

Chapter 01: Mega-Corporations

Mega-Corporations of the Empire

Mega-Corporations

A Mega Corporation is by definition a company that does business on more than one world. There are many companies that can be defined that way. However the term typically invokes one of the 4 largest ones; WARMART, Cosquetta, Whyte, or JPS. The smaller corporations act in similar ways however they are much more limited in resources; they are typically called derogatorily 'local corps.'

The all powerful corporations stretch across the entire Empire and often beyond into the colonies and fringe worlds. They are involved with every part of manufacturing. From the mining of the ores, to the processing into refined goods, to the delivery of finished products and their sales, these companies control it. They control all of the services and manufactured goods within

the Empire. This makes them immensely powerful, so much so that they possess enormous political influence.

Their colonies are completely dependant upon their Mega Corporation benefactors. Those that have been cut off or even simply abandoned and marooned, give rise to the dispossessed. The MCs also control all shipping and transportation within the Empire.

Most were born in the earliest days of the Empire, as the humans first took to space. Over the centuries they have grown vast in holdings, power and influence. Many times the power of the MCs has rivaled that of the Empire itself. The MCs have warred with each other both in blatant military actions and also in covert operations. If they are not directly combating each other then they will be dueling in the courts of the Trade Organization.

Disposition

The Mega-Corporations are out to make money and grow in power to compete with other MCs. As a result all of their decisions are extremely business-like, based on the gains of action, versus the cost and losses. This however this does not keep them from having their own personalities.

Some like WARMART, have always been a positive influence, giving back to the citizens that support them and aiding in the war effort. Others like Cosquetta have been a harsh in their ways towards their employees and colonist. Some rest in between.

Conflict

The MCs have a long history of fierce competition between each other. They spar in many ways, whether it be via politics in the halls of the Senate, to cut throat business tactics, corporate espionage and occasionally to outright conflict.

Mega Corporations & the Party

The MCs are vast in power and influence. They are often central to the plot of an adventure. They may be benefactors to the party, and offer them employment, wealth, and a direction in life. On the other hand, they

may also be the party's worst enemy, either actively hunting down the party or the target of the party's revenge. The party may also simply have just casual contact with the MCs, and work on troubleshooting and bounty hunting contracts for them. The extreme wealth of the MCs also make them lucrative targets of betrayal, deception, and outright theft. The PCs may also simply be swept up into a conflict between two or more MCs over events they had no control of. As a general concept the MCs are good to have on your side, and bad to have as an enemy, and immensely powerful.

Betraying A Mega Corporation

As you may have already correctly gathered, the Mega Corporations possess an almost unlimited power in politics, military might, influence, and reach across the Empire and even into the colonies and fringe worlds. If the party betrays, deceives, or otherwise angers one, are they instantly doomed? The answer is both yes and no.

This all really depends on which MC the party is dealing with, the nature of the transaction, the publicity of the event, and the nature of the representative of the MC.

Each MC has their own alignment. WARMART is a very fair and noble business. They typically are not in situations where they can be swindled and as a result anyone that does betray them in such a way is likely to be branded a criminal by them and the Empire at large. This is also true to a lesser degree with Whyte and JPS. The Cosquetta and other double dealing MCs are often in these types of situations. Swindling them will make you a sworn enemy to be hunted down and killed. In addition to getting some snickers from more lawfully aligned MCs, you might also gain their patronage, and sanctuary after such a move.

Depending on the nature of the action that has put the party at odds with these powerful companies, they may

take a variety of actions. If the party is only making a profit, well most companies understand this is part of doing business. If it is direct destruction or theft of property they will typically seek out the party for repayment, recovery of the items, or for punishment.

If the event publicly embarrasses the MC, and or destroys and tarnishes their reputation they will go well above and beyond bringing the party to whatever they see as justice. Depending again on the alignment of the MC this might be monetary compensation, arrest trial and imprisonment, or even death sentences.

The party will rarely be in direct contact with the MC as a whole, and almost always are working through a contact of that organization. These contacts are indeed as filled with flaws as are any other individual. They may be the perfect employee and report everything to their immediate supervisors even if this is indicative of their own failures. They may secretly be in support of the party and harbor ill will towards their employers for just or unjust reasons. They could even be so ashamed of their failures that they attempt to sweep the incident under the rug, to save their own jobs.

Severity of Mega Corporation's Retribution

Ultimately the Mega Corporations are large businesses filled with bureaucratic red tape. As a business all of their actions must be cost justified, and approved by their superiors following a chain of command. In addition as companies they always are seeking to maintain a positive image to the public.

If perhaps they party swindled a paltry million credits from a MC, what would the MC do to retrieve it? If the event was relatively secret, it may not even be a big deal to them at all. Sending a corporate retrieval team after them may cost much more than a million credits. The salaries of 10 soldiers, an investigator, a MC Director, their transportation, and associated costs, may be far greater than the loss they already incurred. They may simply black list the party, hire a bounty hunter, or even forget it, if the party has been helpful in the past.

If the action occurred either in the MCs territory, or in the territory of an area where they have influence in, such as the core worlds or a friendly MC, they may put out a warrant for questioning of the party. Depending on the

severity of the betrayal they may increase this to an arrest warrant. The depth and severity of the deception determines the extent of that warrant. These warrants may only exist on a single world, a single system, across all of the MCs territory, or even throughout the Empire with notifications going to all affiliated policing organizations. Overall a warrant is rather passive. They simply wait until you show up somewhere and local authorities will attempt to take you into custody, if you are identified.

Slightly more severe is when they put a price on the party's head. This typically occurs when the party has gone beyond the MCs immediate policing abilities, or if they want to keep their hands clean of your involvement in business dealings with them. The bounty is typically some fraction of the amount of damages or of the theft. You may also have warrants out for you at this time, or they may simply contact the bounty hunters so as not to alert anyone to what has occurred.

When the MCs really want to get their hands on the party, they can and will muster a large force to go after them. This may be a simply security team on a single planet or even have fleets of ships out scouring the galaxy for them. This is extremely costly for an MC, and typically the betrayal would have to be on the grander scale. In reality having a MC committed to chasing down the party, will

result in their capture or death relatively quickly. However it can be a very powerful story tool to control the movements of the party. It can either limit them to a single safe haven for an extended amount of time, or keep them hopping across the galaxy once step ahead of their pursuers.

WARMART

WARMART is the most powerful of all MCs. They are well over 1,000 years of age, and hold a reputation as the most honest, noble, and profitable MC of all. They are known for their business codes of honor, and are respected as an organization nearly to the extreme of the Empire. The Empire and WARMART have formed a long lasting and close partnership.

WARMART started as a technological research company, specializing in Faster Than Light (FTL) drive systems for space travel. They are the only company that can trace it origins to before the exodus from Earth, and their advances in drives enabled the manned exploration of space beyond our solar system, and colonizing the stars.

The WARMART corporate logo varies greatly but always includes a 'W' with wings. The official symbol is a silver metal eagle, head to one side, and wings outstretched. This symbol dates back to their days of drive manufacturing. The official colors of WARMART are jade green, and dark blue.

WARMART has expanded into all forms of services, manufacturing, and resource processing. There is not a legal business that WARMART does not have a branch for. The largest of these branches are the manufacturing of starships, power armor, anti-Koranda weaponry, weapons, the WARMART Fleet (on permanent hire by the Empire for the duration of the Koranda war), and other high-tech research technologies.

WARMART is larger than the Empire in sheer numbers of employees. Their fleet and armed forces are the second largest military organization in the galaxy, only slightly smaller than the Empire's. In a direct confrontation WARMART is most powerful of the other MCs. Their primary threat from other MCs are in the way of covert operations, espionage, and deceit. The current deployment of the Fleet to the Koranda war has left them weakened, and the other MCs are growing bolder with direct military confrontation.

WARMART has thrown itself wholeheartedly to aid the Empire in fighting the Koranda. They have often simply given arms and ships to the Empire at cost for the war effort. They have also committed their grand fleet to fight side by side with the Empire on the front lines. They see the Empire as their greatest friends, and client and will do anything to see that both survive the war. Their selflessness has

Montagne Schloss is their planetary homeworld. The planet is located in between the Empire capital and the Acroyans and Drakens. It is extremely mountainous with valleys of thick woods and rain forests. The atmosphere is on the thin side and visitors may require supplemental oxygen for strenuous activity. The gravity is also slightly higher at 1.1 Gs than Empire standard.

COSQUETTA ARMS UNLIMITED

Cosquetta is the second most powerful of all the MCs. They are approximately 600 years old, and have a badly tainted reputation. They are known for their betrayals, deceptions, and unscrupulous business tactics. Only the most seedy, desperate, and those subjugated to Cosquetta rule do routine business with them.

Cosquetta started as a producer of cheap generic personal weaponry. Their business flourished by weapons deals with criminal elements, pirates and other enemies of the Empire. Cosquetta has an history of basically enslaving entire worlds and races. They have had countless risings against the Empire and have openly warred with all the other major Mega-Corporations. Even in business they are ruthless and have absorbed countless other smaller mega-corporations in hostile takeovers to bolster their own growth.

Cosquetta's corporate logo varies greatly but always includes a blazing gold 'C' on a blood crimson background. Some official symbols are also adorned with a muscled arm with a clenched fist holding a dagger pointed down. This was the symbol of a pirate organization that they betrayed and massacred. It started off in jest, but has stuck over the course of the years. The most ruthless of Cosquetta bear it proud. The official colors of Cosquetta are glimmering gold, and blood crimson.

Cosquetta has expanded into all forms of services, manufacturing, and resource processing. The largest sector of their business is still the production of weaponry. They borders on illegal arms, due their weapons power and crudity. They continue to conduct shady business, with anyone that they can profit from.

Their next most profitable venture is the mining and harvesting of resources. Again their greed is displayed with their abuse of environmental law and restrictions. They will often plunder a planets resources and abandon it, leaving their own employees to become dispossessed. They simply discard them, when there is nothing left. The bottom line of the Cosquetta is always selfish greed for profits.

The Cosquetta is the second largest MC. Their fleet and armed services are the third largest in the Empire, however they are fractioned into competing alliances vying for internal control. They routinely hire themselves out as mercenaries for whoever will pay their exorbitant fees, to further their own power. The power struggles within this MC are legendary, marked by military coups, open betrayals, and backstabbing.

Their refusal to freely join the fight against the Koranda has earned them disdain from the Empire. The compensation the MC requested for its services were an outrage. This, however, leaves their entire arsenal of starships to enforce their will or to be hired out to the highest bidder, while the Empire has been occupied fighting the war. They have abused this fact greatly and to no end. Today they are even beginning to subjugate worlds through military might once again, and openly challenge other Mega-Corporations.

Cosquetta is based on a rocky planet filled with active volcanoes called **Kriegfurie**. The world has massive amounts of minerals and ores, and although dangerous filled with rare riches. Its atmosphere is difficult to breathe and most visitors require breathing apparatus.

WHYTE INC

Whyte is the third most powerful of all the MCs. They are approximately 800 years old, and are known for their great secrecy. They are most known for their superb intelligence gathering, and stealth technologies. Whyte is rumored to be developing ways of exploiting psionics, and amazing stories have leaked about their discoveries.

Whyte started its operations with long range sensors, listening devices, and other non offensive yet advanced technologies. They began a couple of centuries after the exodus from the Earth. The resulting dangers of extended space travel caused great demand for their products. Their efforts allowed the ever expanding human race to utilize their WARMART technology drives to their full capacity.

This relationship is one that is still honored today. The commitments by WARMART to protect this under-militarized MC have allowed Whyte to focus solely on research and development. In addition both share a considerable amount of their developments with each other.

Whyte's corporate logo varies greatly but always includes a blazing blue 'Whyte' on a black background. The official symbol is a blue eye on a starry black space background. The official colors of Cosquetta are glowing blue, white, and black.

Whyte has expanded into all forms of services, manufacturing, and resource processing. The largest

sector of their business is still the development of sensory technologies, including but not limited to, astrogation, espionage, & stealth equipment, and more recently data storage. They are the predominant manufacturers of astrogation related equipment. Their stealth technologies have recently slipped behind WARMART in design, but are the most predominant in sales, and production.

Their espionage equipment is regarded as the best in the Empire. The Whyte wields and incredible intelligence gathering community and often acts as an information broker. More recently they have developed immense secure information databanks that are rented to secure the most sensitive of data. Their efforts to build greater security into network systems have been the scourge of hackers everywhere. Their most elite deckers are often hired by other MCs to defend their systems.

Whyte does not actively reveal the size and strength of their military factions, although since they are the third largest corporation, regularly considered a necessity, and relatively non-combative, few challenge them.

PSilence is the homeworld of the Whyte MC. It is a ringed world located in a dense asteroid belt. The planet is covered with cold tundra. Long seasons allow a thaw every four years during which the landscape is transformed into one of the richest agricultural planets in the Empire.

JONS PARTY SUPPLIES aka JPS

JPS is the fourth largest MC. They splintered off from WARMART approximately 400 years ago, and are known for their entertainment, recreation and food services. They run everything from movie studios, casinos, cruise liners, shipping and agricultural communities.

WARMART found that this branch of business was so profitable that they formed another organization to manage these functions. Eventually this organization splintered off to become their own MC known as JPS.

In addition to their traditional services JPS has become a great humanitarian aid during the war. They are constantly contributing vast amounts of foods and survival gear to war torn planets. They have developed a close relationship with the Empire Fleet by volunteering to help transport war materials for free and running aid to besieged planets.

JPS' corporate logo is any variation of colored 'JPS' with any stringed instrument and a mug of drink. The symbol of JPS is invariably a bard or minstrel. JPS has such a plethora of coloration that none are standard other than being multi-colored and usually festive.

JPS has expanded its production to all forms of what they consider art and infrastructure. They support the vast majority of professional musicians, artists, actors, media studios, news networks, and print media, and related security. They also run all sorts of tourist and entertainment destinations such as cruise lines, resorts on planets and stations, gambling, restaurant and alcohol productions. They also manage the largest single agricultural production organization covering all non-meats from the domestic to the truly exotic. They are known for possessing even rarest foods from the most remote of race worlds across the Empire. JPS also runs a large shipping business across the Empire. Their motto and delivery is "anywhere faster..." It has helped them corner the market in express mail, package, and freight.

JPS is extensive in size in services, though not very militarized. Their only military forces are their legions of specially trained bodyguards and crowd security teams for their artists.

Jons World is the home-world for JPS. It is a rich agricultural planet, extremely scenic and offers a number of unique terrains and landscapes. It offers a number of space stations that include hotels, casinos, restaurants. It is the hub of a number of cruise liners and other transportation vessels of the Empire.

Other Mega-Corporations

There are countless other major and minor MCs. Here are just a few of some of the largest ones. Feel free to create them at will, as they are common plot elements.

Argonaut Technologies

Argonaut Technologies is the second largest producer of computers, robotics, and artificial intelligence. They specialize in the high tech end and produce military computers, targeting computers for the Imperial Fleet,

robot servants, workers, power armor and mecha. Their new security, sailor, guard, and soldier droids have begun to increase in sales as they replaced casualties in the war.

Biodyne

Biodyne is known for its research in medicines and biosciences their related producing their related supplies, equipment, and their cutting edge advances in the industry. They regularly are expanding all fields of

medicine, genetics, research, and the cure for diseases. Their technology breakthroughs in nanotech healing, body part cloning, genetics, and stasis fields have brought them major success.

Crisis One

Crisis One is the largest MC in the field of emergency medical services. They fulfill the roles of disaster and injury response all over the galaxy on most Empire worlds. They provide ambulance service and disaster relief operations to worlds attacked, diseased, in natural

disasters, droughts and famines. Their traveling fleet of reaction teams and humanitarian aid race across the Empire to each new disaster. Crisis One has also been rumored to be studying psionic healing technologies.

Galactic Financial Services

Galactic Financial Services is the largest banking, investment, insurance, and loan Mega-Corporation. Its massive influence in commerce and trade has tremendous affects on the Empire economy. It has even been thought to be the hidden cause of several of the former MC Wars. They run all of the financial trading indexes, trading floors, and several of the investment firms. They are also specialized in investment insurance, life, and healthcare coverage. To improve their once tarnished image they

support a great many number of charities, conservation and special interest groups. They also have begun offering reduced rate loans for rebuilding and restoring the war torn worlds. Their prior resistance to do so has contributed greatly to the overall decline of the infrastructure of the Empire, and the sun set on a once golden time. They are now truly trying to dispel the instigations of their more shadowy business and run a fairly generous institution.

Medtech

Medtech is the largest in the provider of hospitals and clinics on all the core planets, and even provides staffing for colony outposts, and medical research hospital ships. They also run rehab centers, convalescent homes, and

asylums. Their ships deep in the colonies are often the only medical care they may receive for weeks or months at a time.

Raoul Fleet Services

Raoul Fleet Services is the largest provider of repair and fueling space stations for Empire wide service. They have orbital construction facilities, repair and refueling stations flung throughout the Empire. They have a near monopoly on these resources in the core worlds, race

worlds, the colonies and even the fringe worlds. They have offered to free labor to repair the WARMART and The Empires Anti-Koranda Fleets for the cost of parts only.

Tardus Ship Builders

Tardus Ship Builders is the largest collection of civilian and military ship yards within the Empire. They build everything from small but sporty transports, freighters,

yachts, fighters, warships, and prefab station components. Their dedication to providing ships for the war effort has earned respect from the Empire.

Thompson Agricom

Thompson Agricom is the largest collection of food growers, and distributors in the Empire. They are second only to JPS however they also produce meats. They both free range and the clone genetically perfect meats for the widest selection of taste. They range from the union of space freight pilots to the farm worlds and space

greenhouses. They also produce the majority of the farming equipment, and small space freighters. They are organized into a collective farming and transportation commune, and they worship their deep space truckers as heroes of the MC. Their cowboy pilots are praised for the success of the commune.

Trent Technologies

Trent Technologies is a new upstart tech MC that is beginning to rival both Whyte and Argonaut. Their new operating software works on computers, robots, and other platforms and offers simplified programming, operation, and training. The encrypted and secure communications and networking developments have formed the core of the

communication system of the Empire for centuries. Their breakthroughs in artificial intelligence have brought them into discussions of cooperation with both Whyte and WARMART. Cosquetta has taken a less friendly approach and has been publicly embarrassed by their exposed espionage attempts.

Xerxes Corporation

Xerxes Construction is the largest construction company of space stations. Whether they be dedicated to mining,

pleasure, science, outposts, or other MCs, they built the majority of them.