

//archive/chats/recovered//
/user Star Loner has logged on
/user Sounder has logged on

[Star Loner] Keeping your powder dry?
[Sounder] As one can in a freak nor'easter. What do you need?
[Star Loner] Do you have that intercept I asked for?
[Sounder] Yep. Thinking about re-enlisting?
[Star Loner] Never.

//upload attachment :: user Hard Exit :: 02/30/72//

METROPLEX GUARD OF THE UNITED CANADIAN AMERICAN ARMED FORCES, 2072 STRATEGIC ASSESSMENT

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The Seattle Metroplex Guard is a UCAS military force sanctioned by the Treaty of Denver and federally recognized in 2020 as the official first-line of defense for the Seattle Metroplex. While parallels can be drawn to UCAS National Guard units, which operate under individual state or territory governorship as first-responders to domestic emergencies, such as riots, terrorist actions and natural disasters, the Metroplex Guard is a unique entity in that it reports directly to the UCAS Department of Defense as an independent unit of the Armed Forces, rather than to the National Guard Bureau or one of the DOD's three service departments. The commander-in-chief of the Guard is the Metroplex Governor, currently Kenneth Brackhaven, and its chief of staff is a Guard officer, Colonel Roland Dane.

As a collection of contiguous urban environments united under a central authority, the Seattle Metroplex was the first officially recognized "sprawl" of the 21st century. Its status as the sole Canadian-American government sequestered from its parent nation by foreign territory makes it a unique defensive challenge. As such, the Metroplex Guard was the first military branch created solely for urban pacification and defense. As such, guardsman training focuses primarily on close-quarters combat tactics, such as room clearing and counter-sniping, accompanied by a secondary focus on border control.

The Guard utilizes an organizational system consisting of three combat battalions overseen by a regiment headquarters company. Each battalion consists of 1200 guardsmen organized into company-sized units ranging between 70 and 200 soldiers, depending on the unit's specialty: infantry, armor and artillery, transportation, combat engineering, air combat, naval combat, Matrix combat and special forces.

The infantry companies form the backbone of the Guard. Like all foot soldiers they typically face the brunt of any aggressive force and are tasked to handle a variety of situations from attack and defense operations, patrol, pursuit, escort, reconnaissance, raiding and hostage rescue. The Guard typically utilizes armored fighting vehicles to deliver infantry units to areas of engagement as well as for protection though rapid mobilization often necessitates the use of transport tilt-rotors and helicopters. Vehicle patrols and checkpoints often use variations on the GMC multi-purpose utility vehicle. The majority of Guard enlisted have minimal augmentation though reflex, endurance and musculature enhancements are available for qualified guardsmen and non-coms. Infantrymen typically operate in platoons which subdivide into smaller fire teams of riflemen, grenadiers, squad automatic weapons operators overseen by team leaders who also command ground drone units.

Armor and artillery companies are primarily defensive forces and are the rarest units to see action. They were originally organized to patrol the Metroplex borders and provide fire-support against hostile forces attempting an invasion. However many of those duties have been usurped by Joint Task Force Seattle. The Guard still maintains a significant motor pool of battle tanks and both tracked and wheeled drones at Fort Lewis.

Transportation companies are the guard's pack mules, moving equipment and personnel around the Metroplex by heavy truck or helicopter. Establishing forward operating bases and field headquarters is also within their purview.

Metroplex Guard combat engineers are trained as ordnance disposal specialists and CBR (chemical biological radiological) experts but their usual function is construction of fortifications and checkpoints in the field as well as the deployment of mines, surveillance drones, fencing and other defensive earthworks. Combat engineers have also been called in to assist in repairs and rebuilding after major environmental catastrophes, such as earthquakes and volcanic eruptions.

At McChord Air Field, the Metroplex Air Guard maintains squadrons of both fixed wing aircraft (typically Fed-Boeing Eagles, Banshee LAVs and Lockheed's Optic-X drone craft) and rotor-craft, usually Yellowjackets and Peackeepers, along with a variety of rotor and VTOL UAVs, for air-patrol and interdiction duties. The last major action of the Air Guard was the security picket established after the 2059 spaceplane crash in the Seattle Barrens.

The Guard's naval combat assets and duties are equivalent to that of the UCAS Coast Guard. Cutters patrol the sounds and port waters of Seattle and also act as fire support for Guard operations in coastal regions. The Guard's small fleet is docked and maintained at the Everett Naval Shipyards.

Matrix combat forces are trained at the UCAS Air Force Cyber Command at the Cape Cod Air Force Base in Massachusetts. Matrix commandos are specialists in electronic warfare and network defense and operate in conjunction with infantry, armor and air companies in the use of support and attack drones.

Special forces companies are considered to be the cream of the crop within the Guard. Trained to be self-sufficient and to operate in unconventional warfare, counter-terrorism, and recon assignments they are typically clandestine in their actions in the sprawl's urban environment. Typical missions range from escorting a foreign dignitary to sniper coverage to hostage

negotiation. Recently the special forces companies have been training alongside UCAS Navy SEAL and Army Green Beret units from JTFS.

Magical support for the Guard consists of four mages, one assigned to each combat battalion and one to the headquarters regiment. Each is typically a Seattle native with a degree in advanced thaumaturgical studies who has received the equivalent of a reserve-officer's training course. The Guard is working to increase its magic support but a lack of interest and general distrust toward mages by the Guard's rank-and-file has made this a near-impossible task.

While increases in metahuman recruitment and appointments were made during the Strouthers administration, as well as a purge of more conservative elements, the Guard remains dominated by humans. It maintains a culture of paranoid survivalism as its members claim to have "held the line" against Amerind troops during the Ghost Dance War. Historical evidence shows the NAN assisted in the evacuation of civilians during the war and that many Anglos turned on the US military, but revisionism perpetrated by elements of Humanis and Alamos 20K within the Guard has resulted in these facts being ignored or forgotten. As the Guard is believed by to have had an active responsibility during the Night of Rage, they are held in contempt by Seattle's metahuman community. Many view metahumans guardsmen as sell-outs and "yes-men" but most metas have earned positions of authority through skill and tenacity, able to overcome the rampant racism within the organization. Penetration of the Guard by non-human elements has generated internal strife including an upswing in violence and "accidents" against metahuman guardsmen including those in the officer and NCO ranks. The most recent incident resulted in the death of an ork 2nd lieutenant during a live-fire exercise. However, as the Guard is the Metroplex's largest local employer it is supported by the majority of Seattle residents.

The most obvious external source of friction for the Guard is that of the presence of JTFS but new issues have resulted in the recent policing contract awarded to Knight Errant. Many ex-Lone Star personnel with noted commendations were immediately hired by the Guard and personal grudges have carried over into the professional workplace. Upon assuming its duties, KE Seattle immediately fell into a budget deficit as departing LS officers purged many of their records making the transition as difficult as possible and forcing KE to restart in Seattle from the ground up. Governor Brackhaven has been uninterested in opening budget increase talks, instead preferring to divert security earmarks to the Guard.

Jurisdictional conflicts have erupted as the Guard and KE jockey for positions on border and transportation hub security, such as subway and bus stations and airports. In terms of methodology, KE views itself as mediators and peace keepers in the traditional sense of a police officer, whereas the Guard is literally a military force, trained to protect a location against all threats with lethal force.

[Star Loner] Lone Star lost the majority of its Seattle-based revenue but they still held onto their corporate security training contract with the Guard. Think of the potential fireworks that will go off if KE has to provide perimeter security for a Star-sponsored military exercise.

[Sounder] I'm hearing the increased interest in the Guard is due to Brackhaven grooming them as his own personal goon squad.

[Star Loner] Possible but doubtful. Dzhugashvili also pushed for increased Guard funding so he may just be riding her coattails. I find it unlikely that enlisted ex-Star personnel are as interested in stomping on metahumans as they are at getting back at Kenny for taking their jobs. I also he wants to undercut the JTFS as much as possible.

[Sounder] Just to throw more gasoline on the flame, you've now got the more racially tolerant KE with its meta cops and SOTA security gear who are less-than-interested in putting up with the Guard's racist bullshit.

[Star Loner] You didn't hear this from me but the Guard's top kick, Sergeant Major Sessom, has been under FBI surveillance. She's was spotted with some, shall we say, more radical elements of the Seattle Independence Party.

/user Star Loner has logged off

/user Sounder has logged off

//chat session archived :: user Star Loner :: 02/30/72//

>>>>>Stats for Junior Military Officer contact archetype and Metroplex Guard Grunts & Moving Targets located in Game Information section.

//archive/closed threads/recovered//

> I had a recent meet with my fixer at an Everett club. I'd heard of the place but never had cause to visit. If you or clients are interested in an unusual adult experience, it might be worth your time.

> Kat O'Nine Tails

//upload newsclip item :: user Kat O'Nine Tails :: 03/14/72//

MAKING WAVES IN SEATTLE

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Nestled down the shore from the Mukilteo Metroplex Park in Everett, overlooking Possession Sound, is Seattle's latest and hottest high-class adult's only venue. Waves defies strip-club conventions with its stand-alone glass (smoked and one-way, obviously!) and steel construction designed by world famous architect Yusif al-Nifisi of Global Sandstorm Engineering. Seven spacious areas among three levels comprise this invitation-only club, which can accommodate up to 1800 people. A patio, VIP

lounge, AR disco room, and “bungalow” ensure that everyone finds a place to relax and watch a show. Offering gorgeous ladies, gentlemen, and transgendered of all metatypes, Waves is a retro-breakbeat themed sensory overload. Nationally renowned DJs take the booth most nights and keep the bare flesh moving in time to hip-hop, rock, and orxploitation mashups. Horny singles and couples looking for some extra spice typically congregate around a bar stunningly flash molded from sand. Celebrities have been also spotted at Waves, including simsense star Troy Mitchell. Waves’ most innovative concept is a system of large filtered water-filled conduits running throughout the building. Within, amphibian SURGE and aquatic augmented performers bring new meaning to the term “wet and wild.”

- > Waves is prime recruiting ground for megacorporate brothels.
- > Snopes

- > Their current number-one draw is a merrow social adept who lives in the Sound. She can make your funny-bits feel things the best flesh-fantasy BTL coder could only dream about.
- > Slamm-O!

- > Both Mitsuhamma and Renraku are rumored to be negotiating with her for an exclusive performance contract.
- > Kat O’Nine Tails

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>>>>>Private Message Box Begins

FROM: Mika
SUBJECT: Intel Request

My Johnson has me on a sneak-and-peek industrial surveillance gig in Seattle. Mr. J’s target is a producer with KA-POW! KA-POW! named Clifford Cannon. Data searches aren’t giving a lot of hits on this halfer and my usual hacker is on holiday in Colombo. I’m willing to negotiate compensation if you would like to provide an assist.

>>>>>Private Message Box Ends

>>>>>Search Box Begins

AETHERPEDIA KEYWORD SEARCH: KA-POW! KA-POW!

KA-POW! KA-POW!, known colloquially as KP!², is Seattle’s largest and most profitable local music entertainment conglomerate. The company originated in 1995 in the basement of then-teenage founder Chuck Ashfield. Ashfield was the creator of a local fan magazine covering the “grunge” music scene, a rock genre popular at the end of the 20th century. He was also an entrepreneur, setting up a small studio and working with amateur musicians to cut demo albums under the KA-POW! KA-POW! label. By the turn of the century KP!² had grown into a profitable small-scale enterprise, attracting the attention of hedge fund managers who encouraged Ashfield to take his business public. Ashfield brought in a partner, Stockwell Finley, a self-made millionaire in the Seattle software market. When Ashfield died in 2010 from VITAS-related complications, Finley continued the KP!² brand as the company’s CEO. In the 2030s the label’s star rose to new heights when the then-unknown band Concrete Dreams released *Sons of Thunder* in January 2032. When the music trideo was released by RockNet’s “New Notes” in March, the rock music scene underwent an amazing transformation. As Concrete Dreams were immediately compared to rock pioneers like the Beatles and the Rolling Stones, their popularity soared and KP!²’s profit margins skyrocketed. With a genre defining group under its control and a rapid influx of capital, the company began to expand into related markets such as music-trid broadcast, music journalism publishing, and subscription-only services such as the New Sounds in Town Matrix service. During the 2040s and 2050s other global superstars signed with KA-POW! KA-POW! including Shield Wall, Sheena M and Darkvine. The company was also responsible for bringing the elf rock genre out of Tír Tairngire and into the mainstream collective consciousness. Today, KA-POW! KA-POW!’s CEO Leona Strahl, is partnering with several Seattle-based concert promoters in a plan to open a chain of rock-themed restaurants and VR “rockperiences”.

>>>>>Search Box Ends

>>>>>I see KA-POW! KA-POW!’s corporate branding following a Roy Lichtenstein pop art approach.

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- > I was at a U-Dub campus coffee shop yesterday, waiting for a bounty-head to finish his Amerind History class. I was bored and college kids provide the most delightfully amusing conversations so I

turned up the gain on my audio implants and scanned the room. It was the usual jabber about grades, parties and who was sleeping with whom but one table really grabbed my attention. There was a middle-aged suit seated with three extremely serious looking college kids. At first I thought it was a megacorp recruitment pitch. They all fit the parts. But the conversation was very weird. There must have been a jammer up as I didn't catch all the details (another oddity) but I heard phrases like "the vanishing man," "broken glass" and "Nostradamus." They were also making references to the Tír. And their faces... from their expressions it was like they were conspiring to commit murder. What's also weird is I think I've heard those words mentioned here or on ShadowSea. Would anyone care to jog my memory?

> Sticks

> Did you grab your bounty?

> Riser

> Yes. It's going to be a long time before that kid tries to date rape a mob don's daughter again.

> Sticks

> You did witness recruitment but not the sort for a corporation. What you describe matches the practices of the Seattle chantry of the Black Lodge.

> Man-of-Many-Names

> There are conspiracy theories and then there are *conspiracy theories*. Even I find the existence of the Black Lodge a tough nut to swallow.

> Plan 9

> The Black Lodge is very real. While even in the shadows its name is almost never mentioned, it's not unknown in certain quiet mystic sets.

> Frosty

> Would someone give me a straight answer?

> Sticks

> So the story goes, before the Freemasons, the Illuminati or even the Knights-freaking-Templar, there was a secret society known as the Black Lodge. This society wasn't about wearing funny hats and Friday night fish-fries, they were a group of alchemists and mystics who had tapped into and understood magic over 900 years *before* the Awakening. Oh, and they had chapters in all major centers of human society around the globe. When the Awakening did come they had a one-up on everyone else and were able to not only hold onto but increase their centers of power. :rolleyes:

> Tarlan

> They seek power without the responsibility of true governance.

> Icarus

> Who doesn't?

> Riser

> The Black Lodge maintains local influence in sprawls across the world and pulls its members from other secret magic organizations, many you have heard of including the Freemasons, the NAN medicine societies and the Japanese ninja clans. The Lodge itself functions on a tiered structure of sub-lodges, each with a specific geographical sphere. At the very top is the Black Council. In Seattle is a sub-group known as a Lodge of Nostradamus, led by a Warden.

> Man-of-Many-Names

> But he doesn't call himself a "Warden," that's just a catch-all term. The leader of each sub-group around the world gives him or herself their own title. The Seattle Warden is known as "The Chairman of Broken Glass." It's believed he's either a high ranking member of a UCAS intelligence agency or a megacorporate executive.

> Frosty

> If this group is as powerful as you claim it is, others must know it exists. Nothing that secret stays so forever.

> Khan-A-Saur

> The Black Lodge has its enemies. The Chairman is purposefully recruiting members from Seattle collegiate thaumaturgical studies programs as well as government bodies in its magical arms race with the Illuminates of the New Dawn.

> Man-of-Many-Names

> To continue the metaphor, the Seattle chantry is considered something of a "forward observation post" in a war against much older powers now operating in Tír Tairngire. So if you're thinking of joining up remember that elves need not apply.

> Frosty

> You almost had me going. Throw in a great dragon or two and some vampires and you've got the makings of a blockbuster trid.

> Khan-A-Saur

> Vampires? Hmm...

> Plan 9

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//upload newsclip item :: user Rigger X :: 04/10/72//

JUPITER CELEBRATES FIRST YEAR OF OPERATION

ClubGrid [MM] – 04/10/72

SEATTLE, UCAS: When Dante Passini, owner of the international franchise of Dante's Inferno nightclubs, first publically commented on plans for an aerial nightclub in Seattle he remarked, "Oh the humanity!" during an interview from his London office. But Passini is now crying in his *vino* as today marks the anniversary of the Jupiter Restaurant and Dance Club's opening; and its reported earnings have surpassed those of Inferno's first year in Seattle by a three-to-one adjusted margin.

Jupiter is the brainchild of Zuni trust-fund baby Raquel Bagai and is co-owned by the Federated-Boeing Museum of Flight. The club's zeppelin platform is a Mitsuhamma LZ-2065 reconditioned from a timber processing plant into a two-level dining and dancing experience. The zeppelin's outer hull is a piezoelectric mimetic coating programmed to display a convincing approximation of the roiling clouds of our solar system's largest planet. Its exterior AR overlay includes all of the planet's moons, generated from actual survey scans, which slowly orbit the club. The sight makes for a truly unique addition to the Emerald City's night skyline.

Club patrons are encouraged to dress to impress and bring their best dance moves. Waitlists are notoriously long to board this ultra-hangout but those who do gain entrance agree that the modern, sleek décor and seamless mix of orbital hip-hop and house music are worth the wait. Everyone should check out the jellyfish tank and four-star Asian/Elven fusion restaurant before hitting the dance floor... an actual transparent surface that allows partiers to bump and groove while Seattle slowly moves below their feet and celebrity DJs spin the tunes.

Jupiter departs from the Sea-Tac zeppelin terminal at 17:00 every night. Its course takes the club on a long elliptical jaunt around all of the Metroplex' major attractions, including the Space Needle and Mt. Rainer, before returning at 03:00. Patrons shouldn't be surprised to see local celebrities and the nova-riche arrive "fashionably late" aboard their own private aircraft.

> As if Seattle airspace wasn't saturated enough. When this glowing pig is on the move, air traffic goes haywire.

> Turbo Bunny

> That has to be a juicy target for anyone with a man-portable rocket system.

> Kane

> Bagai may be rich but she's not an idiot. She's a leading electronic-counter warfare specialist for the Pueblo Corporate Council and she designed Jupiter's defense systems herself. The club has all kinds of chaff and signal jamming packages as well as more aggressive deflection systems, including an array of anti-missile cannons.

> Rigger X

> Jupiter's central Matrix node is also black as hell with IC, which is Bagai's signature. It would be the perfect place for all kinds of people to hide sensitive paydata.

> Pistons

//thread archived :: user Rigger X :: 04/10/72//

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> For those interested, I was able to get an officer from Knight Errant's new special police unit on the record. As well as his counterpart on the other side of the law.

> Sunshine

//upload media file :: user Sunshine :: 04/23/72 //

//LinguaCell-D audio-to-text conversion engaged//

Sunshine: I'm with Sergeant Beverly Van Loen of Knight Errant's Auburn Division AGITATE unit. Thank you for your time, Sergeant.

Sgt. Beverly Van Loen: No problem.

Sunshine: So let's start with the basics. What's an AGITATE unit?

Sgt. Van Loen: AGITATE is Phase 1 of a pilot program designed to assist the hard-working and law-abiding people of Seattle by Knight Errant. Its primary mission is to gather intelligence on street gangs, monitor their activities, and suppress any criminal activities. On the side of intelligence and monitoring, AGITATE officers are expected to learn who the primary players are in each gang, where they operate, what types of vehicles they drive... that sort of thing.

Sunshine: And what do you mean by "crime suppression?"

Sgt. Van Loen: I think the term is self-explanatory. We work to prevent shootings, robberies, tagging, drug deals, extortion – the usual illegal activities.

Sunshine: If I was a police officer and I had the opportunity to serve on an AGITATE unit, what would it be like?

Sgt. Van Loen: I'm sure I'm not the most objective person to ask but I think AGITATE is a great job. I'm not tied to a desk or a patrol car or a specific routine. I don't deal with domestic violence, traffic accidents and all the other types of day-to-day business a police officer handles in any sprawl. I only deal with gang members and I'm only assigned jobs that relate to gang activities. I'm supervised at the Metroplex level, rather than at the district level. I'm expected to get out there and do what I'm supposed to do. My bosses at Knight Errant, Ares Macrotechnology and Metroplex Hall make sure I'm doing that.

There are a lot of different tasks in AGITATE. For example, if there's an outdoor concert at Freeway Park, we're deployed to keep the gang elements out of the venue. We know who gang members are, even if they aren't wearing their colors. And as an AGITATE officer, you're assigned to a specific set of gangs. I'm not going to let any punks out there have the benefit of me giving their name in an interview, but let's say... the "Frog" gang. I'm assigned to that gang and it's my job to know nicknames, where their girl or boyfriends live, what kind of nanotats or cyberware they're sporting, where their mothers live.

Sunshine: Their mothers?

Sgt. Van Loen: When we're doing a sweep we know most gang members will flee to a family member's home in a nearby neighborhood. It's usually a mother, especially with a smaller ork gang. Anyway, we know as much as there is to know about a gang, including its history, rules, and methods. Some gangs are into boosting stolen vehicles, some are into BTLs, some are into robberies, some are into Matrix vandalism, and some are just thrill gangs. Larger gangs, like the Ancients, have smaller units within them so we're expected to know how they all work together.

Sunshine: Part of your mission statement involves "understanding." How are you expected to relate to a gang member in order to understand them?

Sgt. Van Loen: We go out there and talk them every day. That's the job in AGITATE: get out and get the faces of these people and talk to them every day. That's how you get to know them.

Sunshine: Are you ever actually able to know them? Just know them as people?

Sgt. Van Loen: Yeah, absolutely. If I pull into a parking lot at the Stuffer Shack, gangsters come up to my car. "Hey, Bev, what's happening my trog?" They know you. If you're gone for a few days they'll ask where you've been. They notice when you get a new car. They know when we've been around, if we were quiet or loud. And they evaluate you as a police officer, in their own way. They know AGITATE is different from a patrol officer. We get out there and we keep the balance but it's also just you and your partner on their turf. We make sure they don't have any weapons on their persons, then we talk to them. "What's going on? What are you guys doing? Hey, we heard that so-and-so got killed last week. What happened?"

"Oh, those trogs from Redmond rode in and shot him."

"When's the funeral?"

"We don't know. We don't have the money to bury him and his family can't afford to. We're hosting a combat biking match on Friday to raise money."

So we speak with them and find out what's going on in that part of the 'plex. There are times when I'll pull up and ask someone how their mom is doing because she's in the hospital. Or that a little brother was run over by a garbage drone. You have

one kid who is a hard-core gangster and the rest of the family is good and I'll talk about that. But I mostly talk about the gang and what's going on in the gang. "Who are you feuding with? Who's doing drive-bys around here? Who are your enemies? What's happening with the yakuza? Are they still taxing you? Are you still paying?"

Sunshine: What's the most frightening moment for you as an AGITATE cop?

Sgt. Van Loen: The scariest moments are when someone else calls for help and you have no idea what is going on. An officer reports shots fired and they're under attack from a go-gang, some shadowrunner, or something like that. You're driving out to the call and you don't know if someone you know is bleeding out on the street. And there's times where you're shot at. Those are pretty scary.

Sunshine: Do you feel like you're part of the elite?

Sgt. Van Loen: We're special but not in these sense that we're better than anyone else. But we're a specialized team. We pick and choose what we want to do and we're sought out by other officers for gang questions.

> "My trog." It's so pathetic when breeders try to sound like they're one of us.
> Beaker

> Area Gang Intelligence, Tracking and Termination Element. I wonder if Damien Knight himself approved that title.
> Riser

> I'm nervous to know what Phase 2 is.
> Turbo Bunny

> I asked the sergeant about that and she honestly didn't seem to know. As a counter, here's my interview with Malvinia, a voodoo practitioner and leader of the Blood Brothers gang.
> Sunshine

//upload media file :: user Sunshine :: 04/23/72 //

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Sunshine: How does AGITATE affect your life?

Malvinia: AGITATE claims to be police but they operate like a gang. They claim they want to get all of us off the street, arrest as many gang members as possible and lock us all up so Joe and Mary Megacorp can walk around in peace. But they're really making money off of all of us. The corruption in the Seattle police, from Lone Star to Knight Errant, has always been going on, but it's only now that it seems that people are catching on. I wake up in the morning and I know that at any moment a squad car can just pull up, a cop will shoot me and before I know it I'm eating cake with Baron Samdei.

Sunshine: At what point do you think Knight Errant has moved beyond simply doing good police work?

Malvinia: A lot of times, AGITATE observes our homes. They have surveillance drones all over the place. I suppose they're interested in what we are doing. But I think their inner child is strong as they like to see us fight. They like it. Very much. They drive into our territory and snatch one of the Brothers only to take him to another part of the 'plex to see him fight one of our enemies. Or pit him against Humanis or some other racist thug.

They're excited and they forget their place. There's too much temptation for police in our territories and it sinks its claws into their souls.

Sunshine: So you're saying these officers go native?

Malvinia: Oh, yes, all the time. They will even buy us booze or CalHots. It's very exciting for them. And for us, I suppose, knowing these are police. I will tell my mother, "Mama, you know what? You pay your taxes and you put money in these cops' pockets. You feed their families. But do you know they're committing more crimes than I have ever done?" It's an every day thing.

Sunshine: Are you talking about committing crime in the sense of making bad arrests or committing crimes like a real gang-member – prostitution, selling chips or BADs, that sort of thing?

Malvinia: You know what I say about that? They're gangster wannabes.

> This is nothing new in the world of police work. Almost a century ago, in Los Angeles, the LAPD had a group called CRASH that pulled the same kind of stunts. They were an "elite" unit too. I saw the same kind of thing when I was with Lone Star, with the Fast Response Teams and chromer cops. As soon as you start telling someone they're elite, they start acting like it, behaving like they're above the rules of law.
> Star Loner

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>>>>>Stats for Plainclothes Cop contact archetype in Game Information section.

>>>>>Private Message Box Begins

FROM: Kay St. Irregular

SUBJECT: Joey D. is at it again

This message has begun making the rounds and ruffling the feathers in DeeCee. Dzhugashvili and company may be smarting from Brackhaven's win in 2070 but they are definitely not out of the political fight. If anything, the Seattle Independence Party has become more aggressive in posture. Read on.

My fellow Seattleite,

During the 2070 election my medical history cost the Independence Party its place of leadership within Seattle's government. For my secrecy and for the disappointment our loss caused to you, I sincerely apologize. However I ask you to believe that the fight for a better, stronger Metroplex is far from over. While the United Canadian and American States slumber in a bed of corruption and greed, Seattle will awaken to a new freedom.

But with freedom and the accompanying power will come responsibility. That responsibility rests upon us, the people of Seattle. With the birth of the Metroplex came an unending quest and the decades have been filled with forward progress and the grandeur of our successes and failures. Through the successes of our local economic enterprises and cultural diversification and our tragedies, such as the Night of Rage, Seattle has never lost sight of the ideals that give it strength. We are approaching the end of an age of empire as we rediscover ourselves, celebrate our opportunities, and step bravely forward toward the triumphs and achievements that await us in the future. The past is as dead as the United States and other archaic political systems. It is the future that beckons to us.

Do not be mistaken. Our new future will not be an easy one. We must consistently strive to fulfill the promises others before us have made, from Chief Sealth to the Western pioneers of the nineteenth-century to Charles Lindstrom. Serving Seattle means serving the thousands who suffer; the SINless, the oppressed minorities and the destitute. Serving Seattle means working to end the poverty, ignorance, and disease that fill our economically deprived districts. While I would never promise the end to pain nor could I hope to create such a utopia, so long as there is suffering and ignorance, my work will never be over.

We must work to make our dreams a reality. We can rejoice in our freedom, even though the clouds of foreign interference in our affairs encompass us. Seattle sacrifices while the UCAS government in DeeCee meddles in our affairs, shanghaiing independent economic initiatives with our Pacific neighbors. Seattle works to balance the political and security arrangements of the Treaty of Denver, while DeeCee agitates our greatest trading partners and allies, the Native American Nations, by placing Federal military forces within our ports and streets.

My first thoughts go to the architect of the Metroplex, Charles Lindstrom, who held alight the lantern of peace and safety after the tumultuous times of war and fear. I believe the current administration is an unworthy follower of his and has strayed from his message.

My next thoughts go to the men and women of the Metroplex Guard who, without praise or reward, have served Seattle since its inception and during every crisis of the 21st century, from post-war rebuilding to the second Crash.

I also think of our fellow Seattleites in Redmond and Puyallup, cut off from safety, harmony and freedom by corporate and political boundaries and cannot share in the prosperity the rest of us have been blessed with. They are of Seattle and I will remind all that whatever happens, they will share in our good and ill fortunes alike.

What do we work toward? Freedom and opportunity for the lowest of us; to build up a prosperous, democratic, progressive and justly represented city-state and to shore up the social, economic and political institutions that ensure justice and a fulfilled life to every one; human or meta, Awakened or technomancer, biological or artificial.

There is no resting for any one of us until we redeem the promise of freedom in full, until we make all Seattleites what destiny intended them to be. We are citizens of a great Metroplex on the precipice of bold advancement, and we have to live up to that high standard.

To the sovereign nations of the world I send you greetings and pledge myself available to cooperate with you in furthering peace, freedom and democracy.

To Seattle, my home, the Independence Party binds itself to your service.

Sincerely,

Josephine Dzhugashvili

She seems to have cribbed her speech's cadence and tone from the national independence movements of the early 20th century. I wouldn't go so far to say she's comparing herself to Ghandi or Michael Collins but it's obvious she's playing upon the emotions of the more liberal-minded of Seattle residents and working to build bridges with the moderate conservative elements.

While Dzhugashvili and the other big-shots within the Independence Party are giving the populist talks, other elements within the organization are moving much more aggressively behind the scenes and away from the cameras. Zelda Wickline, the manager of the Party offices on Market Street in Ballard has been making quiet inquiries with the shadow community. Specifically concerning undermining UCAS and Brackhaven credibility, so if you're looking for political dirty-work there's a definite contact. My gut tells me she's operating without the knowledge or consent of Dzhugashvili. She's a radical feminist-type with rumored connections in the Sisterhood of Ariadne and other "girls only" occult circles. The suits in the J. Edgar Hoover building are considering stepping up surveillance and counter-terrorism operations in the near future so watch your back.

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TEMPLE REBUFFS RACISM CHARGES

New Seattle Intelligencer [NN] - 05/15/72

SEATTLE, UCAS: Blah blah blah.

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> National Action cracks me up. Why are there people who care what your *skin color* is?
> Beaker

> I wouldn't piss on a Humanis policlubber if he was on fire but there is a range of beliefs within the organization. Brackhaven is actually considered "liberal" by their measure of the word. National Action, however, is 24/7 raw hatred for everyone but blond, blue-eyed humans.

> Sounder

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INSIDE ARTISAN HALL

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SEATTLE, UCAS: Blah blah blah.

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> Blah blah blah.
> Turbo Bunny

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NEWSBLITZ EXCLUSIVE - THE ARC STILL REMEMBERS

Blah blah blah.

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> Blah blah blah.
> Turbo Bunny

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Arcology Remembrance Committee

Troth Temple of Seattle

Artisan Hall