

:THREAT ANALYSIS

SUBJECT FILE : (002)

(K L I C K ' S E N D)

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**PDF SOURCEBOOK FOR
SLA INDUSTRIES**



Nightfall Games

002: KCLICK'S END

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I :OVERVIEW

kllicksend,,001-23876-mrdiv

"I didn't sign up for this kind of treatment! Okay, yeah I knew it'd be bad and all, I mean; you've got to expect that when you join the Shivers. But I didn't know they were going to assign me to the Klick's End route?! We went through there yesterday ... we didn't dare stop. As soon as we reached the perimeter of Burditt and Fox, they just started throwing bricks and metal piping at the APC. They weren't even angry, they were bloody laughing at us! Then they began flinging their own shit at the front shields, dead animals, bottles of urine, you name; it we got the lot. They're disgusting; SLA should bomb that whole region."

PvtMcGavigan, ShiverPatrol 100009780001-NE, SCL 11 Third Class.

Klick's End is a notorious area at the North Eastern section of Downtown, comprised of three large civilian blocks that intersect and create a social hub. It is widely regarded as one of the most dangerous and impoverished regions of Upper Downtown before dropping down further into the domain of serial killers, carnivorous pigs and Carrien. While there are far worse areas to visit for a SLA Operative, it is a dreadful place for a civilian to inhabit. The Shiver Units patrolling these sectors only pass through Klick's End sparingly, and its people are very much left to their own devices.

The sector has only come to the company's attention recently due to the high number of attacks on passing Shiver Units. Repeated complaints about Klick's End have been piled up to an extent that SLA finally feels the need to take action and bring the civilian degenerates to heel.

I :THE SLUMS

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Klick's End has mostly been forgotten by SLA Industries. Head Office records have extremely limited information on this region and, as it doesn't produce anything for the company, it gets very little support and policing.

The buildings in Klick's End are quite literally crumbling away. Most of the architecture was built around 100 SD when the civilian areas were

built up quickly to provide early workers a place to sleep that was near the factories.

There is no artistry in the structural design of these blocks, simply large slabs of concrete and steel thrown together and crammed full of civilians. These domiciles were built to be durable but certainly not pleasurable.

Much like the housing, the sewer system was rushed and today numerous blocked and broken pipes leave the streets reeking of human effluence and waste.

I :THE LOCALS

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The people of Klick's End are essentially closed off from other Downtown Sectors. This is common in Downtown, but it is especially true of Klick's End. They rarely leave the boundaries of their domain, unless to commit crime, and they are intensely hostile towards all but a few outsiders. Everyone knows everybody else from the area so it's impossible to just 'move in' or go undercover in Klick's End. The locals will beat some visitors to death if they don't get the message quickly that they're not wanted round here.

There is not one civilian in the whole of Klick's End that has a legitimate job. Nearly all the population are happily unemployed and live entirely on what their Civilian Security cheques bring them each fortnight. The rest resort to crime, racketeering, drug dealing, prostitution and skin trading.

The typical Klick's End civilian (commonly known as a Klick or an Ender) is uneducated, antagonistic, crude and arrogant. He is extremely prejudiced towards Ebons and Alien Races, although he'll only mouth off to Shaktars if he's backed up with a group of like-minded individuals. He is unwashed and swathed in filthy clothes. He is also likely to have a large, flaky, skin rash covering his nose and mouth that has been brought on by solvent abuse. The man's behaviour will be determined by how bored or intoxicated he is. He is not much of a fighter but he is cunning, resourceful and foolhardy if he has sufficient support from his neighbours.

The children of this region are almost as bad as their parents. They roam in packs of up to fifteen urchins, and they will antagonise Ops relentlessly from a distance and vandalise any vehicles

left unattended. SLA operatives should be especially wary of polite or helpful children in Klick's End as they are most likely pick pockets or cruel tricksters.

The people of Klick's End bring new meaning to the word "insular" and they take care of any disputes, or what they consider injustices, internally, often in the most brutal means. Drunken fights over women, gambling or glue are common but they never abuse their own. Any outsiders, however, are fair game.

! KICKING OFF

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Visiting SLA Ops should be very careful how they conduct business in Klick's End; the locals are always itching for a fight. While they may not be able to match opposition with guns, they can muster a large number of irate thugs in a matter of minutes. They will pelt the Ops with bricks, piping, bags of excrement and makeshift firebombs. The Klick's End civies will show no restraint whatsoever, and if things get heated enough they'll try to disable the squad's transport or even try to barri-

cade their targets in. If this happens, it's clear the local populace wish to murder the Operatives; no quarter will be given.

! RECREATION

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The television signals that control the masses do not reach the edge of Clifton Block as they are distorted by the electrical radiation generated by the gauss rail and enormous traffic lane running along the edge of the area. In the absence of televised entertainment, the Enders are forced to busy themselves with other pastimes. The three primary interests are sex, solvent abuse and animal torture.

It is no secret that the Skin Trade exists in Klick's End, it is openly flaunted. Owing to community spirit the Enders do not molest their own, but will make up their 'harem' numbers from captives from neighbouring Downtown blocks and those who wanderer into their domain. Anyone, male or female, regardless of age with Rank 1 Good Looks or higher is deemed a 'catch' and will be dragged back to the recesses of Fox Block.



At present, the private Skin Trade in Klick's End comprises of 18 sex slaves, aged between 14 and 53. Anyone born and raised in the area is granted admission to a slave for the price of a 4 unis an hour, though there isn't much left of the older captives, having spent years cuffed to radiators and bedposts. A few of the females have actually reared children that are integrated back into the community and let run rampant in the streets.

The Klick's End people have little or no access to proper recreational drugs and make do with Bond-X glue. It is a popular choice among the locals as it comes in a 400ml carton, generates a powerful high and costs a mere 3 unis a unit. Due to its popularity, Bond-X is regulated by the Quartet, who holds back all shipments into the area, charge 5 unis per carton, and hand them out for work, reward and favours.

The streets of Klick's End are a dishevelled mess; litter, debris and waste clog gutters and considerable heaps of refuse pile up in unemptied dumpsters. So much garbage attracts all manner of vermin and strays. Once you enter Klick's End, one thing is clear: all dogs and cats are nailed to the walls and strung up on light fittings just to emphasise that its citizens are not animal lovers. Animal torture seems to be a popular pastime in this area and the creativity apparent in the remains of the little victims proves that it is more than just boredom.

In earlier times, the Enders attempted to extend their creative efforts to the Carnivorous Pigs from the sewer pipes, but these deadly animals proved far too vicious to simply play around with. The citizens in Klick's End developed a profound respect for the notorious pigs and, after catching a handful of piglets, chose to rear them. The full-grown offspring were, and still are today, used in pit fights which the Enders bet on voraciously.

'Pig Fighting' is the most profitable and popular pastimes among the locals, and the prize fighting animals are lovingly groomed for the blood sport. Their teeth are filed to even sharper points, or wrenched out and replaced with thick metal shards. Crude armour is built for their bulky frames, and they're fed on strange concoctions of dog meat laced with imported steroids, buckets of White Blast Cider or are forced to inhale large quantities of Bond-X glue.

The undisputed champion of the arena is a stocky, scarred specimen called 'Razorback' owing to the metal blades implanted crudely into its back. He is owned by the prop Red Leader, the top man in Klick's End.

The entire basement of Burditt Block has been converted into an enormous pigpen where the locals keep their sporting beasts. They have also been used as a crude but effective means of body disposal. A keen eye may spot the odd chewed Shiver helmet or shoulder pad in amongst the slurry of the pens. On an even darker note, the Enders have been known to throw in the odd human outsider into the arena, before the main events begin, just for fun.

I :COMMERCE

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There are only 3 retail outlets in Klick's End: **Happyland Convenience Store, Murphy's Bar, and Big Jeff's Hardware.** The locals consider all three owners of these establishments as 'outsiders' but they provide a service to the community and they are mostly left alone to eke out a miserable existence.

I :MURPHY'S BAR

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"I'm not talking to you Slops, not now, not never. The moment I do, this place gets burned to the ground and I end up in a pig pen. Now get out before the Klicks see you in here." – Tom Murphy.

This pub is as ugly and violent as they come. Tom Murphy, the proprietor of the drinking hall, works as bartender, bouncer and the unfortunate soul who has to mop the blood and sick off the floor at the end of the night. The only reason he's still alive after ten years behind the bar is down to the fact he keeps a 10-10 Bully Boy shotgun underneath the counter, and he's not afraid to use it. The bar itself is decked out with white tiles and paint (easier to wash down) and is lit with stark, unpleasant fluorescent tubes along the smoky ceiling. Everything is intensely bright in Murphy's Bar which only serves to highlight the bleak inhospitable surroundings and faces.

As expected, fights over women, men, spilt drinks, stolen cigarettes, implied weakness and hogging the jukebox break out constantly here.

I :HAPPYLAND STORE

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"You want help? You need to know something? Ask me. Ask me anything. Just please kill everyone before you leave here. Better still, take me with you. I'm a soft company agent, I swear! Take me in! I'm a subversive! Please!" – Mark Frenz.

A hysterically fearful fellow called Mark Frenz runs the local shop in Klick's End. He seems to have gotten lost between Downtown and Suburbia and found himself trapped running retail in the worst civi-sector in 100 miles. His paranoia is heavily exhibited in the layout of his shop. The shop is a corridor, walled with plexiglass and steel mesh protecting the stock and an armoured counter at the end.

Mark will gladly help SLA Operatives in their investigations if it'll get him out from under his current predicament.

! :BIG JEFF'S HARDWARE

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"Aw, nice going guys. Congrat-u-fucking-lations. Pick a fight with one of these nitwits, why don't you? Get in here, quick! Pull that shutter down, now! I hope you Ops are prepared, 'cause this is going to go all the way now." - Big Jeff

Big Jeff runs Big Jeff's Hardware. Everything about Jeff is big. Big cigar, big beer belly, big beard and lots and lots of big chainsaws and nail guns. If the SLA Ops cause too much trouble in Klick's End, they'll get swarmed by the civilians and Big Jeff will offer them refuge in his heavily fortified store. If this occurs, the Enders will lay siege to the shop and it'll be a stand off to the bitter end.

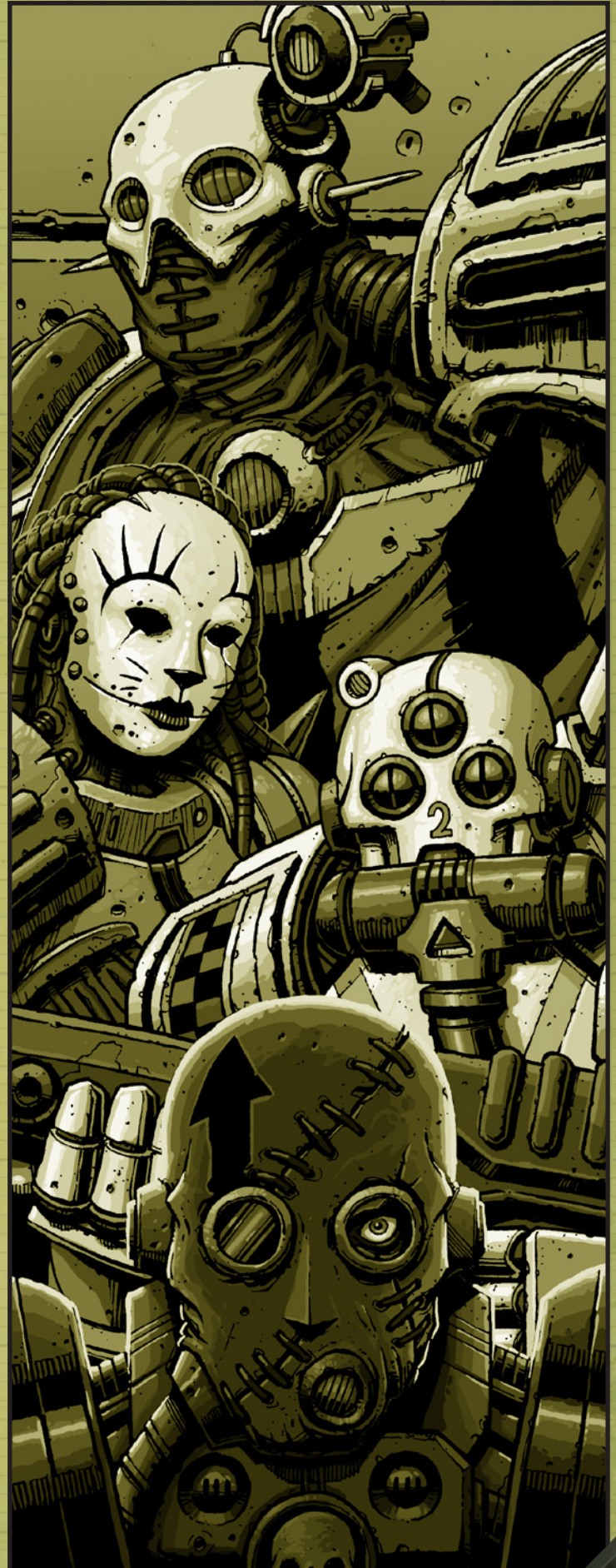
Big Jeff hates Klick's End so much that he's more than willing to stand by the Ops and go down wielding a Mk 2 Razor-Saw.

! :THE QUARTET

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Four Downtown Props known as The Quartet govern the entire region of Klick's End. Ask any Prop from the Depth Charge about the Quartet and they'll refer to them as the lowest of the low, and coming from such a notorious group, this is very low indeed.

The boss of the Quartet is simply known as Red Leader. He and his team were exiled from the Depth Charge 4 years ago for several reasons. Primarily, it was because the Quartet would work for anyone no matter how vile; their clients ranging from Cognates and Cults, to the Skin Trade. The Quartet had no code of ethics or honour whatsoever. Red Leader and his gang were just as happy to slaughter their employers as defend them if they thought it was to their gain. The Quartet also had no interest in personal hygiene to speak of, and no one wanted to perch anywhere near them.



The top Props in the Charge put it to the Quartet in straight terms: leave now and never come back, or die right here where you stand. Red Leader, Sky Cat, Nightmare Man and 2Shadow took one look at the forty-eight rifle barrels levelled at them, immediately packed their bags and fled. They slipped deeper into Downtown until they finally reached Klick's End and made it their own.

The Quartet are very happy with their lot, and they've decided to stay. They've finally got power and control and, as horrible as the Enders are, they do as they're told. It's all good and whoever doesn't like it can say hello to the pigs.

There no way the Quartet will actively give up Klick's End, so when Ops arrive with extermination warrants, all but Nightmare Man will fight to the end. They won't take careful aim or conserve ammo. Instead, they'll shoot up maximum doses of UV and they'll hit the squad with everything they've got. This is very much to the death.

I :GM SECTION

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Klick's End can be used in number of different ways. From a BPN based upon the area to having the SLA Operatives just passing through by chance. It can make for a colourful diversion where the Ops are thrust into an unwarranted dispute with the instantly hostile locals and subsequently forced to fight their way out.

I :STUMBLING IN

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The Operative squad has completed a BPN and is heading back to Head Office to collect payment. The designated driver gets lost en route and the Ops find themselves in Klick's End. From the moment they arrive, the locals harass them and it'll only take one body check or wrong word spoken to kick off a skirmish between Ops and Civilians. If the altercation carries on too long, the Quartet will surface from the basement and open fire. This is where the squad's problems really begin.

I :KIDNAPPING

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The SLA Operatives may come into Klick's End while following up a kidnapping. The missing person in question may be the child of a high ranking corporate. The SLA Operatives' search may take them into Klick's End chasing a Skin Trade lead. During their interrogation of a low level Skin Trader, he blurts out the name of 2Shadow and that he often does business with the Quartet. He thinks the child was taken there but the Trader

would never go to Klick's End because it stinks and the people are crazy.

I :PROP EXTERMINATION

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SLA Industries has had enough of the Quartet's antics and have issued extermination warrants on all four of them. To execute Head Office's orders, the squad must be well trained and equipped for combat. They must be prepared to force their way into the heart of the sector and gun down the subversives. Civilians will harry them all the way to the pig-pens and the final firefight will be extreme and bloody. The GM may want to consider this a Black BPN and pay well for its success.

I :M.R. DIVISION

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M.R. Division is a new Department emerging in the company's structure. The initials stand for 'Moral Right' and the purpose of the division is to investigate and eliminate the seedier, decadent aspects within the World of Progress. Considering the nature of the SLA Universe, the reasons for creating such a department remains unclear and widely debated.

Most feel that it is SLA reasserting itself, taking back control of a society it feels it is losing. For centuries SLA Industries has played up and pandered to the decadence of people in an attempt to divert attention from the secrets it had tried to hide. Now the conflict aliens are returning, White Earth's influence grows stronger on Mort with the rise of the Shi'An Blood cult, and the cracks are showing. People are afraid but cannot define exactly why; the truths are unfolding in their day-to-day lives.

The World of Progress isn't functioning like it's supposed to, so SLA is taking new measures to recover the ground they're losing. It begins with the birth of Moral Right.

I :MORAL PANIC

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The Operatives first come into contact with M.R Division through a BPN involving Klick's End.

At first glance, the concept of this new department will seem ridiculous to the squad; a stuffy, neurotic organisation that seems out of touch with the world around them. The BPN seems like easy money so why not take their money and laugh about them later.

When the Operatives arrive at the offices to meet with the Departmental Head, they'll find themselves in a waiting room unlike anything they've seen before. They're made to sit in chairs

made from real wood, unheard of on Mort, and be forced to wait for over an hour before they're called in. During this period, they will hear strange music emanating from the dilapidated speakers. This music is that of an old brass band and it is barely audible. It is nonetheless having a profound affect on their subconscious. This will either stir pride within them - a love for SLA Industries - or it will rouse feelings of extreme guilt that they have not served their company to their fullest. If it is pride it invokes, it does so with a seduction skill of rank 20. alternatively, if it is guilt, this is an intimidation of rank 20. Either way, feelings will be strong and unavoidable.

By the time the Ops are called into meet with Agnes Dowr they will be highly disoriented and receptive to suggestion.

I :MRS AGNES DOWR

kllicksend;,,001-23876-mrdiv

Agnes Dowr is a 60-year-old 'human' female. Her most notable features are her eyes which are cold, suspicious and above all penetrating (Intimidate: Rank 22), and her pursed lips, which scarcely conceal her contempt. She is dressed conservatively, but not of recognisable fashion to the Ops.

Her office is outdated to the point of being disturbing. There is no computer terminal and she sits on a non-swivel chair. On her wooden desk there is nothing more than a simple iron lamp, a paper ledger and pen. Her only luxuries are the framed and mounted Conflict era banners demanding virtue and loyalty to SLA Industries.

"Downtown is a cesspool. A low place populated by low people. It needs to be cleaned up and straightened out now. It is time to put an end to the obscenity, the illicit sex and unsanctioned violence. It is time for the lower classes to learn that this great industry stands above them on each and every level. If they expected SLA Industries to sit idly by and watch them wallow in their own filth then it is time for them to be taught a lesson - a lecture in what aggression and brutality really mean." - Agnes Dowr.

Agnes Dowr demands that the Operatives go into Klick's End and set an example to the civilians living there. She wants them to go and mutilate and disfigure seven people and leave them out for everyone to see. Next to their bodies, the squad are to leave a calling card from the M.R. Division.



:BLUEPRINT NEWS

issue cord:: 56756786//:000.a4565447



DEPARTMENTAL AUTHORISATION:

Contact Department of:

Training Package Recommended:

DETAILS: Infiltrate Klick's End Community. Select 7 individuals. Make an example of them. Make a recording of actions. Leave behind attached message. Return to Head Office for payment.

COLOUR CODE:
SILVER

STATION ANALYSIS:

Consolidated Bonus Scheme.

1000c

PER OP:

THIRD EYE NEWS:

PER SQUAD:

The squad are riled up by their encounter in the M.R. headquarters, and if they failed their seduction/intimidate roll they will fulfil this BPN with a fervour unlike any mission they've executed before. Should they survive the mission, they will 'reawaken' a few days later awkward and unbalanced from their previous excessive performance.

The M.R. BPN will require a great degree of stealth and covertness. The Ops must sneak into Klick's End and apprehend seven locals. They must execute the orders to the letter in the most brutal ways possible without rousing the attentions of the greater populace, and once finished, leave without detection.

I :NPCS

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I KCLICK'S END CIVILIAN

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STR: 4
 DEX: 4
 DIA: 3
 CONC: 2
 PHYS: 4
 KNOW: 3
 CHA: 2
 COOL: 8
 HITS: 8

Skills: Unarmed Combat – 2, Club 1 Handed – 3, Streetwise (localised) – 3, Intimidate – 2, Pistol – 2, Sneaking – 1, Hide – 2, Throw – 4, Sleight – 1, Haggle – 1, Torture – 1, Detect – 1, Pigotry – 3.

Disadvantages: Looks (ugly) – 4, Drug Addict – 4, Agoraphobia (fear of open spaces) – 5, Arrogant, Sociopathy – 6.

Equipment: Hand Made Club, Half finished 3-litre bottle of strong alcoholic beverage, packet of Bond X Glue, Pocketknife, cigarettes.

I :RED LEADER

klicksend,,001-23876-mrdiv

He is the top Prop in the Quartet. Red Leader served as SLA Military on Cross for 12 years and while Threat Analysis classifies him as an Ex War Criminal, he does not suffer from the same psychological defects as other retired soldiers from the War World (see Nightmare Man). The only thing he retains from his military service is a brutal command of his subordinates and he runs Klick's End like a merciless dictator.



Further information on Red Leader is scarce, which is how he likes it.

STR: 14 (+5)
 DEX: 11
 DIA: 9
 CONC: 9
 CHA: 8
 PHYS: 13
 KNOW: 9
 COOL: 11
 HITS: 27

Skills: Unarmed Combat - 11, Pistol - 5, Rifle - 11, Blade – 1H - 6, Club – 1H – 6, Running - 4, Climb - 5, Auto/Support – 9, Computer Use - 5, Medical Paramedic - 3, Tactics - 6, Intimidation - 7, Weapons Maintenance - 8, Drive Military - 6, Detect - 7, Survival - 4, Streetwise - 7, Evaluate Opponent - 8, Literacy - 1, SLA Info - 7, Rival Company - 5, Navigation – 1, Leadership – 6, Pigotry - 7.

Advantages: Good Figure: 5, Ambidextrous
Disadvantages: Arrogant

Equipment: Infantry Armour, FEN 'Thrasher' Cannon + 8 clips, 20 doses of Ultra Violence, 20 doses of Kick Start, BLA710M Snubber x 2 (2 clip for each pistol), Pacifier Baton, various non-powered hand weapons.

I :INFANTRY ARMOUR

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War World Infantry Armour is standard armour issued to SLA Military Soldiers on active duty. It is a step down from Battle Armour but it is nonetheless extremely resilient, offering excellent protection from most types of bullet and powered blade. Infantry Armour comes equipped with one 1000w helm mounted spot lamp, anti-dazzle optics, air filter, internal combat drug injector, 40-hour air supply and a 40,000 hour power supply. Infantry Armour also grants the wearer a +5 STR.

P.V.: 16
 Head: 55
 Torso: 150
 Arms: 85
 Legs: 125

I :WW09 'THRASHER' CANNON

The FEN WW09 Thrasher Cannon is a SLA Military automatic weapon that has been used on War Worlds since the first century. In an early incarnation, this was a powerful rapid-fire laser weapon but as many energy rifles were phased out around 185 SD, the overall design carried over to a HEAP bullet format. While relatively rare from 903 SD onwards, this is still an immensely popular firearm among SLA soldiers in the service, and therefore Ex War Criminals. This weapon is illegal on Mort.

SIZE: R
 CLIP: 30
 CAL: 12.7 (HEAP)
 ROF: 8
 Recoil: 22 (12 with Infantry Armour)
 Range: 30m
 Weight: 27kg
 Cost: not applicable

I :2SHADOW

klicksend;.,001-23876-mrdv

2Shadow is an ex-Dark Night Infiltrator-turned-Prop. He is the least skilled in combat but has strong social skills. Red Leader appointed him organiser and mediator between the people of Klick's End and the Quartet. 2Shadow keeps his position because he can carry out the grimmest orders without any sense of guilt or shame. He will make active deals with the Skin Traders, throw children to hungry pigs for local entertainment and coordinate mass rapes of the recent captives without a second thought. Nothing is beneath 2Shadow.



STR: 8
 DEX: 8
 DIA: 8
 CONC: 8
 PHYS: 8
 KNOW: 8
 CHA: 8
 COOL: 9
 HITS: 16

Advantages: Good Vision: 5

Disadvantages: Arrogant, Psychopathy - 4 (Emotional Detachment)

Skills: Unarmed Combat - 4, Pistol - 3, Rifle - 8, Club - 1H - 6, Running - 4, Climb - 2, Auto/Support - 1, Medical Paramedic - 6, Tactics - 2, Weapons Maintenance - 2, Drive Civilian - 4, Detect - 7, Survival - 2, Streetwise - 8, Evaluate Opponent - 3, Literacy - 5, SLA Info - 5, Rival Company - 5, Leadership - 6, Haggle - 6, Bribery - 7, Diplomacy - 3, Communiqué - 2.

Equipment: Modified PowerCell Armour, KPS Mangler + 4 clips, GA Spit Pistol containing 5 rounds of Hotline rounds, Vibro Sabre, 4 doses of Kick Start.

I :SKY CAT

klicksend;.,001-23876-mrdv

Sky Cat is a silent, brooding killer who spends most of her time perched in the street beams connecting Clifton to Fox Block, serving as a lookout sentry for the Quartet.



Years ago, Sky Cat was in training to become a Kick Murder SLA Operative but failed her psych-evaluation and fled before receiving her final examination. In fairness, Sky Cat had had a difficult time growing up. She'd been raised in a Downtown area not unlike Klick's End and her parents, both heavy drug users, had neglected her for most of her childhood. At the age of 10, a pack Carrien broke into the family apartment, slaughtered her parents and got as far as chewing off 80% of her facial features before a SLA Squad intervened and saved her.

Zero funds meant the unnamed child had to rely on skin grafts from her back to repair her face. Up until the age of 16, she was a ward of the company. Afterwards, she applied for combat training and was easily accepted. She proved an excellent pupil but the terrible damage to her face

meant she was the object of ridicule throughout her training.

Sky Cat disappeared before graduation and made her way back to Mort Central where she took on work as Prop. During her time in The Depth Charge, she came into contact with Red Leader and it's been downhill for Sky ever since.

STR: 7
 DEX: 10
 DIA: 8
 CONC: 9
 PHYS: 9
 KNOW: 8
 CHA: 2
 COOL: 11
 HITS: 16

Skills: Martial Arts - 10, Unarmed Combat - 2, Gymnastics - 8, Blade I-H - 6, Acrobatics - 7, Running - 7, Climb - 9, Sneaking - 8, Hide - 8, Detect - 7, Pistol - 9, Rifle - 9, Auto/Support - 5, Marksman, Survival - 1, Streetwise (localised) - 5, SLA Information - 3, Rival Company - 3, Intimidate - 1, Tactics - 2, Doll Making - 4, Swim - 5, Sign Language - 2.

Advantages: Good Figure: 7, Ambidextrous, Good Vision: 7.

Disadvantages: Looks (Ugly): 9, horribly disfigured face, Sociopathy: 4, Perversion: Sadist 5, Selective Mutism, Delusional (chronic nightmares), Carriophobia (Fear of Carrien): 6. Minor Enemy (Carrien): 7.

Equipment: HARD Armour (with personalised Face Plate), SP Vibro Disc (primary weapon) + 5 clips, BLA646M Buzzsaw (Secondary Weaponry) + 2 clips, DPB Gash Fist, 2 doses of Alice, 6 doses of Flip, 5 doses of Kick Start.

I: NIGHTMARE MAN

clicksend,,,001-23876-mrdiv

The Nightmare Man served under Red Leader on Cross and returned home with him at the end of their term of service. Unlike Red Leader, Nightmare exhibits much of the behaviour common with Ex War Criminals. He is a deeply disturbed individual; paranoid, delusional and highly aggressive.



The Nightmare Man may have left the War World, but the War World never left him. At night the Ex War Criminal creeps out from the recesses of Burditt Block to hunt his enemies. The Night-

mare Man likes a challenge and frequently stalks the apartment blocks for unsuspecting (and unwilling) foes. He enjoys picking locks and sneaking into people's properties while they sleep. When he departs, he invariably leaves his victims in pieces and the walls with a fresh coat of drying blood.

The Nightmare Man is in fact the most skilled and experienced member of the Quartet. He may be completely insane but he also knows when he's outgunned. If the Quartet enters into an unwinnable fire fight with the Operatives he will slip away at the first opportunity, vowing revenge on the Slops who ruined a perfectly good set up in Klick's End.

Should the Nightmare Man escape, the players must add him as a Minor Enemy (Rank 5) to the back of their character sheets and expect to see him again in future scenarios.

STR: 9
 DEX: 11
 DIA: 9
 CONC: 9
 PHYS: 10
 KNOW: 9
 CHA: 5
 COOL: 10
 HITS: 19

Skills: Unarmed Combat - 9, Pistol - 7, Rifle - 10, Chainaxe - 9, Blade - 1H - 7, Flexible Weapon - 7, Sneaking - 10, Hide - 10, Acrobatics - 5, Running - 9, Climb - 8, Auto/Support - 9, Throw - 4, Computer Use - 2, Medical Paramedic - 6, Tactics - 8, Torture - 9, Lock Picking - 4, Intimidation - 9, Weapons Maintenance - 6, Drive Military - 4, Drive Civilian - 5, Marksman, Detect - 7, Survival - 5, Streetwise - 5, Evaluate Opponent - 9, Literacy - 4, SLA Info - 9, Rival Company - 7, Navigation - 5.

Advantages: Ambidextrous, Vision - 3, Hearing - 5.

Disadvantages: Arrogant, Psychopathy - 7, Delusional (warzone) - 7, Paranoia - 8, Perversion (sadist) - 8, Drug Addict.

Equipment: Crackshot Armour, AGB Chopper (primary weapon) + 6 packets, K.K.20 Panther (secondary weapon) + 3 clips, Chainaxe, Mac Knife x 2, Blowtorch, pliers, SLA Blade, severed finger necklace, selection of war atrocities photos, war world dog tags (name scuffed off), 5 doses of Kick Start, 5 doses of Ultra Violence, 2 doses of Personal Interest, 3 doses of Alice, 2 of

Blaze UV, one syringe containing window cleaner, 5 homemade snuff slug disks, domestic Power Drill, pocket mirror, rubber ball.

Pigotry Skill (Know) – This specifically a Downtown Civilian skill. Pigotry is the skill in raising Carnivorous pigs and in turn breeding and prepping them for fighting. It the accrued knowledge of knowing the right meat to feed them and the correct living conditions to make them grow healthy and strong.

I :CREDITS

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Made in Scotland

Set in Helvetica and Gunship.

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