

tHE bIG pICTURE

(nO quArTEr)

C O N T E N T S

Introduction - Isn't eight significant or something....?

The World of Progress - What's all that about then?

Mindless Slaughter - Challenging, sort of 'advanced' scenario.

Never mind the pig - Ny'Quiy and Maarol. Too weird?

Hanging Around - Venues for Op's to chill in

Finding a job - A Platinum and, would you believe it, a Red....

Equipment - Razor Rangs, Shock Nets and Glyph Implants.

Soft companies - Tempest, TimeBomb and Tinker.

Operative views - What you, the Operatives, have to say for yourself.

We'd like to say we always agree with the views and opinions expressed within our jolly fine publication, but we can't. Similarly, we'd like to take responsibility for things that happen as a result of what's contained within said thingy. But we can't. This is an unofficial fanzine, produced without the consent or support of anyone 'officially' involved with Jageeda or Nightfall. We have no affiliation to either Jageeda or the girls and boys of Nightfall, apart from the fact that we support their efforts in helping to keep SLA Industries alive.

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should tell you of our dedication and commitment (*I'm going to hurl....*)

As we've already said, we have nothing to do with Jageeda or Nightfall, and we can only acknowledge their copyright of the stuff we tinker with, and hope they don't send the boys round...

We are always happy when people write to us, and people who send us artwork often cause us to go in to seizure with delight.

We support SLA Industries and hope you do too. Buying **tHE bIG pICTURE** will help us to carry the good fight in to the future. Enough already. Just buy the fucking thing. All cheques for stuff from us should be made payable to M. Bantleman, NOT Chocolate Frog Enterprises. Aenima: Tool. Music to 'progress' to.

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Unless specifically credited to an author, all material in The Big Picture is written by Max Bantleman.

B a c k C o v e r

Progress survives.

Because of, and in spite of you.

Believe in SLA Industries.

Go with the flow.

They own and control it *all*.

Mr. Slayer is SLA Industries.

He will not let us down.

2 0 0 1 – P D F C o n v e r s i o n

The eighth issue of tHE bIG pICTURE was the first issue to contain no stolen artwork, thanks to a front and back cover from Heath Marks, big shouts must go to him.

The farce was ongoing with Jageeda, who were jerking everyone around regarding the future of SLA Industries.

Max Bantleman, 2001.

INTRODUCTION

Issue eight?

I'm impressed. Shame it's happening on a quarterly basis, but there you go.

The Big Picture costs three pounds (£3) direct from us (inc. p&p), and is also available through numerous shops. Please pay by Postal Order, or cheque, all stuff payable to M. Bantleman. Eye thyank yew.

Quite a lot seems to be happening to the World of Progress, not all of it good. There is much discussion as to the nature of SLA Industries in the real world, speculation that Jageeda do not seem that keen to clear up; maybe they don't know what's happening either.

The drive behind a lot of peoples argument is; woe to the world! If Jageeda do not publish support material quickly SLA will die.

What a load of bollox.

SLA Industries is, and always has been, kept alive by the people who run and play it. Once the original rule book was published, the game acquired a life of it's own.

There is no 'right' or 'wrong' way for the World of Progress to develop, only different ways. I do not expect my own campaign to develop in line with 'official' releases, and you should not expect yours to either. No sane GM changes his world to fit every change printed in every 'official' release, you use what you like and dump the rest.

Of course I would like the original design team to share more of their ideas with me. I would like some new stuff to juggle with, but I, like 99% of all GM's I know, am quite capable of expanding my game world on my own.

So. (As Sarah would say)

(Less of your cheek young man)

What we as GM's have to do is make a fundamental decision. Is SLA Industries worth playing. If it is, if we like it enough to keep running games, we will take a much more relaxed attitude towards Jageeda. They will, in their own time, produce stuff for SLA, but in the meantime, we are on our own. Big deal. Happened before, happen again.

(Very philosophical....)

Anyway, let's get on shall we.

This E-Mail thing is turning out to be trickier than I thought:

max@bantleman.demon.co.uk

Drop me a line and I'll do me best to respond.

Don't forget we have a Shaktar Sourcebook and a Wraith Raider Sourcebook available, £5 each (inc. p&p) direct from us.

Projects on the horizon; BPN Directory, Frother Sourcebook, Ebon Sourcebook (anything else you want....)

It's probably worth mentioning the fact that all back issues are available at £3 each (inc p&p), and will be for the foreseeable future.

Hopefully we will be producing (when I say 'we', I mean Sarah) a book of background for DarkNight and the Thresher, including many BPN's. Following this will be our own version of the 'contract directory', detailing BPN's and sponsors (or did I mention this already).

Nobody likes to flog a dead horse, and sometimes enthusiasm is hard to muster. So, if you read The Big Picture and like it, please take the time to write to us. If you don't like it, write as well, tell us what you want from SLA and how you think we can help.

Let's get some lists together.

Music, films, books and other sources from which to gain atmosphere for SLA Industries.

Anyone out there with a comprehensive list of shows and 'cons that I could put together, maybe SLA devotees could start meeting on a semi-regular basis, stinks of organisation but there you go.

(Anyone got any Heresy cards to trade?)

(nO quArTEr)

WORLD OF PROGRESS

The World of Progress (WoP) is the universe within which SLA Industries exists.

Exactly how this state of affairs came to arise, is up to each individual GM to decide. The rule-book starts us off quite nicely, but then (nicely) leaves it to us to get on and develop it.

Since the end of the Conflict Wars, some 900 years ago, SLA Industries has gone from strength to strength, until they have reached the position of complete domination that they occupy today. So what does that leave for the rest of the galaxy? What sort of state is the universe actually in?

There are several ways to approach the universal nature of the WoP, these are some of them:

- 1) Ignore it.
- 3) Categorise it.
- 4) Create it in mind numbing detail.

Ignoring It

So? The WoP spans the galaxies and encompasses the whole known universe. So what? Your players are only going to be working on Mort, or on the one or two moons that occupy the nearby space, so let the rest of the universe go take a walk. You can give the players information and rumour about the worlds beyond the stars, perhaps stressing how it's all just "Mort in a different place".

Mort is huge. No bigger than that, I mean really big. Whether you play it as a planet that has been built over so there is nothing left of the natural surface, or whether you take on the ideas from the Mort sourcebook, Mort works out to be one big mother of a place. As a GM you can run hundreds of BPN's on Mort before you run out of ideas, themes, settings, beasts, intrigue, etc..

And this is where SLA is based right? So is there any real need to go anywhere else?

This approach works better than you may at first imagine. Most players do not care if the BPN is set on Mort, New Paris or White Earth (just kidding with that last one....), as long as

they are having a good time with their characters; maybe digging up some of the truth, they will buy in to Mort in a big way.

And remember, SLA has made sure that most of the universe has come to Mort. If it exists in known space, you can probably buy it (or steal it) on Mort. SLA wants it's most loyal employees to have the best.

So; effectively Mort becomes the WoP.

Advantages of this include manageability and resource material. The small amount of 'official' material produced so far, deals mostly with Mort, so digging up background should not be too hard.

All SLA Depts. are well represented over Mort, giving access to a huge number of BPN's.

And of course Mr. Slayer and his most trusted associates are usually based on Mort, so if you want to move your games in to the 'power' sphere of NPC's, Mort is just the place to do it

Categorising Things

Stereo-typing, pigeon holing, labeling, making things recognisable by their function or name.

This basically means that you develop 'templates' for the differing worlds and areas of the universe. The classification of worlds helps, War Worlds, Resource Worlds, etc. Developing one of each type, in close up detail, will allow you to run any type of world simply by making minor changes.

The obvious exceptions to this will be Homeworlds.

We have produced background books for the Shaktar and Wraith Raider Homeworlds (£5 each), and will be producing stuff for Ebons and Frothers.

But again, within each type, there will be a lot of similarity and consistence. Polo will be similar to any other Wraith Raider Homeworld by definition.

The other world 'types' are hinted at in the main rule book and only take a minimal amount of work to flesh out. Developing a file of worlds, where they are, who runs them, what the geography is like, etc. usually does the trick.

Categorising things may seem like cheating, like you are not devoting as much time and effort to each place as it may deserve.

If you need to develop the world/place more for a particular session/BPN then you should go in to as much detail as is needed.

Players can often help here, supplying their own ideas about what planets, cultures, flora and fauna should be found.

It is a foolish GM who ignores his players completely, they have to live and work in Progress so they have a stake in developing it.

Mind Numbing Detail

Only for the truly, desperately, terminally bored. This is for the GM who wants to give himself, rather than his players, something to do.

It's not necessary and it should only be undertaken by those with the insane hope of publishing it. Of course, there's no guarantee it will be of any use to anyone. Too much detail alienates most GM's, leaving them no room to put their own 'stamp' on a campaign.

Progress?

There are so many aspects to the WoP that it would be impossible to address them all, different things are of differing importance to each GM.

Space travel is a good example. Many GM's use the Foldship sparingly, taking Op's to exactly where they want to go, with no room for other modes of transport through space. Some GM's have developed space combat rules, both for ships and for Op's, while others find the idea of space combat ludicrous.

And what about the technology of space travel? Is it all down to manipulation of Ebb, or is there room for STLT?

Progress spans the galaxies. But what is in these galaxies? Anything of note?

Did Slayer exterminate 90% of the population of the universe after the Conflict Wars? Is the universe a very sparsely populated place? Or are there millions of worlds yet to be conquered with the message of Progress?

Only three alien races chosen to survive?

Are we sure about that? If as a GM you want to introduce numerous other survivors, what's stopping you?

So, Humans. They have survived and thrived, obviously at Slayers bequest. Why? And what stage of development are they at? Is technology

rationed by SLA as strictly as information, or are humans relatively free to develop naturally? Have SLA wiped out disease in Progress? Do Humans lead relatively healthy lives, is this why SLA can keep so many of them poor and suppressed?

What are Slayers plans for humans, and where do these plans push the idea of Progress itself?

Television

Television is everywhere. Forget Religion, TV is the Opium of the masses. Everyone watches TV.

There are TV's at every waiting area in Progress, from playgrounds to bus shelters, airports to hospitals. The presence of TV is so overwhelming that it soon becomes part of the natural scenery, like rain.

SLA Industries understands the power of TV, they know they can bring the world to the citizen who stays at home. 90% of SLA culture is geared towards TV presentation, taking it right in to the minds of the target audience.

It has been suggested that TV's do not have on/off buttons, that only high level Operatives, those that can be trusted to 'think company' are allowed to not have a TV in their apartment.

And of course TV has many subversive uses.

Subliminal messaging, interface with implants in the audience, not to mention out-right lying and propaganda. DarkNight use TV through break-ins with Channel Resistance, they realise their best use is as pirates, as any permanent channel would be shut down by SLA within hours of opening up.

Is the greatest use of computers through TV? Are 90% of TV's hooked up to the Mort information super-thingy? If they are, can net running be done through your TV? is virtual reality a place where you can escape the terrors of Mort, a place where SLA can soothe the minds of it's worried citizens?

The exact nature of the shows on TV will depend upon your vision of Progress, but there will be dedicated channels for everything, as well as general channels that cover all aspects of Mort life. You can of course buy everything you need from the TV, there is no real need for the moderately well off to leave their homes.

Operatives should be made acutely aware that they need to look good on TV, that they need to have good relations with all TV companies, especially Third Eye. Op's wont make it without TV exposure.

A t m o s p h e r e

The World of Progress will have an atmosphere unique to each GM, a flavour and feel individual to that GM's idea of SLA Industries. Most GM's use an extrapolation of our own future, mixed with visions of darkness brought on by the domination of SLA Industries. It is important to be comfortable with the over all feel of Progress.

Letting players help create Progress can also broaden your horizons, introducing ideas you may not have thought of.

Reading the rulebook through a couple of times will give you a clear idea of how Nightfall saw the WoP, and it will give you clues to it's future development, but ultimately, it is up to you. If you haven't already, buy Karma. It is excellent. The Mort Sourcebook is pants, but does give us a few more glimpses of what the original designers intended their WoP to be like.

Please feel free to write to us with ideas for Progress.

M I N D L E S S S L A U G H T E R

Not for the squeamish this one.

The idea is to run this scenario as a series of mini BPN / encounters in between other jobs. As the picture unfolds, the Op's will find themselves in a difficult position. They will have knowledge that could save thousands of lives, but at the expense of putting them on SLA's 'knows too much' list (*ooh, harsh*).

The sheer scale and terror of the scenario demands you open it up slowly and carefully, revealing only as much as the Op's can handle in any one go. Not until the final chapter must they pull all the pieces together to form the 'bigger picture'.

We have used sector 688A, Downtown near the wall with Cannibal Sector Three. sector 688A is split in to upper and lower sections, with the lower being the most chaotic/dangerous.

If you need to change details to fit your own map of Mort, go ahead, but it is important to

keep the sector in two parts, one far more inaccessible than the other.

This is quite a complex series of scenes, as usual we have left it to you to decide how / when to drop them in to your campaign.

The information is split in to sections; Events & Background. Events are to be played out, while the Background gives you motivation and reason.

To begin with there is an overall view of the scenario, detailed for GM's, it contains a lot of 'up front' information and plot detail.

If you want to play the scenario, do your GM a favour and don't read it.

This scenario hints at 'truths' but leaves the decisions to the GM as to what really constitutes 'the truth'. It would not be hard to twist the plot to focus on something other than the DeathWake Device, maybe some Ebb Artifact.

O v e r V i e w

Inter-departmental wrangling, as well as a growing schism between Senti and Mr. Slayer, have lead Senti to begin developing her own 'Big Picture'.

Intruder taught the art of Deathwake to Senti, who realised it's limitations in allowing her to only clone from those who also possessed Deathwake. The Kilneck, the only other possessors of the Deathwake knowledge aside from Senti, Intruder and Mr. Slayer, had long been taken from her grasp by Intruder.

Senti constructed the DeathWake Device (with Mr. Slayers blessing) and used it to 'birth' the Stormers, who have 'spirit' of their own thanks to DeathWake. Without DeathWake, the Stormers would simply be machines, incapable of developing thoughts of their own. DeathWake provides them with a spirit, and, some say, a soul.

The DeathWake device is an Ebb artifact, and as such has a physical form. Having form makes it vulnerable, so the Device was placed in a protective housing; Digger.

Time has passed and Digger has fulfilled his function, both as guardian of the DeathWake device, and as 'tender of it's fire'.

But now, in 901SD, Senti has grown restless. DeathWake offers her no degree of independence, no room to progress her own ideas of biogenetics. For many years now Senti

has been working on a 'successor' to DeathWake, and now it is ready.

Senti has begun 'field trials', and the results are promising. The device, known as 'Reaper' has been given a guardian, as was DeathWake, and as with the DeathWake device, the guardian of Reaper is a terror to all who meet it: Exhorder.

Like Digger, Exhorder is a Manchine, unlike Digger, it retains most of it's 'Human' memories; though it's work is just as grisly, it has the ability to reason, and so feels remorse, guilt and sadness at what it has to do. These emotions feed Reaper, allowing Senti to focus the device.

But something has gone wrong.

Exhorder has gone insane. The full horror of what it does has finally driven it over the edge. But worse than this, Senti cannot shut down Reaper.

Exhorder roams sector 688A, looking for victims to fuel Reaper, but instead of targeting the 'rebirthing' of the stolen soul, Exhorder has no control over where the kidnapped avatar goes.

Citizens of 688A, Carriens, War Criminals, even Operatives, have all been targeted by Reaper. Each subject has gone insane, ending their life in a psychotic killing spree, desperately seeking release through the destruction of their new found 'body'.

The possessed roam the streets and walkways of 688A, looking for salvation.

It could not be long before Mr. Slayer became aware of Reaper. Senti, in an attempt to salvage something from the situation, has pledged to trace and destroy Exhorder. But there are complications. DarkNight, Tempest and the Thresher have all become aware of Exhorder, and what it's function is.

DarkNight wish to capture Exhorder, hoping they can use it to create their own Stormer variant.

Thresher see Exhorder as irrelevant, they will destroy it if they get the chance, especially if they think this will annoy Senti or Slayer.

Black Order see the potential for an ambush, using Exhorder as the bait.

Tempest want to capture, then expose Exhorder, using the media to bring SLA Industries' abomination to the attention of the public.

Mr. Slayer sees a use for Exhorder, though he has revealed this to no one, and will keep the Manchine's part in his Big Picture a secret. If Exhorder survives both Senti's and the Soft Companies attempts to destroy it, Mr. Slayer will move in with Digger to capture the Manchine.

Senti has decided to use Operatives to trace and destroy Exhorder, and this is where our story really begins....

U n f o l d i n g T h e S c e n a r i o

- 1) Serial Killer found dead.
- 2) Citizen goes crazy attacking Shivers, Red issued.
- 3) Suppressed reports of a Manchine sighting in sector 688A.
- 4) DarkNight bring down part of the wall with Cannibal Sector three. Chaos ensues in 688A Lvl 3.
- 5) Tempest drop one of the Op's a video tape of the Manchine in action, 'rebirthing' a citizen.
- 6) Internal Affairs contact Op's, offer to forget Tempest contact in return for White BPN.
- 7) White BPN.
- 8) After White, SLA move in and a 'night of raining blood' ensues.
- 9) Cloak visit Op contacted by Tempest, Op must either be chipped or terminated.

1) M e t a l H e a d I s D e a d !

E v e n t s

3E: "You join us as we arrive on the scene of sector 688A's most talked about murder. MetalHead is dead. The notorious serial killer was found by Alex Doem, an unemployed technical assistant. Alex, where did you find the mangled corpse?"

A: "Well Bob, I was just rummaging through some garbage, I'm outa work y'know? And there he was."

3E: "Was he alive!?"

A: "At first, yeah, but then he weren't. Know what I mean?"

3E: "And his wounds? What were they like?"

A: "I tell ya, I seen some, but these! Looks like he went through a shredder on a firing range. Cuts and holes, all inside out. A mess."

3E: "I understand MetalHead actually spoke to you before he died?"

A: "Yeah. Like I was listening. I think he said something about being better off dead, and some shit about needing to die..."

3E: "Thanks Alex. This is Bob Crier handing you back to Sandrine in the studio...."

A: "Can I have my fifty unis now...."

Background

MetalHead was a War Veteran, back on Mort after a term on Cross. He lived in 688A, on level 3, Downtown, where he made the wastelands around the Wall his own. A fierce warrior, MetalHead has dispatched more than three Shiver squads and two squads of Slops. Occasionally MetalHead would creep in to the heavily populated 2nd level of 688A, where he would 'carry the fight to the enemy'.

His death is viewed with special suspicion by SLA as no one has so far claimed credit for it. MetalHead will not be mourned by the citizens of 688A.

On Cross, MetalHead's last known assignment was working for the Dept. Of Biogenetics, under a sub-company called Nexus2. Since 900 SD Dept. Of Biogenetics has dissolved Nexus2, and all knowledge of them has been wiped from the records. Nexus2 were rumoured to be linked with Dark Lament.

MetalHead has been killed by Exhorder, but not before MetalHead was 'rebirthed', apparently minutes before his death.

DarkNight will eventually claim they killed MetalHead as a service to the citizens of 688A.

2) Shivers Under Attack

Events

"Operatives required to respond to Red. Immediate assistance called for. Grid ref; 3356/12B - 590/Lv2-688A. Shiver ambush in progress, suspected Black Order involvement."

SCL: 10

Contact Department Of: Company Militia

Training Package Rec: Any / Strike

Colour Code: Red

Summary: Black Order strike in progress. Shiver squad need immediate assistance.

Coverage: Station Analysis

Consolidated Bonus Scheme: 600c

Payment: Per squad

Background

The Dept. of Company Militia have been authorised to issue a BPN in response to the next terrorist attack on a Shiver squad operating on their behalf in 688A. Obviously the Op's can only respond if they are fairly close to 688A, which of course I'm sure you can manage.

A Shiver unit has been ambushed by a 'citizen' of 688A. Squad 190/D consists of 1 Sergeant and 8 Shivers, they have been ambushed while on Street Patrol. The sergeant is heavily wounded, three Shivers are dead and five wounded. Their assailant is not a Black Order terrorist but one Tim Eddings, a factory worker from 688A Lvl 2. Tim currently has the Shivers running around a disused warehouse on Level 1.

The warehouse is filled with toxic liquid waste, as well as being partially demolished.

Tim is armed with a stolen Blitzer and a stolen Power Claymore, both of which he is showing a remarkable skill in.

Tim stole the Blitzer and the Claymore from a Frother resident in his tenement block. The Frother has been strangled to death.

Treat Tim as a Prop (Karma pp139), boost STR to 10, COOL to 11, make "close combat" skill Blade 2H.

Tim is obviously possessed by a greater strength than is humanly possible. His numerous wounds from the shivers Gauss rifles do not slow him, and he constantly 'speaks in tongues'. The sight of Tim baring down on you has a Fear rating of 8.

The shivers are currently playing 'hide and seek' with Tim, who seems to be winning this stupid game.

It will be immediately apparent to any Op's with Tactics, that this would present an ideal opportunity for the notorious Black Order 'beacon' tactic.

Tim cannot be reasoned with. He seeks release. He will try to engage the biggest, meanest opponent in hand to hand.

Tim will waste anyone he thinks is an unworthy opponent (i.e. capable of killing him) with the Blitzer, hence the high Shiver body count.

Before Tim is finished by the Operatives, he must be allowed to use his dying breath to warn the Op's:

"Thank you. I would do the same for you. All I want is the peace I have been denied in death."

Investigation in to the background of Tim Eddings will show that two weeks ago he reported a break-in at his apartment, where he described the perpetrator as a "huge mother of a man, more like a machine, you know, one of them Cyborgs from Channel 7's re-runs."

Other than this, his life was completely 'average' (whatever that is for a citizen of Upper Downtown).

Tim has been 'visited' by Exhorder, who rebirthed him as the strangled Frother. It has taken Tim two weeks to go insane, maybe leaving tell tale signs with his deteriorating behaviour both in and out of work, perhaps using references or behaviour specific to Frothers.

Although the Operatives will not be warned off investigating Tim's background, they will be cold shouldered enough to make them suspicious.

If they dig too deeply, the reward for the BPN will be withheld and a negative report filed from the Dept. of Company Militia.

3) Plausible Deniability

Events

The Op's get to see a report they shouldn't have anything to do with. They may go slightly out of their way to view the report or they may have it thrust upon them.

After their seeing it, it will (of course) mysteriously disappear, and all knowledge of it will be denied by all at SLA.

Background

How you get the Op's to view the report is up to you, some suggestions;

Have the report on screen at one of the Op's agents, or maybe on one of the terminals at an interview for a BPN. Maybe the report is posted to one of the Op's by mistake, downloading on their PC, then wiping itself out (as per it's security virus).

If any of the Op's works closely with 3rd Eye, or one particular Dept., the report could be handed to them by a 'friend', or be left lying around at a briefing.

If they show a definite resistance to getting hold of the report, have one of their 'street' contacts arrange to meet them with some 'information', the contact will then hand them the report at the meeting, saying something like; "it must be worth something, it sure took some stealing...."

SCL 4 ++ X File Notice In Force ++

Classification : NTK (Family Only)

From : Tasha Uol, Assistant Dept. Head, Black Op's, Biogenetics.

To : Ms. C Brucken, Head of Dept. Misinformation.

Subject : Manchine sightings in 688A.

Read Only : "Ms. Brucken, I am responding to the recent reports from your office of sightings of a Mk IV roaming sector 688A, reportedly levels 3 and 4. I am able to offer the strongest assurances to your office that this Manchine has not been placed by us. We are as surprised as you to have received reports of it's activities. I have informed Head Office, and sent them a copy of this report. I hope we can work together to banish any doubts held by other departments as to our involvement in this matter.

Yours truly,
Tasha Uol."

The other three pages of the report detail the specifications of a Mk IV, which are:

Mark IV Manchine

"The Prophetess"

Stats.		Skills	
STR	12	Blade 1H	9
DEX	15	Running	8
DIA	2	Detect	12
CONC	1	Climb	8
CHA	--	Intimidation	10
COOL	--	Pistol	8
HITS	32	Club 1H	6
Height	2.8M	Club 2H	6
Weight	850kg	Blade 2H	8
		Flexible	10
		Weapon	
		Swim	6
		Torture	9

Equipment

Four arms, One ending in Vibro Sabre, one ending in Chainaxe, two ending in claws (PEN 2, DMG 3, AD 1).

Armour: PV 8 each location, ID 24 each location.

The Prophetess model is programmed with minimal Tactics and may also retreat to suit its own ends. Target selection is more discriminating than other Manachines, each Mark IV may be programmed with up to eighty preferential targets, listed in priority S&D order.

Mk IV's regenerate one hit point in the third phase of each third turn, and two wounds every four turns.

Prophetess have a provisional Fear rating of 10, though if you need to be told this, it may already be too late....

The importance the Op's do/do not place on the report can be influenced by your handling of them receiving the report. Make them nervous by hinting at phone taps and followers immediately after them getting it, and of course the actual report must end up missing.

4) DarkNight, to the rescue?

Events

DarkNight have blown the wall near sector three, the inhabitants of the Cannibal Sector are set to swarm in to level 3 of 688A. All Operatives in area are called to respond.

As they close in on sector three, the squad are given special instructions to seek and capture the DarkNight terrorists. The orders stress the need to confiscate ALL their equipment and quarantine it.

SCL: 10

Contact Department Of: Shiver organisation

Training Package Rec: Any

Colour Code: Red

Summary: DarkNight have blown a section of the Wall with Cannibal Sector three. Immediate response required.

Coverage: Third Eye

Consolidated Bonus Scheme: 400c (plus Carrien 'bounty')

Payment: Per squad

The Op's will be given specific information regarding the DarkNight strike team, i.e. detailed description and last known position. They should have a fairly easy time (suspiciously?) finding the DarkNight dudes.

As they wend their way to the location they have been given, they will be surrounded by Shivers and other Op's responding to the Red. The streets, walkways, tunnels and alleys are crawling with Carrien and panicking citizens. The air is filled with SCAF, APC's are everywhere, as are bodies and burning buildings. This is a major happening, with 3rd Eye all over the place.

It will be extremely tempting for the Op's to just go with the flow and join the Carrien hunt. you may want to introduce a few Scavs at this point (Mort SB, pp 104), with all the rich pickings from the shivers and Op's, it may be worth their while putting in an appearance.

Background

DarkNight have been lucky enough to be in the wrong place at the right time.

The strike team that planted then monitored the bomb caught some footage of Exhorder destroying a Carrien nest. They reported to their Cell head, who told them to get the footage back to him at once, this they are trying to do, unfortunately they are currently pinned down by a whole heap of raging Carrien, who have them and their lightly armoured van surrounded.

Enter the Op's....

Dilemma time. The Carrien (maybe they are Scavs) will obviously strip the DarkNight team of their equipment once they have finished with them. So, the Op's, on the face of it, have to go to the rescue of the DarkNight strike team. Obviously, the strike team will fight just as vigorously against the Op's as they will against the Carriens.

But such are the joys of working for SLA Industries.

You will obviously have to tailor the encounter to suit the strength of your Op's squad; number of Carrien/Scavs, any Mutants, number and training (weapons) of DarkNight strike team, etc.

If the Op's get the DarkNight team and their equipment, they will be told to rendezvous with a Cloak team, who will terminate any DarkNight still alive, then take the vid-slugs from their cam corder, before leaving without so much as a by your leave.

Now, whether the Op's viewed the tape in the cam corder before Cloak got there, is a different matter....

Exhorder is seen annihilating a nest of approximately thirty Carriens, some of whom are seen to throw themselves on Exhorder's weapons.

5) You've Been Framed

Events

Tempest have decided to get the Op's involved in uncovering the existence of Exhorder.

Tempest will deliver (anonymously) a copy of the video footage taken by DarkNight, as well as some of their own.

The extra footage shows Exhorder slaughtering a SLA squad, then moving on to 'rebirth' one of the corpses, who rises from the dead, only to kill itself with its own Blitzer.

Later on the tape is a digitised woman delivering the report from Tasha Uol, with some back up footage showing Exhorder prowling the shadows of the upper levels of 688A.

Background

At the end of the tape is a plea recorded by the local Tempest Head. She pleads with the Op's, asking them to consider the implications of the Reaper (mentioned for the first time) falling in to the hands of, say, DarkNight.

As the tape comes to a close, the Tempest Head can be seen to panic, turn and fire in to the darkness, then the tape hisses to an end....

Tempest are hoping to push the Op's in to asking some questions, which will draw the attention of Senti, hopefully forcing her to act and reveal her hand. Tempest do not care about the Op's and will try to eliminate them if they try to trace the tape back to its source.

6) Internal Affairs

Events

Internal Affairs will contact the Op who received the tape from Tempest. They will bring with them official papers allowing them to arrest, or maybe even terminate, the Op. They want to make a deal.

Background

Internal Affairs want the Op's to take a White BPN to trace the Tempest cell that made the tape.

Internal figure the Op's best approach is as double agents, going along with the Tempest plan to do some digging, in return for getting closer to the people at Tempest.

A dangerous game to play.

The Op's will be encouraged to go undercover if necessary.

7) In To The White

Events

The White BPN will be issued as a 'normal' BPN, with only one contact at Internal Affairs. The BPN will have a time life of one month, after which the Op's will be judged to have failed.

The Op's have little choice but to accept the BPN. If they do refuse you must get Cloak to terminate them, or attempt to, possibly driving the Op's from the SLA fold for good.

SCL: 10

Contact Department Of: Internal Affairs

Training Package Rec: Investigation / Any

Colour Code: White

Summary: Squad needed to infiltrate a Tempest cell, reporting direct to IA. Some undercover work may be necessary.

Consolidated Bonus Scheme: 800c

Payment: Per Operative

Background

The head of the Tempest cell that made the tape given to the Op's is one Rachel Mulder, she has survived numerous attempts to capture her and is more than willing to pay the ultimate price before she is taken alive.

Rachel's cell consists of herself, three 'operatives' and nine support staff. All cell members are deeply suspicious of strangers, and each will inform Rachel of any unusual happenings immediately.

The cell, known as I20, is made up as follows:

Rachel Mulder: Cell Head

Mathew Ryan: Operative, streetfighter.

Cyclon Farex: Operative, tactician.

Lucinda Moor: Operative, sniper.

Support Staff: 'Regular' citizens, holding down boring jobs, or unemployed.

Each operative is responsible for three support staff, who only know them as a contact. Rachel cannot be contacted directly by support staff.

Rachel should have Human NPC stats. (Karma) modified as you see fit, the operatives should be Props or better, with support staff being at the level of DN Conscripts.

Remember all Tempest operatives and above are fanatical, they will die rather than be captured by SLA.

Support staff will put up a fight, but ultimately are not as dedicated as those above them.

Infiltrating I20 can be as hard or as suspiciously easy as you want. If the Op's go around snooping in to the reports of a Manchine in 688A, maybe asking questions on the street, I20 will come to them, maybe in an attempt to take them out, but more likely, Rachel will try to meet them on a 1-1 basis, talking to the leader in a 'safe' place.

If Rachel can be convinced that the Op's really are interested in shutting down Exhorder and Reaper, she may offer some invaluable assistance. Really good role playing here, as well as use of skills, remember Rachel is a survivor.

The Op's must make their choice: set up Rachel and Tempest, or use the information they get from Tempest to shut down Exhorder and Reaper. It is up to the Op's to determine their own fate here, don't be afraid to let them hang themselves. On the other paw, don't be afraid to let them concoct elaborate, cunning schemes to allow them to do both what is 'right' and what is 'expected' of them.

Needless to say, if they betray Tempest, they will be marked for a hit. If they betray Internal Affairs, is there really anywhere they can hide?

8) R a i n i n g B l o o d

E v e n t s

A Necanthrope union move in to 688A with orders to terminate anyone suspected of having any knowledge about Exhorder, and to concentrate on causing maximum terror as an example of SLA Industries' power.

688A will become a battleground and cemetery for hundreds, maybe thousands of people, some 'guilty' but most just plain unlucky.

Exhorder will be drawn to the Necanthropes by the awesome amount of flux being used.

All of the Soft Companies will rally and try to stop both the Necanthropes and the masses of Shivers brought in to clean up after them.

Several squads of Op's will be dragged in via Reds.

688A will quickly come to resemble a War World.

B a c k g r o u n d

Mr. Slayer wants to put a stop to Reaper. He is going to shut down both Exhorder, the project that spawned it and wipe out all those who he suspects have any inkling in to the 'truth' of what Reaper represents.

There is to be no mercy shown, all of Mort must sit up and take notice. A simple message will be sent to all those who think they can challenge Mr. Slayers absolute control of his Big Picture.

If the Necanthrope Union are seriously in danger of being taken down, either by a Soft Company or Exhorder, Intruder will show up. From there things will get just plain messy.

As a last ditch attempt to save face, Senti may send in some elite Stormer troops from her personal guard, to track down and utterly destroy Reaper.

The Op's may get wind of Raining Blood just before it strikes, or they may be in 688A conducting the final business in their White.

If they want to warn any friends, they must be very careful, Internal already suspect their loyalty.

If they get caught in the operation as Operatives, they will be expected to help eradicate any and all 'traitors'.

This may well cause them to question their orders and expected behaviour.

If Head office say an apartment block is to be wiped out; they mean it. They have their reasons and the Op's will not be expected to question them.

Raining Blood will last all night. The Necanthropes will join forces to bring down a storm of Red Rain towards the end of the operation, laying waste to any that fall under it's doom laden clouds.

9) Cloak Division

Events

After raining Blood, Cloak will pay a visit to the Op approached by Tempest. They will require him/her to be chipped or terminated, the Op has the choice.

Background

Obviously how Cloak approach the Op's is dependent upon how they faired in Raining Blood and how successful they were with Tempest.

Once chipped, Cloak will take the squad under their wing, selecting the next BPN for them, possibly even sending them off-world for a while, maybe to a War World or a Resource World.

If the Op's have turned on SLA, they will be hunted by Cloak. After some weeks, if they are still alive, they will be contacted by Tempest and asked to join their ranks.

Conclusion

How you view the 'truth' and how you want to present it to your players will obviously form the basis of how you run the scenario.

The idea is to make your players question the motives and wisdom of SLA Industries, something they may not have done up to now.

NEVER MIND THE PIG

NY'QUIY (Death-Sleepers)

Ny'Quiy (pronounced - N-i-kwee) are believed to originate from Kn'nth, the Shaktar Homeworld. Brought to Mort in 600 SD., these beasts were subsequently wiped out on Kn'nth by an unexplained virus.

Ny'Quiy strongly resemble giant starfish, their five limbed bodies grow up to three meters in diameter. The centre of the body, on the 'topside' has a rough, bark like texture, seemingly impervious to chemical or fire, that can stand all but the toughest of attacks. The 'underside' is ridged and muscled, being covered in millions of tiny hooks and suckers. In the centre of the body on the underside is the mouth, a fearful muscle capable of opening to the full width of the central body section. It is filled with two ridges of razor sharp bone, which oscillate at high speed to cut prey in to manageable pieces.

Ny'Quiy are usually grey or black, though stories tell of other colours back on Kn'nth.

Stats.	Min.	Max.	Norm.
STR	5	15	8
DEX	5	10	7
DIA	0	1	0
CONC	0	1	0
HITS	6	22	13
Weight	50kg	400kg	200kg
'Span'	1.5M	4M	2.5M

Weapon	PEN	DMG	AD
Bite	4	3	2
Crush	0	4	1

SKILLS	Rank
Detect	8
Hide	7
Run	5
Climb	8
Swim	10
Unarmed (Bite)	8
Unarmed (Crush)	6

Ny'Quiy inject through their bite a poison that paralyses and puts the target to sleep. Resist

using PHYS as a skill with difficulty rating based on Ny'Quiy's size, suggest 1-6. Failure means victim is paralysed in (PHYS - Poison Str) in rounds.

If a crush is achieved, by the Ny'Quiy rolling a successful attack on natural 20, constriction applies next turn, with maximum damage being automatically applied.

Neat Trick

Ny'Quiy can 'run' by flipping themselves on to their sides and 'cart-wheeling' along at surprising speeds. This will only be done in an emergency, to avoid death or capture an already weakened prey.

Usually Ny'Quiy simply lurk in sewer pools or drop from tunnel ceilings. They are equally at home in water or out. They are highly immune to toxins, cold and heat.

MAAROL

Maarol are not native to Mort, though where they come from has never been established. The Soft Company NightShift would have you believe they are from the area of space around White Earth.

Maarol resemble small Alligators, though they have but two 'toes' on each foot, and their tails are long and sinuous like those of rats.

Maarol are biogenetically engineered to take one of three shapes, moving from one to the other with unholy speed, the form mentioned above (Sh.1) is the most common.

Stats.	Sh.1	Sh.2	Sh.3
STR	8	10	4
DEX	5	10	6
DIA	1	0	1
CONC	0	0	1
HITS	6	22	13
Weight	20kg – 100kg		
Length / Diameter	1M – 2M		
Weapon	PEN	DMG	AD
Bite	2	4	1
Flail	1	3	2

SKILLS	Rank
Detect	6
Hide	5
Swim	8
Unarmed (Bite)	7
Unarmed (Flail)	7
Jump	8

Maarol may take any one of three shapes, moving from one to another in two turns. Sh.1 is the shape described, it is in this shape that the Maarol stalks the darkness of Mort, looking for prey. Once it attacks, it may choose to take on Sh.2, in this form the Maarol resembles a huge ball of thousands of thrashing tentacles, this is the 'Flail' attack. It locks on with it's jaws, and thrashes at it's prey. Sh.3 is the form of a sinuous snake, with the jaws and teeth at one end, in this form the Maarol may devour a fallen prey, or entwine to constrict prey. It also assumes Sh.3 in order to escape from danger.

Maarol are omnivores that need to consume their own body weight in food once a day.

They breed as per reptiles and lay one or two eggs.

Maarol Background

The Maarol were once a sentient race of reptilian humanoids, much like the theorised Saurians of the pre-conflict wars 'old world'. They have been mutated and misshapen by a mysterious race of dread aliens that inhabit the area of space around White Earth.

Nearly every SLA Dept. has at least one BPN running for the capture of live Maarol. Unfortunately, Maarol have a tendency to 'fight to the death' if cornered or captured. They frenzy easily and are immune to almost every known toxin and 'sleep agent' concocted by Karma.

Dark Lament are known to be experimenting with Maarol, SCL 4 and above know it is without the knowledge or permission of Head Office.

Maarol inspire the closest thing to 'natural fear' in Stormers. At least one 313 'suicide' has been reported on contact with a Maarol.

HANGING AROUND

What do Operatives do between BPN's? Where do they meet? How do they let their hair down? There's got to be more than The Pit, right?

We have given some details of places that exist in our World of Progress, listing them by facility and then position in Mort. These have been the sorts of places that Op's have chosen to hang out and meet, some of the stranger ones, like mortuaries ("you can learn a lot from the comings and goings in a morgue....") we have left for you to figure out.

Bars

Mort is not as full of Bars as you might think, with most citizens choosing to stay in the relative safety of their homes to drink and watch TV.

Name: The NightFlower

Established: 600 SD.

Situated: Uptown

Reputation: Credit check before entering, expensive and exclusive.

Owned / run by: Owned by Dept. Recreation (not common knowledge), run by Bartholomew Nurdin.

Description: Three story pyramid, the top bar revolves. Table service, no actual 'bar', customers are assigned a personal assistant for the evening, who watches over them, no more than three customers to one assistant. Tables are supplied with drop down TV and full audio/entertainment facilities. The NightFlower occasionally hires entertainment, often at specific request of booking group. Luxury furniture and fittings, weapons are forbidden, as is 'work wear', i.e. armour. The NightFlower is for the chic and the image conscious. Ridiculous prices keep out the lower echelons of society; example: Drink 8c, Cocktail 14c, 'snack' 20c. Bartholomew is rarely seen with anyone less than SCL 5, and he snubs anyone below SCL 7. The NightFlower is a straight laced, exclusive, expensive business, that has full Departmental backing. Often used for business meetings and for Op's who are out to impress.

BPN / game ideas: Kidnap attempt could be made on one of the patrons. Maybe one of the Op's witnesses something that would

compromise The NightFlower. As a BPN, maybe the Op's are asked to provide security for an event or after a threat from a softie.

Name: Hunters

Established: 801 SD.

Situated: Suburbia

Reputation: Cool place to be seen, Op's feel comfortable.

Owned / run by: Owned and run by Gail Sweet.

Description: Hunters is built on the end of an eight story tenement block in sector 211, it has three floors, each of which has two very large bars. You may choose to drink in a bar, or have a table assigned. Large vid screens are scattered around each floor, and there are numerous games machines readily available. Solid, reliable, simple furniture and fittings, reflecting a practical theme, all done with taste and comfort in mind.

BPN / game ideas: May be a Yellow to retrieve some chips from some of the more exotic 'recreational' machines, or a White to find out who is funding Hunters. Once DarkNight realise it is a well worn Op's hang out, they may either try to infiltrate it by placing staff there, which may lead to a Cloak/Internal counter-insurgency BPN, or they may try to blow it up at peak time, leading to a Red. Black Order may use Hunters to run a 'beacon' ambush, and with so many Op's already in attendance, things are bound to go wrong, right.... ?

Name: BlackJacks

Established: 890 SD.

Situated: Upper Downtown

Reputation: Sleazy, dangerous, dirty, nasty place. Op's generally avoid.

Owned / run by: BlackJack Johnson.

Description: BlackJack is an ex-Operative, 'retired' under suspicious circumstances after a Third Eye expose. The bar is situated in sector 1250, Upper Downtown, about two levels (fifteen blocks) from the demilitarised zone of Lower Downtown. In sector 1250 property is cheap, no one wants to live here and SLA have no immediate 'development' plans. BlackJacks sprawls over five floors of a converted factory. It has retained the concrete and steel inner walls, as well as much of the 'industrial' fittings, giving it a hard, cold feel. Numerous makeshift fire places cast a sickly orange glow over everything, and the six bars are always dirty and crowded. There are no external

windows. Music and TV's are kept low, allowing a certain 'atmosphere' to develop, no one shouts and conversation can seem intrusive. people come here to get out of their heads, there is an abundance of soft company drugs and alcohol, as well as the 'legal' SLA stuff.

BPN / game ideas: Where do ya wanna start! Loads of soft company activity, local gangs using it as a gathering place, maybe even one of the 'big three' using it on a regular basis. Whites abound. Yellows more tricky, as nothing short of a full scale raid would probably work. Maybe throw a curve ball Silver, some sort of Third Eye feature requiring Op's support. Maybe BlackJack can be introduced as a agent for one of the players, feeding them with BPN's....

R e s t a u r a n t s

Restaurants cater for a huge variety of taste and expense. Eating is a full time occupation on Mort, and many Op's, especially non-humans, spend much of their spare time seeking out food that satisfies their peculiar tastes. We have listed two 'straight' restaurants and one specialty.

Mention must be made of the millions of street side vendors, selling every type of food conceivable, working from wagons, stalls, wheel barrows or make-shift tents.

Name: Taste

Established: 790 SD.

Situated: Central

Reputation: Very 'formal' dining, expensive and Head Office sanctioned

Owned / run by: SLA Sub-Department, sprung from Dept. of Recreation.

Description: Taste is a very formal, 'old world' style restaurant, having the reputation of being for SLA top dogs.

Taste stands well within Central sector 58, being isolated by it's surrounding garden and lake. The restaurant itself is cylindrical, nine stories high, with a revolving top floor. There is a magnificent roof garden, reserved for 'official' clients only.

Each floor has a different theme and style, serving dedicated dishes from a single kitchen. Discrete, efficient service, coupled with fabulously prepared food, go to give Taste a reputation as the 'best' restaurant in Central. It is frequented by many high level SLA

personnel, and Intruder has been seen here on more than one occasion (ordering spaghetti).

BPN / game ideas: A chance to be a bit tricky here. Anything would have to be sanctioned by Dept. of Recreation or authorised by Head Office. Investigations would have to be very, very low key, and straight out raids would be out of the question. Maybe the Dept of Recreation has some serious enemies in other SLA Depts. Internal squabbling could drag the Op's in to the world of power politics, getting them in way over their heads. Simply visiting Taste 'off duty' gets you noticed, how can you afford it?

Name: MinuteMan

Established: 870 SD.

Situated: Suburbia

Reputation: Fast food, lots of it, reasonable price, non-humans not welcome.

Owned / run by: Churell Brothers, Marty and Duncan.

Description: MinuteMan is spread over one huge floor in sector 280. It sits below a massive shopping mall, occupying approximately one hundred thousand square meters. There is a central food 'bar' which splits the restaurant in half, with one area dedicated to kitchens and storage, and the other filled with rather uncomfortable tables and chairs. MinuteMan is designed to get you in and out within twenty minutes, and all orders come with a two minute penalty, if their not ready in two minutes, you get them for nothing.

All the 'classic' fast food types are served, from pizzas to kebabs, the favourite being the burgers and ribs.

MinuteMan has the feel of a very busy transport terminal, with people flying about trying to complete their business as quickly as possible. MinuteMan is a twenty four-seven operation. They are always seeking new staff.

BPN / game ideas: Minuteman have a dispensation from the Dept. of Environment, allowing them to 'positively' discriminate against Stormers and Shaktar, though in practice this is generally ignored. The Churrell Brothers will take anyone's money. A White may be initiated to find out why the dispensation was issued, other Depts. that have been refused permission to discriminate may be a bit annoyed. If there were a serious outbreak of food poisoning, maybe from DarkNight, Op's would be called in, or if MinuteMan were shut down by a DN strike, Op's would have to

respond fast, or the complaints would swamp Head Office.

Yellows may be put out by other Depts. to 'retrieve' some of the MinuteMan stock, which may have been 'hi-jacked' from its proper destination. Do the Churrell Brothers discriminate against Ebons? If so, on what grounds and with whose authority? Do Karma use MinuteMan to secretly test drugs on unsuspecting subjects?

Name: The Wheel

Established: 805 SD.

Situated: Suburbia/Uptown border

Reputation: Wraith Raider, Shaktar, Ebon specialty food shack.

Owned / run by: Rachel K'nQly.

Description: The Wheel is shaped as it is named, and is covered with a sealed dome allowing the maintenance of three separate environments within the restaurant. The Wheel is reached by crossing one of three huge bridges which span an artificial 'mote' filled with running water.

Each section is kept separate, though movement from one area to another is possible. The Shaktar area is decorated like a Hone World elders hall, complete with seven fires and trees growing around the walls. The Wraith Raider area is kept chilled to just above freezing and has little or no discernible furniture, it is broken up in to 'runs' where live prey may be released, it is always windy and other races find it impossible to eat here without the aid of a thermal suit.

The Ebon restaurant, known as 'Stillness', attracts a few non Ebb users, but absolutely no Wasters.

Food is shipped from Home Worlds or is produced by chefs of the same race, therefore it is very expensive.

Anyone is welcome in The Wheel, as long as they pay their way and do not upset the overall calm of the place. It is not uncommon to see a Stormer and an Ebon sharing a meal, it is one of the few 'outside' restaurants where all races feel comfortable.

BPN / game ideas: The Wheel has a complex arrangement with a number of SLA Depts. allowing it to gather permits for food storage, discriminatory advertising, etc. Any number of Whites may be issued to check they still meet the standards for these permits. A Blue may be called for to clean the 'moat', maybe clear out the supplying pipes and drains.

Rachel K'nQly wears a Shaktar braid of Friendship, maybe there is concern from one of the SLA Depts. that her loyalties lie too closely with a Shaktar family.

Silver may be issued to film some sort of 'integration' special by Third Eye, showing all races living in harmony, but are they?

There will have to be a certain amount of PR work before each race agrees to the filming, and once any of the soft co.'s get wind of it, they may find it irresistible.

Obvious room for Jade, either for tracking or subversion.

Clubs

Clubs offer a mixture of services, sometimes being nothing more than exclusive bars, where membership may or may not be required. Often they offer a particularly unique form of entertainment or service.

Clubs should be developed to suit your own particular tastes, but some questions need to be addressed:

- 1) Admission criteria
- 2) Costs
- 3) Rules

1) Admission Criteria vary from club to club, always aiming to discriminate against those not wanted, be they poor, alien, non-gender, racial, whatever. Most SLA Depts. can sort out immunity from equality laws and suspend some of the regulations, allowing 'positive discrimination'. Example: Fritz The Cats Jazz Club. Situated in sector 489, the Jazz Club was founded over a hundred years ago, and has a current membership of three hundred. The club stages shows with live acts, as well as featuring vid-links and old news/concert footage. Fritz has a strict 'Humans Only' policy, which it has cleared with the Dept. Environment. The club pays a small annual fee to have its entertainment license renewed, which also validates its exclusion policy.

Jazz just seems to annoy Stormers, Shaktars and Wasters, Wraith Raiders find it irrelevant, so there have been few complaints.

2) Costs are used to vet membership as well as to ensure the club makes money. Anything from 20c to 200c per year may be charged for membership, depending on the club and the type of customer they want to attract. Most

clubs want Operatives as members, it gives them a certain amount of both credibility and safety.

Costs can (like everything) be deducted direct from an Op's income, but they may not want Head Office knowing which clubs they belong to.

3) Rules are applied as another form of discrimination as well as making sure the club thrives and survives. Included in the vast majority of clubs rulings, is the 'no heavy weapons' clause. Some clubs take this further, allowing only blades, rare indeed is the club with a total ban on weapons.

For the most part rules allow the management to disown any members who become troublesome (or when they feel like it).

BPN / game ideas: Clubs need to be treated with care due to the nature or 'membership'. Op's should be made aware that clubs have members who may well be more powerful than them, both within the sealed environment of the club and the wider world of SLA. Ticking off fellow members may be alright in a Downtown drinking den with nefarious entertainment, but the same cannot be said of any exclusive Uptown club, regardless of the strict 'legality' of the operations within.

BPN's will be issued with complete disregard for the social standing of the members of a club (not). Probably the most common will be Reds, as soft co.'s just love to disrupt the downtime of Op's.

Sports Venues

Sports venues provide great meeting places, where Op's can meet each other as well as their contacts. Due to the very public nature of these places, most contacts will feel happy meeting here, figuring the Op's wont make any silly moves with so many witnesses.

The nature of the venue depends on the sport, ranging from hundred thousand seater stadium to badly lit, run down club level venues, with little more than a shed and the sports ground.

Of course, we are overlooking the fact that an Operative can simply visit one of these venues to offer support to their favourite team.

What sort of sports are we talking about here? Well.

Most of the 'futuristic' type sports from any one of a zillion films will do, comics too, such as Rollerball, Gladiators with spiky bits, football

(not soccer mind you), gridiron, grav-ball, crystal maze type things. All very technical you know.

The different sports will dictate the nature of the stadium, layout, access, etc.

Crowds guarantee a strange kind of anonymity, but also present a unique kind of danger via the mob mentality. Any Op's stirring up trouble in a crowded place are always on the edge of starting a full scale riot.

Markets & Malls

The WoP is driven by business, by commerce, by the consumer. Companies take their goods in to the market place in a number of ways, one of the oldest and still one of the strongest, is via shops and stalls. The immediacy of shopping in a market or mall is the main attraction, you get to look at everything, compare differing prices and you don't have to wait before you can take it away. All these factors go to make markets and malls an ideal place to sell soft company goods and other 'contraband'.

Malls vary from sector to sector, but each has a common thread running through it: it is an enclosed space within which the traders are monitored and competition is generally balanced by the mall's owners. Rents vary according to crowds and the number of similar businesses in the mall. All of the major chain stores are well represented in all malls. And it is in the larger of the malls that the greatest diversity of small businesses can be found, specialist suppliers and manufacturers who can feed off the crowds drawn by the major players. Op's will visit malls to shop, and will be drawn to them by the targets of BPN's, be they corporate or gang.

How you populate malls is up to you. They can be bustling hives of well organised activity, with good clean shops and facilities, manned by efficient, business like assistants, or they can be totally chaotic, rambling mazes filled to bursting with jostling crowds, no apparent order to their layout or contents. The malls of Downtown may be semi-deserted places, eerily quiet in places, completely broken down floors falling through in to other levels, rats scurrying around, and littered with beggars and the homeless.

Markets are generally only found in Suburbia or Downtown, they tend to be the haven of the

'dodgy dealer', all traders here have something to hide (or appear to).

Soft company goods are openly available in many markets and Shivers tend to be tolerant, wary of starting crowd trouble. Markets are the haunt of thieves and Props, where gangs rule and your Streetwise will be your best weapon.

BPN / game ideas: Mostly Yellows, maybe an odd Red or even Blue. Raids in conjunction with Shivers are popular, as is they old favourite 'seek and recover'. Jades will be run to recover Glyph Cards or maybe some piece of Dark Lament hardware.

C u l t u r a l

Museums, Art galleries, Theatres, etc. come under this heading. Obviously these will be limited to certain sectors of Mort, Libraries for instance, are concentrated in Uptown.

Any cultural setting will be a chance for the Op's to meet and mingle with people eager to show off their social position and SLA 'breeding'. All races will be expected to act with a certain amount of decorum in these places, and as most such places will either be directly sponsored, or actually run by a particular SLA department, they generally get the respect the demand.

BPN / game ideas: Well, Whites obviously! Something may be stolen, or someone may be suspected of criminal activity and may need looking in to. As artists come and go in the public's affection, they may need protecting, from over zealous fans or bitter competitors. Museums may have exhibits stolen or vandalised, or they may be threatened by a section of the community for putting on certain displays.

Op's may well want to pursue a hobby in one of these establishments, they will make friends and enemies, they may be able to use contacts from these places to help in completely unrelated BPN's.

The 'alien' races on Mort will have dedicated cultural buildings, either for their amusement or education, maybe even worship.

Now I know we've only touched lightly upon the subject, but doesn't it make you want to get them out of the damn Pit!

Developing these places will also help you define your 'map' of Mort, fixing sectors in the Op's minds with the venue as a reference.

FINDING A JOB: BPN'S

Here's two for you. Spur of the moment stuff (or is it....?) with a Red, and much deeper, darker stuff issued as a Platinum.

"Tell 'em I'm coming.... and Hell's coming with me!"

SCL: 9

Contact Department Of: Recreation & Entertainment

Training Package Rec: Any / Strike

Colour Code: Red

Summary: Tempest strike imminent. Operatives in area to respond immediately. Known hostage situation.

Coverage: Third Eye

Consolidated Bonus Scheme: 400c

Payment: Per squad

The Op's should either be contacted while they are mobile, maybe on their way to another job, maybe on their way back, or while they are 'relaxing', i.e. chilling out at a club or something.

How you get them the message of the BPN is left to you, once they do get it however, you must make them realise the urgency of the situation, maybe they get something like this....

"Frank Weiss for Inter-com, coming to you live from the tenement block where Tempest terrorists have taken Ms. Judy Hicks hostage. The intrepid Third Eye anchorwoman was covering a story when she was allegedly shot, and dragged in to an apartment....."

List the apartment as either one of the Op's, or one of their neighbours.

Shivers have been alerted to respond, but you can bet they will not be in too much of a hurry to deal with a Tempest strike. They will almost certainly wait for Op's to take the call, then simply act as back-up, handing all responsibility over to the gung-ho Op's.

The scene around the apartment block is one of chaos. Tempest detonated a large bomb to get everyone's attention, killing upwards of twenty civilians, and damaging all property within a hundred meter radius. broken glass, burning vehicles, twisted plastic and steel litter the

street. Shivers are trying to channel everyone away from the area, trouble is most don't want to leave. The Fire Dept. has arrived and is starting to fight the larger fires, with Dispersal Shivers clearing their path.

Third Eye are present, tipped off by their own anchorwoman, and by Tempest. This is a high profile deal.

The Op's will be goaded by both the citizens of the area and the Third Eye crews at the scene; what are they going to do about this! Tempest have a hostage, a Third Eye Hostage!

Once they arrive and start to review the situation, they will be tagged by at least one Third Eye cameraman, and once this happens, the Tempest operation will begin in earnest.

Inside the building there are three Tempest operatives;

Charlie Moondale, Sean Hiod and Catherine 'cat' Friel.

Charlie is a young kid, good with a rifle and very Streetwise. he will snipe at the Op's once the smoke is laid, and will try to escape if things get out of hand.

Sean is a disenchanted DarkNight Op, who is over the edge on Bozerker™, he is an unreasoning psychopath, who sees enemies all around him. He will kill as many people as he can once the smoke is set, he is willing to break cover, charging any who get in his way.

Catherine (Cat) is the brains behind the strike, she is the most dangerous of the crew. Cat has the job of negotiating with any Op's that are sent to the scene, she decides when the smoke goes off, and she will ultimately decide when to detonate the big bomb hidden in a stolen Battle Taxi parked in front of the apartment block.

Cat also has a special Blitzer, modified to fire ammo that administers the 'Release' drug refined by RedNun. She will target as many Stormers as she can before she decides to set off the bomb.

Cat has taken Judy Hicks hostage. The Third Eye newswoman has been made to film the suicide of one 313 shot with Release, the footage has not been transmitted, but stored on disc in the camera.

As the Op's enter the building, either in an attempt to storm the Tempest group, or as

negotiators, they will encounter the remains of the first squad of Op's on the scene.

Slumped at the bottom of the stairs is a fatally injured Wraith Raider, his life draining away through a massive chest wound. Herrarl will tell the Op's how many Tempest members there are, and what they are armed with, before she dies.

A Frother and a Human lay cut to pieces at the lift entrance to the floor where Cat has holed up. Both have been killed with Vibro Discs and 10mm, obviously a failed frontal assault.

Strangest of all, opposite the door behind which Cat has Ms. Hicks hostage, is a Stormer sitting against the wall. His head has been blown off by his own Blitzer, which he still clutches in his left hand.

Once there are at least two Op's on the same floor as Cat, she will give the signal for the smoke to be laid.

Two canisters will be shot through the hallway windows, six will be fired into the street. Each canister is the equivalent to three DA 101 smoke grenades.

Both Charlie and Sean will open fire as the smoke erupts. They will target Op's first and foremost, especially Stormers. Charlie is firing from a vantage point in the next apartment block, Sean will burst from a neighbouring apartment in to the hall.

Cat will render Ms. Hicks unconscious before she makes her move.

Cat is Ms. Hicks. Or, at least, she looks so much like her that her mother would have a hard time telling them apart. As Sean goes in to overdrive, Cat will run screaming from the room, camera in hand, heading for the street. As she reaches the bottom of the apartment block, she will detonate the bomb in the Battle Taxi. The bomb is big enough to take out most things in a two hundred meter radius. In the ensuing fire-storm, Cat will melt in to the chaos of the escaping crowds and Shivers.

Charlie has a DN100 Rifle, modified as a 'squeeze' gun, +1 PEN, +2 DAM. It has a barrel life of hundred rounds, before it must be changed. He has thirty rounds of HESH and forty Reg. Once the big bomb goes off, he will remain for as long as he thinks safe, putting his escape above any other objective.

Sean has a Blitzer and two DN 80 pistols, as well as a MAC knife and three DA 90 Frag. grenades. Sean wears UV/IR goggles, a DN Flak Jacket and a respirator. His Vibro Disc thrower is empty. He is utterly insane.

Cat is dressed as Ms. Hicks, down to the last eye lash. She carries a BLA446M Derringer (as did Ms. Hicks), Cat has Martial Arts 9, Dodge 8, otherwise as per Human Op. stats. and (where appropriate) skills.

Please Release Me

The Op's will have been exposed to Tempest, maybe for the first time, and they will have first hand evidence and knowledge of 'Stormer Suicide', something SLA Industries denies is possible.

Something to think about.

It may even have come to pass that one of the Op's is a Stormer, and what happens if they get shot with the Release drug?

Well.

Stormers affected by Release immediately realise what DeathWake is; how they came in to being, and the consequences of their 'being born'. This knowledge intrudes on their SLA conditioning, causing a conflict so violent that 99% of the time, suicide is the only solution. If an Op Stormer is hit with Release, they must make a DIA roll (as a skill) at a difficulty rating of their own CONC. If they fail, they are immediately hit with three rank 9 Psychoses; Delusions, Split Personality and Paranoia. If they succeed, they begin to develop (over a period of days) a complete Split Personality, they must develop another character to 'play' in the Stormers body. The periods of separation will grow longer, and the differences between the two characters will become greater; opposites will develop.

Most Players will succumb to the temptation to commit suicide, which they must be allowed to do any time they wish.

Obviously, Release should be tightly controlled. Used by you (the GM) to broaden the scope for introducing 'the truth' in to your game world.

PC's should never be allowed to get hold of Release.

Stormers are just the beginning..... (?)

"It used to be 'it's not what you know but who you know'. Now it's definitely what you know that'll kill ya."

How do you make SCL 10 Op's really nervous? Give them a Platinum!

For more experienced Op's the challenge is not to question the apparent wisdom of SLA.

SCL: 10

Contact Department Of: Head Office

Training Package Rec: Any

Colour Code: Platinum

Summary: Please contact head Office immediately for full briefing. Mrs. Lucynda Romanove - 014-0349-8876..

Coverage: Station Analysis

Consolidated Bonus Scheme: 500c

Payment: Per Operative

This BPN will be assigned to the Op's regardless of whatever they apply for the next time they visit the Crib.

Head Office needs a wet behind the ears squad with next to no knowledge of SLA Industries and the dark secrets they keep. A more experienced squad may question the BPN, which SLA cannot afford.

If you want to give it to a more experienced squad, offer it as a seemingly easy, 'by the book' type of BPN.

Information is split in to two types, that which Mrs. Romanove will give at the interview, and the other stuff the Op's may find out through preliminary investigation, common rumour, prior knowledge etc. The information as listed, runs from easiest to hardest to find out. At the interview this should be reflected by good role playing and sharp use of skills, the other stuff is down to ingenuity.

The Interview

Mrs. Romanove is a stern looking woman, probably in her late thirties, she dresses in the latest corporate fashion and wears expensive, though subtle jewelry. She is SCL 4a. Use the human NPC stats (Karma), boosting SLA Info to 11, Rival Company to 10, Interview to 10, Communiqué to 9, Literacy to 10, Psychology to 8, Pistol to 9 and Martial Arts to 10. Lose advantages and disadvantages, Mrs. Romanove has a slight fear of Stormers, who she distrusts despite her SLA knowledge.

Mrs. Romanove (who appears to have no first name) is formal and efficient, she has no desire to make friends with the Op's, though she will not let them know this. Her one goal (at the moment) is to get the Op's to buy in to the BPN in a big way.

Interview Information

The BPN essentially consists of the tracking and termination of a cult leader.

The cult is called DarkTime, their leader is a Mr. Harley Mint.

Termination Warrants are available, with a two week duration, after which the BPN will lapse and all payments be forfeit.

DarkTime operate from sector 688A in Downtown, they are thought to have between two and three hundred members, each of whom thinks of Harley as some sort of God.

Harley has a right hand man called Lazarus, it is Lazarus that deals with the day to day running of the cult, and Lazarus that chairs most of the meetings.

Harley is an ex-SLA employee, he used to work for the Dept. Environment before failing a routine psyche evaluation, he is thought to be delusional. Lazarus is an unknown entity, no record of him exists in SLA archives.

Harley must be killed, Lazarus is an optional target if he gets in the way.

DarkTime are not to be targeted, their members in no way break the law. Only Harley, with his incitement to resist SLA, is to be hit.

The bulk of the information in the SLA archives is too high SCL for the Op's, they must work on a need to know basis at all times.

DarkTime hold meetings every Saturday night in the old RollerBall stadium in sector 688A, they are open meetings, with no restrictions on who can attend and no guards posted. Harley attends all meetings, though it is Lazarus who does most of the 'preaching'.

Mrs. Romanove will stress the BPN is to terminate (with extreme prejudice) Harley Mint. The Op's have no 'friends' in sector 688A, anyone who gets in their way is to be treated as a Soft Co. employee. Sector 688A is particularly hostile to slops, and inappropriate action may spark unrest on a large scale, which would be frowned upon by SLA Industries.

Word On The Street

The scant amount of information given at the interview with Mrs. Romanove should make the Op's want to dig a little deeper on the streets. Stress the time limit, but do not put them off searching for clues and answers wherever they want.

What they learn, and how quickly will depend on their skills and their role playing. Remember, the idea is to make them question the objectives of the BPN, so make them work for the answers, let them think they are really digging deep in to the SLA mythology (which they are!).

Common Knowledge

DarkTime are a 'pacifist' cult, they never take violent action beyond what is needed to defend their own lives.

Harley is a quiet recluse, he sees no-one except Lazarus, and only very rarely speaks at meetings.

DarkTime have been in existence for nine months, and in this time have not crossed swords with SLA or DN.

Members of DarkTime are exclusively drawn from the lowest social classes, all come from Downtown.

DarkTime believe SLA Industries is committing atrocities on a scale beyond the imagination of most citizens of Progress.

One of the DarkTime slogans refers to Stormers; "Do not fear them. Pity them."

Streetwise

Harley is rumoured to have some sort of Ebb ability.

Harley has 'visions', sent to him by beings from another race. He is totally whacked, barking mad.

Lazarus is using DarkTime for his own ends, he is somehow connected to Tempest.

The DarkTime meetings consist of nothing more than singing and 'contemplation', during which Lazarus relays messages from Harley.

The squad Ded Circus were assigned to investigate DarkTime, but they mysteriously disappeared in sector 688A, probably killed by members of DarkTime. Ded Circus consisted of two Stormers and three humans.

There is a marked unwillingness for gangs to enter in to DarkTime territory. The two local

gangs in sector 688A, the Acid Spiders and the StreetLords, say they are 'bought off' by DarkTime.

Shivers do not patrol 688A anymore, though reports that filter back to SLA say they do.

Sector 688A is the last known sighting of the serial killer The Face, before his supposed death at the hands of slops.

C o n f i d e n t i a l

Harley once completed a Platinum, approximately two weeks before his discharge from SLA.

Lazarus has no known connections to any other cult or Soft Co.

DarkTime have an 'underground' membership of over two thousand in sector 688A.

Harley has natural 'Ebb' abilities (or their equivalent), these are neither understood or wanted by him.

Ebons close to The White are sometimes drawn to sector 688A before they are called by Necanthropes to join their ranks.

Both DarkNight and Black Order have little or no success in sector 688A, mainly due to Tempest and DarkTime.

Ded Circus are currently enjoying some success on Cross.

R u n n i n g T h e B P N

So. What's going on?

The Op's will find it easy to track down DarkTime, though Harley is moved from one safe house to another on a daily basis. Lazarus always meets with Harley once a day to record Harley's words. All of DarkTime are fanatically loyal to Harley, who they will protect with a solid ring of silence.

The weekly meeting will go ahead, regardless of the Op's, and Harley will attend.

The best prospect for the Op's is to kill Harley at the weekly meeting. If they do this only Lazarus will try to stop them. All of the followers of DarkTime will simply accept Harley's death with a resignation that bewilders the Op's.

Harley has been preparing his followers for his own death for some time now, telling them that SLA must kill him before his message destroys their hold on Progress.

Lazarus knows Harley is right, but he refuses to go quietly, he is determined to protect Harley for as long as possible, even with his own life.

Each of the DarkTime followers will offer no resistance to any attack on Harley, they will simply melt away after his death.

Obviously you will want the Op's to work at finding Harley, though how much digging you encourage them to do is up to you. How much of the truth do you want to hint at?

You can of course throw in as many false leads and distractions as you like, if you want the BPN to last more than a week, you may 'distract' the Op's with any number of things. Gang attacks, Tempest, Shiver annoyance, maybe even an outbreak of disease in 688A.

What Harley knows, and what Lazarus is helping to bring about, are revelations that strike at the heart of SLA.

T h e T r u t h ? Y o u C a n ' t H a n d l e 'T h e T r u t h ' !

Harley hears voices and has visions.

These voices and visions come from 'beyond' The White, from a place where beings exist who are ignorant of Progress, SLA and The White.

These beings are destroyed by DeathWake, their 'essence' being sucked in to The White by Senti's hellish creation. These essences, or 'avatars', are then re-born as the souls and spirits of Slayers greatest blasphemy; Stormers. Harley knows this. He knows this because he has one of these spirits inside him. How it got there, he does not know, though he presumes DeathWake is breaking down, and the 'birthing' of Stormers is going horribly wrong.

Lazarus believes Harley and together they are collating a work known only to them, a series of writings poured from the tortured souls trapped in Harley, a book they have named 'The Book Of The Dead'.

Slayer wants Harley dead. Then he wants the book. Then he wants all of DarkTime wiped from the face of Progress.

But first things first.

Once Harley is dead, a separate BPN will be issued for the recovery of the book. The BPN will be issued under cover of another mission, possibly a seemingly mundane Yellow.

Then Slayer will use his most trusted servants, the Necanthropes, to bring down a night of

terror and death upon the followers of DarkTime.

If DarkNight or Thresher hear of any of the deeper secrets behind DarkTime, they will do nothing. Fearing the ultimate reprisal from SLA, i.e. their annihilation.

Only Tempest will act if given any information.

Slayer will show absolutely no mercy to anyone who comes in to contact with 'the truth' behind DarkTime: they must die.

Of course, you must decide if there is *any* truth behind what Harley knows.

If his visions and voices do not fit in to your WoP, simply keep him as a delusional ex-SLA employee, who has finally lost all reason. Lazarus may be exploiting DarkTime for his own ends, maybe as an undercover Tempest agent. It may all blow over once Harley is dead.

Or, the Op's may decide that Harley is as sane as they are (not saying much I know), and that he has glimpsed one of the fundamental 'truths' behind SLA Industries.

This puts them in an awkward position, if they let on they believe Harley to be telling the truth, they become a target for SLA's wrath. If they believe Harley, and still proceed to carry out the BPN, they will have to live with their consciences, knowing they have killed a pioneer of 'the truth'.

Be careful. Decide what is 'the truth' before you run this BPN.

Remember.... the truth kills.

EQUIPMENT

MJL RAZOR-RANG

"Leara, she's our Wraith Raider, she slides her hand in to a pouch on her hip, and whammy, out it pops wearing a glove and holding a Rang! Slick. Anyway, she dives backwards, rolls and throws, flips upright, sprints forward, rolls to her left, catches the Rang, sheathes both the glove and the blade, then dives full length on to the bleeding DN dude. The poor sap. A CAF against a wired Wraith Raider. Them dumb fucks just never learn do they?"

Firejack, Brain Waster with WhiteSnake, Mort, 901 SD.

Multi-Job lacerates have responded to the recent requests from Meny for a thrown blade with the release of the Razor-Rang.

The Rang is a direct result of the Power Disc, being a modification of the base power unit. The major change is in the shape of the blade and the addition of the throwing/catching glove.

The actual Rang itself varies in length from 30cm to 60cm, weighing from 0.8kg to 3kg. Each individual weapon is fitted to the users throw, being weighted, balanced and shaped to give optimum performance.

The Rang has a small motor fitted to power the oscillating cutting edge, the motor has a rechargeable battery allowing 300 hours use.

The glove is fitted with a control pad and is armoured to allow safe catching of the Rang. Gloves are often fingerless and may be fitted with a separate power pack, extending the range of the Rang's use by 'launch assistance'.

Each rang comes in a sealed pouch, that may be worn anywhere the user wishes. The pouch holds the glove and Rang in a ready to use mode, where the user may simply slide in their hand to fit both glove and blade ready for use.

Game System Stuff

Multi-Job Lacerates

Razor-Rang (MJL 980 PTW)

Type: Razor-Rang

Length: 30cm to 1m

Weight: 0.8kg to 4kg

Damage: 1 - 4

Penetration: 0 - 3

Armour Damage: 0 - 2

Cost: 100c to 400c

Black Market Cost: 2,000u to 8,000u

Skill For Use: Throw (PHYS)

The user of a Razor-Rang may use it in one of two ways, with the intention of return, or simply as a thrown weapon. If used to return, a successful skill roll means the Rang has hit, inflicting minimum damage, and has returned to the users glove. If used simply to inflict damage and not return, a successful Throw roll indicates the Rang has hit and inflicted normal damage.

In both cases, a failed Throw (to hit) roll means the user must make a second Throw roll to catch the Rang.

Remember to add difficulty ratings for both throwing and catching depending on what the user is doing.

Razor-Rangs are available in all colours, though Black is proving most popular. Current users of the Razor-Rang are mainly Wraith Raiders, though there is an increase in sales to Ebons.

The Props Mingus and SwivelHead are making great use of the Rang, Mingus in conjunction with his Powerboard.

Third Eye are sponsoring a Rang spot on their Slice of Life show.

DEFENCE SYSTEMS SHOCK – NET

Defence Systems are proud to announce the release of their Shock-Net, an invaluable addition to the Operatives defensive armoury. Especially useful for the Operative venturing in to the sectors, or for those who may have to fight off crowds of dissatisfied Downtowners.

"We were running from sector three, about three clicks from the wall, we had no chance. Carriens on our ass, swarming like Pigs on a trash heap. Nothing for it but to turn and fight. Misty pulls me in to a broken down building, stands me behind her and tells me to stay close. Then she pops a net from her shoulder pack. Covers the floor like a web. made it a lot easier to hit the Carrien, like their minds were on other things, like not getting fried. Still lost my left hand though. Man can those things get a grip."

Jason 'eight-ball' Manzinera, Human op with TyeDie, Mort 901 SD.

The Shock-Net comes stored in a circular pack, roughly 20cm in diameter, it can be dispersed and laid in a single turn, being fired from the pack by a small charge. The Shock-Net may either be connected to a power pack and line worn by the user, or it may have a smaller integral pack fitted.

The actual net itself is made from ceramic-steel weave coated with a high conducting material known as 'Lick'.

Anything coming in to contact with the 'top side' of two or more of the nets threads, receives an 8,000 volt shock. The power pack worn by the Operative is connected to the Shock-Net via a power line, it allows the net to deliver up to fifteen shocks before it is exhausted. The integral power pack of the net itself, may deliver up to six jolts. Both power packs are fully rechargeable. If the net is connected to Power Armour, it drains roughly ten minutes of power for each shock delivered.

Game System Stuff

Defence Systems Shock – Net

Type: Shock-Net (Defensive)

Diameter: 3m to 6m

Weight: 0.5kg to 3kg (in pack)

Damage: 1 (plus stun, see below)

Penetration: 0

Armour Damage: 0 (may cause special, see below)

Cost: 300c

Black Market Cost: 5,000u

Skill For Use: Auto Deploy (Dex Roll?)

Targets hit by the jolt of the Shock-Net must make a PHYS roll (Dif. 5), success means they are shocked for two actions, failure means they are paralysed for fifteen seconds.

The Shock-Net will stun a suit or armour for up to a minute.

Animals, or those with nothing but 'bestial' instinct, will flee after a jolt 50% of the time.

The Shock-Net deploys in a circle around the user, leaving them in a 'safe zone' at it's centre. The safe zone can be anything from 1m to 2m in diameter.

Those in the safe zone fighting out, must make a DEX roll (as a skill) to avoid stepping on the net as they attack.

When deploying the net, the user must make a DEX roll as a skill, unopposed, if they fail they net tangles around them and is useless. There is a delay of two seconds after deployment before the charges work, so an unlucky user may switch the net off before the power kicks in.

Carrien have come to hate Shock-Nets with a passion and will always fight the user to the death.

GLYPH IMPLANTS

Glyph Implants may only be installed in those who already have a functioning Finance Chip. The term Glyph is slightly misleading, as the surgery simply modifies the Finance Chip by adding a Glyph Matrix to it's construct.

"You wont understand so I'll keep it short. The Glyph Matrix forms a barrier between your innate flux and the Ebb's desire to split you in two. Any Ebb ability that the Glyph is keyed to is disrupted. See? What'd I tell you."

Vine, Ebon Operative with MotherLoad, Mort 901 SD.

Dark Lament have discovered they can transform the basis of a Glyph Card, digitising the information and keying to a persons brain waves. This allows them to have a non-Ebon trigger a basic Glyph defence against a specific intrusion.

Each Glyph Implant can only be keyed to a single attack or 'disruption' source, and only one may be in operation in a person at any one time.

The Glyph Implants are still thought of as experimental, with no real figures available to show long term affects or success / failure rates.

Game System Stuff

The Glyph Implant works much the same as a Flux gem, only it keys a person to a specific Ebb Ability, making them harder to target.

Each Implant draws from the persons innate Ebb flow, which although they cannot use themselves, is still there. The drain on Flux translates itself in to physical fatigue.

Each ten points of Flux used in defence, drains energy, adding 1 DR to any action, this lasts until fatigue is recovered through rest, usually (20 - PHYS) minutes for each 10 Flux used.

Each Implant has a defence rating of between one and ten, each level costs 1,000c. Each level of defence adds a difficulty rating to the Ebon

targeting the Implant, these are added to any other DR's already in place.

Each implant has a differing amount of Flux stored in it, with two points of Flux needed to power each defence level each time it is required. Flux storage may go up to a hundred, and costs 100c per point.

Example

Norman, a 'chipped' Human Operative, wants a Glyph Implant keyed to the Ebon ability 'Blast' (a popular choice). He has an Implant with a level 5 defence rating (5,000c), which has 50 Flux stored in it (5,000c). Total cost of 10,000c. Each time he is targeted by a Blast Ability (regardless of Rank), his assailant suffers an additional Difficulty Rating of 5 to target him.

Glyph Implants may be recharged after their Flux has been exhausted, at a rate of 50c per point, up to the original amount stored in the Glyph. If the Glyph Implant is not recharged within 24 hours of the charge reaching zero, the implant becomes useless, being dissolved by the body's fluids.

Stormers have so far proved unsuitable for Glyph Implants.

Known side affects of Glyph Implants include sleep loss, chronic headaches and an increased susceptibility to induced psychoses.

At present there is some debate within Dark Lament as to the validity of Glyph Implants, which are known to be disliked by most at Karma.

SOFT COMPANIES

TEMPEST

Company motto: "SLA is a sickness. We've got the cure."

DarkNight spawn a hundred copy-cat companies every week, and 90% of them die within the week. Tempest were born from the fury of a SLA retaliation raid in to Downtown Sector 280. DarkNight paid heavily, both in loss of operatives and in loss of face.

The upper echelons of the DarkNight cadre in 280 became disgruntled with DarkNight, and their failure to offer them the support they needed.

Tempest was born.

Tempest do not conduct an underground war of subterfuge and espionage, they have no time for 'passive' propaganda and subtle subversion. They take the fight to SLA Industries through ambush and terrorism. Their reputation as one of the most violent 'softies' to hit Mort in 600 years is richly deserved.

Unfortunately the public seem to like them, the citizens of 280 are positively partisan. Tempest are seen as giving SLA Industries a run for their money and taking them down a peg or two, which most citizens secretly like to see.

Tempest show no respect to anyone; not other soft companies, no clans, no organised syndicates, no one. They will blow anyone or anything up if it gets a result with SLA Industries.

Tempest seem to have an affinity for killing Stormers (especially 313's), which has so far gained a mixed response from Joe public.

Game System Stuff

Tempest are headed by one man, it is his force of will that drives them on. known only as 'RedNun', this man is about as wanted as you can get. DarkNight want him, SLA want him, and the heads of a hundred other organisations he has 'hit' also want him.

Interestingly enough the Thresher seem to have no axe to grind with Tempest.

Tempest currently have between two and three hundred employees, mostly cover agents, drivers, middle men and back room supporters. They have sixty 'operatives' who take the fight on to the streets.

The average Tempest operative has the stats. and skills listed in Karma as Props, (with a mixture of both SLA and DarkNight equipment) add five points among skills as you see fit per operative.

Tempest have developed the ambush to an art form, with multi-layered traps drawing in more victims as they unfold. Firebombs and pits are

favoured by Tempest, who realise that SLA will prioritise attacks that threaten to destroy property as well as people.

Each Tempest operative is hypnotised and has subliminal conditioning. They will snap poison capsules lodged in their mouths rather than be captured. To date only two Tempest operatives have been taken alive. One by Cloak and one by Ministry of War. No details are available from their interrogation. Both operatives died during questioning. Both Depts. will deny they have ever taken a Tempest operative alive.

The 'Release' Agenda

RedNun knows too much. Not only about DarkNight, but also about Stormer production. His horror has been translated in to action via the 'Release' program carried out by Tempest.

All Tempest operatives are encouraged to kill as many Stormers as they can, with handsome rewards going to each operative for each Stormer they 'release'. This activity is over and above the other Tempest attacks, which have been known to take second place to Stormer hits.

Tempest buy up large caliber weapons and grenades from any source they can, rumours are starting to circulate regarding a Tempest - Thresher link, though Thresher deny any connection with Tempest.

Anything to do with Stormers may be targeted; their homes, vehicles, production workers, fellow squad members, soft companies that cater for them, anything....

RedNun is secretly working on a strain of Shatter that will alter the Stormer (313) DNA, enabling each Stormer to achieve Release (suicide) on their own. Next to nothing is known of RedNun's progress in this area, and only a chosen few within Tempest know of the existence of the drug tests.

Using Tempest

How much do you know of the birth of Stormers? Does it disturb you? Want to give Stormers something to think about, other than how groovy SLA is?

As a sick twist, try making RedNun a Vevaphon. He would have to have his

conditioning broken of course.... but to a GM of your caliber.... no problem.

T I M E B O M B

Corporate sign-in: "Wake up! TimeBomb!"

From within Third Eye comes the cancer of TimeBomb. Spreading through the media community like sores in a leper colony, TimeBomb infect all they touch, and they want to touch Operatives most of all.

TimeBomb are perceived as a bit of a laugh by the general populace, and as they operate almost exclusively in Downtown, with occasional forays in to Suburbia, they tend to be taken not very seriously.

DarkNight think of them as a bunch of amateurs, wannabees, who haven't got the guts to join them in their fight against SLA.

So far, all of the TimeBomb intrusions have shown Operatives or high level employees screwing up, so most viewers who receive TimeBomb cannot possibly suspect what lies behind the company.

G a m e S y s t e m S t u f f

TimeBomb have essentially taken the network virus 'Vent' and refined it, so that it has extended 'sleeper' properties. The Vent virus then acts as a wake up call to the transmission device, when a SLA 'violation' has taken place.

TimeBomb operatives break in to factories, stores, apartments and Dept. stocks to plant Vent programs in broadcasting equipment. The modified virus send signals to a TimeBomb monitor station, where the signals are de-coded and scanned.

Any activity that could be construed as being anti-SLA, or an Operative cock up, is then chosen for broadcast, the signal being beamed from the original piece of equipment via it's 'legitimate' pick up point.

The monitoring of the signal gives TimeBomb a chance to 'modify' the actual image broadcast. They realise that the truth of any situation is their greatest weapon, so they rarely alter a transmission too far. Operatives will not just be shown to accidentally shoot civilians, they will be seen smiling while they do it. DarkNight

ambushes will not merely succeed, they will catch Op's completely by surprise. You get the picture.

T h e A d - V e n t D r a g o n

What do TimeBomb want?

Well, they want to infect receivers of their transmissions with the AdVent virus. This is a form of Vent that takes the Dragon virus one stage further.

Advent allows Vent to multiply, producing it's own defences and hiding itself in the operating program of the host system. The virus can then be triggered by 'keys' sent by TimeBomb.

AdVent will be programmed to either shut down systems or corrupt them beyond repair.

W h a t ' s T h e P o i n t ?

TimeBomb can lay as many AdVent viruses as they want, activating some or all at the same time. Remember they operate mainly in Downtown. Well, the shutdown of entertainment systems across large areas of Downtown can only have one effect.

Chaos.

Millions of citizens can be dumped in to the real world, with all the horror and hopelessness that entails, at once.

Should be a busy old night for Operatives.

T I N K E R

Company slogan: "If it aint broke, break it."

Tinker are an infuriating Soft Company, formed in the last three weeks by numerous persons unknown, but suspected to come from Dept. Environment.

The department of the Environment has recently had cause to sack a whole operating section from their Waste Re-processing plant in sector 570 (Suburbia).

The next day, Tinker put in an appearance, re-routing a waste flow outlet in to a main shopping mall in sector 570.

The public are pissed off and want some action!

G a m e S y s t e m S t u f f

Five of the laid off employees subsequently lost their houses as well as their savings and their jobs. They want to get back at the Dept., so they formed Tinker.

Their reasoning is that if they mess up enough of the 'little' systems running around Suburbia, someone will take notice and do something about their plight. They sort of have a plan to maybe blackmail the Dept. of Environment, using their knowledge of the sectors waste disposal systems.

Obviously, Tinker can be played for laughs. But think about it. How long will it be before the good citizens of Suburbia demand action from SLA Industries.

And would you like to chase around in the sewers after people who know the layout like the back of their hands?

No. Thought not.

MEET N GREET

Frank Weiss, the first reporter on the scene of the Deely Mall Massacre, brings us this interview with Jaymz 'Blade' Myson, Human Operative with Cutting Edge, the squad that finally brought the Slice Girls reign of terror to an end.. All material licensed to Inter-Com, © 901 SD. Eye 4 Inter-Com (under license from Third Eye).

FW: "Thank you for talking to me. I know this is a traumatic time for you, I'll be brief. What happened?"

J: "Slice Girls caught the Blue Cats on the hop, not really a fight, more of a slaughter. Citizens started to get in the way, Slice Girls chopped them as well. we got the call, Red.... on our way to the Pit believe it or not. When we got here it looked like an abattoir. We got in real quick, and the Spice Girls got real dead."

FW: "Casualties?"

J: "J'Kqwn took some real bad hits, he is in the wagon on his way to General. Silk is terminally depressed, but what's new, and I got a few scratches. Nine civ's dead, eight wounded, fifteen Blue Cat stiffs, fourteen wounded, five dead Slice Girls, twelve wounded."

FW: "Any word from Station.... "

J: "Nah. I think they knew you boys had it covered."

FW: "We heard some gun play on the way in, anything serious?"

J: "Not really. couple of the civ's had CAF tucked away, one of the shop keepers got frisky with a Bully Boy, I think I saw Silk down one with his Flintlock.... mostly blades though."

FW: "Are Cutting Edge looking in any particular direction?"

J: "Well, we just go where the action is. Nothing fancy, keep it simple, follow Silk and stay on the right side of Head Office."

FW: "Wise words."

J: (grins) "You know it makes sense."

FW: "Any truth in the rumour you were dating one of the Slice Girls."

J: (laughs) "No way. I know Silk has a thing for one of 'em, can never remember which one though.... but dating! No fucking way! These ladies are strictly whacked."

FW: "Anything on the horizon as far as sponsorship goes?"

J: "Who you been talking to?"

FW: "I heard J'Kqwn has been having talks with DPB.... "

J: "Well, I can't comment on that. You'll have to wait and see."

FW: "Anything else other than the Gash Fist in your top ten?"

J: "I might try those Razor-Rangs, look like a lot of fun. But, nah, it's Gash for me." (laughs)

FW: "Thanks for the time to talk."

J: "No problem. It's what we're here for aint it?"

Cutting Edge

Silk; Ebon, Investigation & Interrogation

J'Kqwn; Shaktar, Death Squad

Jaymz; Human, Kick Murder

Matty; Human, Strike

Liaane; Wraith Raider, Scouting

Cutting Edge Sponsors

EverWear (Leather's), Up Front (shoes), Ill-Logic, Sigerson, Alien Sex Channel, PinHead, GASH, MJL, Laughing Dead, KwikKill and Knot.

Rumours are rife about the squad splitting and going contract, or under direct sponsorship from one of the more 'adventurous' SLA departments.

They are currently working a Yellow in Downtown, sponsored by the Ministry of War.

Jaymz	
Name	Jaymz 'Blade' Myson
Classification	Human
Package	Kick Murder
Squad	Cutting Edge
Strength	10
Dexterity	10
Diagnose	6
Concentration	8
Charisma	8
Physique	10
Knowledge	7
Cool	10 (11)
Walk	1
Run	2
Sprint	(3)
Movement	(33) 37
Half Movement	(66) 74
No Movement	(99) 111

Jaymz shuns implants and will not tolerate the intrusion of technology in to his body. He follows a strict exercise regime and keeps in good shape by watching his diet and staying away from unnecessary drug use.

"I like Jaymz. He says what he thinks and does not tolerate fools gladly. Strange sense of humour though."

Silk, Ebon Operative with Cutting Edge.

"Jaymz is an honourable man and my friend. He has my life in his hands, and I have his in mine. I am proud to share braids with him. Do not cross him, he can sniff out a lie like an Ebon and has a temper like a Frother. Humour? Laughs at a swinging gate."

J'Kqwn, Shaktar Operative with Cutting Edge. Shaktar recognised 'Blood Brother' of Jaymz Myson.

SKILL	RANK
Detect	8
SLA Information	6
Rival Company	6
Streetwise	7
Unarmed combat	6
Blade, 2H	9
Hide	6
Sneaking	6
Martial Arts	9
Climb	8
Acrobatics	8

Blade, 1H	10
Rifle	5
Pistol	6
Running	6
Swimming	8
Medical Paramedic	4
Tactics	6
Interview	7
Evaluate Opponent	9
Drive, Civilian	5

Jaymz wears Striker Motorcycle Protection customised by MAL to incorporate ceramic plates giving PV 5, ID / Location 9.

Favoured Weapons

GASH Fist
MAC Knife
ITB Mutilator
MJL Power Disc
Customised Shaktar Switchblade
Firepower: FEN 091 Farjacket loaded with HEAP.

Jaymz is interested in following up his bonds with J'Kqwn and plans to visit K'nth as soon as possible. Cutting Edge have a bright future ahead of them. Powerful allies and nightmare enemies.

Issue 8, is on reflection, quite 'truth heavy'. I think this reflects a general feeling at the time that people were making too much of the 'official truth', and were too concerned about finding out what it was before they developed their games.

It's also nice to look back on an issue with no 'borrowed' Nightfall material (i.e. artwork), though whether that made them any happier about the fanzine at the time, who can say ☺

Max Bantleman, 2001.