

:THREAT ANALYSIS

SUBJECT FILE : (003)

(MOMIC 0.1)

:Departmental Authorisation. - 000000.04**//ca...
Contact : (Classified)

TRUTH RATING: MEDIUM

subject code:
(restricted..)



**PDF SOURCEBOOK FOR
SLA INDUSTRIES**



Nightfall Games

'As soon as I came into contact with the Ebb races it was inevitable that our company would have to choose between them. The Momics may well have been the great masters but we saw more potential in the Ebons, and their subservience to the higher creatures meant they'd be more receptive to a new form of learning. The Momics held a strong hold over their slaves. If we were to free the Ebons we would have to destroy the Momics utterly, even wiping them from memory. It would be as though they never existed, and the Ebon race could finally evolve and grow.

It was a good plan, but the grip of the Momic would always linger on in some form or other. When Durer emerged from the White, twisted and monstrous, I could see the frightening similarities between the newly formed Necanthrope and the ancient Momics of his past.

It was clear, even then, that monsters would always rule the Ebon races. It was their fate.'

Intruder's War Diaries, 760sd.

In 002sd, Mandrake gathered up his crew aboard the FoldShip Yung and set off for the region of space existing beyond White Earth. It was truly uncharted territory, and while he left with regret and disappointment he still felt a growing level of excitement and wonder at what might await discovery in years to follow.

It was Mandrake's intention to travel deep into Conflict Space and uncover the great secrets and hidden artefacts. He was exhilarated by the possibilities, the unknown; it dulled the memories of his lost love.

Mandrake was not to know that he, and his crew were to be victims, not explorers in the centuries that followed. The secrets he searched for were only just a few steps ahead of him, waiting, on the verges of the new World of Progress. It was a race of beings shunned by SLA Industries's strategies and future plans. It was the Master race of the Ebon people, a Conflict species that had fed on the Ebons, reducing them to little more than cattle.

All but the Yung crew would forget the word 'Momic' for more than nine hundred years; it would not exist save for one book in the Rowan Library on Static.

Of all the Conflict Races that dominated the Known Universe in the pre-SLA era, the Momics are the most shrouded in mystery. SLA Industries went to enormous lengths to erase all memory of their existence, in fear that even the mere mention of their name would cast the Ebons back into servitude, and subconsciously beckon their rulers back into existence.

BURIED HISTORY

THE SHADE WORLDS

In the closing years of the Conflict Age, SLA Industries turned its attention to the destruction of the various warring races that ravaged the Known Universe. The vast majority of these species would find no place in the company that was expanding exponentially; The Krell were too savage to be controlled as their Krella mistresses cast too suspicious an eye over Slayer's dealings, while the Grosh scientists were far too greedy and proud to ever integrate in the departmental hierarchy.

There were, however, several races that the showed potential and could be spared the devastation of the Big Picture – these were the Shak-tars, the Wraithen and an obscure, mystical race known as The Momics.

The Momics lived in the Haxan System, a cluster of planets that spawned various creatures all possessing a form of supernatural power called the Ebb. The Momics called these the Shade Worlds.

When Intruder arrived ready to begin negotiations with the Momics he found worlds shrouded in perpetual darkness, only in the briefest instances would the pale sun break through the churning black smoke that blanketed the skies. The entire landscape resembled a charnel house, masses of humanoid bones were strewn across acres of muddy ground, and skulls were heaped and moulded in huge nests upon which the Momics would perch. The abundance of skeletal remains belonged to a servitor race and the primary source of food on the Shade Worlds. The Momics called these creatures Ebons, because they were forced to live in the shelter and gloom of the Dark Woods.

For all their great power and understanding of the Ebb, the Momics lived in abject squalor. The stained bones and half eaten corpses of Ebons stank to the skies above, yet the Momics would

just sit there unperturbed. Though they were almost skeletal in form they were as gluttons; lazy and monotonous. In Intruder's report back to Mort he described the Momics as resembling predatory birds who would not budge from their roost to hunt if an abundance of food was made available to them.

Slayer had sent Intruder in the hope of including the Momics within the new World of Progress. Their use of the Ebb would prove invaluable and within the Known Universe this was a feared and ferocious race. Regrettably, the Momics were all too akin to countless other Conflict races of the time – inarticulate and stubbornly set in their ancient ways. Intruder had found the Momics in a position of power over every living creature in the Haxan System, and it was not a throne that they would easily relinquish.

'There is so much potential here Slayer, but it is not within the Momics I'm afraid. They're too easily contented with what they have and aren't curious as to what they could be. It's frustrating that I find these towering behemoths, flowing with Ebb, breathtaking arcane rituals and on top, an entire solar system at their command. Yet there they sit stubborn and immobile, waiting to be fed. I've never met a race so great and so languid in the same breath.

I don't think SLA Industries should feel the need to goad its employees into action or duty and, I'm sorry to say, I sincerely believe this would be the case with the Momics.

There is something else though on the Shade Worlds that may be prove interesting to you but it's best not discussed just yet. I don't want to arouse the suspicions of the Rictus Fathers or any of the other elder kind.

Needless to say, I'm not quite ready to leave this fetid place just yet, but I will file a more complete repot within 48 hours to extrapolate.

Message Ends.'

– Intruder.

STANDARD PROCEDURES

The Big Picture project was well under way in SLA Industries and Slayer ran close to the option of destroying the Haxan System. The Shade Worlds sat uncomfortably close to White Earth and the Momics had no interest in the purchase of the

company's latest product – the 313 Malice. The Momics did not fit in Slayer's plans; they couldn't be integrated like the Shaktars and Wraithen, yet it seemed a waste to annihilate a race with such mastery of the Ebb.

Intruder's report from the Shade World gave Slayer scant hope. The Ebon slaves would probably fail expectations but at least their acquisition may not have been a complete loss. Slayer gave Intruder one month to resolve the matter, but he would not send reinforcements to kill the Momics. If the Ebons were to be spared the Big Picture they would have to stand and fight, surviving on their own merits. Intruder had his work cut out for him.

Intruder began a sly charade at the Momic's expense, explaining that Slayer needed a full report on the mineral resources on the Shade Worlds, and of the cultural nuances of the Momics themselves. It was all standard procedure, and in the long term this would help them ease into corporate life and the expanding opportunities...

The Momics hesitated, but quietly acquiesced to Intruder's request and let him roam their shadowy domains on his 'fact-finding' mission.



'The Momic elder kind have agreed to our terms and I'm now heading into the woodlands to begin talks with the Ebons. They're suspicious, though I think it may be just a case of simple greed. They feel I may steal from them, which is actually quite correct but I'm not sure they see the full extent. The Momics I've met seemed more content with feeding and mediating than with any higher ramifications, but there are those Momics they call the Haunted whom I've not gotten an audience with. It's possible those initial reservations may have filtered down from them.

The Momics have a strong grasp over the Ebons but I think the spiritual bond between them can be separated. I'm more concerned about the Ebons capabilities in physically challenging the Momics. Either way, the rebellion will be swift and bloody.

Message Ends'

- Intruder

THE EBON CHOICE

The Ebons who were not kept in the great pens, to be fed upon like livestock, lived into the darks woods that covered most of the Shade Worlds. These forests were formed from a sinister plant form called Maggrot.

Maggrot was semi-sentient and had shaped a symbiotic relationship with the Momics. The Ebons lived off the Maggrot roots and sap while the trees absorbed their flux, just a little each day: enough to keep them bound to the forests and subservient to the Momics.

The Ebons of the Conflict Era were pitiful specimens; pale, malnourished and cowed. They had little or no personality, barely capable of independent thought and the vampiric influence of the Maggrot trees left them skittish and afraid of outsiders.

It enraged Intruder to see such a promising species, especially with a rudimentary understanding of the Ebb, being reduced to that sorry state.



In the first days of contact with the Ebons, Intruder could not break through the wall of servitude. The Momics had done an excellent job of governing every aspect of their lives. The Ebons simply couldn't think beyond their service to the Momics who were as godlike beings that could smite them in an instance if they dared to question their authority.

Intruder threw up his hands and departed from the Maggrot forests. The Ebons went back about their meagre existence believing him to have abandoned them for good, but Intruder returned within a day, dragging an unconscious Momic behind him. He then proceeded to butcher it front of them.

Their first response was shock and horror, expecting the spirit of the dead Momic to rise up like a black cloud and devour Intruder. The Momic just lay there however, and bled out upon the forest floor. The Ebons then witnessed a strange occurrence that they had never witnessed before; the surrounding Maggrot trees gradually recoiled from the Momic's corpse and shrivelled from the discharge of Intruder's flintlock.

For the first time in their existence, the Ebons saw the Momics as their enemy, an egotistical savage race of monsters who had fed off them for too long. The Ebons now looked to Intruder for guidance and an understanding the Ebb that would allow them to rise up against their masters.

THE KILLING GLYPHS

Intruder, as a Kilneck, had a unique understanding of the Ebb, which differed greatly from that of the Momics. The Kilneck mastery of the Ebb was much like the Formulaic Equation technique used by Ebons and Ebans today, while the Momics was more mystical and shamanistic. The Ebons had never been taught any of the Momics rituals or practises; the Momics could wield the Ebb with considerable power, whereas the Ebons rudimentary techniques could only shape flux in an un-channelled manner.

Intruder could see how the Ebb flowed through Ebons and they only needed a means to mould and unleash it on their enemies. He began by showing them a series of simplified patterns on the bark of the Maggrot trees. Intruder called these etchings Glyphs. They were to become the language of the Ebons, an extensive series of sigils and symbols that burned the skin of the Maggrot trees and in time would tear apart the unsuspecting bodies of the Momics.



THE EBB WARS

The Ebons were swift learners and in weeks they had consumed considerable knowledge from the glyphs, but their chances of victory were nonetheless slim. The Ebons would have to utilise this scant knowledge to optimum effect if they were ever to challenge the Momics in combat. In the end, the schooling had finished and wars began as the Momics ventured into the dark woods in search of their erstwhile guest.

The first wave of Momics were caught off guard and blasted apart by the alien glyph patterns. None of these Momics survived to the initial volley of attacks, but the discharge of Ebb and the telepathic screams of the shrivelling Maggot trees brought more enraged Momics in their droves...

Intruder's deadline to report back to SLA Industries came and went, and the bloody war raged on. Slayer looked upon the war between the Ebon and Momic and paused. There was no need to annihilate the Shade Worlds just yet; it was better to let the course of events play out. He wanted the Ebons to succeed, but if it looked likely the tide of battle would turn against them, the company he

was building on Mort would journey to the Shade Worlds and slaughter the victors.

The Ebb Wars quickly spread across the Haxan system; the Ebons rose up against their Momic rulers and threw down their lives in the millions. It was not a desire to live in a world of progress or to bow before more civilised leaders that inspired. What drove the Ebons to almost certain death were the aspirations of freedom. Intruder had planted the seed of learning and now they craved it like drug. The Ebons would no longer allow the Momics to stand in the way of what they could be, if necessary they would sacrifice every last member of their race to attain their liberty.

The sheer number of Ebons compared to Momics was what granted them victory in the Ebb Wars. The epic battle had devastated the Ebons with only around 35% of their original numbers surviving to join with SLA Industries.

Success had come at too great a cost and Intruder remained concerned with the manner of their victory. If the numbers on both sides had been equal, the Momics would surely have defeated the Ebons. He wondered if it mattered in

hindsight, as the skies were clearing on what now would be called the Ebb Worlds.

"I know that Ebons were inevitably victorious, Slayer, but it was far closer than they might ever suspect. I've never seen a Conflict Race fight with such vigour or determination as the Momics. We believe them extinct, wiped from the Ebb Worlds, but I urge the company to make sure, because if even the slight chance that Momics continue to exist in our world they'll always have a hold over the Ebon race. We must destroy all memory of the Momic. They must cease to exist, even in the Ebons' past. I suggest that the Naga 7 Division cover this task as they are well versed in this sort of procedure.

Message Ends'

- Intruder.

I THE HAUNTED

Intruder expected to find the elders of the Momic race, The Haunted, leading the charge against the Ebons rebels, which was a show of force typical of the Conflict Alien races but they did not appear in the Ebb Wars. It was possible that there were no spectral leaders of the Momics, and it was an unseen gargantuan threat conjured in the mind to keep the slaves in check.

It was during the aftermath that an injured Ebon child wandered towards Intruder and relayed a message to him. The Haunted had used the child as a conduit, murmuring the words through her lips in a dull, monotone voice.

'You will pay for this, Intruder. The suffering of the Ebons will pale in the shadow of what you shall endure in time. We knew that you would undervalue the wisdom and knowledge we could have bestowed upon your company, favouring the fat above the flesh. We hung in the void, watching you, watching you berate our offer. We are in a plane you cannot reach; even our young brethren cannot attain it. We are the Haunted, and it is for us to punish you. We burn for Mort now, to slay the slayer, and once we have decimated that world will return for you. Be ready, Intruder'.

It was now down to Slayer and the forces he could muster on Mort. Intruder had underestimated the Momics but they had in turn underestimated Slayer. They had no concept of what he was, what he could do, or the challenge they were facing.

The Burning ritual was a crude form of reality folding which allowed the Momics to leap from world to world and onto Mort. By the time Intruder received their warning they would have already arrived.

'You are the first of your kind. You were created for one single purpose, to extinguish the living. The Momics were expected to stage an assassination attempt such as this, so they should expect me to launch a counter attack. In two hours the Momics shall arrive on Mort, and you will be waiting for them with the finest weaponry and armour SLA currently has to offer.

If the Momics expect an easy victory perhaps each one of you would be kind enough to prove them otherwise, yes?'

-Mr Slayer addressing four thousand 313 Stormers, just hours prior to the Haunted attack on Mort.

Slayer sat patiently on Mort and waited for the arrival of the Haunted. Like Intruder, he had never met them and wasn't certain of their powers. He was however certain of the power of his Stormers, who'd been amassed in the thousands to deal with the oncoming threat.

Two hundred ancient Momic descended from the skies and burned onto the surface of Mort. It was the first great shedding of blood to occur on Mort as the Stormers, outnumbering the Momics twenty to one, tore into them with Reaper cannons, shredding the alien menace. Once the flux was drained and the ammo spent, the two forces laid into one another with claws and teeth. Slayer marvelled at the savage spectacle. It was a triumphant test of the Stormers' potential, to see them challenged and suppress such a formidable foe. Both races were capable of regeneration and the desire for victory was so strong that the massacre lasted for hours.

Eventually, the last eminent Momics gathered in the Central Outskirts and combined the last vestiges of flux in the bodies. In a moment the Haunted were engulfed in a ball of bright energy

and there was a sudden pull as if everything in the surrounding area would be sucked into the light. The Haunted howled from within the cyclone of flux, then all was silent.

All that remained was an unfaltering, ceaseless orb of whispering flux, an orb filled with terror and all unanswered questions. Did the Haunted still exist? Was this the true intention of the Momics? Was this a gateway back from wherever they'd gone?

For many months, SLA Industries tried to destroy the flux sphere, but all attempts were unsuccessful. In time it would come to be known as the White. It was the last reminder of the Momics in the World of Progress; it was their lasting legacy on Mort.

Intruder took the White to be a blessing; it was the last remains of the Momic race. It was a stationary object that existed in their world and could be constantly supervised. Perhaps it was one last defiant attempt to put their mark on SLA Industries, and if it was, then Intruder was determined to change history and write the future. It was the safest option if the Ebb races were to ever live their own lives. The Momics died in the White and that was the end of it.

When the Ebons came to Mort, their memories would be wiped. A new past would be written for them, something more reasonable, and hopeful. The Ebons would be able to look back on their history books without witnessing such humble origins.

It all seemed like such a good idea at the time.

I BROKEN TRUTHS

It was the launch of the Foldship Yung that would bring all the carefully set plans of SLA Industries crashing down. The unfortunate crew of the Yung would enter into Conflict Space without ever knowing that their ancient masters might be lying in wait for them.

What became of Mandrake, his original crewmembers, or even how far they got in their journey is not yet known. SLA hopes to gather these crucial facts in the coming months, yet all that really matters is what is happening right now. The Momics have returned and, in some sinister twist of fate, the Yung came back with them.

I THE NEW CHILDREN

The Momics' homecoming also heralds the arrival of a newer, darker race of Ebb beings. The Ashan are the direct descendents of the Yung crew. They have been altered physically by ex-



posure to the strange elements of Conflict Space, leaving only a passing resemblance to the Ebons from which they originated.

The Momics learned well from the Ebb Wars that however well they subjugate their slaves, there would always be the risk of rebellion. Their new slaves would be raised differently. The Ashan returning to the World of Progress are dissimilar from the Conflict Era Ebons in that they are wholly loyal to the Momics. There is great hate in their hearts, having been brainwashed by Momic doctrine, and they are here to kill Ebons and Ebans alike. The Momics taught the Ashan that Ebons are the contemptible traitors who turned on their fathers, shunning their love and wisdom.

'You and your kind sicken me. You destroyed the beautiful union between Momic and Ebon, you severed the ties and look at you now. You set yourself in equal or lesser footing with the pitiful humans, and the other monstrous species. Vile. Had you not turned your back on the fathers, who knows what wondrous beings we would be now? We Ashan are the righteous and we will enforce the will of the Momic. You will know. You will understand before the end.' – first words from an Ashan Thorn before attacking.

SLA Industries knows the Ashan are descendants from the Yung crew because of the weapons and equipment they carry, such as the Yung Flintlock, which was exclusive to the FoldShip. The Ashan are technically Ebans (known on Mort as Brainwasters) who have grown and evolved under the laws of Conflict Space. Ebons and Ebans will find the Ashan's use of Ebb is remarkably similar to their own, but with a completely different essence and signal.

In the days that follow, both forces of Ebb will clash and come to know each better. Questions will be raised, flux will burn and blood will be shed.

I THE NO GO ZONE

I THE TELL TALE SIGNS

The No Go Zone is a vast, unpopulated section of Mort's landscape; massive automated factories, power and water lines dot and cross its surface. It is a barren, empty wilderness that even the hardest cannibals will not venture into for fear of starvation and sickness from the polluted air and rain.

The No Go Zone is a precarious haven for DarkNight splinter groups and Soft Companies, who wish to vanish into the wide-open space and hide from almost every conceivable threat on Mort while they prepare for their next offensive. They do not realise that within the last four years other factions, as hostile as anything in their field of experience, have silently settled into the Zone.

The No Go Zone is a staging point for Conflict Aliens.



The Momics returned to Mort quietly and in small numbers at first. Only the most eagle-eyed Shivers patrolling the sector walls may have occasionally witnessed fleeting threads of light, tailing across the cloudy skies in the far off regions. These were the Momics burning their way onto Mort. They were not aiming for the Cannibal Sectors or densely populated areas of Mort City. They would burrow into the heart of SLA Industries soon enough, but for now they would land in the most distant and desolate province on Mort, beyond the Cannibal sectors and industrial deeps, in the No Go Zone.

I THE BURNING

The Momics had jumped from planet to planet across the World of Progress, always careful to hide themselves from detection and massacre anything that stumbled into their path. The initial destination was Mort. The Ebb solar system of Haxan would follow later, once the Momics knew enough of the Ebons who had grown and matured in the last nine centuries.

They used the old Burning ritual, a coarse and brutal form of Reality Folding, to leap between the SLA owned worlds. Ashan sacrifices were used at first, then feral Ebons, as they journeyed deeper into the SLA universe.

I DARK WOODS

In the final Burning, the Momics scorched their way onto Mort. Their arrival went unnoticed, even by the Necanthropes. They couldn't sense or recognise the flux trail or unique signature of the Momics on their world, as the knowledge of the Momics had been erased from their race memory. They were oblivious that the ancient enemy had ever existed before now.

The Momics landed on the far-flung southern reaches of the No Go Zone. In this territory even the water processing plants dwindled scarce in the vast barrenness. The only recognizable inhabitants were insect life. Not even the rats could survive in such an inhospitable place as this.

Like grim cultivators, the Momics set the Ashan slaves to churning up the corrupted soil and began planting Maggrot seeds in the earth. Wherever the Momics settled they would brutally transform it into their own natural habitat, and within days the first shoots of a dark forest began to push through the surface of Mort. The Maggrot was some of the hardest plant life in the World of Progress, Conflict Space and beyond; it could endure poisoned rain, freezing temperatures, even fire if it grew old enough. Maggrot was powerful enough to rival the Momics other great enemy – The Herracleum.

Undetected by SLA Industries, the microcosm of the Momics grew swift and silent on the dark side of the planet and the flux that began to form in the tree roots was old and complex, giving the emerging forest a vague sentience. The Dark Forest was a part of the Momic, and it would not yield its lifeblood just yet. The vast accumulation of flux would remain hidden away until the grey cold woodlands stretched for miles. The Momics would nestle in the dark woods to watch and wait. They would lure the Ebons in gradually, feed, as was their right and build nests from their flesh and bones.

Once the Momics were integrated into Mort they would call their venerable Elders home, Ric-tus Father, Dank Mother and the Haunted.

I INTERLOPERS

Before their forests were even complete Momics were heading for Mort City. These were the ravenous Momics, not content to wait for their

feed. Worst of all were the Leeches: Momics whose hunger for the Ebb was so acute that it broke their behavioural patterns. They would constantly wander, never settling, preying on whatever Ebb-infused being crossed their path.

The journey through Cannibal Sector 4 was long but not arduous. The majority of its populace was cannibalistic humans who were afraid of these strange Conflict Aliens stalking through their ruins. Carrien had no such reservations, but they were not considered a serious threat. All that mattered was reaching the Sector Wall that separated the Momics from their rightful prey.

From the heart of the Cannibal Sector, the Momic Interlopers sent out their Ashan Markers to find the cracks in the wall and report back. Their slaves crept silently along the perimeter, sometimes tailing the Leeches with their insatiable desire to feed, creatures that would smash their way in if they had to.

In a matter of weeks the Momics effortlessly slipped through gaps in SLA's defences and into the roots of Mort City. In the vast subterranean network of Lower Downtown, the Momic and their retinue could wander and search without little or no detection. It was simply a matter of finding suitable locations to build their lairs and then lure their quarry into the trap.

■ TODAY

The Momics were not like other Conflict Races that had re-emerged in the World of Progress, thundering onto War Worlds and backwater planets in their inimitably brutal fashion. The Momics moved stealthily through space, feeding quietly and eradicating all trace of their passing as they went.

The Momics were the first race to reach Mort, and today their domains grow swift and strong. It is only from this day forward that Ebons will waken once more to a past that has awaited them for over nine hundred years. Today, the Ebb race goes to war with their former masters and either destroys them utterly, or succumbs to their will forever.

Either outcome is the fate of the entire Ebb race, whether it is Necanthrope, Ebon or Eban.

■ HIDDEN TRUTHS

The arrival of the Momics in the World of Progress will come as an enormous shock to Necanthropes, the Dept of Ebb and Cloak Division. They will be horrified that a race this deadly could have

suddenly materialised in the heart of SLA Industries without detection.

Intruder recognised the alien Ebb presence creeping back through the verges of the World of Progress, but said nothing. He did not inform the relevant people or departments that Momics were returning, nor he did even tell Slayer. Intruder wanted them to come back and lay down roots at his doorstep.

Intruder considers SLA Industries to be in a state of collapse; its infrastructure is not capable of supporting the World of Progress as it currently stands or the massive changes that it is going through. In centuries past, SLA could obliterate these rising cults and insolent conflict races, burying the facts before the general populace could ever catch wind of them. It is not so today. The entire World of Progress knows of the invading forces from the past, the planets lost to rivals and streets swallowed by the cults and gangs.

Intruder believes in extreme counter-measures, and that the company must adapt to the inescapable changes forced upon SLA by its enemies. Intruder desperately wants to initiate the notorious 'Whistling Bridge' protocol, a long forgotten strategy created in the earliest days of SLA Industries, designed to enforce fierce reforms completely restructuring the company in the event of all out war.

One aspect of Whistling Bridge has already been enacted on Mort: the formation of the Division 'Moral Right' which was set up to address and enforce moral values in civilian life in Downtown and Suburbia.

Intruder wants SLA to be ready for what he thinks is a second Conflict Age. If the company isn't properly protected then the Conflict Aliens and the rising Shi'An cult will tear it apart in times to come. In order for SLA Industries to survive, Intruder is willing to sacrifice the lives of thousands in order to save billions. The Momics will devour many Ebons, but the threat has to be clear and present. He is using the Momics to stir up panic and as a means to get the Whistling Bridge pushed forward. More menace and terror will be required to fulfil his goal yet still Slayer has no idea that his second in command has been working on this sinister strategy for years.

Slayer himself has been hesitant to enable any more phases of the protocol because the ramifications are irreversible. The World of Progress may survive if Whistling Bridge is fully enacted, but at what price?

I MOMIC SOCIETY

I MOMIC PHYSIOGNOMY

The Momic is an immense, terrifying monster, the perfect representation of a Conflict Alien. It stands between 10 and 15 feet tall, and is a strange, jumbled mass of stretched, black muscle, desiccated skin and long fangs. It is instantly recognisable due to its outlandish form that belies its intelligence, patience and cunning.

All Momics are thin and wiry, to the point of being emaciated, yet it can easily tear through armour, flesh and bone with their bare claws. Most will wrap themselves in tattered cloth, obscuring much of their features. There does not appear to be a sexual division between Momics, however, the higher castes are often referred to as 'Mother' and 'Father'. The Momics' manner of procreation is also not currently known by SLA Industries and much about the Momics remains a mystery.

I THE LAIRS

Momics are highly territorial creatures and are loathe to travel for any reason. They are quick to find a suitable area in which to inhabit and when one is found, they rapidly set about making this its Lair. At the lair's centre, the Momic builds a large Maggrot nest and then sends its Ashan to scout out a wider region, setting lures and traps and, most importantly, finding fresh food for their master.

Momic Lairs tend to be situated in quiet, empty regions but just close enough to populated streets that the Ashan can drag quick snacks and play things back to the Momic. Ebb beings in the surrounding area will feel a constant state of inexplicable unease and discomfort. Because the Ebb signal of Momic and its Ashan's are completely alien to the Ebon they will not be able to consciously recognise or pinpoint its location.

I MOMIC CUSTOMS

The entire set of traditions of the Momic is based around slavery, feeding and mediation. Being an ultimately indolent race, the Momics will only do what is absolutely necessary to survive; the concepts of progress and advancement are of no interest to the average Momic. As long as they can rest and have a flux source adjacent to their nest they are perfectly content and will be reluctant to move. Most races that look upon the Momic would consider them a primitive race, which is a mistake. Momics choose to live these simple lives. Before the arrival of SLA on Shade

Worlds, this lethargic way of life had worked very well for the Momic, but it was complacency and lack of foresight that signalled their demise in the Known Universe.

Most Momics are solitary beings, and only gather in groups to defeat a common threat or to amass new slaves. Even when Momics live in close proximity the Momics will distance themselves as much as possible. On the original Shade Worlds, the nests would sit alongside one another but there would be no discourse between the neighbouring Momics. Even the concept of conversation seemed too wearisome for them, so they would sit silently in their nest, wallowing in flux.

Most of a Momic's existence is spent in a state of meditative torpor, while their Ashan brings food, flux and intelligence to their lair. The extensive periods of mediation and stillness enable the Momic to live for centuries, perhaps even indefinitely. The Momic will only rise creakily from its nest to feed or to kill with urgency. Anything else is deemed inconsequential.

Momics follow very rigid parameters in terms of how they find and build their domiciles, sometimes adhering to customs and practices that are a mystery even to them, not unlike an obsessive-compulsive disorder. For example, Momics will build piles of standing stones at intervals around their nests, or weave the bones and skulls of their nests in a uniform position, or laying the entrails of the Ebon prey in complex patterns on the floors of their lair. It's been suggested that these are long dead and forgotten rituals that are performed out of a subconscious obligation to the past, or a way of honouring their dead. The Momics have never revealed any insight into their ways, so any facts about their lives are speculation based on eyewitness accounts.

I MOMIC FEEDING

The Momic feed on flux and flesh alike. It is the flux that sustains them, but they may supplement their diet by feasting on Ebb flesh if pickings are scarce. A Momic needs 10 points of fresh flux a day to survive. It may reduce this number to 3 points by effectively starving itself, lowering its body's functions and entering torpor-like state.

The flesh of Ebb beings barely sustains the Momic, nourishing the alien with just one flux point per 10kg of flesh. Fortunately for the Momic, Downtown is brimming with feral Ebons upon which it can gorge itself.

THREAT ANALYSIS

INNATE POWER

The Momics do not need mathematics or glyphs to power their Ebb abilities. They have an inborn understanding of the Ebb and Flow to draw upon and can wield flux with their minds alone. This innate knowledge of Ebb is comparable to a Formulae of 20.

STOLIDITY

Momics do not make Cool rolls. They are the monsters of fairytales and as such, there is little that is more horrific, or as cruel, as a Momic. Additionally, Senses Ebb ability and the mind attacking ranks of the Gore Cannon (Intrusion and Psychovirus) will have no effect on a Momic.

ANCESTRAL CHILL

Ancestral Chill is a Momic ability that only works against the Ebb races and only at the first encounter. Although the target has never been in the presence of the Momics before, and never knew they existed, yet when the Ebon first crosses the path of a Momic long suppressed memories come flooding back. The Ebon senses and feels the past ages of fear, cruelty and thralldom. He recognises what the Momic represents to his people and trembles. The Ebon/Eban target of Ancestral Chill must make a Fear rating check: 15, Necanthropes make a Fear rating check: 10.

DOMINANCE

Dominance is a dangerous side-effect of Ancestral Chill. If the Ebon's fear of Momic exceeds 24 points on the Fear rating, the Ebon may develop an emotional attachment to the Momic, essentially becoming an honorary Ashan, accepted into the fold.

In many respects this is similar to the hold Necanthropes develop over their own Vassal Ebons. The new thrall will fight to serve and protect his Momic master, even if it means laying down his own life for it.

If the Momic is destroyed within 24 hours then the Ebon is completely freed from the Conflict Alien's hold, as the bond between them is still too weak. Anything after this crucial 24-hour period the bond strengthens and a freed Ebon will require a period of Psychotherapy to resolve the issues or the Ebon will attempt to seek out a new Momic master.

Dominance can also affect Necanthropes in the same way.

FLUX DRAIN

Flux Drain is trait inherent to all Momics. As its name suggests, the Momic has the ability to suck the Flux from its victims. When the Momic attempts this attack on an Ebb race target, both characters make a CONC roll -5. If the Momic's score exceeds the opponent's it can immediately draw 5 flux, and a further 5 each phase until the end of the turn. The victim can attempt to break the intrusion, but must now make a CONC roll -8. Each attempt takes one phase.

In order to use this trait, the Momic must be within 5m of the target and have direct line of sight. Once the Momic has initiated the flux drain, if the line of sight is broken the Momic must spend one phase to detect the Ebb signature of that target in order to begin another drain next turn.

FLUX CHARGE

The Momic may reluctantly feed flux into a target. This is typically an Ashan servant that is protecting his host and desperately requires more flux to formulate attacks. Only a well-fed Momic will actively give up any of its flux, even to the Ashan, but if the threat is great, and the Momic feels it can win victory with multiple attacks, it will Flux Charge its surrounding Ashan.

TRANSFERENCE

The Momic uses Transference to see through the eyes of its slaves. As the Ashan patrol the lair and journey out into Downtown, the Momic can snatch brief glimpses of the outside world and assess approaching threats. The Momic uses this trait sparingly as it requires the Momic's full concentration making it vulnerable to attack during the Transference. The Momic can use Transference for the length of a full turn (5 phases) before returning back to its own consciousness. The Momic can also use this ability to speak through the mouth of the Ashan. The Momic's messages are mostly short, direct, sometimes threatening and delivered in a dead, toneless voice.

If attacked during Transference, the Momic receives the full DMG from the attack and cannot defend against the blow. It returns to its consciousness in the next phase but loses the initiative in the next turn.

SHADOW MERGE

The Momic nestles into its dim, murky surroundings and gradually darkens the pigment of its hide to camouflage itself. This trait is known as Shadow Merge. In the cramped and faintly lit cor-

ridors of Downtown the Momic blends in and approaching victims have a – 8 to their Detect roll, being unable to spot the predator in the gloom.

I INDOLENCE

If the Momic is struggling to find sufficient sustenance, it can slip into state of self-induced hibernation. During this deathlike trance, the Momic can survive on just three flux points a day. It will only enter into this if its Ashan retinue is dwindling in numbers and there is not enough flux or Ebb flesh nearby.

It takes one full round for the Momic to bring itself out of Indolence. During this time it will attempt to defend itself but is unable to make any attacks.

I MOMIC ABILITIES

'By the time I reached the lair in Sub-Level 14, I was down to my last 3 flux gems. I'd emptied the DeathSuit flux taking out the Ashan foot soldiers at the Gadly/Devis cross section. I still had a full clip for my GA Finisher and yeah, I reckoned I had sufficient flux internally to face the master.

It was ... it was the first time I'd encountered the Momics. I didn't expect them to be so imposing, yet so familiar. I froze up bad when I saw it just crouching there, but I got it back. Not that it really mattered though, the creature just sat there motionless.

It was only when I raised my hand to formulate a blast that it just sort of cocked its head to one side and leered at me.

That's when everything up to my elbow just went dead. I mean, really dead. Fuck, my Deathsuit was going white; bits of the fucking thing were dropping off! I ran when my own skin started peel away!

Just ... don't make me go down there again... it knows my face now. It's coming after me, I swear!

- 'Biter' Eban, Death Squad Operative SCL 7b. (Currently under Psych evaluation).

These Momics arriving on Mort and throughout the World of Progress are the first of many. More and greater Momics are heading back to their home worlds in SLA space with the full range of Momic Abilities, and their maximum ranks. The

ones currently on Mort have a limited understanding of Delirium and Spoil, so their max cap is Rank 10. There are other Abilities known to the Momics, particularly the Haunted, but Interlopers, Leeches or Weavers do not know them.

Momics utilise flux just like the Ebb races of SLA but their mastery of its power is more mystical and ritualistic. Whilst SLA Ebons use complex equations and glyphs to activate abilities, Momic powers are instinctual and emotive. This is particularly true of the ability Spoil, where the Momic charges its own spite and malice into a raw, destructive form.

For these reasons, the Ebons cannot learn the Momics' abilities since they go against the basic principals of the Ebons understanding of Ebb. It is possible that Mort's feral Ebons could grasp the basics of Delirium and Spoil but there are no Momics who would ever stoop to teach these lesser races. Even the Ashan, the Momics' own servants do not have access to any Momic abilities and are forced to work with the Ebb abilities of their Yung ancestors.

I DELIRIUM

Some returning Momics may have knowledge of a unique ability know as Delirium. This is the power to conjure illusions and shape nightmares in the subconscious. Delirium is a forgotten art in the World of Progress, but the ancient Momics have kept this frightening ability alive over the centuries and shaped it into a weapon. In their absence, the Delirium residue hung on in Ebb and Flow in a rudimentary and unbridled manner. In SLA Industries it has been referred to as 'Dream Demons', and the closer the Ebon gets to entering the White, the greater he is subjected to the Delirium's raw essence.

The Momics are the only known race to have the capability to control the Delirium and create Dream Demons. These Dream Demons are only ever visible to the target and can affect any race, unless otherwise specified. For the purposes of the Delirium ability, a failed Fear roll is considered to be 16 or higher.

RANK 1: SHADE MANTLE

Range: 40M

Cost: 2 Flux

Area Effect

The Momic casts a dark shadow over its lair, engulfing it in immediate darkness. This shadow is still just an illusion, so if the targets make a COOL roll/Fear Rating 5, the Shade Mantle does not affect them. A failed roll results in -3 to all attack rolls for the duration of the effect. This is a mental attack so the minus includes helmet optics



and Ebb abilities, like Illumination, that improve vision. The Shade Mantle lasts for 10 phases and then vanishes.

RANK 2: MOMIC RESPLENDENT

Range: Immediate Cost: 4 Flux

The Momic uses the Delirium to present itself as an even more imposing being, increasing its own Horror Factor by 1, this effect lasts until the end of the Combat Turn.

RANK 3: DREAM DEMON (DISTANT GHOST)

Range: 40M Cost: 6 Flux.
Single target/Any race

The Dream Demon takes on the persona of a figure from the target's past. This could be a dead lover or relative, an entity that exists in the mind of the victim, and it will be significant. If the victim fails his COOL roll/Fear Rating 8, he will be lured away by the Dream Demon, even departing combat.

This entity has no physical attacks and serves only as an illusory spectre leading the victim into a trap set earlier by the Momic and Ashan.

RANK 4: LONELY FACES

Range: 5M Cost: 8 Flux

Single Target/Ebb target only

The Momic wrenches its jaws open to expose a vast gaping maw. Inside its mouth is complete blackness. Cold emanates from the pit, and if the Ebon looks in deep she will see the little lost souls of the Ebon children devoured by the cruel Momic. The target makes a COOL roll/Fear Rating 10.

RANK 5: DREAM DEMON (ANGRY FATHER)

Range: 40M Cost: 10 Flux
Single target

The Dream Demon takes on the persona of the target's parent. The Dream Demon lays into the victim with a barrage of insults and cruel accusations relating to past events. The target makes a COOL roll/Fear Rating 11, or is completely distracted by the Dream Demon and taken in by the emotionally charged situation. The character may or may not choose to attack the entity (Hits: 40) but it will be like slaying one's own father. The Angry Father lasts for 5 phases, and will then dissipate.

**RANK 6: DREAM DEMON
(RIPTOR EYEKILLER)**

Range: 45M

Cost: 12 Flux

Single Target

The Dream Demon takes on the persona of an ancient Riptor. It swoops down and attempts to claw out the eyes of the target. The victim makes a COOL roll/Fear Rating 8. If he fails the roll, he will believe the Riptor is real and has torn out his eyes. He suffers from hysterical blindness for 3 phases. The phantom Riptor exists for 5 Phases, or vanishes immediately after achieving its goal.

Riptor Eyekiller

Hits: 60 (no hit locations exist on a Dream Demon, it will only vanish when its hits are reduced to zero).

STR: 8 DEX: 15

Claws: PEN: 5 DMG: 5

RANK 7: FEAR MASTER

Range: 45M

Cost: 14 Flux

Single Target

The Dream Demon takes on a nebulous, cloudy form and probes the mind of the target. The target makes COOL roll/Fear Rating 8. If it finds the victim has any phobia, it will take that form or play out a scenario in the target's mind. (See SLA main rulebook for Phobia rulings and effects). If the Dream Demon cannot locate a phobia, it will vanish in the next Phase, otherwise it lasts for 10 phases and then dissipates.

**RANK 8: DREAM DEMON
(MONSTROSITY)**

Range: 45M

Cost: 16 Flux

Single Target

The Dream Demon takes on the persona of a hideous monstrosity. It launches itself at the target, slashing him with elongated claws. The illusion is so strong it can actually cause damage to the victim. If the target fails a COOL roll/Fear Rating 12 he will be dragged into the Delirium and forced to fight the imaginary creature. If the roll is successful, the monstrosity is a visual distraction penalising all active skill rolls with a -4 rating until the end of the combat Turn, when the phantom will dissipate.

Monstrosity

Hits: 120 (no hit locations exist on a Dream Demon, it will only vanish when its hits are reduced to zero).

STR: 10 DEX: 8

Claws: PEN: 10 DMG: 10

RANK 9: SCREAMING DARKNESS

Range: 15M

Cost: 18 Flux

Area Effect

The Momic casts a blanket of engulfing darkness across a 7m area. The Delirium swallows up all light and form, and from the shadows echo terrifying shrieks and pale grasping arms that threaten to pull the victims into the void. All targets caught in the Screaming Darkness make a COOL roll/Fear Rating 12. This Delirium ability is powerful but cannot injure the targets yet it will utterly absorb and distract them for 5 Phases whilst the Momic and its Ashan continue to attack the Operative Squad.

RANK 10: FLUX MAGGOTS

Range: Immediate

Cost: 20 Flux

Single Target/Ebb target only

The Momic vomits up a grim tide of Flux Maggots on the Ebon, invisible to all but the selected victim. Like all Delirium attacks, this is not real, but if the Ebon fails his COOL roll/Fear Rating 15 he believes the horrid larvae are eating him alive and he loses one point of Formulae, permanently. If the target has only one point of Formulae, he/she will instead lose one Rank of an Ebb ability (GM's discretion).

I SPOIL

Spoil is the most common ability among Momic Castes. Spoil, as its name suggests, allows the Momic to wither and waste the flesh of Ebb races and slowly disintegrate Deathsuits and other science friction artefacts. The Momic uses its hatred of the Ebon and its innate power over the Ebb to project a flare of pure destruction.

RANK 1: DEADEN HEAL

Range: 15M

Cost: 5 Flux

Single Target

The Momic prevents all Healing for 1 Combat Round. This includes self healing, the healing of the Deathsuit and healing others.

RANK 2: ARMOUR SPOIL 1

Range: 20M

Cost: 6 Flux

Single Target

The Momic points at the target and disfigures all Hit Locations of the wearer's Deathsuit - AD 3 all locations. No PEN Roll.

RANK 3: SICKEN

Range: Immediate/Touch

Cost: 7 Flux

Single Target

The Momic uses the Spoil ability to nauseate and disorient the Ebb victim. The target makes

a – 6 roll PHYS roll. If he fails, all active skill rolls have -5 modifier for 5 phases.

RANK 4: FLESH SPOIL 1

Range: 20M Cost: 8 Flux
Single Target

The Momic selects its target and disfigures all Hit Locations of the Ebb being's body, ignoring all armour - DMG: 2 to each location, automatic.

RANK 5: ARMOUR SPOIL 2

Range: 20M Cost: 9 Flux
Single Target

The Momic chooses its target and disfigures all Hit Locations of the wearer's Deathsuit - AD 5.

RANK 6: ICY TOUCH

Range: Immediate/Touch* Cost: 10 Flux
Single Target

The Momic reaches out and clutches the arm of its victim. If the victim fails a PHYS roll at -8, the limb is completely immobilised for 10 phases. The limb does not take any DMG but is as cold and inert as a block of ice.

* This skill can also be used at this rank with a range of 5m if the Momic spends an additional 10 flux.

RANK 7: FLESH SPOIL 2

Range: 20M Cost: 11 Flux
Single Target

The Momic points at the target and disfigures the Ebb being's limbs - DMG 6 to each limb location. No PEN Roll.

RANK 8: ARMOUR SPOIL 3

Range: 20M Cost: 12 Flux
Single Target

The Momic selects its target and disfigures all Hit Locations of the wearer's Deathsuit - AD 8.

RANK 9: ARTEFACT KILL

Range: 20M Cost: 15 Flux
Single Ebb Artifact

The Momic clenches its fist in mid air, and destroys one Ebb Artefact in the Target's possession such as a Pathfinder, Ebb Medi Kit or Flux Gem. This also can include weapons such as the Ebon Flintlock.

NB. If the Momic destroys the Flux Gem it does not absorb the flux contained within.

RANK 10: EBB BLIGHT

Range: 5m* Cost: 20 Flux
Single Target

The Momic points at the target and both Ebon and his DeathSuit immediately begin to pale and

rot. The Ebon must fight to regain mental control or succumb to the Spoil and die.

DMG: 5 to both DeathSuit and wearer. No Wounds. CONC -8. DMG: 3 on subsequent phases. Player rolls CONC every phase until the Spoil is halted. No other action can be taken.

* The Momic can use this ability at a range of 20m by spending an additional 10 flux.

BURNING

Momics are able to travel interstellar distances using a rudimentary Ebb ability called Burning. It does not have specific rank and the flux required is based more on the number of Ebons (or Ashan) sacrificed to Burn the distance between worlds and star systems. As yet, the people of the World of Progress have only seen the burnt-out husks of the Ashan slaves that gave their lives to journey the Momics across space. Currently, the estimate for sacrifice is between 1-3 beings, but this is based entirely on the remains found. Far more dead have just as likely evaporated during the Burning. Of all the Momic Abilities Burning is the most mysterious and unspecified to date.



MOMIC CASTES

MOMIC INTERLOPER

This is the most common caste of Momic, following the most familiar behavioural patterns. The term Interloper was coined by an early SLA report, since these Conflict Aliens had not only returned to the World of Progress but trespassed upon Mort itself.

STR	26
DEX	27
DIA	17
CONC	17
CHA	8
COOL	28
PHYS	26
KNOW	17
HIT POINTS	52

Head: 17 Torso: 52 Arms: 26 Legs: 26
 Move Rate: Walk: 2 Run: 4 Sprint: 6
 Innate Power: 20
 Flux: 150 (+50 Flux in the Maggrot Armour).
 Regenerate 1 Hit, 1 Wound per Round.
 Claws: PEN 3 DMG 5 A.D 3
 Bite: PEN 4 DMG 6 A.D 4
 Armour: Maggrot Armour, Pain Helix

Advantages:

Ambidextrous, Good Vision/Hearing/Sight 6.

Disadvantages:

Sadism 5, Arrogant.

Skills:

Unarmed Combat 15, Blade 1H 15, Tactics 8, Torture: 13, Conflict Era Lore 17, SLA Information 12, Evaluate Opponent: 16, Space Navigation 3, Detect: 11, Sneak 14, Intimidation 13, Hide 14, Running 10.

Abilities:

Transference, Flux Drain, Ancestral Chill, Stolidity, Indolence, Dominance, Flux Charge

Spoil Ranks 1-10

Weapons:

Riptor (or Black Rage), Grinder.

MOMIC WEAVER

The Momic Weaver has abilities that enable it to alter and distort its environment. It is a mysterious entity, differing somewhat physically from other Momics, being more squat and robust in comparison. The Weaver creates numerous lairs, and will flit between them, constantly broadening its power base during the period it stays in each lair.

STR	20
DEX	20
DIA	22
CONC	22
CHA	7
COOL	28
PHYS	20
KNOW	22
HIT POINTS	40

Head: 13 Torso: 40 Arms: 20 Legs: 20
 Move Rate: Walk: 2 Run: 4 Sprint: 6
 Innate Power: 20
 Flux: 150 (+50 Flux in the Maggrot Armour).
 Regenerate 1 Hit, 1 Wound per Turn.
 Claws: PEN 3 DMG 5 A.D 3
 Bite: PEN 4 DMG 6 A.D 4
 Armour: Maggrot Armour.

Advantages:

Ambidextrous, Good Vision/Hearing/Sight 6.

Disadvantages:

Sadism 5, Arrogant,

Skills:

Unarmed Combat 10, Blade 1H 12, Tactics 10, Torture: 13, Conflict Era Lore 20, SLA Information 15, Evaluate Opponent: 18, Space Navigation 3, Detect: 15, Sneak 15, Intimidation 16, Hide 18, Running 10.

Abilities:

Transference, Flux Drain, Ancestral Chill, Stolidity, Dominance, Flux Charge, Shadow Merge, Indolence.

Spoil Ranks 1-8

Delirium Ranks 1-10

Weapons:

Soul Flare, Rot Blade.

I MOMIC LEECH

The Momic Leech is constantly on the hunt for flux and flesh, never settling or creating a lair. The Leech could be considered the most erratic and capricious of all Momic castes. It has little concern for concealment unless it is about to attack; only its great strength and power keeps it alive. The insatiable hunger of the Momic Leech may sporadically lead it to feast upon its own retinue.

This insatiable hunger can also result in a frenzied state should the Leech's Hit Points drop below half. When this occurs the Leech has its STR boosted by 10 and DEX reduced by 5 for 2 Rounds.

STR	27
DEX	28
DIA	17
CONC	17
CHA	7
COOL	28
PHYS	27
KNOW	17
HIT POINTS	54

Head: 18 Torso: 54 Arms: 27 Legs: 27
 Move Rate: Walk: 2 Run: 4 Sprint: 6
 Innate Power: 20
 Flux: 150 (+50 Flux in the Maggrot Armour).
 Regenerate 1 Hit, 1 Wound per Round.
 Claws: PEN 3 DMG 5 A.D 3
 Bite: PEN 4 DMG 6 A.D 4
 Armour: Maggrot Armour, Pain Helix

Advantages:

Ambidextrous, Good Vision/Hearing/Sight 6.

Disadvantages:

Sadism -5, Arrogant,

Skills:

Unarmed Combat 16, Blade 1H 16, Tactics 10,
 Torture: 13, Conflict Era Lore 18, SLA Information
 12, Evaluate Opponent: 18, Space Navigation 1,
 Detect: 15, Sneak 20, Intimidation 15, Hide 18,
 Running 12.

Abilities:

Transference, Flux Drain, Ancestral Chill, Stolidity,
 Dominance, Flux Charge, Shadow Merge.

Spoil Ranks 1-10

Weapons:

Black Rage, Soul Flare, Grinder (occasionally a
 Rot Blade).



I WEAPONS & DEVICES

I MAGGROT ARMOUR

Momics create suits of armour made from Maggrot. The most simplistic versions are cut from the trees and crafted by claws; the interweaving knots and tangled patterns seen on the plates are rudimentary glyph patterns that can trap and hold flux. In this respect, Maggrot Armour could be considered an early rendering of Deathsuits.

Momic may take more drastic steps to shield themselves and adhere to 'merged' Maggrot Armour. This process involves ingesting the raw seeds of the Maggrot Plant and allowing it grow inside and throughout the body. This is an extremely painful course of action that can take several months to completely set; however the final configuration bonds to and strengthens the Momic form, weaving through muscle tissue and coursing the lengths of its veins.

The Momics who have returned to the World of Progress have all ingested the Maggrot seeds and are going through the stinging practice of merging with the plant life, although some can still be seen to wearing the last vestiges of standard armour.

PV:	15
Head:	20
Torso:	100
Arms:	70
Legs:	80
Store:	50 Flux

Capabilities

- Charge: +2 PV per Flux per day, max 5.
- Heal: +2 per Flux/round.
- +5 Physique (7 if Merged)
- Resistant to fire, cold, rain, electricity.
- Generates 3 Flux per day.

I GYRNN VISOR

The Momic protects its myriad eyes with an ugly, cage-like visor made from a metal substance called Gyrnn. Like the Maggrot wood, it can absorb flux and is the closest substance to science friction in the SLA Universe. Momics force large amounts of flux into the Gyrnn visor to boost its PV value. The region of bone and tissue around the eyes is the only section of the Momic that merged Maggrot armour cannot adhere to.

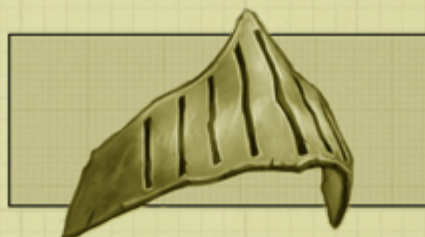
Gyrnn metal is not very flexible, unlike Science Friction, and it has to be shaped physically and extensively by hand, hence Momics have only limited use for it beyond visors and simple protective plates and shields.

If it were more malleable, the Momics would have built more complex suits of armour from Gyrnn.

PV:	17
Head:	40
Store:	20 Flux

Capabilities

Flux Charge: 5 points for 1 point of PV.



I ROT BLADE

The Rot Blade is a long, single-edged hand weapon forged from the spine of an Ebb Being. The more recent versions of the weapon are constructed from the skeletal remains of Ashan, but ancient blades were always made from long dead Ebons of the Haxan System. Constant exposure of the Momic's influence turns the Rot Blade black in colour.

The sword is called a Rot Blade because of the powerful effect it has upon striking Ebb flesh, Death Suits and science friction equipment, appearing to decompose and disintegrate them in the most horrific manner. The Ebb material physically recoils from the blade and it withers and crumbles flesh and armour upon contact. So when a Momic swing this weapon with considerable force the effects can be devastating. Only the toughest friction substance can withstand the sword's edge.

Fortunately, the Rot Blade is a less common weapon in the Momic's arsenal and is usually reserved for the most powerful members of the race.

Momic Leeches may occasionally be encountered wielding a Rot Blade but these are instances are extremely rare.

Standard Attack:

PEN: 4 DMG: 5 AD: 2

Ebb Attack:

PEN: 12 DMG: 15 AD: 10

I RIPTOR

The Riptor is an avian Thrall beast, brought back from Conflict Space to serve as a weapon. The Riptor has no specific loyalty to its master, and would attack it if it could see the Momic. Like all Thralls, the Riptors began life as an Ebb creature, but once the Momics discovered them, the birds were tortured, enslaved and moulded into a device. They appears as an awkward mixture of owl and maggot.

Riptors did exist on Static during the Conflict Era – beautiful serpentine creatures with iridescent avian feathers that crackled with flux. Yet now, the Riptors are hideous, misshapen entities that vent their pain and suffering through a flux-blast, shed from their enormous white eyes.

Momic-enslaved Riptors have a Pain Helix imbedded into the lower section of their spine, which keeps the poor creature in a constant state of alertness, agony and rage. Anything living that passes within the Riptor's periphery of vision will be instantly attacked. The Riptor believes the target to be the cause of its suffering and will attempt to obliterate him with repeated attacks.

The basic version of the Riptor is housed in a wooden hollow of the Momic's shoulder armour, and it will not leave the nest until it is killed or dies from the effects of the Pain Helix. The hollow is perfectly constructed to prevent the Riptor from seeing the Momic, so its attention is directed ever outward to world it barely comprehends.

The Riptors are utterly ferocious and can only be controlled by the seeds from a Maggrot Rose.

If Riptors live long enough, they may often regain some of their original abilities such as temporary hypnosis and Ebb detection.

PV:	8
Hits:	40
Head:	20
Torso:	40
Flux:	100
Formulae:	10

Attack: Poison Gaze

PEN: 8 DMG: 10 AD: 3

Other Abilities:

Spoil:	Ranks 1-3
Blast:	Ranks 1-8
Red Thermal:	Ranks 1-3
Blue Thermal:	Ranks 1-3
Heal:	Ranks 1-10

I GRINDER

This is an obscure, close quarters weapon carried by Interlopers and Leeches. It is a bulky, visceral mass of gnawing fangs that fits over the fist of a Momic and is swung at the enemy like a knuckleduster.

The Grinder is believed to be the final remains of a Thrall race the Momics encountered in Conflict Space, whilst other suggest the weapon is the remnants of 'Ebb Beast' opponents who have been overcome by the Momics. The department of Ebb will be eager to conduct a full examination on this weapon once has been retrieved by SLA Operatives.

Like the Riptor, the Grinder is technically 'alive', but it has no conscious functions and poses no threat to the Momic wielding it.

The enormous teeth of the Grinder are channelled to literally chew through DeathSuits and Ebb material alike. The PEN and DMG on these attacks are exceptional but the Grinder is entirely engaged in the destruction of Ebon targets, however it is less effective against powered armours.

The Grinder uses Unarmed Combat skill to attack

Standard Attack:

PEN: 3 DMG: 4 A.D: 2

Ebb Attack:

PEN: 6 DMG: 8 A.D: 5



I PAIN HELIX

Many DeathKnot wearers do not survive the merging process, and the agony of the physical invasion is too great for some Ashan. The Pain Helix is a petrified lattice of DeathKnot armour taken from the corpse of an Ashan who has died in such a manner.

The whorl of Maggrot that becomes the Pain Helix can be found close to the heart organ of the victim, and retains the searing sting that killed him.

The Momic extracts the Helix from the body and fuses the object upon its Maggrot Armour. Any opponent, Ebb or otherwise, must make a PHYS roll -1 once a turn when engaging in hand-to-hand combat with the Momic. The adversary is relentlessly subjected to the suffering of the Pain Helix until he leaves the immediate proximity of the Momic.

The opponent never takes damage from the effects of the Pain Helix, but if they fail their PHYS roll, they pass out and fall to the mercy of the Momic.

I SOUL FLARE

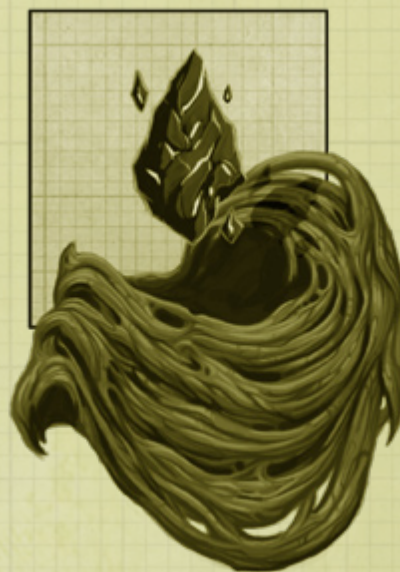
The Soul Flare is effectively the dead soul of a slain Ebon. This 'soul' takes on the form of a blue, fiery orb that floats in mid-air above the shoulder of the Momic. The Soul Flare has no offensive attack, but will hungrily absorb Ebb in the immediate vicinity, literally stealing it from any Ebb creature that crosses its path, even other Momics. Soul Flares can even try to swallow Blast Attacks if they match or exceed the Ebon player's dice roll.

A Momic's Soul Flare is always extracted from an Ebon or Eban it has murdered itself, and this is the only way the Momic can control it. The Momic master can tap the Soul Flare for its flux for sustenance and to activate its own abilities.

The Soul Flare can still be considered a living entity and has a PV: 13 and Hits: 40.

The flame is vulnerable to all forms of attack, both physical and Ebb, and once it reaches zero hits, it completely evaporates, taking any internal flux with it as it goes.

The Soul Flare can store up to 100 flux inside.

I BLACK RAGE

The Black Rage is a concentrated lump of raw, un-fashioned Gyrnn ore. In this untreated form, the substance is wild and unpredictable. The Momic forces excess flux into the Gyrnn and the resulting reaction is a devastating discharge of black Blast. A Momic can wield the Black Rage with considerable skill and accuracy, but loathe as they are to expend any precious flux, they will typically hang back from using the weapon until it is clear that its Ashan retinue are losing an offensive.

The Black Rage is similar to the Soul Rage in that it floats above the Momic's shoulder, silently spinning with the occasional crackle of flux tracing across its surface. This is a popular weapon among Momics, particularly those appearing on Mort, where a powerful projectile weapon is required against such aggressive foes.

PV 14
Hits 45

Black Blast:

PEN: 10 DMG: 12 AD: 8
Flux: 9 per attack
Range: 40M

VEIL SPIDER

The Veil Spiders are another Thrall of the Momics, but have a more symbiotic relationship with their Masters, proving to be very useful to them as the veil webs block Ebb gradually over time. The Momic can see through their myriad eyes and their venomous bite can kill their victims and heal the Momics wounds.

These are one of the many dangers when approaching the lair of the settled Momic.

Hits: 2

Poison Bite:

PEN 4 DMG 2 AD: 1

Cure: 1 Wound, 2 Hits per phase. The Veil Spider can only do this for 5 phases before running out of venom, but the Momic can have as many as 50 little Veil Spiders crawling around its lair.

BLUNT EBB

Ebons entering into a lair strewn with Veil Webs have a one rank penalty to Ebb awareness, ie. Ebb Awareness: Detect rank 3 is as effective as rank 2.

THE ASHAN

The Ashan bear much of the same physical features and mannerisms of their Ebon counterparts, however their time spent in Conflict Space has shaped them into a far stranger race of beings.

The majority of Ashan are far thinner than Ebons and Ebans, to the point of being almost skeletal. Just to look at the frail Ashan it is difficult to believe they could stay upright, let alone challenge and defeat their enemies in the World of Progress. Only the Feeder class of the Ashan look even remotely healthy, but that is because the DeathKnot Armour worn by others of their kind hasn't ravaged their bodies and minds.

The other noticeable feature that separates Ashan from Ebons is the extra third eye that sits

vertically on the forehead. The jet black eyes of an Ashan are always larger than those of the Ebon and almond in shape.

ABILITIES: POISON GAZE

The Ashan can fire a direct black Blast of flux from the third eye centred on their forehead. It is a painful formulation for Ashan, as it saps flux directly and immediately from the pineal gland as is expelled through the eye as an attack of pure rage and frustration.

Attack

PEN: 8 DMG: 10 AD: 3

Can only be used once every three combat rounds, and the Ashan must make a Phys roll to avoid passing out from the pain.

Most Ashan actively try to avoid using this ability due to the inherent risks. Most Poison Gaze attacks occur as a result of physical injury during combat. DMG over 10 points in a single attack may cause the Ashan to Poison Gaze his attacker in the next active phase (a CONC roll is required to avoid using the attack).

ASHAN THRALLS**ASHAN MARKER**

"The East and Rosen Gauss Tunnels are perfect for your needs. The trains no longer run, and there the dog-headed things with the angled pole arms are of little threat to us. I have already tested them, and have brought back one of their skulls as a delicacy. I hope to have met your expectations."

The Ashan Marker is a recon scout for the Momic. She is the first of the retinue to survey the area, looking for flux signals, suitable lairs and to scrutinise potential threats to her master. Once all information is gathered, she returns to the Momic and then leads the retinue into the favoured locations to settle and feed.

Of all the Ashan castes, the Marker has the greatest mastery of stealth and covertness. She could also be considered the most intelligent, as she can enter into an alien environment, collect vital data on surroundings and entities she knows nothing about and report back swiftly to her Momic.

STR: 7
 DEX: 12
 DIA: 12
 CONC: 12
 CHA: 9
 COOL: 12
 PHYS: 9
 KNOW: 12
 HIT POINTS: 16

Head: 6 Torso: 16 Arms: 7 Legs: 8
 Move Rate: Walk: 2 Run: 4 Sprint: 6
 Flux: 25

Advantages:

Ambidextrous, Good Vision/Hearing/Sight 5, Good Looks 8

Disadvantages:

Arrogant,

Skills:

Conflict Era Lore 11, SLA Information 4, Evaluate Opponent 11, Space Navigation 1, Detect 11, Hide 12, Blade 1-H 6, Martial Arts 9, Acrobatics 8, Pistol 10, Survival 9, Marksman, Literacy 5, Tactics 8, Torture 4, Climb 7, Streetwise 5, Navigation 7, Formulae 5

Ebb Abilities

Blast: Ranks 1 - 5
 Detect: Ranks 1 - 10
 Heal: Ranks 1 - 5
 Illumination: Ranks 1 - 4

Armour:

DeathKnot Armour, Yung Flintlock, Wither Pistol.

ASHAN ORATOR

"Do not confuse us. We are not like the others following. We have simply returned to take what is rightfully ours. You there, Ebon. You know this to be true. You belong to us. You have always known this to be true. Your life will be less complex when you come to accept this once more. You will be happier. You will no longer feel imbalanced. Put down your weapons and take this Orator's hand. Come away. Leave these others behind.

You no longer need them. Return to the Momic."

- Ashan Orator addressing Fire Mountain, Operative Squad SCL 6c - 8a, singling out 'Saphira' Ebon Medic - SCL 8.

The Orator is a unique Ashan servitor who has a continual Transference to and from the master. The Orator can sustain twice the length of visitation as a normal Ashan under the influence of Transference.



The Ashan Orator wanders Downtown in a trance-like demeanor. He never blinks, and speaks slowly, in a toneless whisper. With regards to Ebb characters he has high powers of persuasion. He will attempt to subvert and mislead the party, and try and single out the Ebon before presenting himself to the PCs. The Momic master can transfer its consciousness to and from the Orator. Of all Ashan castes, the Orator is the most rare. Right now, the Momics wish to stay hidden as much as possible, but in time they will truly announce their arrival to SLA. If an Orator does appear, it means he's been sent by a powerful Momic, such as a Momic Weaver, and he's probably not come alone. There could be at least 10 Thorns quietly getting into position.

The Orator typically relays orders to the Thorns. They may or may not kill the whole squad, they may simply want to take away their Ebons and abandon the injured to return to Head Office. (The GM may consider this as a potential BPN or plot point. The squad is outgunned but gets out alive. They return to SLA to reequip, and then return to the location before the Momic drains the Ebon(s) dry).

The Orator takes on several traits of its Momic master - his eyes distort, or his teeth grow, and perhaps his hair is styled more like a Momic.

STR: 8
 DEX: 10
 DIA: 12
 CONC: 12
 CHA: 11
 COOL: 12
 PHYS: 9
 KNOW: 12
 HIT POINTS: 17

Head: 5 Torso: 18 Arms: 8 Legs: 9
 Move Rate: Walk: 1 Run: 3 Sprint: 4
 Flux: 23

Advantages:

Ambidextrous, Good Vision/Hearing/Sight 5,

Disadvantages:

Arrogant.

Skills:

Conflict Era Lore 10, SLA Information 2, Evaluate Opponent 5, Detect 10, Hide 8, Blade 1-H6, Martial Arts 5, Acrobatics 4, Communiqué 9, Intimidate 8, Pistol 7, Survival 4, Literacy 7, Leadership 7, Tactics 4, Formulae 5

Ebb Abilities

Blast: Ranks 1 - 5
 Detect: Ranks 1 - 5
 Heal: Ranks 1 - 5
 Illumination: Ranks 1 - 4
 Enhancement: Ranks 1 - 3

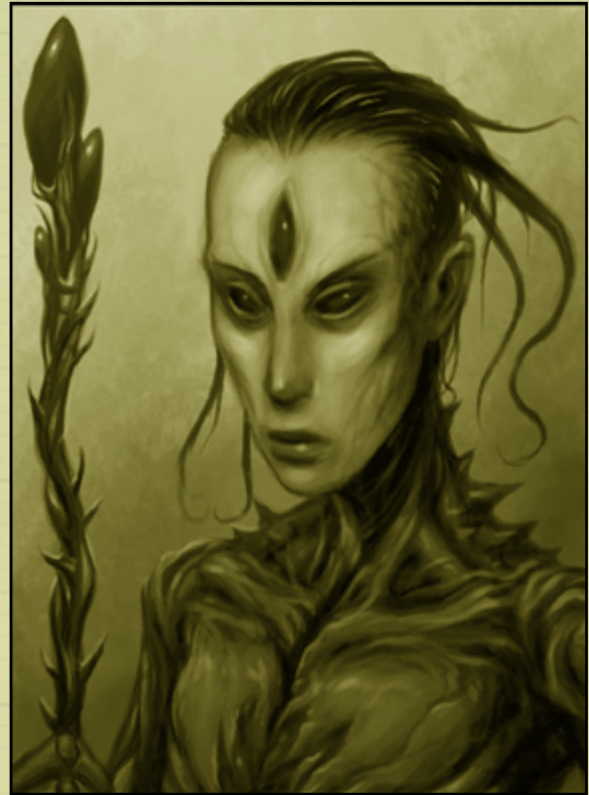
Armour:

DeathKnot Armour, Thorn Dagger, Yung Flintlock.

ASHAN THORN

The Thorn is an Ashan assigned the task of protecting the Momic from all forms of attack and of slaying the Ebb race. Thorns are warlike beings, forgoing all the subtleties and sophistication of their Ebon ancestors. The union of the Death-Knot and Ashan is strongest in the Thorns, but this merging has deadened their souls and left killing machines as a remainder.

Thorns are the perfect sentinels for the Momic; they are utterly dedicated, unnaturally patient and deathly silent. The Thorn will be positioned close to the nest, and stand motionless, unblinking yet completely alert, for hours, even days at a time. At a moment's notice they can spring into action, unleashing a barrage of attacks from Yung Flintlocks and their preferred weapon – the Cinder Spear.



STR: 9
 DEX: 12
 DIA: 10
 CONC: 12
 CHA: 5
 COOL: 12
 PHYS: 10
 KNOW: 11
 HIT POINTS: 19

Head: 6 Torso: 19 Arms: 9 Legs: 10
 Move Rate: Walk: 2 Run: 4 Sprint: 6
 Flux: 25

Advantages:

Ambidextrous, Good Vision/Hearing/Sight 5,

Disadvantages:

Arrogant

Skills:

Conflict Era Lore 9, SLA Information 3, Evaluate Opponent 10, Detect 10, Hide 8, Sneak - 8 Blade 1-H 9, Pole Arm 9, Martial Arts 10, Acrobatics 9, Intimidate 8, Pistol 9, Survival 4, Marksman, Literacy 4, Tactics 6, Torture 4, Formulae 5

Ebb Abilities

Blast: Ranks 1 - 5
 Red Thermal: Ranks 1 - 10
 Detect: Rank 1
 Heal: Ranks 1 - 5

Illumination: Ranks 1 - 2
Enhancement: Ranks 1 - 5

Armour:

DeathKnot Armour, Cinder Spear, Yung Flintlock, Thorn Dagger.

ASHAN FEEDER

'Leave. Now. Be quick, the master is on its way back as we speak; it knows you're here. Just tell your boss that the Momic haven't forgotten his betrayal. ... No, I can't go with you. My place is here. Just go! Quickly!'

The Ashan Feeder is the most essential servant of a Momic's retinue, but also the most complex and disturbed. Feeders are specifically chosen because they are the most rebellious of their kind. This temperament 'tastes' best to the Momic, and gives the most sustenance, much like the Ebons to follow. The feeders have a love/hate relationship with the Momics. The poor Feeder gets a powerful euphoric when he is fed upon by the Momic. The feeder can never leave the Momic though, the further she strays, the tighter the garled collar around her neck grips. It is bonded to the neck; to tear it out would surely kill her, so she is bound to the Momic, and she will die within seconds on the Momic's demise. However much the Feeder despises the Momic, it is still fundamentally the Ashan's drug peddler, growing a dependency to the high she gets from being drained of Flux.

STR	6
DEX	9
DIA	10
CONC	10
CHA	9
COOL	9
PHYS	7
KNOW	10
HIT POINTS	13

Head: 4 Torso: 13 Arms: 6 Legs: 7
Move Rate: Walk: 1 Run: 3 Sprint: 4
Flux: 40

Advantages:

Good Vision/Hearing/Sight 5, Good Looks 5 (often less if a victim of continual feeding).

Skills:

Conflict Era Lore 5, SLA Information 1, Evaluate Opponent 5, Detect 4, Hide 5, Sneak 3, Blade

1-H 2, Pistol 2, Survival 4, Literacy 4, Seduction 7, Persuasion 3, Formulae 5

Ebb Abilities

Blast:	Rank 1
Detect:	Ranks 1-10
Heal:	Ranks 1-10
Illumination:	Ranks 1- 5

Armour:

DeathKnot Armour, Thorn Dagger, Control Collar (1 wound/1 Hit DMG for every mile removed from the Momic Master).

ASHAN WEAPONRY & DEVICES**DEATHKNOT ARMOUR**

DeathKnot is the amalgam of Maggrot Armour and the Deathsuit, worn exclusively by the Ashan, the descendants of FoldShip Yung's crew. DeathKnot armour merges with the body of the Ashan much like it does with the Momics, but with the exception of the head, it does not disappear beneath the skin. The Maggrot side in the fusion eats away voraciously at the body of the Ashan and takes over and replaces much of his muscle grouping. As a result, the Ashan who wear DeathKnot appear unreasonably thin, to the point of being little more than skeletons. The greater the bond between Deathknot and Ashan, the more disturbed, emotionless and violent they become.

DeathKnot functions in much the same way as a Deathsuit, but with some subtle differences. The DeathKnot will regenerate severed limbs and appendages rather than simply healing over the limbs. Because the Maggrot is integral to the Ashan, it also grants the wearer bonuses to PHYS rolls. The main drawback to DeathKnot is that it cannot evolve into Angel Armour or even increase its PV.

PV:	10
Head:	15
Torso:	45
Arms:	35
Legs:	40
Store:	20 Flux

Capabilities

Charge: +1 PV per Flux per day, max 3.
Heal: +1 per Flux/round.

+3 Physique
Resistant to fire, cold, rain, electricity.
Generates 3 Flux per day.

WITHER PISTOL

Sometimes just called a 'Wither'. It is an Ashan Flintlock that fires a Spoil flux bolt. Ashan are not capable of using Spoil independently, much like Ebons and Ebans who can use Blast via a Deathsuit or Flintlock, and rely on the Wither to formulate the attack. The Ashan pumps flux into the weapon and the weapon activates and fires automatically.

The Momics have capped the Wither's attack at the equivalent of Rank 10; the reason for this remains unclear at present. It's possible that the Ashan could learn Spoil autonomously through repeated use of the weapon and the Momics don't want their vassals gaining too much power or knowledge.

YUNG FLINTLOCK

The Yung Flintlock is standard sidearm for combative Ashan. The design is based on the original concept weapon found on FoldShip Yung. It is a larger version of the standard Flintlock found in the World of Progress, and gives the user 2 extra ranks in Blast as opposed the regular single rank. The Yung Flintlock also has a large, black Flux Gem attached to the base of barrel, acting as an Ebb ammunition clip for the pistol, with 20 Flux stored in the gem.



The majority of weapons carried by the Ashan are designed to take down Ebb races, and their effectiveness on other races is limited. The Yung Flintlock grants them the firepower to defend themselves against other enemies they may encounter in the World of Progress.

CINDER SPEAR

This is a Science Friction pole arm Mandrake commenced design and creation of, just prior to his departure for Conflict Space. Mandrake fa-

voured Red Thermal as his primary Ebb attack and he wanted to create a weapon for the ability in the same way that the Flintlock enhanced the capabilities of Blast. He submitted the specific requirements to the Dept of Ebb and the craftsmen went to work shaping the weapon from Science Friction. The end result was truly a work of art, and the focus of a formidable Ebb attack. The Cinder Spear could fire a blast of highly concentrated Red Thermal capable of tearing through power armour and incinerating whatever flesh lay beneath. The returning Ashan still wield a version of the Cinder Spear today, but fashioned from Maggrot rather than Science Friction.

The Cinder Spear is recognisable with its thorny DeathKnot shaft and black flux gem spear tip.

Standard Attack:

PEN: 3 DMG: 5 A.D: 3

Ebb Attack:

Thermal Blast PEN: 6 DMG: 10 AD: 6

Range: 40M

THORN DAGGER

The Thorn Dagger is small knife crafted from Maggrot vines, with a Gyrrn metal pommel. The weapon is effective primarily against Ebb races, as is typical of the Ashan arsenal. The weapon is thrust at an Ebon's Deathsuit, piercing the armour using the flux housed in the handle.

Once the blade penetrates the flesh of the Ebon, the sharp organic tip injects Maggrot spores into the victim, crippling and paralyzing him. In one phase, the Ebon will be completely immobilised, writhing on the ground in agony as the spores begin to eat away at his internal organs.

High-level Ebb Heal (Rank 10 or higher) is required. Pain solve will dull the pain, but biogenetic drugs will not abate the destructive effects of the spores.

Standard Attack:

PEN: 1 DMG: 1 AD: 1

Ebb Attack:

PEN: 8 DMG: 7 AD: 4

Maggrot Virus Attack

Ebb Creatures Only

Vector: Maggrot Spore

Stage: Exposure/Immediate

Infect: -7

Heal: -14

Effects: 1 wound/1 hit point DMG per phase until hits reach zero/death. An Ebon suffering the effect of the virus is incapable of any activity beyond writhing in pain.

I RUNNING THE MOMICS

The Momics are not meant to be slaving monsters rampaging through Downtown, attacking anything in their path. Nor are they so blind in their hatred for SLA that they will throw themselves into combat with the first Op Squad they encounter. It is a race of creatures intended to lurk in the shadows and confined spaces, or nestled in strange Maggot woods, waiting for their prey.

In many respects, the Momic Interloper is like a spider; it finds or creates its natural habit, then slowly and carefully spins its trap. It is quiet, cunning and deadly. The Momic is always ready for you, and it's closing in for the kill before you even know it's there.

If a GM is planning on bringing a Momic or its Ashan retinue into a scenario or mission, it's best to do a bit of planning before unleashing them on the Operative Squad. Even a strong Momic can't face off a squad of heavily armed Ops on its own, but it wouldn't try a tactic as blunt as this. The Momics are primarily here for the Ebons, and wish to enslave them once more. All other vows of revenge are secondary.

Momics will position themselves in locations that are difficult to reach or easy to get lost in. They'll smash out floor sections, weaken structures, and base their lairs where they can only be breached through the narrowest of corridors. Everything about the Momic lair has been created to

put the Momic and its kin at an advantage to their enemy. It wants to break up the squad by forcing them to take different paths to reach it. Impassable walkways that cannot support a Stormer's weight, or collapsed architecture that prevents vehicle access are a few examples.

The only exception is the Momic Leech, which does not follow its typical species behaviour. It is constantly on the move, and it doesn't concern itself with lairs and traps but it will creep up on its prey, draining his Ebb and devouring him immediately. Leeches are useful to GMs who simply want to use the Momic as a random encounter and do not want to trouble themselves with a complex scenario involving snared locations and divided player groups.

The Momic Weaver is best introduced when the GM wants to get across the full horror of the Conflict Aliens, and their impact on the unsuspecting Ebb races. The PCs are first introduced to the beasts through nightmarish visions and hallucinatory images; unsure as to if what they've seen is true.

A typical Momic lair will consist of a Momic Interloper, 5-8 Ashan Thorns, 1-3 Markers, 2 Feeders and a solitary Orator, but these numbers should be adjusted for the size and skill of the Operative squad. Be warned; Momics can devastate an Ebon-heavy squad without much trouble and don't even fear Necanthropes.

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