered and armoured exoskeletons, and that of computer-brain interfaces. The merging of these two technologies culminated in the first ever successful test of such a device in 2021 at the USMC Base Camp Smedley D. Butler in Okinawa, Japan. The first CECF suits were clumsy and difficult to control, but by 2028, the introduction of cyberbrains had alleviated that problem. A cyberbrain is a subsentient expert system that acts as a filter between the human brain and the outside world.

As of 2042, cyberbrains are too expensive (normalized market price of 8 million yen/unit) and ill-suited to civilian purposes and as a result are only utilized by elite special forces units of

national militaries. The task of a cyberbrain is to filter the massive amounts of information coming from the outside world such that only useful information remains, allowing the user a maximum of situational awareness. The cyberbrain can then use a brain-computer interface to load this information directly into the brain, in most cases overlaid over the optic nerve.

Under the Cyberbrain Regulation Agreement (2028), cyberbrains are allowed to enhance but not replace the functional areas of the human brain. As for the CECF chassis, these powered exoskeletons are significantly more widespread, being used in disaster recovery, industrial heavy lifting and the like.



# BACKGROUND

## NEO TOKYO







# BACKGROUND

## NEO TOKYO



Tokyo, officially Tokyo Metropolis is one of the 47 prefectures of Japan. Tokyo is the capital of Japan, the center of the Greater Tokyo Area, and the most populous metropolitan area in the world. It is the seat of the Japanese government and the Imperial Palace, and the home of the Japanese Imperial Family. Tokyo is in the Kantō region on the southeastern side of the main island Honshu and includes the Izu Islands and Ogasawara Islands. Tokyo Metropolis was formed in 1943 from the merger of the former Tokyo Prefecture and the city of Tokyo.

Tokyo is often referred to and thought of as a city, but is officially known and governed as a "metropolitan prefecture", which differs from and combines elements of both a city and a prefecture; a characteristic unique to Tokyo. The Tokyo metropolitan government administers the 23 Special Wards of Tokyo (each governed as an individual city), which cover the area that was formerly the City of Tokyo before it merged and became the subsequent metropolitan prefecture in 1943. The metropolitan government also administers 39 municipalities in the western part of the prefecture and the two outlying island chains. The population of the special wards is over 9 million people, with the total population of the prefecture exceeding 13 million. The prefecture is part of the world's most populous metropolitan area with upwards of 35 million people and the world's largest urban agglomeration economy.

NEOTOKYO

After 2 weeks of civil unrest and near collapse of the the Nipponese political/economic system, an armed conflict broke out between opposing forces within the capital NEOTOKYO. There were six combat engagements between the counter operations group of Internal Security (group) and UNIT43 SOG of the Nippon Defense Forces during the constitutional crisis of 2009 known as "the shadow war."

1 Gov forces have captured "ghost program" used by military. It contains information about pending coup d'état. Mil forces must breach facility and regain control of "ghost," and then escape.

2 Tidea

3 Mil forces must safely transport defense minister involved in plot from office to assembly VTOL transport at second location across city. first by vehicle, then on foot. Gov forces must intercept and kill/capture.

4 Tidea

5 Tidea

6 Tidea



# BACKGROUND

## NEO TOKYO



### Tokyo Wards

| Mon   | Name       | Pop.   | Density (/km <sup>2</sup> ) | Area (km <sup>2</sup> ) | Major districts  |
|---|------------|--------|-----------------------------|-------------------------|--|
|    | Adachi     | 629392 | 11830                       | 53.20                   | Ayase, Kitasenju, Takenotsuka  |
|    | Arakawa    | 194777 | 18262                       | 10.20                   | Arakawa, Machiya, Nippori, Minamisenju   |
|   | Bunkyo     | 194933 | 16009                       | 11.31                   | Hongo, Yayoi, Hakusan  |
|  | Chiyoda    | 43802  | 3763                        | 11.64                   | Nagatacho, Kasumigaseki, Otemachi, Marunouchi, Akibahara, Yurakucho, Idabashi                            |
|  | Chūō       | 104997 | 10344                       | 10.15                   | Nihonbashi, Kayabacho, Ginza, Tsukiji, Hatchobori, Shinkawa, Tsukishima, Kachidoki, Tsukuda              |
|  | Edogawa    | 661386 | 13264                       | 49.86                   | Kasai, Koiwa   |
|  | Itabashi   | 529059 | 16445                       | 32.17                   | Itabashi, Takashimadaira   |
|  | Ktasushika | 428066 | 12286                       | 34.84                   | Tateichi, Aoto, Kameari, Shibamata   |
|  | Kita       | 330646 | 15885                       | 20.59                   | Akabane, Ōji, Tabata   |
|  | Kōtō       | 436337 | 10963                       | 39.8                    | Kiba, Ariake, Kameido, Tōyōchō, Monzennakachō, Fukagawa, Kiyosumi, Shirakawa, Etchūjima, Sunamachi, Aomi |
|  | Meguro     | 267798 | 18217                       | 14.70                   | Meguro, Nakameguro, Jiyugaoka  |
|  | Minato     | 205196 | 10088                       | 20.34                   | Odaiba, Shinbashi, Shinagawa, Roppongi, Toranomom, Aoyama, Azabu, Hamamatsuchō, Tamachi                  |







# BACKGROUND

## NEO TOKYO



### Tokyo Wards (cont.)

| Mon   | Name      | Pop.   | Density (/km <sup>2</sup> ) | Area (km <sup>2</sup> ) | Major districts                                     |
|---|-----------|--------|-----------------------------|-------------------------|---|
|    | Nakano    | 312939 | 20097.82                    | 15.59                   | Nakano  |
|    | Nerima    | 702202 | 14580.61                    | 48.16                   | Nerima, Ōizumi, Higarigaoka                         |
|   | Ōta       | 674590 | 11345.27                    | 59.46                   | Ōmori, Kamata, Haneda, Den-en-chōfu                 |
|  | Setagaya  | 855416 | 14728.23                    | 58.08                   | Setagaya, Kitazawa, Kinuta, Karasuyama, Tamagawa    |
|  | Shibuya   | 205512 | 13337.13                    | 15.11                   | Shibuya, Ebisu, Harajuku, Hiroo, Sendagaya, Yoyogi  |
|  | Shinagawa | 353887 | 15576.01                    | 22.72                   | Shinagawa, Gotanda, Ōsaki, Hatanodai, Ōimachi       |
|  | Shinjuku  | 309463 | 16975.48                    | 18.23                   | Shinjuku, Takadanobaba, Ōkubo, Kagurazaka, Ichigaya |
|  | Suginami  | 534981 | 15725.49                    | 34.02                   | Kōenji, Asagaya, Ogikubo                            |
|  | Sumida    | 237433 | 16079.49                    | 13.75                   | Kinshichō, Morishita, Ryōgoku                       |
|  | Taitō     | 168277 | 16139.38                    | 10.08                   | Ueno, Asakusa                                       |
|  | Toshima   | 256009 | 19428.44                    | 13.01                   | Ikebukuro, Komagome, Senkawa, Sugamo                |



# BACKGROUND

## NEO TOKYO



## Tokyo Main Districts

### Akasaka

A district with a range of restaurants, clubs and hotels; many pedestrian alleys giving it a local neighbourhood feel. Next to Roppongi, Nagatachō, and Aoyama.

### Akihabara

A densely arranged shopping district popular for electronics, anime culture and otaku goods.



### Aoyama

A neighborhood of Tokyo adjacent to Omotesando with parks, trendy cafes, and international restaurants.

### Ginza and Yūrakuchō

Major shopping and entertainment district with historic department stores, upscale shops selling brand-name goods, and movie theaters.



### Harajuku

Known internationally for its role in Japanese street fashion.



### Ikebukuro

The busiest interchange in north central Tokyo, featuring Sunshine City and various shopping destinations.



### Jinbōchō

Tokyo's center of used-book stores and publishing houses, and a popular antique and curio shopping area.





# BACKGROUND

## NEO TOKYO



### Tokyo Main Districts (cont.)

#### Marunouchi and Ōtemachi

As one of the main financial and business districts of Tokyo, Marunouchi includes the headquarters of many banks, trading companies and other major corporations.

#### Nagatachō

The political heart of Tokyo and the nation. It is the location of the Diet (parliament), government ministries, and party headquarters.



#### Odaiba

A large, reclaimed, waterfront area that has become one of Tokyo's most popular shopping and entertainment districts.



#### Omotesandō

Known for upscale shopping, fashion, and design



#### Roppongi

Home to the rich Roppongi Hills area, Mori Tower, an active night club scene, and a relatively large presence of Western tourists and expatriates.



#### Ryōgoku

The heart of the sumo world. Home to the Ryōgoku Kokugikan and many heya.

#### Shibuya

A long-time center of shopping, fashion, nightlife and youth culture. Shibuya is a famous and popular location for photographers and tourists.





# BACKGROUND

## NEO TOKYO



### Tokyo Main Districts (cont.)

#### Shinagawa

In addition to the major hotels on the west side of Shinagawa Station, the former "sleepy east side of the station" has been redeveloped as a major center for business.

#### Shinbashi

An area revitalized by being the gateway to Odaiba and the Shiodome Shiosite complex of high-rise buildings.



#### Shinjuku

Location of the Tokyo Metropolitan Government Building, and often regarded as the "center" of Tokyo. The area is known for its concentration of skyscrapers and shopping areas. Major department stores, electronics stores and hotels are located here. On the east side of Shinjuku Station, Kabukichō is known for its many bars and nightclubs. Shinjuku Station moves an estimated three million passengers a day, which makes it the busiest rail station in the world.



#### Ueno

Ueno is known for its parks, department stores, and large concentration of cultural institutions. Ueno Zoo and Ueno Park are located here. Ueno Station serves commuters to and from areas north of Tokyo. In the spring, the area is a popular locale to view cherry blossoms.





# NEO TOKYO LOCATIONS



## Tokyo Main Districts (cont.)

### Harukya

Bar located in Ikebukuro. Frequented mostly by local bosozoku gangs.

### Hell's Dojo

Karate dojo famous for its brutally efficient fighting style and hardcore training. Members are mostly affiliated to the yakuza. The school's headmaster is Kenji Heiashi, who is also the producer of "Lethal Fight" tournaments. The dojo is located in Ikebukuro.

### Love

Love hotel located next to The Void nightclub in Roppongi. It is very frequented on weekends. It is operated by the same yakuza gang as The Void nightclub.



### Plato's Retreat

High-class hostess bar located in Akasaka. It is frequented by politicians and famous entertainers alike. The hostesses are as charming and beautiful as the drinks are expensive. Yakuza bouncers make sure that customers pay their bills.



### Red Lantern Inn

One out of many massage parlour located in Kabukicho. It belongs to the yakuza.



### The Void

Money, Sex, Power is the slogan of this popular Roppongi nightclub. Many westerner expats frequent it and it is famous for being a hotspot of drug trade in Roppongi. It is rumored to belong to the yakuza.





# NEO TOKYO ORGANIZED CRIME

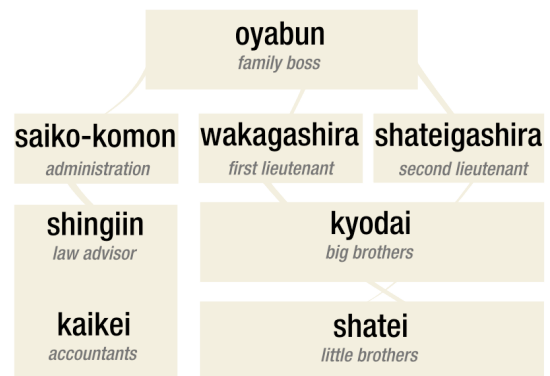


## Yakuza

Yakuza, also known as gokudō, are members of [transnational organized crime syndicates](#) originating in [Japan](#). The Japanese police, and media by request of the police, call them bōryokudan (violence group), while the yakuza call themselves "ninkyō dantai" (chivalrous organization). The yakuza are notorious for their strict codes of conduct and very organized nature. They have a large presence in the Japanese media and operate internationally with an estimated 103,000 members.



Yakuza have a complex organizational structure. There is an [overall boss](#) of the syndicate, the kumicho, and directly beneath him are the saiko komon (senior advisor) and so-honbucho (headquarters chief). The second in the chain of command is the wakagashira, who governs several gangs in a region with the help of a fuku-honbucho who is himself responsible for several gangs. The regional gangs themselves are governed by their local boss, the shateigashira.[5]



note: not literal translations

Each member's connection is ranked by the hierarchy of sakazuki (sake sharing). Kumicho are at the top, and control various saikō-komon (senior advisors). The saikō-komon control their own turfs in different areas or cities. They have their own underlings, including other underbosses, advisors, accountants and enforcers. Those who have received sake from oyabun are part of the immediate family and ranked in terms of elder or younger brothers. However, each kobun, in turn, can offer sakazuki as oyabun to his underling to form an affiliated organisation, which might in turn form lower ranked organizations. In the Yamaguchi-gumi, which controls some 2,500 businesses and 500 yakuza groups, there are fifth rank subsidiary organizations.





# NEO TOKYO

## ORGANIZED CRIME



## Yakuza

Yakuza are regarded as semi-legitimate organizations. For example, immediately after the Kobe earthquake, the Yamaguchi-gumi, whose headquarters are in Kobe, mobilized itself to provide disaster relief services (including the use of a helicopter), and this was widely reported by the media as a contrast to the much slower response by the Japanese government.[13][14] The yakuza repeated their aid after the 2011 Tōhoku earthquake and tsunami, with groups opening their offices to refugees and sending dozens of trucks with supplies to affected areas.[15] For this reason, many yakuza regard their income and hustle (shinogi) as a collection of a feudal tax.

Many yakuza syndicates, notably the [Yamaguchi-gumi](#), officially forbid their members from engaging in [drug trafficking](#), while some yakuza syndicates, notably the [Dojin-kai](#), are heavily involved in it. Some yakuza groups are known to deal extensively in [human trafficking](#). [17] The [Philippines](#), for instance, is a source of young women. Yakuza trick girls from impoverished villages into coming to Japan, where they are promised respectable jobs with good wages. Instead, they are forced into becoming prostitutes and strippers.

Yakuza frequently engage in a uniquely Japanese form of extortion, known as sōkaiya. In essence, this is a specialized form of protection racket. Instead of harassing small businesses, the yakuza harasses a stockholders' meeting of a larger corporation. They simply scare the ordinary stockholder with the presence of yakuza operatives, who obtain the right to attend the

meeting by making a small purchase of stock.



Yakuza also have ties to the Japanese realty market and banking, through jiageya. Jiageya specialize in inducing holders of small real estate to sell their property so that estate companies can carry out much larger development plans. Japan's bubble economy of the 1980s is often blamed on real estate speculation by banking subsidiaries. After the collapse of the Japanese property bubble, a manager of a major bank in Nagoya was assassinated, and much speculation ensued about the banking industry's indirect connection to the Japanese underworld.



# NEO TOKYO ORGANIZED CRIME



## Yakuza

Yakuza have been known to make large investments in legitimate, mainstream companies. In 1989, Susumu Ishii, the [Oyabun](#) of the [Inagawa-kai](#) (a well known yakuza group) bought [US\\$255 million](#) worth of [Tokyo Kyuko Electric Railway's](#) stock.[19] Japan's [Securities and Exchange Surveillance Commission](#) has knowledge of more than 50 listed companies with ties to organized crime, and in March 2008, the [Osaka Securities Exchange](#) decided to review all listed companies and expel those with yakuza ties.



many tattooed yakuza members imprisoned in various Asian prisons for such crimes as drug trafficking and arms smuggling.

Because of their history as a legitimate feudal organization and their connection to the Japanese political system through the [uyoku](#) (extreme right-wing political groups), yakuza are somewhat a part of the Japanese establishment, with six [fan magazines](#) reporting on their activities

As a matter of principle, theft is not recognised as a legitimate activity of yakuza. This is in line with the idea that their activities are semi-open; theft by definition would be a covert activity. More importantly, such an act would be considered a trespass by the community. Also, yakuza usually do not conduct the actual business operation by themselves. Core business activities such as merchandising, loan sharking or management of gambling houses are typically managed by non-yakuza members who pay protection fees for their activities.

There is much evidence of yakuza involvement in international crime. There are



# NEO TOKYO ORGANIZED CRIME



## Most Important Clans



Yamaguchigumi



Sumiyoshikai



Inawagakai



# EQUIPMENT LIST

## SUBMACHINE GUNS



A small machine pistol with a high rate of fire, but a high recoil, making it somewhat difficult to control.

| Cal.      | WA | Rng | Rcl | RoF  | Mag. | DMG   | Conc. |
|-----------|----|-----|-----|------|------|-------|-------|
| .45SIMCAP | -1 | 50  | 2   | 2/20 | 30   | 2d6+3 | J     |



A basic rapid fire SMG (low damage but high rate of fire). The 50 rounds gives you quite a bit of punch under sustained fire.

| Cal.     | WA | Rng | Rcl | RoF  | Mag. | DMG   | Conc. |
|----------|----|-----|-----|------|------|-------|-------|
| 5.7x20mm | 0  | 100 | 1   | 2/40 | 30   | 3d6AP | C     |



A suppressed SRM-7, with slightly less damage than it's unsuppressed counterpart, giving up power in exchange for stealth.

| Cal.     | WA | Rng | Rcl | RoF  | Mag. | DMG   | Conc. |
|----------|----|-----|-----|------|------|-------|-------|
| 5.7x20mm | 0  | 50  | 1   | 2/40 | 30   | 2d6AP | C     |



This is a bullpup SMG, giving it a barrel length equivalent of a compact assault rifle. This accounts for the Jitte having better range than the other SMGs. It also has decent power.

| Cal.      | WA | Rng | Rcl | RoF  | Mag. | DMG   | Conc. |
|-----------|----|-----|-----|------|------|-------|-------|
| 5.56x45mm | 0  | 200 | 3   | 2/30 | 30   | 4d6AP | C     |



A silenced version of the Jitte, it's a good "suppressed" mid-range weapon. It also has a slightly tighter focal length to it's aim in comparison with it's unsuppressed counterpart.

| Cal.      | WA | Rng | Rcl | RoF  | Mag. | DMG   | Conc. |
|-----------|----|-----|-----|------|------|-------|-------|
| 5.56x45mm | 0  | 100 | 3   | 2/30 | 30   | 3d6AP | NA    |



# EQUIPMENT LIST

## ASSAULT RIFLES



This is a standard assault rifle, well rounded for distance, accuracy, and stopping power. This weapon is a good choice for almost all situations.

| Cal.      | WA | Rng | Rcl | RoF  | Mag. | DMG   | Conc. |
|-----------|----|-----|-----|------|------|-------|-------|
| 5.56x45mm | +1 | 300 | 1   | 2/30 | 30   | 4d6AP | NA    |



This is a standard assault rifle, well rounded for distance, accuracy, and stopping power. This weapon is a good choice for almost all situations.

| Cal.      | WA | Rng | Rcl | RoF  | Mag. | DMG   | Conc. |
|-----------|----|-----|-----|------|------|-------|-------|
| 5.56x45mm | +1 | 200 | 1   | 2/30 | 30   | 3d6AP | NA    |



Semi-Automatic MBR (Main Battle Rifle). It has good range, and great stopping power.

| Cal.      | WA | Rng | Rcl | RoF | Mag. | DMG   | Conc. |
|-----------|----|-----|-----|-----|------|-------|-------|
| 7.62x51mm | +1 | 400 | 2   | 2   | 15   | 6d6AP | NA    |



This is a powerful assault rifle that puts a very large round down range. The stopping power is extremely effective.

| Cal.     | WA | Rng | Rcl | RoF  | Mag. | DMG   | Conc. |
|----------|----|-----|-----|------|------|-------|-------|
| 6.5x39mm | +1 | 400 | 1   | 2/20 | 30   | 5d6AP | NA    |



This is the suppressed version of the MX-5. It requires quite a big cannister to provide suppression of the large caliber MX round. The tradeoff for suppression is less power.

| Cal.     | WA | Rng | Rcl | RoF  | Mag. | DMG   | Conc. |
|----------|----|-----|-----|------|------|-------|-------|
| 6.5x39mm | +1 | 300 | 1   | 2/20 | 30   | 4d6AP | NA    |



# EQUIPMENT LIST

## SNIPER RIFLES



This is the accurized version of the ZR68 weapon system. It is scoped fire, very accurate, good ROF, and good stopping power at distance.

| Cal.     | WA | Rng | Rcl | RoF | Mag. | DMG   | Conc. |
|----------|----|-----|-----|-----|------|-------|-------|
| 6.5x39mm | +2 | 400 | 1   | 2   | 10   | 5d6AP | NA    |



A scoped version of the Mosok41, it's overall length is increased giving it really good accuracy and range. It has very effective stopping power at any distance.

| Cal.      | WA | Rng | Rcl | RoF | Mag. | DMG   | Conc. |
|-----------|----|-----|-----|-----|------|-------|-------|
| 7.62x51mm | +2 | 400 | 2   | 1   | 10   | 6d6AP | NA    |



An anti-material rifle used by special operations groups. Considered legal for anti-personnel use against operational CEC forces (Cybernetic Enhanced Combat forces).

| Cal.      | WA | Rng | Rcl | RoF | Mag. | DMG   | Conc. |
|-----------|----|-----|-----|-----|------|-------|-------|
| 7.62x51mm | +3 | 500 | 1   | 1   | 6    | 6d6AP | NA    |





# EQUIPMENT LIST

## SHOTGUNS



Tactical shotgun, good for up close combat, not effective at range. For ranged combat you can load in a SLUG round which is very effective both close and far.

| Cal. | WA | Rng | Rcl | RoF | Mag. | DMG | Conc. |
|------|----|-----|-----|-----|------|-----|-------|
| 12g  | -1 | 50  | 3   | 2   | 30   | 5d6 | NA    |



An automatic combat shotgun. This weapon has tremendous stopping power at close to mid range. Combined with its rapid rate of fire, the AA-13 is extremely lethal during combat operations.

| Cal. | WA | Rng | Rcl | RoF  | Mag. | DMG | Conc. |
|------|----|-----|-----|------|------|-----|-------|
| 10g  | -1 | 50  | 3   | 2/10 | 16   | 6d6 | NA    |



# MACHINEGUNS



This is a light machine gun with good power, and capable of sustained fire utilizing it's 100 round drum mag. Good for suppressing the enemy and putting more rounds on them then they can put on you.

| Cal.      | WA | Rng | Rcl | RoF  | Mag. | DMG   | Conc. |
|-----------|----|-----|-----|------|------|-------|-------|
| 7.62x51mm | +1 | 500 | 2   | 2/40 | 100  | 6d6AP | NA    |





# EQUIPMENT LIST

## HANDGUNS



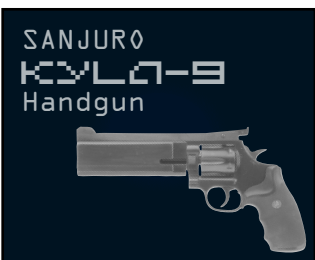
Light semi-automatic pistol used by the National Police Agency, the GSDF's officers.

| Cal.    | WA | Rng | Rcl | RoF | Mag. | DMG   | Conc. |
|---------|----|-----|-----|-----|------|-------|-------|
| .40 ACP | 0  | 50  | 1   | 2   | 12   | 2d6+2 | J     |



Selective fire pistol used mostly by governmental special forces and police SWAT units.

| Cal.    | WA | Rng | Rcl | RoF  | Mag. | DMG   | Conc. |
|---------|----|-----|-----|------|------|-------|-------|
| .40 ACP | 0  | 50  | 1   | 2/14 | 12   | 2d6+2 | J     |



6 round revolver with incredible stopping power.

| Cal.    | WA | Rng | Rcl | RoF | Mag. | DMG   | Conc. |
|---------|----|-----|-----|-----|------|-------|-------|
| .44 Mag | 0  | 50  | 3   | 2   | 6    | 4d6+1 | J     |



## EXPLOSIVES



High-explosive grenade with limited fragmentation radius due to the use of Dense Inert Metal Explosive. This increases the probability of killing people within a few meters of the explosion while reducing the probability of causing death and injuries or damage farther away. Survivors close to the lethal zone may have their limbs amputated (as the microshrapnel can slice through soft tissue and bone) by the HMTA microshrapnel embedded in their body tissue.



Remote controlled fuel-air explosive device. The antipersonnel effect of the blast wave is more severe in foxholes, on people with body armor, and in enclosed spaces such as caves, buildings, and bunkers.





# EQUIPMENT LIST

## MELEE WEAPONS



Light semi-automatic pistol used by the National Police Agency, the GSDF's officers.

| Cal.    | WA | Rng | Rcl | RoF | Mag. | DMG   | Conc. |
|---------|----|-----|-----|-----|------|-------|-------|
| .40 ACP | 0  | 50  | 1   | 2   | 12   | 2d6+2 | J     |



Selective fire pistol used mostly by governmental special forces and police SWAT units.

| Cal.    | WA | Rng | Rcl | RoF  | Mag. | DMG   | Conc. |
|---------|----|-----|-----|------|------|-------|-------|
| .40 ACP | 0  | 50  | 1   | 2/14 | 12   | 2d6+2 | J     |



6 round revolver with incredible stopping power.

| Cal.    | WA | Rng | Rcl | RoF | Mag. | DMG   | Conc. |
|---------|----|-----|-----|-----|------|-------|-------|
| .44 Mag | 0  | 50  | 3   | 2   | 6    | 4d6+1 | J     |





# EQUIPMENT LIST

## ARMORS

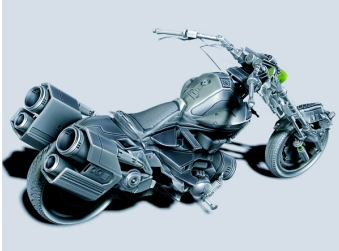


|       | Support / Heavy Assault | Assault     | Recon / Scout |
|-------|-------------------------|-------------|---------------|
| Head  | AV 25                   | AV 20       | AV 12         |
| Torso | AV 25                   | AV 20       | AV 16         |
| Arms  | AV 12                   | AV 8        | AV 4          |
| Legs  | AV 18                   | AV 14       | AV 10         |
| ENC   | 3                       | 1           | 0             |
| Price | ¥ 12'000'000            | ¥ 9'000'000 | ¥ 6'000'000   |



# EQUIPMENT LIST

## MOTORBIKES



**Suzuki Shadow Hawk**  
1000cc, CHOOH2 engine  
Top speed: 200 km/h

Powerful chopper favored by bosozoku motrobike gangs.



**Kawasaki Ronin**  
800cc, CHOOH2 engine  
Top speed: 250km/h

Racing bike equipped with cybernetic controls.



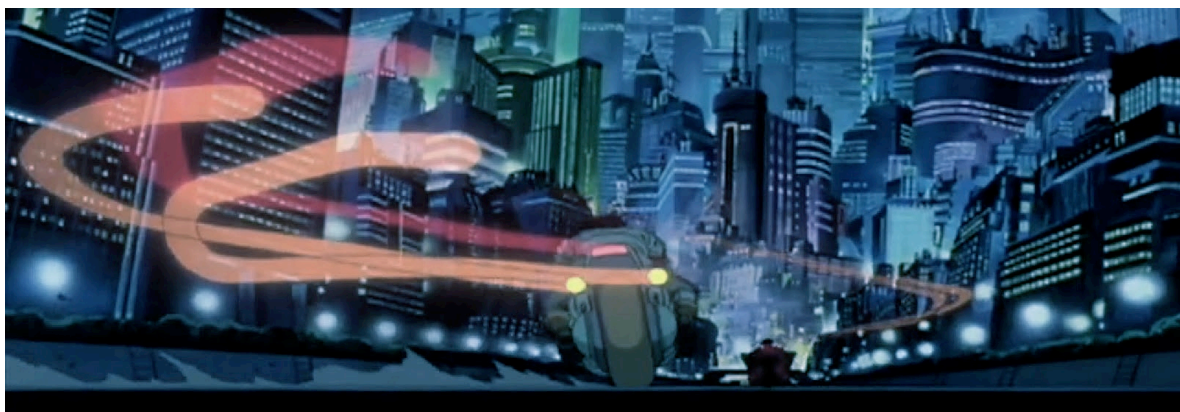
**Honda CEX-200**  
Electric engine  
Top speed: 243 km/h

High powered racing motorbike. Very rare and very expensive.



**Honda e-Wave**  
Electric engine  
Top speed: 60 km/h

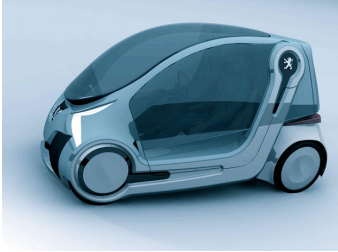
Electric scooter. Popular vehicle in dense urban areas.





# EQUIPMENT LIST

## CIVILIAN VEHICLES



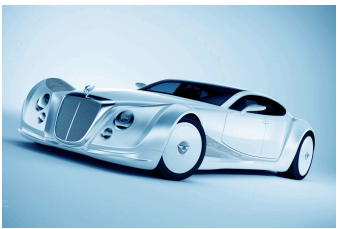
**Honda Metrocab**  
Electric engine  
Top speed: 100 km/h

Electric car for urban environment. Compact and economic. Perfect in Neo Tokyo's metroplex.



**Toyota-Lexus Avante**  
Electric engine  
Top speed: 250 km/h

High performance electric sports car for the ambitious upper exec.



**Bentley Pegasus**  
CHOOH<sub>2</sub>/electric hybrid engine  
Top speed: 280 km/h

Luxury car created for maximum driving pleasure. Favored by top executives and high-ranking politicians.



**Mitsubishi Metroliner**  
CHOOH<sub>2</sub>/electric hybrid engine  
Top speed: 100 km/h

Coach used mainly for public transportation.





# EQUIPMENT LIST

## MILITARY VEHICLES



### Isuzu Ranger - Light Scout Vehicle

Top speed: 180 km/h

Lightly armored vehicle used for reconnaissance or light transport



### Militech Commando - Armored Recon Vehicle

Top speed: 180 km/h

Armored vehicle used for reconnaissance, transport or as command vehicle. Also used by SWAT units.



### Militech M-195 - Armored Personnel Carrier

Top speed: 150 km/h

Transports up to 10 soldiers or 2 ACPA. Armament: 20mm railgun, 7.62mm MG, 4 firing ports for light weapons.



### Gensai Type-210 - Main Battle Tank

Top speed: 120 km/h

Heavily armored main battle tank. Armament: 140mm gun, 12.7mm flak gun, 7.62mm MG, 40mm grenade-launcher, smoke dispensers



### Boeing AC-12 Kestrel

Top speed: 700 km/h

Multi-mission aerodyne vehicle used by military and SWAT units. Armament: 12.7mm minigun



### Gensai TY-77 Vulture

Top speed: 440 km/h

Combat helicopter. Armament: 25mm autocannon, 20mm railgun, 2 weapon mount under each wing



### Gensai WY-9 Wasp

Top speed: 280 km/h

Small helicopter used for recon and surveillance. Metropolitan police forces often use it. Armament: 7.62mm minigun



# NEO TOKYO CHARACTER SHEET



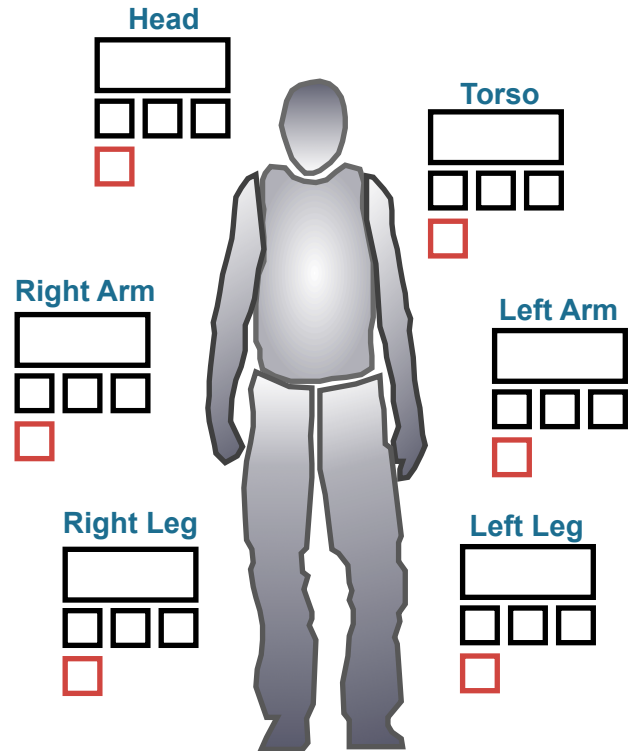
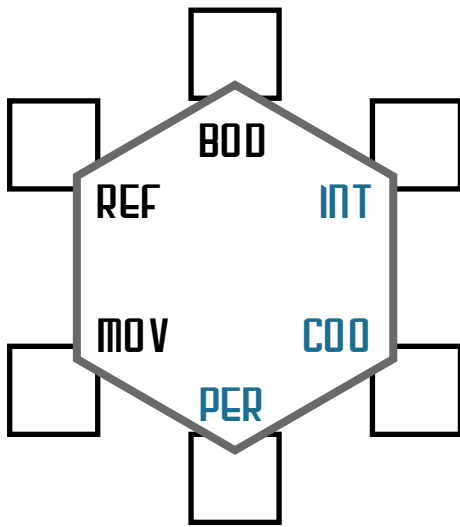
## PERSONAL DATA

Name:  
Unit:  
MOS:

Age:  
Rank:

## HEALTH MONITOR

## CHARACTERISTICS



## SKILLS

### ▶ Communication

Etiquette \_\_\_\_\_  
 Intimidation \_\_\_\_\_  
 Leadership \_\_\_\_\_  
 Seduction \_\_\_\_\_  
 Speech \_\_\_\_\_  
 Streetwise \_\_\_\_\_

### ▶ Perception

Alertness \_\_\_\_\_  
 Empathy \_\_\_\_\_  
 Search \_\_\_\_\_

### ▶ Computers

Databases \_\_\_\_\_  
 Networks \_\_\_\_\_  
 Security/Intrusion \_\_\_\_\_  
 System Knowledge \_\_\_\_\_

### ▶ Knowledge

Education \_\_\_\_\_  
 Finance \_\_\_\_\_  
 Law \_\_\_\_\_  
 Politics \_\_\_\_\_  
 Science \_\_\_\_\_

### ▶ Craft

Art \_\_\_\_\_  
 Cybertech \_\_\_\_\_  
 Electronics \_\_\_\_\_  
 Engineering \_\_\_\_\_  
 First-Aid \_\_\_\_\_  
 Mechanics \_\_\_\_\_  
 Medicine \_\_\_\_\_  
 Security Systems \_\_\_\_\_  
 Survival \_\_\_\_\_

### ▶ Combat

Close Combat \_\_\_\_\_  
 Combat Reflexes \_\_\_\_\_  
 Explosives \_\_\_\_\_  
 Firearms \_\_\_\_\_  
 Heavy Weapons \_\_\_\_\_  
 Martial Arts \_\_\_\_\_

### ▶ Vehicles

Driving \_\_\_\_\_  
 Navigation \_\_\_\_\_  
 Piloting \_\_\_\_\_

### ▶ Physical

Athletics \_\_\_\_\_  
 Endurance \_\_\_\_\_  
 Resist \_\_\_\_\_  
 Stealth \_\_\_\_\_