

Reference – Corporate Primer – B.O.B. Campaign

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Introduction

In the Black Ops: Bogota (B.O.B.) campaign, the PCs are operatives of a top secret team employed, trained, and equipped by Ares Macrotechnology and Aztechnology. This team, specializing in wet work, sabotage, and infiltration, has been hired out to Aztlan and Aztechnology to deal with several of their concerns in Bogota.

This document serves as a primer for both the players and the characters on what they know about events in the region and the companies they work for. Some is public knowledge (and questionable in accuracy), and some is insider information. Of course, the whole truth is known only by those of a much higher pay grade.

Ares Macrotechnology

Ares Macrotechnology is a AAA-rated public megacorporation, ranked number 6 in the Corporate Court, most famous for two major division/subsidiaries: Ares Arms and Knight Errant. Ares is run by president and CEO Damien Knight who also owns close to one quarter of the company. The world headquarters is in Detroit, UCAS. Other, lesser known, divisions include Ares Consumer Products, Ares Heavy Industry, Ares Services, and AresSpace.

Ares Arms is the world's top arms manufacturer, selling to countries, corporations, and the public. For decades, the Ares Predator (versions I thru IV) line of heavy pistols has been a staple of street samurais. They are equally renowned for their assault rifles, explosives, and even military vehicle, such as tanks.



Ares has a strong military influence within its corporate culture, with new employees called privates, functional divisions referred to as brigades, and regional divisions are called corps. Employees are taught that Ares is their family and that all members should work hard to better themselves and become an even more productive member of the whole. As the only American megacorp, patriotism is a major part of the culture.

Aztlan and Aztechnology

Aztechnology is number 4 in the Corporate Court and a full AAA-rating megacorporation headquartered in Tenochtitlan (formerly Mexico City). Aztechnology is the main corporation based in the nation of Aztlan, and one can rarely refer to one without crossing lines with the other. They are known for their massive corporate buildings shaped like pyramids. The corporation has its roots in Mexican drug cartels that eventually became a legitimate business named ORO and consolidated cooperation with several Central and South American governments. When VITAS swept across the world, Mexico's government toppled, and the nation of Aztlan was formed. ORO rode the coattails of the Aztec Revival movement and renamed itself Aztechnology.

Aztechnology became the core infrastructure provider for all of Aztlan, and Aztlan politicians all had Aztechnology backing, tying the government to the megacorporation behind the scenes. Rumors abounded of blood magic rituals and human sacrifices empowering the growth of the country and nation. Aztechnology tried to forcefully take over all foreign interests in Aztlan but were partially blocked by the Corporate Court. They were still successful in gaining influence over such interests.

The company employs magic heavily and has intertwined old-world Aztec religion (the Path of the Sun) into corporate culture. Priests are common advisors for corporate citizens, promoting Aztechnology beliefs and values. Sending "private" e-prayers is a very common practice. Aztechnology is more invested in magic than any other corporation, with all facilities possessing Talented or Awakened security forces. An elite group of Aztlan citizens are known as Guerreros and include jaguar and eagle knights and even the fearsome *cuachicqueh* (shorn ones), brutal black ops specialists.

South America

Full scale war has come to South America, but it has taken time to erupt. Aztlan has long sought to control the land south of its borders, but that is unfortunately controlled by the nation of Amazonia, and this "green" country is vehemently opposed to Aztlan and Aztechnology. The indigenous people (and other Awakened denizens) are willing to fight to keep Aztlan out.

Between the two countries lies the city of Bogota. The two nations have been both openly and not-so-secretly fighting for control of Bogota for years. Aztechnology fields traditional soldiers while Amazonia uses numerous guerilla cells. To counter the guerilla tactics, Aztechnology seeded the rainforest with an insidious threat—Sangre Del Diablo trees. These Awakened plants warp perceptions and draw in the unwary like sirens call to sailors, and the trees exude an acid that liquefies flesh. These deadly plants have grown in groves all around the jungles surrounding Bogota and have resulted in thousands of deaths on both sides over the last few years. Rumor also persists of blood spirits summoned by Aztechnology blood mages that scour the rainforest slaughtering Amazonian forces.

Aztechnology recently acquired permission from the Corporate Courts and Interpol to bomb areas around Bogota used to grow the components of Tempo, a Bioengineered Awakened Drug (BAD). During the air strikes, several bombers went “off course” and bombed the Capitolio National of Bogota while Congress was in session and several Catholic Churches that were secretly supporting several paramilitary groups. The bombs also hit hospitals and clinics known to provide services to Amazonian guerillas as well as the Guaymaral Airport, leaving Aztechnology’s own El Dorado Airport as the only airstrip in the city.

Aztechnology also launched into the building of the Transmilenio Line, a heavily fortified fence dividing the city in half. This would effectively divide the northern half of the city (including the Aztechnology Business Complex) from the southern half filled with dissenters and Amazonian supporters. However, this project was constantly bombed and attacked, costing millions. Eventually, it was abandoned, but the damage to the city had already been accomplished with the bombing. With services in shambles and no remaining government, Aztechnology was able to step in and take tenuous hold of the city, although non-official war raged daily.

The last piece of maneuvering involved Aztechnology setting up false rumors of a weapon system being developed and luring Amazonian forces to break into Aztechnology facilities. Once inside, they were in the trap. The facility held research, but it was bio-medical research seeking cures and other beneficial outcomes. Aztechnology was able to ride the public backlash regarding Amazonia’s unprovoked attack on a medical research facility to declare full scale war.

Now, the nations clash in the city of Bogota and in the lands surrounding. Mobile and mechanized Aztechnology military forces engage shamans and dragons for control of the region. The fighting is intense, but the prize is the rich Amazon basin. Hostilities have been escalating for years, and both sides are taking the opportunity to exact a bloody toll from the other.

The Player Characters

PCs in the B.O.B. campaign are members of an elite unit codenamed MACHETE. They are drawn from the best Ares and Aztechnology have to offer. Most are heavily augmented either magically or with technology and are also experts in some form of combat, such as melee, heavy weapons, small arms, martial arts (such as Ares Firefight), or magic. Jungle survival and training is integral.

Ares Macrotechnology

From Ares, veteran members of Firewatch fill out the ranks. These can be of any metatype or gender and likely possess heavy military training and experience. Many will be trained in Ares Firefight or other martial arts.

Aztechnology

From Aztechnology, they come from the ranks of the Guerreros, either *cuacuahtin* (eagle knights) or *cuachicqueh* (shorn ones). Aztechnology members are generally male. Eagle knights are all Awakened and a pure-blooded Aztlaner. The shorn ones are often distinctive in their shaven heads, mohawks, or single braids. They are Aztechnology’s greatest black ops specialists.