

The most important thing with SLA Industries is the atmosphere, the feel of the game, the style. All of this comes from the Gamesmaster and the universe of his own particular brand of Progress.

Whatever your game setting, you must be consistent. You must make the players feel the reality of your world.

It is essential that you feel confident in adjusting this scenario to fit your own campaign. Add as much as you like, take out what you don't like. The scenario must seem a natural extension of your own ideas about SLA Industries.

You want less guns? You want more Ebb use? You want a more light hearted feel to the NPC's? Do it.

We have tried to lay the scenario out in way that Gamesmasters will find easy to manipulate.

Read the scenario... all of it! Be comfortable with it. Plan out how you want to pace it, when and where you want things to happen.

Be in control.

General Flow of Scenario

The scenario really begins when the players reach the steps outside Slayers Crib (Blueprint News Hall), here they are seconded by two Darkfinder agents to help with an immediate 'Red' BPN.

The two Darkfinders have information that the White Wolves gang is in a small cinema across the square from the Crib. The Darkfinders need back-up to flush them out.

There will (inevitably) be a firefight with some of the gang. Depending upon the result of the encounter, the players may receive an instant 'field' promotion in SCL.

Once they move into the BPN Hall, they will encounter the incredible variety of operatives and the massive bureaucracy of SLA through the desk clerk and the allocation system.

The players will have to go to Retrieval Services offices, which are three blocks away, where they meet with an official for briefing and contract signing.

The mission brief will allow them time to gather equipment and pull a vehicle (if they don't already have one). They will then travel through Downtown to the site where the paramedics are preparing the body for removal, the players arrive just as the paramedics are zipping up the bag.

As the bag is being loaded into whatever the players have to move it, they are attacked by the Carrien who figure there must be a hell of a meal in the bag.

The players are 'helped' by another operative, who is a Darknight undercover warrior.

Darknight operative will try to guide the party to the site of a Darknight ambush.

The players are then attacked by Darknight conscripts. The players will of course call for back-up, which will arrive in the form of a SCAF Shiver Unit.

Much gunplay / use of the Ebb / mayhem will probably ensue.

So, you should end up with:

Encounter with Darkfinders, firefight and chance to show your loyalty.

Promotion in SCL.

BPN Hall with all it's tedious officialdom.

Encounter with another SLA agency, i.e. Retrieval Services, who will get the players to sign contracts.

Meeting with paramedics and trip through the dustbin of Downtown.

Undercover Darknight operative to add to the paranoia.

DarkNight conscripts in ambush.

SCAF Shiver Unit.

This scenario hopes to emphasise;
Mort, the peoples and atmosphere.

Other operatives

Darkfinders and hint at Cloak Divisions all embracing philosophies and spheres of interest.

Realisation (via gang violence) of the randomness and insanity of most of the violence in Mort.

What a nightmare Downtown is and the contrast with Uptown (where the players should be based).

Psychotic nature of Darknight and the mysterious way in which they seem to work.

Advance in both SCL and experience.

Shiver Units can be very heavily armed and should not be thought of as 'plods'.

The N.P.C.'s Contacted by the players will be;

Two Darkfinders

White Wolves Gang

Clerk in BPN Hall

Liaison at Department of Retrieval

Two Paramedics

Carrien Gang

Darknight Operative

Darknight Conscripts

Shiver Unit

Explorations

Some additional threads you may wish to weave into the scenario are;

Third eye news may be on call when the characters help the Darkfinders. If they do particularly well / badly, they may be tailed by a news crew for a while.

Cloak Division Operatives may 'retire' someone in the BPN Hall in front of the players.

One of the characters may be 'chipped' with a finance chip. The other players may or may not be informed.

INTRODUCTION

Let the players relax and compare character notes, basically get to know each other a bit, let them begin to get a feel for the game world.

SCENE ONE

Narrative. Set scene for players to introduce themselves to one and other. Brief description of Mort and the area they live and operate in.

Journey to Blueprint News Hall offers chance for slight interaction with citizens, perhaps illustrating the status of SLA operatives.

SCENE TWO

Action. The Players are whisked away from the steps of Slayers Crib by two Darkfinder agents, who assign them an 'instant' Red BPN file. They need help, or so they say, the Players must act at once.

Firefight with White Wolves gang in and around cinema.

SCENE THREE

Narrative. Inside the BPN, chance for slight interaction with other operatives. Eventually conduct brief interview with BPN Clerk.

SCENE FOUR

Narrative. Move cross town to Department of Retrieval. Enter and deal with liaisons officer, hold briefing on assignment.

SCENE FIVE

Action. Meeting with two Paramedics who have 'bag' for collection. Exchange of package, attack by Carrien and intervention of undercover Darknight operative.

SCENE SIX

Narrative / Action. Journey through Downtown Mort to Department of Retrieval, agent of Darknight leads the Players into ambush by Darknight conscripts.

SCENE SEVEN

Climax / Conclusion. Action / Narrative.

The calling for back-up will result in a SCAF Unit arriving. Total carnage and mayhem.

If Players distinguish themselves, they may be in line for another increase in SCL, if not, they will be dumped back in the BPN Hall.

If the 'bag' is lost or destroyed the Players will find themselves assigned a Black BPN. Wrap up with an award of Experience Points.

WELCOME TO THE WORLD OF PROGRESS

This is the World of Progress.

And it don't get no better than this.

The World of Progress spans the galaxies, embracing all cultures, all races, all gods. The World of Progress is brought to us by SLA Industries. This year is the 900th Anniversary of the founding of Progress, of the creation of SLA Industries. They are inseparable, one and the same. 900 years of SLA Industries. 900 years of civilisation fuelled by greed, driven by the lust for a 'better life'.

SLA provide everything, they are everywhere, waiting to supply you with what you need before you know you need it. Consumerism hand in hand with chaos.

SLA Industries governs everything. They control everything, from the giant industrials to the t.v. companies. They allow you to work or they keep you housed and fed when there is no work.

Of all the billions of citizens throughout the galaxies, only a handful work for SLA Industries as Operatives.

Though in truth everyone works for SLA Industries, if they work at all. Everything is geared to the survival, the growth, the betterment of SLA, and so to the World of Progress.

But not everyone is happy in the World of Progress.

Dissatisfaction and rebellion are spreading, like a cancerous disease, through the World of Progress. And it is not just those whose home worlds have been stripped or destroyed by SLA Industries.

Industrial Worlds covered with steel and concrete, pouring out filth and biological death with their deals and contracts. Here the voices are raised loudest against SLA.

Labour Worlds turned to wastelands to facilitate the manufacturing of goods needed all over the World of Progress.

War Worlds torn and scarred by the raging, contained conflicts of corporations and rival business empires.

All these billions of displaced citizens, the millions upon millions of people working within the SLA Industries World of Progress, their voices mixed with fear and loathing. Yet beneath this murmuring of unrest lies an acceptance of SLA, a realisation that Progress is here to stay. It has got too big. Gone too far to displace.

Darknight. Thresher. Both eat away at the edges of the SLA empire. They do not understand. They bring only chaos, darkness and death.

Someone once said that the World of Progress is powered by a particular driving force which keeps it healthy and alive. The driving force is greed, in every shape and form. The shape of knowledge and the form of finance. The finance in the World of Progress is simple.

It is lust, desire, accepted without question, by most.

However, to some the form of finance is not enough. The pulsing heart of knowledge is their quest, the very unknown of the World of Progress is their driving force.

Surrounded by the darkness of the great deception, these fools seek truths. They look into every shadow, every crevice, every stinking damned back alley, hoping to gain an insight into the 'true' nature of Progress.

They are, in my humble opinion, wasting their time. Progress is change. Progress is life from death and death to create life. Progress is here, it's now, it surrounds and invades us, driven by SLA Industries, controlled by them. Created and owned by them.

This is the World of Progress.

And it don't get no better than this.

INTRODUCTION

Read stuff in italics direct to players, add or delete as you see fit.

It's Monday morning, seven thirty, time to go to work.

Last night you went to bed as just another citizen of Mort, just another sucker in this cauldron of misery, just another citizen in the big bad World of Progress.

Today you are a SLA Operative. Today is the first day of the rest of your life in the employment of SLA Industries.

Oh sure, the training has been going on for months, or is it years? But today all that is behind you. Today you are let loose on an unsuspecting world.

You leave your apartment building, pushing your way down the stairs, past the kids and users. A young punk doesn't bother to stop spraying his message on the wall as you pass. No respect.

You know that you look no different from yesterday. You know that on the outside, nothing is different. But on the inside you know you are a step above those around you. You have been given a chance to shine within SLA Industries, a chance to forge a reputation in the World of Progress. You will not fail. You will not be allowed to.

You head out into the streets of Mort, greeted by hordes of people and the rain. Choked up streets filled to bursting with transports, crowded sidewalks like rivers of heaving bodies, the air between the skyscrapers filled with choppers and jets.

A slate grey sky throws down rain onto the city. The sky never seems to change, one of the only constants in Mort. The mass of bobbing bodies around you hustle and push you along in their flow, no one seems to bother about trying to stop themselves getting wet, if you go outside, you get wet, fact.

Walking almost blindly, you keep your head down, if someone gets in your way, give them a shove. You know where you're going, almost on auto-pilot, you turn into an alley, short cut. As you blink into the darkness, waiting for your eyes to adjust before you push on. You see nothing. Slabs of darkness, shadows cut from the little light allowed to filter past the towering walls that surround you. Shuffling forward you head for the spark of light at the end of the alley. No time to stop, ignore the faint shapes and sounds coming from the bins and dumpsters, mind your own business. Feeling darkness at your back, smelling the decay around you, it is hard not to break into a run. Don't look back, don't stop. Just keep going.

Turning onto 5th, you are assaulted by the light and the noise. The neon of the Club Umbra cuts through the gathering night, bathing everything in it's sickly orange glow. Nice. You push your way to the front of the line outside the Red Shoes Bar and Grill, one of your perks now you work for SLA Industries, no one would stop an operative, not unless they wanted trouble, or they had a higher SCL. Inside you meet the other members of your team. SLA Industries only respects those that can work as part of a team.

There are no rogue Operatives, not in Mort, not at any SCL you know of. The people at your table will become part of your family. You will learn to trust them, and they you. You will watch them, they will watch you. Your team will be loyal to SLA Industries. You will not be allowed not to be.

The Red Shoes fills with bodies, steam rising as the clothes dry out. Smells from the kitchen mix with odours from the street. Conversation rises to shouts to get above the din from the street and the Club Umbra.

The deep, throbbing sounds invade the coffee shop through the walls. People stand around, watching you eat, begrudging you every mouthful, every sip. They wait for tables to become free, willing you to finish up and get out.

They will have to wait. You have business to discuss.

Brief pause while players take in intro and fix picture of Mort in their minds. Argue about whose turn it is to get beers/coffee, etc. Get squad to 'chat' a bit, are they happy with their name? Their image?

SCENE ONE

Read italics to players. You want to be more creative? Go ahead.

A code 'Grey' traffic restriction is in force around the Uptown area that contains the BPN Hall. Shiver Units will be thick on the ground (and in the air). No private transport will be allowed within ten miles of Slayers Crib. So the monorail will have to do. It will be crowded, it will be frantic, it may well be dangerous. But it will have to do. And anyway, isn't Hammerhead on the prowl on the monorail? Maybe you will get a chance to witness a 'serial' at work. Maybe you'll be lucky, and you wont.

Tense and uptight, you walk the short distance from the monorail station to the BPN Hall you have been told to report to. You are slightly behind schedule. Not good.

Pushing your way through the crowds, you and your companions stand at last at the bottom of the huge steps leading up to the BPN Hall.

From behind you you hear a strong, clear voice, so commanding you almost obey without question, "Cloak Division. We have an immediate code 'red' assignment, you are being requisitioned."

Turning quickly, you are confronted by two operatives, grim faced and calm, their stance and tone scream of their experience. Their confidence annoys you.

ID cards are flashed and the man and the woman turn and walk swiftly away, obviously expecting you to follow them...

Suggested Skill Rolls:

Recognition of ID cards; Detect, SLA Information.

Identification of Darkfinders as Cloak Division operatives; SLA Information.

Identification of a 'red' assignment; SLA Information, Communiqué.

Darkfinder Agents: Mr. Joshua Salu and Ms. Harley Forn.

Joshua : Personality and Attitudes; Sullen, Serious, Very Moody. Takes things far too literally, often gets into depressive fits of absolute silence.

Appearance; 6' tall, weighs approximately 190 lbs. Black, cropped hair, dark brown eyes, handlebar moustache and goatee beard. Very stocky, square frame. Joshua wears a dark grey corporate style suit over a long black coat which conceals his weapons and armour.

SCL : 7D

Primary Skills; Blade, 1H (4), Martial Arts (5), Sneaking (7), Hide (5), Pistol (8), Rifle (9), Running (5), Auto Support (7), Throw (6), Interview (6), Bribery (4), Torture (8), Intimidation (7), Detect, (7).

Secondary Skills; Streetwise (5), Evaluate Opponent (7), SLA Information (4).

Hobbies; Cooking (6).

Joshua is armed with BLA 046M 'Blitzer' (pp 227-228), and a SLA 10-10 Bully Boy Shotgun (pp 229-230). Joshua has PP644 Blocker Body Armour (pp 234).

Harley : Personality and Attitudes; Outgoing, Optimistic, Energetic, Helpful. Laughs easily, grins a lot, offers encouragement to people for whatever they are doing.

Appearance; 6'3" tall, weighs exactly 200 lbs. Light brown, messy shoulder length hair, hazel eyes. Dresses in browns and greys, very subdued.

SCL : 7B

Primary Skills; Martial Arts (7), Pistol (9), Hide (6), Acrobatics (6), Leadership (5), Seduction (7), Disguise (4), Interview (5), Diplomacy (6), Persuasion (9).

Secondary Skills; Medical Paramedic (4), Tactics (6), Tracking (7), Detect (7), Marksman (7).

Hobbies; Dance (7).

Harley is armed with a FEN 603 10mm Automatic Pistol (pp 225) and a KK> 20 'Panther' (pp 227). Harley wears CAF Padquill Flak Vest (pp 235).

Both Joshua and Harley will order the players to cover the front of the cinema club while they enter through the back door. The gang they are after are the White Wolves. All of the gang wear a distinctive white glove on their left hand. All are presumed armed and extremely dangerous and all should be terminated with extreme prejudice.

The White Wolves are in the cinema to execute a rival gang member from the Terminus gang.

If the characters give a good account of themselves, each will receive a SCL increase to 10A, effective immediately. The ID cards of the players will be scanned with their new SCL rating.

(Possible insertion of the 3rd Eye news team here, they will want to 'tag along' with the characters for a while, to see what develops.)

SCENE TWO

The two Darkfinder agents lead the party to the Vision Plus Cinema Complex immediately across the square from the BPN Hall.

Once outside the main entrance the Darkfinders explain what they want the party to do;

Stay at the front of the cinema.

Keep an eye out for members of the White Wolves gang.

Terminate with extreme prejudice members of said gang.

Do not shoot them (the Darkfinders) OR any members of the Terminus gang, one of whom is thought to be in the building.

Action: Firefight with the White Wolves!

White Wolves, typical gang member: Personality & Attitudes; Party, party, party. Lets get high and see who we can piss off. Arrogant, bigoted, violent.

Appearance; All members seem to be in their late teens or early twenties. All wear very scruffy leather clothing of various descriptions. All of them wear a white glove on their left hand.

Primary Skills; Unarmed Combat (5), Blade 1H (5), Pistol (4), Running (5), Streetwise (7), Evaluate Opponent (6).

Secondary Skills; A specific member may have a superior Pistol skill (7) or Martial Arts (4), or any single skill that seems appropriate at level 2-6.

If they are armed, a White Wolves gang member will have either a CAF Steel Death Pistol (pp 230) or a MAC Knife (pp 231)

SCENE THREE

Once the White Wolves have been captured or killed, the party may receive a 'field promotion' (or they may not).

Once you have finished with the scenario outside the cinema plex, read on.

You eventually get inside the BPN Hall and register your arrival. This takes you nearly an hour as you shuffle forward in the queue, trying to maintain some sort of cool in the stuffy antechamber to the main hall.

All around you are the other operatives that work this sector of Mort. Shaktars sit patient and quiet, while Frothers pace and curse. Stormers fidget and brood while Ebons seem detached and aloof. An occasional Brainwaster cruises the hall like a shark swimming along a crowded beach, trouble just waiting to happen.

After you have registered you are told to sit in the main Hall.

The Hall is huge, at least 500 meters square. It is filled with rows of benches and clusters of tables, all filled with waiting operatives. Dim lighting and the high vaulted ceiling give the Hall the atmosphere of an old style cathedral.

Disciples of SLA Industries, come to show their dedication and commitment, priests, prophets and disciples of the World of Progress. Every citizen is part of the congregation. That's one way to look at it. Not your way, but one way.

Time drags by, other operatives are called and seen, some of them you are sure came in after you.

You begin to lose patience, maybe they have forgotten about you, maybe this is how they treat newcomers. You feel cheated, especially after your meeting with the Darkfinders, does that count for nothing?

The tannoy drones on, and for a moment you do not realise that your number has been called. Just as the electronic voice calls you for the last time, you reach your designated booth. Tapping in your operative codes, you wait as the door slides open.

Suggested Skill Rolls:

Dealing with Mr Telon; Interview, Communiqué.

It should take at least two hours for the players to reach a kiosk, where they will be seen by Mr Telon who will assign them with a file only after he has taken a further hour to assess the parties capability.

Mr Telon; Personality and Attitudes; Smug, Condescending, Arrogant and Rude. He treats people below his SCL (6) with contempt.

Appearance; 5'8" tall, weighs 100lbs. Looks like a recently risen vampire, thin and pale, sunken eyes, yellowing teeth, brushed back black hair.

SCL : 8

Primary Skills; Blade, 1H (6), Interview (8), Communiqué (8), Computer Use (6), Detect (5), Literacy (7).

Secondary Skills; SLA Information (6), Psychology (5).

Hobbies; Botany (7).

Mr. Telon is armed with a BOSH SLA Blade (pp 232).

SCENE FOUR

Get the players out of the Crib before you read them the stuff in italics.

At last you are moving with a purpose!

Outside the Hall you realise the condition 'Grey' traffic control has been lifted. Cars once more choke the streets, Hovers and choppers fill the air, the sound of the rain is almost lost to the noise of the traffic.

As you begin the short walk to the Department of Retrieval you pass a Shiver unit on clean up duty, the remains of a firefight are being scraped into transports, their officer nods courteously to you as you pass, "have a good one," he says, no hint of sarcasm is evident in his voice.

Suddenly the punks and scum of the street, the chemical heads and shooters, drudges and sheep, all seem a million miles away from you. You are above that now. You are one of the chosen. You are a SLA operative.

The Department of Retrieval building is small and squat. It looks like a fall out shelter from a War World. Huge, bulky columns stand in front of wide flat steps. Polished steel doors glint through the shadows at the top of the stairs. Most of the offices must be underground.

After entering the lobby you are greeted by security, they are efficient and almost friendly, a total contrast from the BPN Hall.

In no time at all, you are directed to the fourth sub-level, where you are seated in a comfortable waiting area, complete with t.v. and refreshments.

The tube flashes pictures from 3rd Eye, together with the adverts they remind you of the brutal world of Mort. Serial killers, Contract killers, gang warfare and the carnage of the cannibal sector all wash over you in a cascade of images and sounds, blurring into one continuous stream of filth and degradation.

Suddenly you are aware of a woman standing nearby, she smiles and says, "my name is Mrs Weiss, if you would like to follow me..."

You follow this corporate woman to her office, she motions for you to be seated. Pulling a manilla folder from her desk, she begins the briefing.

Suggested Skill Rolls:

Dealing with Mrs Weiss; Interview, Persuasion.

Successful completion of 'contract'; Business Administration, SLA Information.

The Department of Retrieval is a small, but very efficient. They do not hang around, if you are not properly prepared, with the right documentation, they will not see you. Once you are seen however, things move very quickly. The briefing is, well, brief, and the job details precise and non negotiable.

In the Department of Retrieval they will be seen by Mrs. Sady Weiss.

Sady: Personality and Attitudes; Helpful, Thoughtful, Quiet, Introvert. Mrs. Weiss hates loudness or brash behaviour, she is positively uncomfortable in the presence of Shaktars or Stormers.

Appearance; 5'3" tall, weighing approximately 85 lbs. She has long ginger hair, worn in a bun. She dresses in stern, sullen suits and wears no make-up or jewellery.

SCL : 8B

Primary Skills; Hide (7), Pistol (6), Interview (9), Communiqué (7), Computer Use (6), Business Administration (7), SLA Information (7),

Hobbies; Theatre (6), Sign Language (8).

Sady is armed with a CAF Steel Death Pistol (pp 230).

On leaving the Department of Retrieval the players should be left to gather any equipment or resources they think they will need. Once they are ready they should head Downtown. try to let the players help you develop Mort. Who do they know? Where do they want to go? What districts or sectors are they travelling through? Put over the atmosphere of Mort, don't be afraid to launch into descriptive narrative.

SCENE FIVE

Once the players are decided on their rough course of action (what do you mean they don't have a plan?) read on....

Downtown. Shit. Now you really are in at the deep end.

Not as deep as you could be though. No, the area you are going to is still considered 'surface' territory. You dare not think what it would be like to be sent deep into Downtown, where there is no sky, no real light, where even the rain reaches you dirty and thick with grime from the upper levels.

Downtown. Maybe there has been some mistake. I mean, sending a team of beginners to Downtown. You can handle it. Yeah, sure, you can handle anything, right?

Night has fallen. Has it been that long since you were in Mort? Or has night time always been this dark. The rain has eased to a steady drizzle, falling from an invisible sky. Everywhere the blackness is pierced by lights of every shape and colour. Light streams through windows, leaks from doorways, sprays from a thousand neon advertising boards, countless pin pricks from cars and transports, beams from the sky, either from copters or jets.

The slick, wet surfaces reflect the colours, adding shining stains to every wall, every walkway. And yet, with all this light, it is still so bloody dark!

A weighty darkness, pressing in, smothering everything. A covering blackness, beneath which many horrors are hidden, many truths obscured.

As you pass the barriers and signs that show you are beyond the normal protection of the Shiver units, you feel naked and alone, vulnerable and stupid. You are in enemy territory. And you are on your own. And somewhere, out there, are people who know this, who know how exposed you are. People who want to kill you. Who hate everything SLA stands for.

Broken down buildings, burning shells, broken roads and mon-rail tunnels and flyovers. Brief glimpses of collapsed tunnel entrances hint at the existence of the Underworld. The streets are littered with burning or blackened vehicles, abandoned to the elements. The rain does not flow into drains and ducts, it sits in huge puddles and lakes all around you. It brings no relief, has no cooling effect, it does not wash and cleanse. It stains and flows in great rivers of filth down through the alleys and streets, clogging roads, making life seem more miserable than it already must be.

Gangs roam freely, mingled in with the teeming, downtrodden, low life that are the citizens of Downtown.

The contrast is incredible. What look like normal folk are trying to go about their business (whatever that could be) while surrounded by a nightmare of destruction and decay.

Cluttered, battered, broken and sodden mile upon mile of Downtown flash by.

After some time you see a Paramedic Ambulance parked under the remains of a roadway flyover. Outside the Ambulance are two Paramedics, they are crouched over, doing something up. They are zipping up a body bag.

As you pull up near them, they look nervously in your direction, their faces wet, hair flat and dripping, they obviously want to get it over with as quickly as possible.

Suggested Skill Rolls:

Dealing with Paramedics; Leadership, opposed Persuasion (8), SLA Information.

Reading 'vibes' from bag; Ebb skills needed.

Detection of Carrien attack; Opposed Tactics (5).

Seeing through Ralph's disguise; Opposed SLA Information roll, or an opposed Detect or Disguise (6) roll.

Paramedics; Gazz 'Ginger' Ramon and Prissy 'Prim' Numan.

Mr. Gazz 'Ginger' Ramon: Personality and Attitudes; Very Friendly, Cheerful, Optimistic, 'upbeat'. Hates time wasting and dithering around. Very dynamic.

Appearance; 6' tall, weighs 180 lbs. Bright orange painted head, no visible body hair. Wild, staring bright green eyes, olive complexion.

Primary Skills; Unarmed Combat (7), Sneaking (6), Pistol (7), Wrestling (6), Persuasion (8), Medical Paramedic (8), Drive Civilian (7).

Secondary Skills: Psychology (6), Streetwise (6).

Hobbies: Play Instrument, Banjo, (6).

Ginger is armed with a GA47 10mm Semi Automatic Pistol (pp 225).

Prissy 'Prim' Numan: Personality & Attitudes; Professional, Detached, Sociopathic, Paranoid, Melancholic.

Appearance; 5'9" tall, weighing approximately 120 lbs. She has short, brown hair and pale grey eyes. She is lithe and muscular, some would say wiry.

Primary Skills: Unarmed Combat (5), Wrestling (7), Running (6), Medical Paramedic (9), Detect (6),.

Secondary Skills; Pistol (9), Marksman (9).

Hobbies; Archaeology (7).

Prissy has access, through secret pick up points around Mort, to a collection of BLA 064M 'Blitzers' (pp 227). She carries no weapons on her person.

The Carrien Gang will attack as the Paramedics leave and the players load the body bag into their transport.

The Gang will consist of a 'pack' of thirty Carriens lead by a Greater Carrien.

Carriens and Greater Carriens are described in more detail on page 288.

The Carriens want the bag! They will not launch a suicide mission to get it, but will be willing to take up to 50% casualties.

If the Greater Carrien is killed, the others will check for fear, fleeing if they fail.

Just as the Players are thinking that it is all going rather badly, what with being outnumbered seven to one and all, along comes help in the form of a DarkNight Operative, posing undercover as a SLA Operative.

Darknight Operative: Mr. Ralph Cheeler, 'Rachel' to his friends.

Ralph: Personality & Attitudes; Cunning, Ruthless, Psychotic, Fanatical. Ralph lives to bring chaos and pain to the SLA organisation.

Appearance; Ralph wears PP10 HARD Armour (pp 234) which gives him a very distinctive, combat ready appearance.

He has pale blue eyes, long dark blue hair and always seems to be smiling. His arms are part of his appearance. He has SLA markings and sponsor logo's all over his armour.

SCL : 7 (This is of course False)

Primary Skills: Blade 1H (5), Martial Arts (6), Sneaking (4), Hide (5), Pistol (8), Rifle (7), Running (4), Tactics (6), Intimidation (6), Weapons Maintenance (5), Marksman (6), Streetwise (6), SLA Information (7).

Secondary Skills: Evaluate Opponent (8).

Hobbies: Shaktarian (9).

Ralph is armed with KPS 'Mangler' AS (pp 228), BLA 046M 'Blitzer' (pp 227), Ralph also carries a MAC Knife (pp 231).

SCENE SIX

Once Ralph has gained the confidence of the players, he will either hitch a ride with them, or lead them from his transport.

As you weave through the traffic, finding your way through the maze of Downtown, you feel something is wrong.

A nagging doubt gnaws at you, an itch you cannot scratch. You think you are going the right way, but how can you be sure?

You can see nothing outside, only dark shapes thrown into view by the occasional fire give any clue as to the existence of anything outside your transport.

Downtown lies hidden all around you, revealing nothing of it's inner secrets, showing none of it's hidden depths.

A sudden deluge hammers down, rain falling thick and heavy, curtains of water smothering everything, beating on the roof like nails, twisting your vision through the windows. It all looks so weird, like a fish looking out from it's bowl. Lightning flashes, blue-white light picks out gutted buildings and huddled figures. It's all so unreal. And yet you know how frighteningly real it all is.

Suggested Skill Rolls:

Realisation that Ralph is leading you astray; Navigation, Streetwise, Persuasion (opposed).

Detection of ambush; Tactics.

Identification of ambushers; SLA Information, Streetwise.

Figure that the Darknight bods want the bag; Psychology, Tactics, Streetwise.

Spot need for help; Tactics.

SCENE SEVEN

Once the Darknight conscripts open up, read the players the stuff in italics.

Back-up! You need help!

As you put in your call, you hear the dreaded words, "Shiver Unit on way, E.T.A. two minutes, hold tight."

A Shiver unit! You need more than that, you need serious help! And now!

You fight back the panic, concentrating on only one thing; the destruction of the Darknight traitors. If you're gonna go, you are sure as hell gonna take a few with you. Above the din of the gunfire you hear the familiar sound of whining jet chopper blades. Then, from out of nowhere, there is a SCAF unit, spiting fire and death, tearing the Darknight scum apart.

Suggested Skill Rolls:

Firefight! Gun skills, close combat skills, whatever.

The DarkNight ambush will be a hurried, amateurish affair, the 'operatives' being nothing more than citizen conscripts. They will be armed with CAF weapons and DarkNights own 'DN' series of pistols and rifles.

The sheer number of DarkNight operatives involved in the ambush (20-30) will mean that the players will have to call for support.

If any of the Players are Ebons, there will be one Ebon 'traitor' among the Darknight conscripts, perhaps as their nominal leader.

Average DarkNight 'operative' involved in the ambush:

Skills; Unarmed Combat (4), Pistol OR Rifle (6), Blade 1H OR Club 1H (5), Hide (5), Running (4), Streetwise (5).

Each will be armed with a DN 74 or DN 80 Pistol or a DN100 R (pp 268).

(NOTE : You may want to use the stats for DarkNight Espionage Agents and Darknight Conscripts given in the Karma supplement.)

The players call for back-up (oh yes they do), and a Shiver Unit arrives.

At first the players may be disappointed, thinking that Shiver units are nothing more than policing units for the Up Town areas.

This Shiver Unit, however, is a Shiver Copter Airborne Force (SCAF), which will arrive in a couple of minutes, deploy rapidly and proceed to lay waste to large areas of the terrain. A Squad of six operatives is deployed.

The Leader of the SCAF has an SCL of 7C.

An Illustration of a SCAF operative is in the Hardware section (pp 251-260).

Further Explorations

Body bag may contain remains of an 'unknown' creature, maybe an experiment from the Bio-Genetics division.

Players may be set up to take the bag to a department within SLA where they will be accused of being traitors, maybe because the contents of the bag are not what they are supposed to be.

The whole scenario may be a Darknight cover operation, to recover the body of some SLA or Darknight operative particularly valuable.

One of the characters in the scenario could be the real target for the scenario, maybe one of the Paramedics. SLA could want them exposed using the players.

One of the players could be a 'plant', either from SLA (maybe a higher level operative), or from Darknight

The body bag could contain an ancient artefact or relic, wanted by one of the divisions of SLA without the knowledge of the other departments, hence the elaborate set up to get it.

Here are some brief notes and suggestions on designing a follow up scenario to 'it's in the bag'.

Quis custodiet ipsos custodes

Players are given an apparently routine assignment, during which they find (?) the unofficial report of a now dead operative. The report suggests that the last mission (the retrieval of the body bag) that they undertook, has been carried out by a number of operatives before them, all of whom are now dead.

Trying to follow up the leads in the report, either through official or 'street' channels, proves almost fatal. The players attract the attention of Cloak Division.

After being given an almost suicidal mission, the players are contacted by a mysterious stranger (known only by a code name) who wants to help them achieve their objectives, obviously to keep them alive for other things.

Clues lead to DarkNight connections, though following these up leads to many false conclusions. If they dig deep enough it may be revealed that their 'helper' is a SLA operative.

When / If the players find him out, they will get a visit from the contents of the 'bag' in the first scenario, an Ebon, so close to entering the white that he is seemingly insane, accompanied by their 'helper'.

The players must help the Ebon reach a haven where she will be met by her 'brothers'.

Only after the Ebon has 'gone over' will the players realise that they may have helped a group of 'renegade' Necanthropes recruit another brother. If the players decide that the Necanthropes are opposed to SLA they should of course report them.

If they do not they will be considered 'friends' by the group known only as 'Catharsis'. Files within SLA only hint at the existence of Catharsis, the general opinion being that the group is just another branch of Stygmartyr.

If they do file a report on Catharsis, they will have made some powerful enemies, though they may gain recognition from SLA.

Catharsis is an undercover organisation that is used (very secretly) by Intruder to 'purge' unsuitable types from the Ebon and Brainwaster community of Stygmartyr.

Betraying Catharsis may bring the attention of one of the many divisions of SLA who would want to use the players, exploiting their knowledge, possibly their contacts, to investigate the organisation in an undercover operation.

DarkNight will want to capture, torture and kill the players for information (and the hell of it).

Scene One

Routine assignment, White BPN File, Investigation of possible serial killer. Page 290.

Features; Contact with department of Investigation, application for Extermination Warrant. Investigate Uptown. Gather information. Track down killer using clues, such as behaviour patterns. Confront killer, capture or terminate.

Scene Two

On completion of BPN, players are offered their first assignment again. The mistake is quickly realised and rectified, but not before the players realise there is a file on several operatives who have undertaken similar missions and who are now all mysteriously dead or missing, perhaps through the "oh yes, you are so and so and blah, blah are you not? You're not? Oh, dear, no, I see you can't be, never mind."

Features; Investigation within the Department of Investigation, through computers or misappropriation of the 'hard' files. After investigating at different levels, via names and places in the report, meet with Cloak Division.

Scene Three

Requested for briefing by Cloak Division. Interrogated and at least one of the players is 'chipped'.

Scene Four

Given 'Black' BPN. To launch a pre-emptive strike on a Thresher Strike Team, assembling in Downtown in preparation for a strike

on a 3rd Eye broadcasting station. Contacted by 'helper' who supplies them with illegal information (and possibly weapons). Features; Briefing on Thresher. Contact with 'helper'. Gaining of information and weapons. Raid on Thresher hide out.

Scene Five

'Helper' will contact players, giving them snippets of information that lead them to investigate the existence of secret society hinted at in operatives unofficial report. Players will be encouraged to raid computer files, as well as maybe steal hard copies of stuff. Much twisting and turning of events leads to information that 'helper' is an operative within SLA.

Features; Cat and mouse chase through SLA departments chasing their 'helper' and following up information given to them by her.

Scene Six

Players are given a 'Blue' BPN, the job of clearing out a nest of Carriens from a 'sensitive' area of Mort's Downtown. Involves going deep into Downtown, onto the borders with Cannibal Sector Three. Mission will turn out to be false, a chance for their 'helper' to meet them face to face. With the 'helper' is the Ebon from the bag in the first scenario.

The whole group may be attacked by a horde of Carriens / Cannibals. Features; Trip deep into Downtown. Meeting with 'helper', realisation of what was in the bag. Attack by Carriens / Cannibals, display of 'helpers' power in ensuing fight.

Scene Seven

The players will be given a 'rigged' BPN that will allow them to deliver the Ebon to the brothers of Catharsis. Travel into Uptown, and out into the area surrounding the White. Travel through Uptown allows players to glimpse the powerful of SLA, maybe they will be held up by a convoy containing the man himself. Moving towards the White will involve getting past the Ebon security.

Features; Moving through Uptown, dealing with security and bureaucracy. Getting past Ebon security.

Scene Eight

The players will meet a delegation from Catharsis. They will be asked if they are prepared to carry out further BPN's given to them by their 'helper', for which they will receive cover up from Catharsis. They are told that sometimes it may appear they are working against SLA, but that this is not actually the case.

Features; get to meet Catharsis Necanthropes.

Scene Nine

A test of loyalty from their 'helper'. Catharsis want to get the players in so deep they cannot get out. They will be given a 'Grey' BPN, the mission to 'retire' a prominent SLA operative. The termination must be done publicly, with full media coverage.

Features; Interaction with the media, getting the best locations, and shots etc. Possible sponsorship deals from some of the lesser companies. Carrying out the termination.

Scene Ten

Players are summoned to Slayers Crib, they think by their 'helper', though they may be given some cause for doubt. They will be given a 'yellow' BPN. The BPN involves them going to an underground meeting of some of Mort's 'fashionable' people. Corporate types who want to play at being operatives, these rich kids are meeting a contact from the black market to buy some SLA 'trinkets' such as badges, pass cards, maybe even some weaponry. The players are to 'bust' the meeting, concentrating on the recovery of the property. The players are being set a test by SLA, who have uncovered the Catharsis operation. They know the players are involved, but they do not know how much they know. If the operation is a success, SLA will hint at the fact that their 'helper' is no more, neither is their (or has there ever been) an organisation known as Catharsis. Players must decide to go with SLA or against them.

Features; Questioning by Department of Retrieval, possible questioning regarding their 'helper'. Raid on meeting. Firefight with underworld contact and his minders. Rich kids may be killed out of hand by another SLA operative who arrives once the mission has nearly ended, as a display for the players benefit.