

the big picture

(bE eXCellaNt)

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B a c k C o v e r

Progress lives.
You can not kill it.
You can not change it. It is change.
It will always change you.
Progress is the future. The only future.
Don't live in the past.

2 0 0 1 – P D F C o n v e r s i o n

The third issue of tHE bIG pICTURE, produced in 1995, saw the first contributions from someone else! Writer Martin Oliver and artist Steven Punter. I still stole some stuff from Karma and the MRB though.... ongoing apologies....

All in all issue 3 is one of my favorites, it has some stuff that rocks and some stuff that makes you think.

The third issue also begins to establish a tone and feel for the zine, which is not as easy as it sounds.

I think that TBP kind of made it known that it wasn't going away with it's third issue, and I know I had a lot of momentum at the time, having returned from GenCon with a real buzz for SLA and the amount of people that were getting in to it.

Sales were up and there was some serious interest from a few shops (which soon went away never to return.... but that's neither here nor there....)

With that buzz in mind, I've left the last bit in, a bit self indulgent, but sod it, it is my fanzine ☺.

Max Bantleman, 2001.

INTRODUCTION

Hello, thanks for buying issue three of **The Big Picture** (what do you mean you didn't pay for it?)

The Big Picture is a fanzine which is concerned solely with the universe of Nightfall Games' SLA Industries

Well, we seem to be chugging along quite nicely, with a reasonable response to our mention in Valkyrie as well as selling through two new shops.

Someone (no names, no names) recently pointed out how long it has been since Nightfall / Wizards released anything for SLA, and how long it would be before they managed to 'catch up' with the original system.

With the existing market for 'Dark Future' type games being so large, and with the continued production of further games (such as the excellent Whispering Vaults), can SLA keep up it's growth and expansion?

Anyway, if you bought either of the first two issues, how come you have not written to let us know what you think of **The Big Picture**.

Where's all this stuff you were going to send us?

We should perhaps stress (again) that we have nothing to do with either Wizards / Nightfall or any of the designers of SLA Industries. We are just a fanzine doing our own thing.

Well, what about the atmosphere for games in the World of Progress? How do you (eat yours) get it across?

With music? Illustrations? References to films and literature? I mean how do you do it?

Do you find that adding long winded, descriptive passages of narration in the middle of a game tends to drag things down a bit?

Having the right music on in the background certainly helps, though this of course depends on your personal taste outside of the game. Playing the album 'Undertow' (Tool) may well add some great feeling, but if the players basically hate the band (how could they!?), it will not serve it's purpose.

Saying things like "you know that bit at the beginning of Batman, well mix that with 'the Crow' and 'Brazil' and you've got it", might well work, though it will probably just confuse.

So, what do you do?

We find short, sharp reminders of the feeling you are trying to achieve, seem to work best, like; "of course, it's still raining as you leave for the Crib", or "the lattice work of walkways and rails thicken above you as you descend in to the depths of Downtown, blotting out the ashen sky, giving some cover from the oily rain."

(Overdoing it a bit, aren't we.)

Having a familiarity with your players will of course help. If you all know each other, and have similar grounding in what you read, see and listen to, it is easier to assume they will all be seeing the same picture in their mind as you describe something.

Maybe a piece on running the game is long overdue.

Oh yeah. What is this 'it's not about guns' thing anyway? Of course it's not. How stupid are the people who play role playing games? Like you have to keep telling them; "it's only pretend, we don't really want you to eat each other and worship Satan."

Assuming there is a degree of intelligence and self control seems to have gone right out of fashion.

Guns are a vital aspect of the game, they allow some control over the violence dispensed by the players and NPC's alike. Guns exist and will continue to play a central part in the future development of all cultures. Once created you cannot 'undo' tools of violence.

As long as the central theme of your games is mystery, investigation, the thirst for advancement, for security and truth, how can you fail?

And there will always be a place for the 'surgical' use of violence. Both in games and (dare I say it) in the real world.

So, be careful about the use of violence, of course. But accept the need for it as an alternative in confronting some problems (try using CHAR based skills when dealing with an ex War Criminal).

And remember, "guns are tools, so is the truth."

(bE eXCeLLeNt)

ALICE, WHAT'S THE MATTER?

In the lower levels of Downtown something is stirring.

Something new and horrible. The prayers of the 'disturbed and insecure' minions have been answered. Their loyalty and dedication has been given new direction, they have been drawn to the call of a new prophet. Seen as a guiding messiah by the people and as a psychotic serial killer by SLA Industries. The citizens of the lower levels of Downtown are being drawn to the power and the growing myth of a new cult. The cult of Creeping Death.

During the last months of 900 SD, the citizens were plagued by an unusually large number of outbreaks of mutations from Cannibal Sector Three. These monsters, a mixture of Carriens, Mutant Carriens and other abominations, were used as proof by the Church of the Chasm of the 'final days' of Mort, where the city would be brought to it's knees in judgement by the denizens of the lower worlds. The leaders of the Church went in to the community to help with the slaughter of the innocent, waging war on normal citizens.

SLA Industries acted swiftly, sending in the Idols, a Necanthrope Union of legendary reputation.

The Church of the Chasm was hunted down and it's members slain, not one survived, in what has become known as the 'night of falling darkness'.

Such direct intervention is rare, for SLA Industries knows only too well the pitfalls of destroying citizens objects of worship and belief.

During the operation, one of the Idols went missing in Cannibal Sector Three. His physical form was never found, though his 'brothers' in the union believed him dead, for they could no longer feel his force. This was the only casualty from the squad, who managed to hunt down and slay sixty eight Church members in that terrible night.

Time passed and SLA Industries noted with some satisfaction that the Church of the Chasm was unable to rebuild itself, it had been completely annihilated. Even it's memory had passed from the citizens, who

were quick to look to other cults for leadership and promises of 'freedom'.

Then the killings began.

At first no one took much notice, just another spate of killings in lower Downtown, nothing unusual there. Then it became clear that the killings had a pattern, and they were getting more and more frequent. It seemed that someone (or something) was systematically hunting down all the known members of every cult in sector 414, right next to Cannibal Sector Three.

All the victims were killed at night, each had only one apparent wound on their body, each of them was found to have had their heart 'removed'. Not ripped or torn out, just simply removed. Fear spread like a cancer through the citizens of sector 414.

Eventually a team of SLA Operatives was sent in to investigate. They found nothing and no one was willing to talk for fear of their lives. An Ebon with the squad, Helion, noticed that there was a strange force at work in sector 414, a force he did not understand and had never encountered before, Ebb related, but unlike anything he had heard about.

In the spring of 901, the Cult of Creeping Death appeared in sector 414. They declared themselves the successor to the Church of the Chasm and began to recruit members for their 'services'.

Reports began to filter back to SLA Industries that the Cult advocated the use of drugs to achieve 'higher states' in which the worshipper would 'understand the nature of the world'.

Another squad, Fire & Ice, were sent to investigate. Six days later they were all dead, their bodies were found next to the perimeter of Cannibal Sector Three, neatly stacked up, each with no apparent wounds, and each with their heart missing.

The Cult of Creeping Death openly claimed responsibility, warning off all Operatives from sector 414.

Two days later, a high ranking member of the Cult was captured and interrogated by Cloak Division. Their report is classified SCL 4, the extracts given here are for library use (SCL 9):

Darrian Green, a citizen from Downtown, classified as SCL 11, working for the Frosty Foods subsidiary, has been associated with the Cult of Creeping Death. When he was picked up, he was carrying a net and wearing full DeepFreeze gear. He claimed he had to 'get all the fish back', which he apparently believed had escaped from his processing plant.

He was also carrying thirty leaflets relating to the Cult, as well as wearing the symbol of the Cult of Creeping Death around his neck on a chain.

After some hours of questioning, the subject died.

We have provided a summary of the interview, together with some notes relating to other matters we believe are connected with the Cult:

The Cult of Creeping Death is lead by a 'high priest' who receives messages from their 'god', the Nameless One, who they believe lives in Cannibal Sector three.

We believe the High priest is a serial Killer known as White Eyes.

The Cult encourages the use of many drugs, but chiefly the hallucinogenic Alice. The source of their supply is (at present) unknown, though they do appear to have almost unlimited access to the drug.

The Cult believes in an apocalyptic event which they will bring about by 'leading the misled in to the arms of the Nameless One'. The goal of the Cult appears to be to get as many citizens addicted to Alice as they can, though to what end we cannot (at present) say.

The Cult of Creeping Death currently has four hundred members, each of whom is believed to be addicted to Alice. They worship in groups of six to fifteen, their 'services' involve little more than the taking of Alice, and the sharing of the experience.

What Cloak division are keeping to themselves is:

They believe the High Priest, White Eyes, is in fact Janus, a Necanthrope believed killed in 900 SD, originally from the Idol union.

The Cult of Creeping Death are planning to release huge quantities of the drug Alice in to the water supply and air ducts of sector 414.

White Eyes / Janus is known to want to lead the citizens of sector 414 in to Cannibal Sector Three, though his motives are unclear.

The 'nameless one' is believed to be a collective reference for the horrors of the Mutant Carrien infested Sector Three.

Game System Stuff

Creeping Death is a Cult with it's base firmly rooted in the lower levels of Downtown, in sectors 414 and 417. It has been in existence for nearly a year. It has no connection with the previously unsuccessful (and short lived) Church of the Chasm.

The Cult of Creeping Death is lead by it's 'High Priest', this being Julian Vine, an ex-War Criminal also known as the serial killer White Eyes.

Janus, the Necanthrope, is now working for Stygmartyr, his death was faked. He has nothing to do with Creeping Death, and is currently off world in the Stone Rim colonies.

Creeping Death gather in groups of up to twenty members, at these meetings they shoot up with Alice, sharing the visions and experiences as part of the 'worship'. Each meeting is lead by a 'priest', usually the one with the most experience in taking Alice.

White Eyes is preaching the gospel of cleansing according to 'the nameless one'. The nameless one exists only in the imagination of Julian Vine, he believes he is in touch with the mind of a great being that lives in Cannibal Sector three. Julian's aim is to get the Cult strength up to one thousand, at which point he will lead them

all in to Cannibal Sector Three on a great pilgrimage to meet the nameless one. White Eyes stalks the walkways and tenement blocks of sector 414 at night, slaying all he imagines stand against him.

Julian is receiving his supply of Alice from a DarkNight contact, Graham Knight, an undercover operative working for Neeto Pharm, a licensed SLA subsidiary drugs company, with shops throughout the Downtown district.

DarkNight want to introduce massive quantities of Alice in to the water and air supply of sector 414, under the cover of Creeping Death, to cause SLA Industries a massive problem.

The seeping, insidious DarkNight propaganda machine has been hard at work in sector 414, and most citizens believe SLA are behind most of their problems. It is hoped that Alice will induce violent psychoses in most citizens, resulting in much mayhem and death of SLA Operatives.

SLA Industries will assign a White BPN to find out more about Creeping Death and their leader.

SCL : 9

Contact : Department of Investigation

Training Package Recommended :

Investigation & Interrogation / Kick Murder / Strike

Colour Code : White

Summary : Investigation into Cult of Creeping Death. Involves prolonged operation in Lower Downtown, sectors 414 and 417. Bring back head of Cult alive, information gathering.

Coverage : Station Analysis

Consolidated Bonus Scheme : 800 c

Payment : Per Squad

The Department of Investigation will stress that this is primarily an information gathering exercise, though they would of course like to see the head of the Cult brought in. Extermination of the Cult leader is not warranted, as the Department want the Cult to play out it's hand, they also want

the full story on the suspected DarkNight connection.

Graham Knight will disappear at the first sign of a serious SLA investigation, especially if they manage to capture Julian.

Julian / White Eyes will continue in his reign of terror and death, oblivious to any and all attempts to stop him. During the day he hides away in his storm drain, dreaming tortured dreams of his time on Cross. At night his head is filled with Alice induced nightmares and visions, confirming his delusions, trapping him in a world he never made (quack).

Use the War Criminal stats in Karma (page 133). You may want to adjust either the armour type, or the FEN 24 Warmonger (maybe replacing with a FEN 808).

White Eyes will kill using his Vibro Sabre, and will resort to guns if faced by them. Remember White Eyes is totally addicted to Alice and he is a psychopath.

Don't introduce him in to your game unless you are fully prepared for the consequences.

P E T T I N G I N P U B L I C

Written By Martin Oliver

Pets on Mort are more than just a disadvantage to be taken during character generation, much more. They offer the opportunity to show what you're made of and how far you've got in the World of Progress. They can also be a valuable resource for the group.

And they draw the viewers too....

Working Animals &
Pampered Pets

'Pets' on Mort fall in to three categories: strays, real pets and working animals. The distinction is an important one. While all animals have innate skills, governed by

instinct, some may have these skills developed with training. It's no use expecting Fido to stand firm in a fight when he's afraid of loud noises....

Training costs; both in time and resources, and working animals are an expensive commodity. Each animal has a list of training packages that can be bought, raising the ranks of innate skills or adding new ones.

Each training package costs a basic 10c, with each level of skill acquired costing a further 5c.

Example: You want Ripper, your faithful dog to be trained in the Combat Package, this costs you 10c, then you have him trained to the maximum Unarmed (Bite), level 7, Run, level 4, and Intimidate, level 4. This will cost you 85c in total.

Skills acquired through training are not cumulative with innate skills, the highest rank is taken. So Ripper would have Unarmed (Bite) at 7, not 12.

C a t s

Willful and wily, cats have proved resistant to training. In addition, their fickle nature has made them unsuitable as companions for most Operatives.

Most cats have evolved to match the colours of the World of Progress, and are either grey or black. Tabbies, ginger toms. etc., are highly sought after by collectors, many of whom have collections of cats and staff to look after them. Owning such an animal is a mark of financial security. They are becoming popular with corporate CEO's.

Cost: 5c/100u, plain 75c/1,500u coloured.

D o g s

These creatures have accompanied mankind for as long as can be remembered, but today they are in short supply, especially on Mort. Following a series of messy attacks on civilians, all dogs commercially available have been neutered. For the most part, canines are of non descript type (mongrel), being big, burly,

powerful and stupid. They are usually plain black or brown in colour.

Pedigrees are available, though at up to ten times the standard cost, they are usually imported from New Paris, where breeding such animals was a recent trend.

Cost: 20c/400u

Stats:	Min - Max	Norm
STR	3 - 6	5
DEX	6 - 8	7
DIA	0 - 1	0
CONC	0 - 1	0
COOL	5 - 9	7
PHYS	5 - 7	6
HITS	8 - 13	11
Weapons	PEN	DMG / AD
Bite	1	1 / 0
Innate Skills		Rank
Unarmed (Bite)		5
Track		2
Run		2
Training Packages		
Tracker		Rank
Track		6
Detect		2
Sneak		2
Combat		Rank
Unarmed (Bite)		7
Run		4
Intimidate		4

L i z a r d s

Very few people keep lizards, apart from Shaktars, who seem to prefer them to mammalian pets. Unfortunately, lizards are notoriously passive, needing to spend a lot of time sleeping or just eating. They have also failed to respond to training and are never taken outside their owners dwelling.

Cost: 15c/300u

B i r d s

Birds are never commercially available on Mort, the atmospheric conditions just don't agree with them.

Cost: ??

R a t s

Mort is a tough place, but rats have learned to survive. Now nearly the size of cats, and certainly much nastier, they have

established a niche in the World of Progress. They are a favoured pet of BrainWasters, who often adorn them with fancy studded collars (available from Stdz'R'us, a minor soft company ignored by everyone except rat owners) costing from 1-10c, depending on just how fancy it is.

Cost: 10c/100u

Stats:	Min - Max	Norm
STR	2 - 4	3
DEX	2 - 4	3
DIA	0 - 1	1
CONC	0 - 1	0
COOL	3 - 6	5
PHYS	2 - 4	3
HITS	4 - 8	6
Weapons	PEN	DMG / AD
Bite	0	1 / 0
Innate Skills		Rank
Unarmed (Bite)		4
Track		3
Swim		2
Intimidate		2
Training Packages		
Tracker		Rank
Track		2
Detect		2
Sneak		2
Hide		2
Combat		Rank
Unarmed (Bite)		6
Intimidate		4

W y r m s

Perhaps the most interesting pets on Mort are the small, dragon like reptiles which were recently discovered on a Resource World. These creatures are, in a primitive way, in tune with the Ebb. While they appear to have no natural aptitude for making use of this, they are able to channel Flux. The species are also extremely loyal, naturally curious and comparatively intelligent. Communication is limited, though, for although they can make chirruping or crooning noises, Wyrms rarely do so.

Coloration varies dramatically from dull greys and muted greens, to iridescent blues, bright oranges and fierce reds

All animals shipped to Mort are sterilised to prevent the black market trade from spiraling.

Training begins before hatching, and involves the 'imprinting' of one individual on the creature. This bonding is permanent. Flux should be determined randomly after bonding has occurred, use 3D4 to determine the maximum level for the Wym. Wyrms burn and regain Flux as an Ebon would. The bonding allows an Ebon owner to draw Flux from the Wym, adding it to their personal total. An Ebon cannot pass Flux on to a Wym.

Cost: 1,000c/20,000u

Stats:	Min - Max	Norm
STR	2 - 5	3
DEX	6 - 8	7
DIA	2 - 5	4
CONC	2 - 5	3
COOL	5 - 9	7
PHYS	4 - 7	6
HITS	6 - 12	8
Weapons	PEN	DMG / AD
Claws	0	1 / 0
Innate Skills		Rank
Unarmed (Claw)		5
Detect		3
Fly (Dodge)		8
Training Packages		
Firedrake		Rank
Red Thermal		3
Cold drake		Rank
Blue Thermal		3
Empath		Rank
Voice of Ebb		1
(Emotions only)		
Tracker		Rank
Track		4
Detect		5

C a r i n g F o r Y o u r P e t s

It is not enough to simply own a pet, you have to look after it too (especially since they count as a rank 1 disadvantage). Monthly upkeep costs should be around 10% of the basic cost of the pet, with the following exceptions; cats 3c, rats 1c, Wyrms 20c. This maintenance puts even simple pets beyond the reach of most citizens. However, there is one way to reduce costs, don't pay!

Owners choosing to pay up to half the upkeep costs should use the following table, owners who pay nothing double the animals modifiers.

A new Diagnose Skill may be introduced; Animal Care (DIA). This must be bought for each type of animal and represents your ability to identify ailments, decide on treatments, find alternative sources of food, and so on. It should be used in place of Medical Skill when dealing with wounded animals (with no modifiers for Medi Kits).

Roll D20 with the following modifiers; Cats +1, Dogs +2, Rats -1, Wyrms +3. Subtract your relevant Animal Skill modifier (+3 if unskilled), and check the result below.

Less than 11: No effect.

11 - 15: Animal looks run down, complains a lot, but is essentially fine.

16 - 17: As above and a compulsory roll next month, with an additional +2 if not enough upkeep is spent in the next month.

18 - 19: Animal suffers -1 to STR and DEX. Should either fall to zero, the creature dies. The -1 is regained after a month of normal upkeep.

20 - 22: As above but also apply result 16-17.

23 - 24: As above but -2 STR and DEX.

25 - 26: Animal leaves to find new keeper, if unable to leave it dies.

27+ Creature starves to death.

Strays and Waifs

There are no strays in Mort central and very few in suburbia. Shiver patrols kill on sight any free roaming animals believed to pose any threat to public safety.

Downtown is a different matter. Still, it's a dog eat dog world out there (literally) so the problem rarely gets out of hand. In spite of this, packs of wild dogs or rats have been known to terrorise the neighbourhood. This in itself wouldn't prove too problematic, but such high concentrations of free protein have been known to draw things out of the Cannibal Sectors....

B P N 's

Blues might involve eradicating a Downtown pack, Yellows could concentrate on recovering trained animals from an Operative. White BPN's could involve following up reports of DarkNight breeding and training centers, and a Grey might look into black market dealings. Jades would involve Wyrms being smuggled onto Mort by renegade Ebons.

Finally, remember that people can get very attached to pets. Just imagine facing a Shaktar after accidentally stepping on his favourite lizard.

EBONS

BACKGROUND

Most people make the common mistake of assuming Ebons are simply humans with some sort of psychic gift. This is simply not the case. Ebons are a race apart from humans, they are aliens, as alien as any Shaktar or Wraith Raider.

Even though Ebons themselves may liken their race to humans, this is done with the insight and understanding denied to us (humans).

If we ever need reminding of just how alien the Ebon race is, we need look no further than the nearest Necanthrope.

Ebons live for, and through, their emotions, they seek meaning in everything, they look for the answers to the riddle of life, they are constantly seeking knowledge and truth. To an Ebon, the truth is it's own reward.

Intruder is seen as the father of the Ebon race, it is he that brought them to Slayer's attention after the Conflict Wars, and he set them on the path to study of the Ebb.

Ebons are born to quest for knowledge, they spend their whole lives seeking enlightenment, it is their reason for being. The expression of self through emotion is taught to all Ebons from birth, their parents show them the value of self examination, of seeking meaning in everything they see and do.

Fate and destiny play a large part in the shaping of an Ebon, more so than other races, for Ebons believe in the power of the universe to guide them through the force of the Ebb.

From birth to adolescence Ebons are taught by their families, learning the basic skills necessary to survive in the harsh World of Progress.

The tendency for Ebons to gather together is continued on in to adult life, where they seek each others company to discuss, to learn, to share their discoveries. Ebons can only really be understood by other Ebons. That is not to say that Ebons do not enjoy the company of the other races, far from it. They can learn much from contact with non Ebons, experiencing new emotions, coming in to contact with new philosophies and out looks on life. All experience is to be valued.

The relationship between Ebons and BrainWasters is a strained one, for although they are of the same 'stock', they are totally different in their make up and attitude. Ebons see BrainWasters as a shameful corruption of their race, whose violent excesses and destructive drives are to be guarded against and disowned. Open hostility between the two races is rare as Ebons tend to keep themselves at a distance from BrainWasters, avoiding confrontation if at all possible. There are those Ebons that have dedicated their lives to the understanding of BrainWasters, their goal is to help the BrainWasters see the error in their ways. These Ebons are both despised by BrainWasters and misunderstood by other Ebons.

The force of the Ebb powers the Ebon race, holds it, binds it, drives it on. Understanding of the nature of the Ebb is every Ebons goal, for understanding the Ebb is understanding the fabric of the universe. The all consuming passion of every Ebon, through all stages of their development, is the understanding of the Ebb and the 'solving' of the great mystery of life.

Ebons sometimes express their quest for understanding as 'The Endless Knott', which is represented by a five pointed question;

Who Am I....

Why am I here....

Where am I going....

What is the nature of the Ebb....

When will I change....

Who am I? refers to the Ebons thirst for self understanding, for knowledge of their soul and control of their spirit. Ebons who are at ease with who they are, who have discovered their selves, can then progress to question other things, safe in the knowledge of their own belief.

Why am I here? This forces the Ebon to confront the purpose of their existence, what they have to achieve with their life. It is a primary factor in determining the direction of the Ebons life, and hence the direction their inquiries will take, what they will ultimately be looking for.

Where am I going? helps the Ebon direct their efforts, channel their energies, prevents them from wasting their talents and gifts. Usually it defines the Ebons physical goals of corporate achievement, what they want from SLA and what they are prepared to sacrifice.

What is the nature of the Ebb? This is the greatest mystery, the greatest challenge and the Ebons life long undertaking. Understanding the Ebb is the root of all investigation and discovery. The realisation that the Ebb may be different things to each Ebon is a recent concept.

When will I change? When will the White call me to it's womb of transformation? When will I become Necanthrope? All of these questions must be faced, though they are seldom answered by the young Ebon.

As the Ebon grows in his understanding of the Ebb, he feels drawn to the White, by forces he can barely begin to visualise, let alone begin to understand. Only by entering the White and re-emerging as a Necanthrope can an Ebon answer the final riddle. Only a Necanthrope can truly understand the nature of the Ebb.

Some Ebons see the transformation to Necanthrope as a distortion, a corruption, an unwanted metamorphosis which will

cause them to abandon much of their closest held beliefs and emotions. Necanthropes are the ultimate double edged sword, elation and grief personified.

Ebons will develop many close relationships in their lifetime, giving of their friendship and never tiring of sharing their emotions. Deep thought will go in to every action, every sentence. To be an Ebons close friend is to be involved in every mood change, every bout of depression, anguish and self doubt. But there are compensations. Ebons radiate warmth and joy, their very presence lifts a room with expectation, their attentions can be so intense as to seem the only thing worth while.

The closest relationship in an Ebons life will be with their DeathSuit.

The understanding of the formulaes that control the Ebb used to be achieved through Glyph Cards. These clumsy tools were replaced with the DeathSuit, Dark Laments greatest contribution to the expansion of the Ebon race. With the DeathSuit the Ebon can channel and store Flux, using their relationship with the DeathSuit to complete the equations and understand the formulaes, enabling them to manipulate Flux with a speed, accuracy and efficiency not possible with Glyph Cards.

Without his DeathSuit an Ebon would be crippled, reduced to a fumbling fraction of their former selves.

The DeathSuit becomes part of the Ebon, growing with them and eventually joining with them. Necanthropes emerge from the White completely as one with their DeathSuits.

It cannot be stressed enough how important a DeathSuit is to an Ebon. They use it to express their mood by changing it's appearance, it can act as armour, and it stores and channels flux.

The destruction of a DeathSuit is a tragedy beyond compare in the Ebons life.

NEW ABILITIES AND SKILLS

Natural Empathy

This is the Ebons natural ability to sense the mood and feelings of those around them. Though it is an ability present in all Ebons, it is bought as a skill during generation to reflect the study of it's nature. Ebons live for and off of their emotions, they are highly sensitive to the feelings of others and may learn to 'read' the signals that indicate many of the emotions common to all races, such as love, hate, suspicion, trust, etc. As the Ebon fine tunes this ability, they may be able to detect such things as exact degrees of stress, intent, truthfulness, etc.

Game System Stuff

The ability as governed by Diagnose and Charisma (add together divide by two). Empathy is used as a normal skill, with the relevant skill roll being made with modifiers for interference. The interference may be such things as a particularly close relationship with the target, or conflicting emotions within the Ebon towards the target, as well as physical things such as distractions through being fired at, etc. Natural Empathy has a range of the users CONC in meters.

The Empathy skill is active for as long as the Ebon is able to concentrate on it's use, usually this will be CONC in minutes, but this may be altered by interruptions which may be severe enough to cause the Ebon to loose track of the skill, effectively switching it off.

The Gamesmaster must be careful in the way the skill is used, being aware of the signals the Ebon would actually be able to pick up on. A good example of the use of this skill is in a hostage situation where the Ebon is the negotiator. The Ebon would clearly be able to tell (through the skill) if the terrorist intended to kill the hostages, he may even be able to tell how mentally stable the terrorist is, though the emotions of the hostages may act as negative modifier, clouding the reading of the emotions of the terrorist. Our Ebon

negotiator would be able to pick up on feelings, but not motives, he would know if the terrorist was going to start shooting hostages, but not why.

Retribution (Flux Burn)

The Retribution skill is also known as Flux Burn, it is a form of Flux manipulation. The Ebon deals with Flux every day of his life, he becomes expert in it's accumulation and use. The gathering of Flux is essential for all Ebb use and each Ebon has their own way of tapping in to the Flux of the universe.

As they grow in experience, Ebons begin to realise that they are merely vessels, transmitters, for Flux.

It is possible for an Ebon to tap into more Flux than they are able to control and use. This fact has been exploited by those that have learned Retribution. The Flux Burn skill allows the Ebon to tap massive amounts of Flux while only being able to 'safely' discharge a small proportion of it. The excess Flux is burnt off in a spectacular display which leaves the Ebon drained and wasted, their Flux storing and gathering ability burnt out. It takes an Ebon a long time to recover from Flux Burn and the skill is only used in dire emergency, or by BrainWasters who care little for their personal safety.

Game System Stuff

Retribution (Flux Burn) is an Ebb based skill, it is governed by the Ebons Formulae. It is bought during character generation, the same as all skills.

The skill is used in the normal way, and is affected by the same modifiers as any Ebb use skill.

Once the skill has been successfully used, the Ebon has Flux instantly available to them, the amount is equal to their Retribution Skill x Flux stored in their body.

Example: An Ebon, Mist, has 16 Flux stored in their body, they have a Formulae of 4 and a Retribution skill of 2. If at this stage she was to successfully use Retribution, she would have (2 x 16) 32 points of Flux instantly available to them.

The Flux generated by Retribution must be used in the same round it is gathered. If it is not, the Ebon takes damage equal to the Flux gathered in a randomly generated location, the damage ignores armour and may not be healed using drugs.

If the Ebon manages to use the skill properly, and channels the Flux in to Ebb use, they still suffer a massive 'come down' from the Flux Burn. The effects start from the first phase after the Ebon discharges the Flux.

Flux Burn after effects:

-2 STR for an hour

-2 DEX for an hour

-2 CONC for half hour

-1 DIA for half hour

All Ebb use at an additional -5 modifier for successful use.

Ebons must be aware of the limitations of the skill when they use it. Remember it takes a phase to formulate an Ebb use, if the Ebon does not have enough actions, or is forced to use them in other activity, they take the damage.

Retribution is a very useful last defense skill, or a vicious first strike ability. Either way the Ebon needs to be sure that not too much will be asked of them after the skills use.

Many Ebons shun Retribution and steer clear of those that learn it.

BrainWasters love it.

Altered State

Ebons live in a world dominated by their emotions and their perceptions of the energies that are the Flux. Many people would say they do not inhabit the same universe as us, such is their state of awareness and consciousness.

Many of the Ebb abilities allow the Ebon to draw physical entities through the fabric of the universe in ways that astound and baffle us, Reality Folding and Telekenisis being the most obvious.

Using Altered State the Ebon enters a kind of twilight, shadow world of Ebb, where the pure forms of each thing reside, the essence of a thing in Flux. Ebons change

the structure of their bodies, dissipating their physical form in the flow of the Ebb. Altered State is an ability fraught with danger. Not only is the Ebon prone to loss of their body to the Ebb due to distractions and interruptions to their concentration, they are also drawn perilously close to the White.

Game System Stuff

Altered State is a Concentration based skill. It requires expenditure of Flux to successfully use.

The Ebon is shifting their body partly in to the realm of the Ebb, blending with the Flux flow of the universe.

In this state they are partially in the 'real' world, and partially immersed in the other realm. They may physically interact with this world, though this takes a lot of effort and Flux, and they have the ability to not interact with this world.

Ebons in Altered State move at their normal rate, they may pass through 'solid' objects (doors, walls, people, etc.,) at a cost of 2 Flux per object, they must also make a CONC roll each time they do, to see if they are able to maintain the Altered State. Ebons failing the CONC roll, or not having enough Flux to pay for their passing through, immediately snap back in to the real world.

Ebons must also pay Flux to physically open doors, windows, and interact in any other way with the 'real' world.

Altered State allows the Ebon to 'drift' on currents of the Ebb, they move at 2 per phase and may pass over water or through the air. While drifting, the Ebon may pass through objects as normal, if they fail their CONC roll, their bodies are immediately subject to the normal laws of physics and may fall, drown, etc.,

While in Altered State the Ebon can 'see' Ebb energy forms and Flux pools. They perceive people and objects partly as physical, and partly as Ebb. Ebons in the realm of Altered State perceive Necanthropes as brilliant white shapes, BrainWasters as dark shadows, other Ebons as coloured Ebb islands and all non Ebb users as phantasmal, semi-corporal beings. Ebons using the Altered State ability are prone to calls from the White. The feel

irresistibly drawn to the White Realm, where their spirits and forms will be obliterated and reborn. For each round in Altered State an Ebon must make a DIA roll (as if it were a skill) with a -1 modifier for each round they have spent in Altered State. Success means they can sail close to the winds of the White. Failure means they are swept away and consumed by the fury of the White.

Ebons that drown in the White are 'spat out' in to the real world with all of their Ebb abilities gone, stripped from them in the inferno of passing through the white. Ebons thrown from the other realm without their Ebb gift usually commit suicide or go insane, their emotions running out of control. They immediately gain three rank 10 psychoses (of their choosing).

Ebons crippled in this way are immediately killed on sight by other Ebons in a form of mercy slaying.

Even after successful use of the Altered State ability the Ebon must pay a price. They are disorientated and confused, taking a short time before they can co-ordinate themselves in the 'real' world.

After effects of Altered State:

- 1 CONC for an hour
- 2 DIA for half an hour
- 2 DEX for half an hour

Ebons in the Altered State are still partially in the 'real' world and are perceived by others as spectral images, ghost like and semi opaque. The Ebon in Altered State may still be attacked by those in the corporal realm, though they gain a -8 modifier as a target.

DOWNTOWN

Downtown is the area of Mort Central that used to be known as Central Outskirts 1-5. The collapse of the massive Salvation Tower, and the subsequent domino effect that knocked out roads, rail links, tubes, power and all communications, led to the devastation of the area. The damage was

simply too extensive to be repaired, so SLA Industries 'by passed' the problem by simply sealing up the stricken area and building on top of and around it.

In the centuries since the great collapse, Downtown has grown and spread and it now occupies an area so large and sprawling that SLA Industries itself can no longer keep track of it.

The upper reaches of Downtown are dark, shadowy areas of run down buildings and road complexes, with walkways running overhead and transport tubes criss crossing the 'roof' of the whole area. Rain falls through from the streets and walkways of the districts above, reaching Downtown gritty and oily.

The lower reaches of Downtown are darkness personified. Here the terror of the Cannibal Sectors and the Underworld are close enough to be really terrifying. It is here that the lowest of the low, the most insane or dangerous live. Soft companies store goods here and hide personnel, but even they are afraid. Nothing good or clean can exist in the lower levels of Downtown, only darkness, filth and despair thrive here. The upper levels are much like above ground districts, with tenement blocks, businesses, some factories and hundreds of shops, the roof is relatively low, though still high enough to give a sense of 'sky', reaching up to six hundred meters in places.

As you creep deeper, the whole of Downtown becomes closed and claustrophobic, the buildings being stacked on top of each other, separated by no more than two or three meters. The feeling is one of endless tunnels and warrens, with closed walls and very little space. In the deepest trenches of Downtown, there will occasionally be a huge, natural underground cavern that has been used to build in. In these areas the roof is hundreds of meters overhead and the ground is solid rock, buildings are squat and stacked, with walkways running up and down the maze of construction.

Many areas of Downtown are inaccessible by car or bike, you have to go on foot. There are numerous places where the only access is across a frail walkway, easily visible and easily defendable.

We have tried to give a 'feel' for Downtown using some texts taken from various sources, mainly interviews and 'on the wall' documentaries filmed by Third Eye.

"Forget it. Forget everything you thought you knew about staying alive. Forget you are a human being, forget all that shit about rules and civilisation. Down there you are only alive if you are like them. Only animals live in Downtown. The monsters we become, and all that shit, right?"

"The shadows parted to the reflection of neon on gunmetal. A barrel nosed its way forward through the gloom of access conduit twenty three, followed closely by the sheen of Exo armour, shrouded in an ECM cloak. And finally the glint of his eyes, unblinking; focused, intent and intense.

He could almost have been a dancer, the way that he moved. Head always forward, while the firm but flexible hold on his gun gently drifted the barrel from side to side. And the legs crept, placing feet as softly and yet as firmly as was possible. Not an easy thing to do in armour, but he made it look almost natural.

Through the ceiling, where the cracks let in the light, it was possible to hear the low rumble of Downtown life. He was only too well aware that, but for that cover, his prey would have heard him and killed him long since. But not now....

As silently as he had slipped into the pool of light, he melted back into the inky blackness."

Extract from 'ShadowRun' commentary, Martin Oliver, Third Eye series four.

"Oh yeah, I just love Downtown. Like Mr. Slayer says, it's an integral part of Mort life. You need Downtown to balance things out, besides some of the best Operatives I know were forged in Downtown."

"Downtown? Yes I have been there. The desperation and devastation mix with the physical filth and debris to form a kind of pit of misery. As you pass through the perimeter your mood changes, darkness looms all around you, you are instantly depressed, aware of the hopelessness that surrounds you. Downtown is filled with

threat and malice, none of it's inhabitants wish you anything but harm. From every shadowy doorway, every rubble filled underpass, every crumbling tenement block, hatred emanates. The lower you move through the layers of filth, the deeper you sink into utter paranoia. There are less people, fewer buildings, larger expanses of wasteland, lower ceilings and roofs, more broken walkways and transport tubes. Nothing can possibly live here, but life is here. To get outside your transport is to enter a nightmare world where you are nothing but a target, nothing but meat waiting to be stripped from the bone. You feel vulnerable, alone, naked, a weakling in the presence of an overpowering, brute force that will destroy you.

Downtown? Yes I have been there."

"Just between me and you, we couldn't operate if it weren't for Downtown. Where else could we hide a factory, two warehouses and fifty thousand liters of toxic chemicals, not to mention flush away over six thousand liters of toxic waste every day. Sure it cost us dear, both in money and employees, but it's a price worth paying. In truth it's a price we have to pay. Know what I mean?"

Unbroadcast interview with executive from Pod Pharmaceuticals, from Channel Nine's 'Against The Grain' series, Mort 898 SD.

"DarkNight are everywhere, they breed conscripts down here like flies. You wanna flush out DarkNight you're gonna have to clean out Downtown. And that really would be something."

"We went in looking for AngelFace, tip off put him down in sector 307. We raided a hole in the wall bar. Nothing. Pooky says we should follow up on the lead we got on Cannibal Sector Three. I aint gonna argue with a Stormer. Oh yeah, we caught up to her, hiding out in the rubble of SkyNine, about three clicks from the wall. But I tell you, I didn't really notice where Downtown ended and sector three began. Just seemed a natural progression you know, like evolution. Maybe one day all of Downtown will just be one huge fuckin' Cannibal Sector right beneath our feet."

"It's a war zone. We bombard them with thirty seven channels, they hit back with Channel Resistance, even we can't shut 'em all down. Don't talk to me about 'public access' TV. The 'public' in Downtown consists solely of nutballs, whackos, props, serials, freaks, crazies and gangers. What could they possibly have to offer us?"

Sammy 'lidless' Thiron, Third Eye Controller, station six, sector 305.

"Whatever you want, you can find. Everything you fear will find you. Do not go there unless you can get out again, mentally and physically."

D O W N T O W N B P N ' S

Many BPN's will involve moving into and through Downtown, mainly because there is such a large criminal element there.

Citizens of Downtown are the unfortunates, those with no chance to get anywhere in life, the true victims of SLA Industries world of Progress. They live side by side with the worst of the serials, props, gangers and soft companies. They have little or nothing to thank SLA Industries for. Support for DarkNight is rife among the peoples of Downtown.

Operatives working in Downtown can look forward to being shunned, spat at, hindered, lied to and at times shot.

Unfortunately, SLA still regards Downtown as a sensitive area, and the wanton destruction of property or killing of 'civilians' is still frowned upon.

This makes Downtown a source of endless frustration and trouble for all Operatives (shame).

B l u e

Suppression of urban disturbances might be food riots, out of control crowds at a celebrity appearance or protest meetings. Extermination of Carriens from the Sectors. Clearance of a major transport accident, moving on of vehicles, ghouls, etc. Third Eye may also use Operatives to sweep an area they want to cover in a slot such as Gore Zone or Stalker.

W h i t e

Hunt down a serial that comes from Downtown or has taken refuge there. Report on civilian trends in Downtown, either for market research or for Station Analysis, such things as buying trends, DarkNight presence in certain sectors, street rumours and gossip.

Y e l l o w

Run a sweep of one of the hundreds of markets that spring up all over Downtown, looking for stolen SLA property. Venture to the pits of Downtown in order to recover some ancient artifact from Mort's past that has emerged in one of the Sectors, or is being used by a Cult as centre of worship.

G r e e n

Specific assignment into one of the Cannibal Sectors, may be for information gathering or extermination. May even be for retrieval. If Operatives prove themselves, they may be offered off world assignment as result, maybe in the Stone Rim colonies.

R e d

Emergencies such as terrorist attack, arsonists, huge civil uprisings or the major collapse of Downtown structure such as Gillan's Tower. Reds that take Operatives into Downtown nearly always end in ambushes or sniper attacks, either that or full scale riots that require a high Shiver turn out.

G r e y

Undercover Operatives who have gone 'too deep', becoming more of an enemy than an Operative. Searching for rogue Operatives such as feral Ebons. Locating of Soft Company bases and supply areas. Investigation of cults, may require undercover operations.

J a d e

Hunting of feral Ebons or the tracking down of Glyph cards that have appeared on the Downtown Black Market. Necanthropes need tracking if they 'go

rogue', as do BrainWasters. Ebon serial killers are not unknown.

B l a c k

Operatives will go up against Thresher insurgents, DarkNight 'terror teams', Necanthropes or worse from the Cannibal Sectors in seemingly hopeless situations. Black BPN's in Downtown carry the highest rate of 100% squad FUBAR.

P l a t i n u m

Secret, obscure, seemingly trivial or weird. Only experienced Operatives may be offered these, and then only if they are lucky. Will include such things as becoming DarkNight Operatives in order to expose DarkNight infrastructure. Digging deep into the secrets of Salvation Tower and Digger. Operatives on Platinum BPN's may come into contact with some of the deepest, darkest secrets of SLA Industries and they should be prepared for this. They may leave the BPN mentally scarred or hunted by Cloak Division.

NEVER MIND THE PIG

S N E E C H E S

Sneeches can only live in damp, shaded (or dark) places, and they need a certain amount of toxic residue. Fortunately these conditions abound all over Mort Central, especially in Downtown and the Cannibal Sectors, though in 754 SD. there was a plague of Sneeches in sector 332 (Suburbia), next to the perimeter, which required the full attention of three departments.

Sneeches are tube like worms that can vary in size from that of a drinking straw to the size of an Alligator, the largest reported was eight meters long, being two meters in diameter at it's centre.

The outside of a Sneech looks like a black skinned maggot, whatever their size. The

skin feels like molded plastic and is always covered with a fine film of toxic waste. Sneeches are essentially stomachs. They will ingest anything, from synthetics to skin. They feed by dropping on to targets, then locking on with hundreds of 'fish hook' teeth. Their stomach sacks then fire digestive acids up to the mouth region. The unique feature of the Sneech is their ability to make their bodies rigid, changing from a worm like, to a stick like consistency. Some of the larger Sneeches can even 'fire' themselves at targets, that is they may launch themselves like spears, to hit prey mouth first. This is thought to be achieved by them reversing their digestive process, essentially expelling gas from their rear end with enough force to break them free from their place of hiding.

Stats.	Min.	Max.	Norm.
STR	1	8	3
DEX	1	3	1
DIA	0	1	0
CONC	0	1	0
HITS	2	13	
Weight	50g	300kg	10kg
Length	13cm	6M	60cm
Diameter	1.5cm	1.5M	20cm

SKILLS RANK

Detect	6
Unarmed (Bite)	4
Swim	8
Climb	8

Weapons	PEN	DMG	AD
Bite	0	1	0
Acid Fluid	1	1	1

Colonies of thousands of Sneeches have been found in the Cannibal Sectors and have been known to devour a Gator with their swarmed attacks.

SHADOW MONKEY

Shadow Monkeys have evolved from the earliest of Karma's escaped experimental animals. A cross between a monkey and a sloth, they have settled in small colonies all over Mort central, living among the

towering buildings and walkways of the dark city.

The monkeys have a chameleon like ability to change the colouring of their fur to match their surroundings, there have even been reports of Shadow Monkeys with luminous fur after having eaten foods contaminated with Lumo™ by products. Shadow Monkeys use the Xeno 'blend' ability (Karma, page 124).

Shadow monkeys generally live in colonies, with the older males going out to forage for food, while the females stay and guard the young.

Their diet is wide and varied, they can eat anything from insects to meat and vegetables, though they will tend to stay away from bitter tasting foods. All Shadow Monkeys have incredibly sweet tooth's.

Recently there has been some concern over the nature of intelligence being displayed by these creatures, they have been filmed using primitive tools and setting crude ambushes for both cats and dogs.

Stats.	Min.	Max.	Norm.
STR	2	9	4
DEX	6	10	7
DIA	1	3	2
CONC	1	2	1
HITS	6	18	9
Weight	50kg	200kg	100kg
Height	0.5M	2M	1.2M

SKILLS RANK

Detect	8
Unarmed (Bite)	3
Unarmed (Claw)	5
Dodge	8
Climb	10
Chameleon	8

Weapons	PEN	DMG	AD
Bite	0	2	0
Claw	1	3	1

Shadow Monkeys use their Chameleon skill to blend with surroundings, though they may still show up on IR/UV equipment. Players need to make a difficult Detect skill roll to spot them using such

equipment, and they are almost invisible to the naked eye.

Shadow Monkeys may use primitive tools, such as clubs and natural nets (mesh from beneath walkways etc.) in snaring and killing small prey. They will only attack Operatives if cornered or provoked.

A Shadow monkey may screech before an attack, screaming with such volume and ferocity as to stun an opponent. The screech has a fear rating of 7, even if unafraid of the scream, the victim must make a PHYS roll to avoid being deafened and stunned by the attack (stun lasts 12 - Targets Phys in phases).

FINDING A JOB: BPN'S

Getting hold of a BPN can be a time consuming, infuriating affair in itself. Being trotted from one queue to another, visiting endless clerks in their tiny booths, being told you have the wrong form, or the wrong department, or the right form but the wrong time.

When you do finally sit down in front of the right person, who is offering you your next job, how do you know they are not just palming you off with the first thing that comes along just to get rid of you?

Skills come in to play in the acquiring of BPN's as they do in all aspects of your dealings with SLA Industries.

Here are two more BPN's to drop in to your campaign, you may have to mould them to suit your players and their squad make up, still, no one said being a GM was easy did they?

SCL: 9

Contact Department Of: Corporate Sector

Training Package Recommended:

Investigation / Any

Colour Code: White

Summary: Operatives required to investigate the apparent disappearance of Company Executive. High profile, Uptown, Corporate Sector work.

Contact Mr. Clarke Poisson 440 386 772936

Undercover work may be required.

Coverage: Station Analysis

Consolidated Bonus Scheme: 300c

Payment: Per Operative

This BPN will only be offered to a squad that have successfully completed a White or Yellow before. If they have not, they will have to talk the clerk in to letting them have it, possibly using Persuasion, Interview, or maybe even Intimidation, bribery or Seduction.

Once they have signed for the BPN, they will be given an appointment to visit the Department of Corporate Affairs, where they will be seen by Mr. Clarke Poisson.

Mr. Poisson gives out the following information, he is friendly and helpful, which should make the Operatives suspicious straight away.

Beat Mask Recording (known as BMR) have had three of their junior executives kidnapped in the past month. At first their internal security was handling it, but now BMR have sponsored a BPN to aid in finding out just what the hell is going on.

Operatives will be shown every cooperation from the internal security, including all information gathered up to this point.

The head of BMR security, a Matt Dillaney, is himself an exWar World vet with a full term of service on Dante.

The executives have all been kidnapped by DarkNight, who have been trying to plant a 'sleeper' within the company for some time now. Each of the executives has died in the operation to condition them, their bodies have been dumped in the sewers of Downtown.

Matt Dillaney will suggest that one of the Operatives goes undercover and waits to be kidnapped, as it would be almost impossible to watch all of the executives all of the time.

A profile of the kidnapped executives suggests they have been targeted because

of their various drug addictions; one was addicted to caffeine, the other two to Flip™. Using this information Matt suggests there is a good chance the Operative could be set up with some tempting false background.

DarkNight are being fed the information they need to kidnap the executives by a low level office junior, Stephen Oriol, who is a DarkNight conscript. Stephen is spectacularly 'normal' and is such a bland, inoffensive person that nothing can be dug up in his background to suggest he is a conscript. Stephen was recruited by DarkNight after his parents were killed by DarkNight in a terrorist attack on a shopping mall; they convinced him it was a SLA cover up and that his parents were killed by Shivers as they gunned down the terrorist.

The kidnap victims are taken deep in to Downtown, though they are always snatched from their homes in the Suburbs, either en route or once inside. They are taken to Scoff 'n' Squirt, a sleazy bar in sector 386, level 52, two levels away from the wall of Cannibal Sector Three.

The executives are kidnapped by a 'team' consisting of a DarkNight Espionage Agent, three Civilian Converts and a Prop. If they cannot be conditioned in one night and replaced before they are missed, they are killed and dumped in the sewers. The Espionage Agent has had the bright idea of snatching the next victim at the start of a weekend, to give them longer to do the conditioning.

Scoff 'n' Squirt is run by Dirk Jurik, a DarkNight Convert. The conditioning is done in the basement using a mixture of drugs, hypnosis and electro shock treatment. The Conditioning is administered by a 'doctor', Elias Halstrom, who is an Espionage Agent planted with a Third Eye Medics team.

The Espionage Agent with the snatch team will kill Elias if he thinks he is about to be discovered.

Obviously it would be ideal if the Operatives went with the plant idea. They may do enough digging to uncover Stephen, if not they may want to track the kidnap 'victim' to Scoff 'n' Squirt to uncover a DarkNight lair.

We have given some in depth background for BMR for you to build on, the company may prove a useful source of contacts (and enemies) for the Operatives.

BEAT MASK RECORDINGS

Beat Mask recordings are universally known as, and referred to as BMR.

Company Slogan: "BMR sound and vision from the heart."

BMR are a wholly owned subsidiary of SLA Industries, though this is not widely known. They prefer to maintain a front of independence, they are allowed a certain amount of freedom to help back up this facade.

The department within SLA that officially own and control (and are ultimately responsible for BMR) are the Department of Recreation and Entertainment.

Beat Mask Recordings own three recording studios in Mort, two visual and one audio. They do all of their work at these studios and artists contracted to them are obliged to work in one of them.

BMR employ a total of three thousand people, though many more work for them on a temporary, subcontract basis.

BMR have 51% shares in three other companies; Domination Publishing (Music) Inc., Any Price Music Stores, Head On Instruments. These three companies employ six thousand people between them. The annual turn over of BMR is into the hundreds of millions of credits. They are listed in the top ten companies at Companies Register.

The structure of the company is quite interesting in that it is quite 'feudal', your superior is responsible for you and you answer only to them.

The completely linear command structure allows for much beaurocracy and interdepartmental fighting over budgets

etc., The CEO has over all control (and veto) over all management decisions. Corporate decisions are taken at 'command meetings', where the CEO, Directors and executives attends, a majority of 51% of the vote must pass all decisions, at least 60% of the Directors and Executives must be present.

The general 'feel' of BMR is that it is quite 'military' in it's structure and workings. There are a great deal of internal politics, but ultimately there is no one powerful enough to oust the queen from her throne. Ms Sylvia Britte, the CEO of BMR rules the company with an all seeing eye, rewarding and punishing as she sees fit. Use the Human NPC stats from karma, 'tweak' with extra skill such as Seduction, etc.

The citizens of Mort think of BMR as a rough and ready company very much on their side, BMR have had a few run ins with SLA which has done much for their street cred. BMR have been known to deal with soft companies and to engage in corporate warfare with some of their more rowdy rivals.

The current spate of kidnappings by DarkNight is seen as something of a mystery by the general population, who are beginning to think that if DarkNight are attacking BMR, then maybe DarkNight are losing it, or BMR are becoming more closely tied to SLA Industries.

SCL: 9

Contact Department Of: Karma

Training Package Recommended:

Ebon / Investigation / Any

Colour Code: Jade

Summary: Squad needed to investigate possible rogue Ebon responsible for recent disturbances in sector 471. Squad must contain at least one Ebon.

Contact Miss Chalice Stone at Karma.

BPN Number; KJ/942S/SO

Coverage: Station Analysis

Consolidated Bonus Scheme: 2000c

Payment: Per Squad

This Karma sponsored BPN was upgraded from a Grey after Ebon involvement was suspected. The Squad must contain at least one Ebon, this is not negotiable.

The Colour Code of the BPN is a smoke screen set by Karma to disguise the true nature of the BPN. The contact, Miss Chalice Stone will supply a profile of an Ebon called Moss, who she says, Karma suspect is responsible for the 'disturbances'. Miss Chalice will not be very forthcoming about the nature of the disturbances, saying only that a number of Karma employees have been killed, and that they suspect Moss is the culprit.

Karma will pay a Bonus of 300c per Operative if the squad manage to bring Moss back alive, if this is not possible, they are authorised to issue a Termination Warrant, which they will give to the Ebon of the squad.

The only other information Karma will have is the name and address of each of the nine victims, with their profiles and brief pathologist report for each one.

The Path. reports show each was killed by a blade, with a stab wound to the facial region, penetrating to the brain. Signs around the wound show the weapon was either an Ice Blade or a natural claw.

Sector 471, where all of the killings have taken place, is next to the Downtown wall. The whole sector is given over to Karma work facilities and associated housing. Security is handled by Internal Affairs and Cloak Division, both of whom are aware of the BPN.

The real perpetrator is a Vevaphon known only as Wych. Wych was developed and released as normal, trained as an Operative and sent for Psychological Evaluation before release in to service. At his evaluation Wych showed signs of a deep Psychoses in the form of a deep seated Delusion. Stormers with such deep flaws usually needed a lot of reconditioning and therapy, on very rare occasions they even committed suicide. But Wych escaped.

Wych believes that a number of the Karma engineers have played a 'joke' on him, planting multiple personalities within his brain.

Wych hears voices.

These voices tell him who is responsible, and how and when they must pay. These criminals must not be allowed to tamper with any more of Wych's brothers, they must be stopped.

The reason for the cover up is that no Vevaphon has ever gone rogue before. Karma want a seemingly routine BPN issued, in the hope that the Operatives will catch Wych, especially with the Ebon in the squad.

Karma really do want Wych alive, they need to perform all sorts of research on him.

Karma will also stress that the BPN is being handled by Station Analysis, and that they would not appreciate too much publicity in the form of Third Eye coverage.

Wych lives in the sewers and storm drains of sector 471, the only place he can be really safe. Wych knows the sewers like the back of his hand, he knows where the other animals live, and where the tunnels that lead to the Cannibal Sectors are. He will not try to fight if he is heavily outnumbered.

Wych likes Ebons and will try not to harm them. He trusts them and believes they know what he is going through. The feelings of fear, confusion and sorrow emanating from Wych are so strong they may actually incapacitate an Ebon that was 'plugged in' to them. No Ebon will want to probe too deeply into Wych's mind.

W Y C H : V E V A P H O N

Kick Murder Package,	
STR	10
DEX	10
DIA	8
CONC	8
CHAR	6
PHYS	10
KNOW	8
COOL	9
Walk	1

Run	2	
Sprint	(4) 5.8	
Movement	37	
Half Movement	74	
No Movement	111	
Detect	8	Conc
SLA Info	3	Know
Unarmed Combat	7	Str
Blade, 1H	8	Str
Sneak	7	Dex
Sleight	5	Dex
Hide	6	Dex
Martial Arts	9	Dex
Climb	8	Phys
Acrobatics	6	Phys
Wrestling	5	Phys
Swim	7	Phys
Running	6	Phys
Psychoses		
Delusions	10	
Split Personality	10	
Paranoia	10	

Wych has 'gone native', he will not take up or use firearms. His favourite attack is through making his left arm a blade, and extending claws on his right hand.

E Q U I P M E N T

There are not many companies that focus on the development of equipment for Wraith Raiders, as Wraith Raiders tend to use what ever seems best to them, regardless of make or reputation. Wraith Raiders have notoriously pragmatic natures that preclude such things as 'brand loyalty'. If something better comes along, they will use it.

The obvious exceptions to this rule are; FEN and Karma, both of whom supply Coolant Suits for Wraith Raiders.

F E N 8 8 C C o o l i n g S u i t

The FEN 88C keeps the Wraith Raiders skin temperature at a very cold -88°C, hence the name. The temperature range of the suit is quite large, settings ranging from -100°C to -50°C, while in operation the suit suffers only a +/- 1°C fluctuation in

constant temperature. The suit is fully compatible with the FEN Scout Helmet, having matching fasteners and seals, including facilities to extend the cooling tubes, via a 'cap' in to the helmet. It is also designed to be worn under all of the major power armour types. In addition, the FEN 88C has been upgraded, to give it a basic armour capability. Once the ID of a location is passed, the suit is ruptured and will cease to function as a cooler suit.

Repairs to the suit cost 5c per ID point and can be carried out by any FEN technician, or by anyone with a relevant skill.

The suit is made from a silicon based laminate, incorporating a finely honeycombed ceramic lattice, interwoven with a kevlar based cloth. It is rumoured that FEN based the suit on refinements made to the DarkNight 00985.DN Body Armour salvaged from Dante, these rumours are fuelled by the fact that there are no direct design credits for the FEN 88C, the closest we get is the reference to the 'co-operation' between the FEN design team and Giazinni Feraldo of MAL in the design of the suit. The suit refinements include the use of the wearers bodily movements to aid in the pumping of the coolant fluids, as well as a new barrier material used to keep the fluids contained in the myriad of fine tubes that run throughout the suit.

Those in the know say that MAL are trying to buy the license to produce the suit from FEN, and that they already incorporate aspects of it's design in their new (upgraded) Shock Armour.

The suits are usually black, though all shades of grey through brown can be ordered. The honeycombing of the ceramic plates within the suit means that all of the cooling tubes are hidden and the suit has a completely smooth skin, broken only by pockets and MagHold plates.

The FEN 88C comes already equipped with eight MagHold; three ammo, two pistol & blade, two rifle and one Power Claymore on the back (usually used to hold climbing kit, etc.).

The FEN 88C is only available through FEN, and there is no real Black Market demand for the suits as there are so few rogue Wraith Raiders.

The FEN 88C profile is as follows;

Armour Type	Cost	B/M Cost	P.V.
FEN 88C	150c	2,500u	2

Head	Torso	Arms	Legs	Mods.
-	10	8	8	Temp.

The FEN 88C weighs 6kg, it is not 'powered' as it's Power Pack is used to keep the coolant system working. The Power Pack of the FEN 88C costs 50c and lasts for 2000 hours, it weighs 0.3kg and is rechargeable. The Power Pack is silent when in use, though it may be detected using heat sourcing equipment.

The FEN 88C can also be fitted with an 'ECM Chameleon Skin', this gives the suit the same characteristics as a 'normal' ECM Body Suit, though it adds only 2kg to the weight and may be powered by the 88C's Power Pack, at a drain of 03% while in operation.

The Chameleon Skin modifications cost 120c. It is worth noting that 86% of all FEN 88Cs sold have the Chameleon Skin modification.

K a r m a F r e e z A w a r e™

"Now Wraith Raiders can enjoy the same sense of comfort, style and security as all Karma customers. No longer need their cooler suits limit their sense of fashion, of individuality. A cooler suit can indeed be a thing of beauty as well as a functioning item of your wardrobe."

Excerpt of publicity handout 'pulled' from release by Karma, the revised catalogue entry missed the winter 901 SD. release. An extensive advertising campaign was (hurriedly) launched with the new slogan: "It keeps you cool. It keeps itself working so you are free to get on with your job."

FreezAware™, is brought to you by Solutionwear™, a wholly owned subsidiary of Karma, through their WorkWear™ catalogue.

Early in 901 SD. William Kennedy, co-designer of the Animattire™ range, found himself working along side Joseph Hyrt, a research designer from the department of the environment. They were hoping to bring some of the Karma designs in to line with Monarch uniform codes, opening up a

whole new market for the WorkWear™ range.

A cross over from complete 'riot environment' suits resulted in the discovery of batches of material that were unable to emit odors, but seemed almost impervious to heat (or cold).

Once development began on what has become known as 'batch 64', it was inevitable that the Wraith Raider coolant suit would be found to be a perfect home for the material.

FreezAware™ was born, with Joseph Hyrt taking the research department to Polo, while the testing and marketing were completed on Mort, watched over by the WorkWear™ division.

Hyrt soon found the material to be receptive to alteration by the inclusion of local DNA strains. After only three months he had the first samples of batch 65 to take back to Mort.

The rest, as they say, is history.

FreezAware™ launched their own line of Wraith Raider cooler suits in the winter of 901 SD. to a rousing response from the Wraith Raider community, many of whom were given the suit as reward for their services in testing.

The reports of the number of Wraith Raiders killed in the tests were greatly exaggerated.

FreezAware™ Cooler Suit profile;

Armour Type	Cost	B/M Cost
FreezAware™	300c	6,000u

P.V.	Head	Torso	Arms	Legs
3	-	8	8	8

Once damaged, it will cost 10c per P.V / ID. to graft on a new section of the suit.

FreezAware™ never gets dirty, it is extremely hard to crease and it can be 'set' to maintain a temperature anywhere between -120°C and -30°C to suit the individual wearer. It can be made in any colour the Wraith Raider desires, and may even be altered by Lumo™ the same as 'normal' skin pigment (duration, dose, etc.).

Any garments or armour may be worn over FreezAware™ with no difficulty, this includes other Animattire™ products such as belts and webbing.

In the future it is hoped that Karma may be able to give FreezAware™ some chameleon ability. Karma have a BPN running for the capture of Shadow Monkeys, and there is a rumour they are experimenting with genes from the Xenon Stormer variant on the suit, though whether Wraith Raiders will ever accept wearing a suit with something akin to sentience, remains to be seen.

Defense Systems Blockers

Defense Systems Inc. are a relatively new company, being a subsidiary of CMC (Commercial Mechanics Corporation). They are a wholly owned subsidiary of CMC.

The 'blockers' are a spin off product from the research in to suitable materials to be used in the construction of CMC maintenance kit carry cases.

CMC were looking for a material that was both fire proof and shock resistant, eventually they were to come up with Leemastic™, but not before they also discovered a spin off product known simply as 'blocker foam'.

The first few test samples of Leemastic™ were found to be incredibly unstable, exploding on contact with air. Refinements were made until the material could be contained, exploding to expand and fill an area roughly three hundred times the size of the original sample.

The blocker foam is resilient stuff, being highly resistant to fire, cold and ballistic attack. Although not bullet proof, the foam does slow the course of bullets, deflecting them and taking the force out of them.

Blocker foam was perfected in 899 SD., CMC promptly set up a new company, Defence Systems, to market this and other new products not thought suitable for the CMC catalogue.

Game System Stuff

The blocker foam is fitted in to 10 gauge rifle cartridges that can be fired by any suitable weapon. The favourite method of use is through the KPS Mangler or the Bully Boy shotguns.

Custom blockers may be made to fit 10mm cartridges, either rifle or pistol, but these

are expensive and have a one in ten chance of misfiring, where as the 10 gauge cartridges misfire only one in a hundred. Once fired the blockers expand to fill an area 3m square.

The cartridge must be aimed to hit a solid surface, to break the seal on the blocker and release the foam. Once in place, the foam forms a 'wall', being anywhere from three to ten centimeters thick. The smaller the area, the thicker the wall. Blocker walls have a PV of eight, and an ID of 40.

Blockers have become a favourite accessory of many Operatives conducting BPN's in the sewers or lower regions of Downtown. A wall of blocker foam can be a life saver when confronted by a Carnivorous Pig or Cannibal Sector Gator. Recently there have been reports of Wraith Raiders using blocker foam to set up 'sniper nests', placing walls between them and possible assailants while they settle and take their shot.

Blocker foam may be dissolved with concentrates of saline (salt water) or they may be cut down using chainsaws and the like.

The real beauty of blocker foam is that it is naturally degradable, it will crumble to small chunks roughly six to eight weeks after it is deployed.

The foam is black in colour, and research is being done to introduce materials that take on the colour of their surroundings.

Blocker foam cartridges are available from all usual ammunition outlets.

Caliber	Cost	B/M Cost
10 gauge	10c	200u
Custom (10mm, 12.7mm)	30c	600u

Blocker foam cartridges may be fitted in with other ammunition, or they may be used in their own, three shot clip.

If a cartridge misfires, the weapon will be jammed for D100+20 rounds, and will have to be cleared using a successful Weapons Maintenance skill roll.

Recently, an alarming number of Blocker cartridges have been appearing on the black market.

SOFT COMPANIES

JOLLY ROGER

Company Slogan: "Lick a Jolly, a friend in a lolly."

Jolly Roger are a rather nasty addition to the recent list of Soft Companies. They operate exclusively from the deepest recesses of Downtown, where they are rumoured to have a massive chemical facility as well as factory and warehouse space.

Their distribution network is through the many traders that move from market to market, unlicensed and undetected by SLA Industries.

There have been links made between Jolly Roger and one of the 'ex executives' of Pod Pharmaceuticals, Roger Mason.

The main product of Jolly Roger is the 'jolly lolly' a confectionery ice snack, which is not only delicious but addictive.

The jolly lolly can be bought all over Downtown, and some have even found their way in to the Suburbs, being bought by 'hip' executives and bored factory workers.

The jolly looks like any other multi coloured ice lolly, it has a chocolate cap and a luminous stick. Jolly lollies come in all flavours from 'Carrien cream' to 'blood juice'.

The addictive nature of Jolly lollies cannot be over emphasised.

At first they were thought of as a bit of a joke, their aggressive advertising and marketing brought smiles to many SLA executives, as Jolly Roger tried to establish itself in the market place.

The smiles soon faded when sales of Jolly lollies were seen to outstrip Chocolate Dream's number one seller, the Choc Stick. BPN's were issued, but so far to no avail. SLA Industries are no closer to uncovering the headquarters or the people behind Jolly Roger. Current BPN's are being run from the Department of the Environment and the Dept of Psychology and Psychoses, both are White.

Jolly lollies cost 10u each.

Game System Stuff

Jolly Roger are a DarkNight backed soft company, though this is the deepest secret, known to only two of the companies five 'executives'.

The company has sixty eight members, each of whom operates on a 'one contact' basis, that is they each only know who one other person within the company actually is. The ingredients for the lollys are brought from seven different locations, where they are refined and distilled. Once gathered together at the main warehouse in Downtown (next to the perimeter wall of Cannibal Sector Three) the ingredients are blended by two of the five executives, one of whom adds the 'secret ingredient'.

Only two executives will be present at any one time, and only they know the secret ingredient.

What Jolly Roger are putting in their lollys is, as yet, not known by SLA Industries, whose chemists are not really taking the examination of lolly pops seriously (yet).

The secret ingredient in a Jolly lolly is Gelly, a DarkNight copy of the Karma drug Flip™. Gelly is manufactured by Pod Pharmaceuticals, from a recipe supplied by DarkNight. The version of Gelly used in the Jolly lolly has the 'cheer 'em up' side effect refined out, so the user simply feels very relaxed and good about himself (and everyone else).

Jolly lollys have been known to calm caffeine addicts.

Jolly Lolly

Game Effects: +1 to Cool for one hour.

Addiction: -1 Phys, -1 Char per 30 lollys.

Detox. Effects: -2 Cool, -1 Dia

Addiction: 6 lollys per day.

Cost: 10u

Someone in SLA Industries is just starting to take notice of Jolly Roger and wants them shut down. White BPN's will be used, after which an Extermination Warrant will be issued.

Operatives found with jolly lollys in their possession are liable to a fine and an SCL decrease.

It is known that Jolly Roger have the protection of at least three Props, and possibly even a DarkNight 'contract' Espionage Agent.

H A R V E S T E R

Company motto: "SLA Industries must be destroyed. The truth of freedom is a prize not a gift."

Harvester are a very dangerous soft company. Their sole aim seems to be the destruction of SLA Industries Operatives. They carry out no attacks against soft targets such as installations, industrial personnel, Shivers, etc..

Harvester believe Operatives are the tools with which SLA Industries keeps the truth hidden from the masses. They are not totally sure what this 'truth' is, they are only sure that SLA are covering some huge lie, and that the World of Progress is designed for the single purpose of perpetuating this lie.

Harvester are carrying out a huge information campaign designed to push their version of the truth down peoples throats. They are paying for 'break in' advertising on DarkNight's Channel Resistance, as well as sponsoring numerous props and Contract Killers. This along with their production of the pamphlet known as 'Doom Truth' has brought them well and truly to the attention of SLA Industries, and in particular, under the gaze of Cloak Division.

Downtown is filling up with posters, videos and discs containing the Harvester message, using much footage from Third Eye and even some bootleg stuff from Station Analysis.

The Harvester message is simple. Death to SLA Operatives.

The funding for Harvester remains a mystery, though it is known they have many contacts on the black market and the gear they steal from dead Operatives accounts for a large part of their 'turnover'.

Harvester are also linked to drug trafficking and the skin trade, both activities being carried out by what are known as 'subagents'. These are people working for Harvester on a casual basis, usually they

are middle men, supplied with goods and given a cut of the prophets. This has made it very hard to trace the people behind Harvester, though rumours abound about the involvement of both DarkNight and Black Order.

There have been recorded incidents of Harvester personnel taking out DarkNight and Black Order terrorists, so they could target Operatives themselves. Harvester will steal any equipment from any source. Harvester always announce the name of their next victim at least a week before they intend to kill them. This ensures they have high profile coverage from Third Eye, and that the population at large get a full demonstration of their power.

They are not above using bombs and booby traps, though they prefer to confront the target in a fire fight or hand to hand combat.

Game System Stuff

Harvester have a total of one hundred and thirty five operatives within their organisation. Ten of these are the assassins, the rest are back up; information gatherers, traders, runners, cover operators, etc. The head of Harvester is known only as 'Eve', it is known that she is a woman and that she was once a SLA Operative, having served a term on Inferno.

What is not known to anyone except Eve, is that Harvester are backed by Thresher Incorporated.

All of the Harvester killers will be well armed and armoured, having access to stolen SLA Industries and DarkNight weapons and technology. None of the killers will have anything to connect them to Thresher, and none know of any connection.

For the 'standard' Harvester assassin, use the Props character in Karma (page 139), use both Rifle and Pistol and substitute DarkNight guns and armour for SLA equipment.

If Cloak Division ever get really close, or if some Operatives actually manage to uncover a connection with Thresher, Eve will put on her First Step (TH. 0004) Heavy Powered Armour and attempt to take out any and all Operatives who know the Harvester secret. She will be psychotic at

this point and will care nothing for her personal safety. Eve has the character stats of the Human NPC Operative (Karma), with the skills of the NPC Operative Shaktar (Karma), substituting Killan with Powersuit and Crackshot Armour with her own. Eve will have a SHEER 0023/B1 Assault Rifle as well as a FLAY Auto 1701/C6 Automatic Pistol instead of the Power Reaper and Blitzter. Her equipment in the final assault will of course confirm Thresher involvement.

MEET N GREET

After a series of well publicised interviews with such luminaries as Juce and Sigil, Frank Weiss was offered the rare opportunity to talk to one of SLA Industries most noted solo Operatives, Darkwing.

The following extract is licensed to Inter-Com, and © 901 Eye 4 Inter-Com.

FW : "Thank you for giving me this interview. I must say I was surprised when your agent called, any particular reason you chose Inter-Com?"

DW : "I like the stuff you do. You talk to the right people, no nonsense, right to the point."

FW : "O.k., let's get to it. Why do you insist on calling yourself a solo Operative rather than a Contract Killer.?"

DW : "Contract Killers court the media. I do not. Sure I get TV coverage, but only as a result of routine BPN's. I don't do stunts. I just do my job."

FW : "Routine BPN's? You call two Black's routine?"

DW : "I had my reasons for those. And I notice you make no mention of my specialty, Reds and Grey, eight of each in the past two months."

FW : "So, you are not short of work. I would have thought most BPN sponsors insist on squads."

DW : "There are times when a single Operative is more effective, on the Grey's especially."

FW : "What do your various sponsors have to say on the subject of you not courting the media? I know GASH are particularly media high."

DW : "They are all very understanding. I bring them something you cannot buy on the six o'clock slot. Credibility. I use their products because they work, people see me use them and think they're ok."

W : "I hear you were asked to join Nightfire, weren't you tempted. Small squad and clearly going places."

DW : "I was flattered, and I mean that. I had to think long and hard before saying no."

FW : "So, what's in the future? Anything specific you can tell us about."

DW : "I want to move around a bit. Do some digging. I hear the Stone Rim colonies are offering some great opportunities. Maybe Mort's getting a little too crowded."

FW : "What about the Mason Heights gang, I believe they caused you a lot of trouble?"

DW : "I have some unfinished business with them. They will be very nervous for some time yet."

FW : "I'm sure they will. Thank you for your time."

DW : "I hope we can talk again some time."

FW : "This interview was brought to you courtesy of 3rd Eye, Dig Denim, GASH, Sigerson Air Wear, Weird Alien, Orange Crush, Ill Logic and KK Circuit."

Shortly after this interview was broadcast, Darkwing was reported missing while undertaking a Grey BPN on the Shaktar Homeworld of Kn'nth.

There has been no comment from head office as to the nature of his BPN.

Darkwing

Name	Jonathan Hark
Classification	Human
Package	Kick Murder
Squad	Solo Operative
Strength	(10) 12
Dexterity	(10) 12
Diagnose	8
Concentration	8
Charisma	6
Physique	10

Knowledge	8
Cool	11
Walk	1
Run	2
Sprint	(3)
Movement	39
Half Movement	78
No Movement	117

Darkwing has Shock Tendons, Sinewshock, Brace Tendons and Sinewbrace implants from Nuke Tendon, each to level 2.

Darkwing wears PP112 Silverback Armour and a FEN Scout Helmet. All armour is custom molded by Phase Inc. The Scout Helmet has everything, many linked via cable to a small back pack, where the chips and slugs are stored.

Advantages / Disadvantages

Ambidextrous

Psychoses : Sociopath, Rank 9

Psychoses : delusions, Rank 6

Darkwing believes he is genetically engineered, having the chromosomes of bats in his make up. He also finds it hard to be around people, he has no 'friends'.

SKILLS

Detect	6	Conc
Literacy	4	Know
SLA Info	4	Know
Rival Company	3	Know
Streetwise	6	Know
Unarmed Combat	8	Str
Hide	5	Dex
Sneaking	5	Dex
Martial Arts	8	Dex
Climb	6	Phys
Acrobatics	7	Phys
Blade, 1H	6	Str
Pistol	7	Dex
Rifle	8	Dex
Auto Support	6	Phys
Evaluate Opponent	7	Know

Darkwing has the following weapons and armour:

PP112 Silverback Armour
FEN Scout Helmet

GA50 'Finisher' 10mm Assault Rifle
3 clips std ammo, 3 clips HEAP
GASH Blade (Custom)
MAC Knife
ITB Mutilator Fist

The GA50 is fitted with Recoil Suppressor (3), Flash Suppressor (3), Laser Painting and a custom stock (1 Hand use)

GASH Blade (Custom)
DMG PEN AD COST WEIGHT
4 5 2 130c 2kg

Darkwing carries 3 doses of Kick Start Solo, which is injected through a suit mounted forearm syringe, using the Boopa compressed air system.

AND FINALLY

So, we went again this year. And again we were running demo games for SLA Industries. And, yes, we were surprised at the response. Again. GenCon, don't you just love it.

There were some classic moments of both role playing and Gamesmastering, with total chaos constantly lurking in the wings (will the Frother please step forward). But we shouldn't really be surprised. Not any more. But we are.

Players just refuse to go along with our well laid out, well planned scenarios. They make a mockery of our organisation (who he?), they seem to take great delight in throwing us off the track.

These people are just plain awkward. Haven't they heard of cooperation? Of course not, they're players.

Well, four nights and days later, we were still alive, having run six games and met thirty six participants (some of whom come back year after year).

So what did we come away with?

First and foremost we found it almost impossible to convey any real sense of depth, any real feelings of horror and deception. Despair and angst were firmly

behind fun and interaction. But hey, this was a demo game.

People want fun, excitement, really wild things, right? Er, well, sort of.

Although, only one person commented on the 'lack of horror' in our game. And we would be the first to admit this (small) failing.

In our defense (your honour) we did introduce people to the game in a way that made them want to dig deeper, that is buy it, or at least get involved by playing it.

The Big Picture went down well and we sold a lot of copies, well around thirty anyway.

Hints and gossip, rumour and hearsay. We will not indulge, never I tell you, never!

Shaktar Sourcebook by August? Contract Directory before that? Mort Sourcebook in two parts, soon? Campaign book with in-depth scenarios?

Who knows.

Do you think the rate of release for support stuff for SLA Industries is fast enough?

What do you want to see? Why not write to us (better still write to them), we have our own definite opinions, but as usual they are neither here nor there.

If you can, get along to a couple of conventions this year. And make a serious effort to get to GenCon '96. You will find you are not alone and that there is more to life than 'Tragic the Saddening'.

Now then, lets get down to some real horror.... where's that Necanthrope NPC....

Funny how things turn out. The 'And Finally' was written tail end of 1995, when I was fairly excited about the prospect of an 'official' Shaktar SB and a Contract Directory. Well it's July 2001, and I'm not as excited, but I do have faith.... The comments on convention games are still valid, and I still have the same experiences and problems, except they're driven by the fact that there are always newcomers to SLA, and not by the failings of the scenarios. See you on tour in 2002? ☺

Max Bantleman, 2001.