

REVELATION BURNING

A SCENARIO FOR

SLA INDUSTRIES

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EXCLUSIVELY FOR

EURO GENCON 2001

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Revelation Burning

INTRODUCTION TO SCENARIO

Revelation Burning is a SLA Industries scenario, that would best be GM'd by someone with knowledge of what Integration 20 is and how it could potentially impact on the World of Progress. If you intend to run the scenario but have never heard of Integration 20 (I20), you will not need to do a lot of tweaking, as the I20 element is explained. Main reference to I20 in MRB is 'No News Is Good News', pp32 SLA Industries.

(Appendices 1 is a set of notes from writer / Play testers on how to get the most from the scenario, if you have time a valuable read.)

This scenario is designed for play with 5-6 moderately experienced Operatives, though it can easily be modified for absolute beginners.

The game session is written to last for two to three hours, and it is almost completely driven by the GM, as the plot line is linear with modular encounters that can be padded, cut or dropped as needed, according to the progression of the Players.

As always we'd recommend reading it all the way through to get a feel for it before attempting to run it ☺.

The scenario ends with a set piece that involves reference to 'the truth', which is the big secret and driving force behind the whole SLA Industries World of Progress. This can be allured to, or gone in to in some detail, as the GM wishes and as the Players demand / warrant.

Nothing has been divulged of the 'official truth' as written and created by Nightfall. The truth is kept elusive, though the effects of actually knowing it have been represented in game terms.

To run this scenario you will need access to:

SLA Industries main rule book (SLA MRB).

Karma: first SLA Industries supplement.

There are sections labelled 'Direct to Players', which can be used to read out direct to the Players in the game if the GM wants. GM's please note: Please feel free to adapt the scenario and it's pace to best suit your own GM style. Don't be afraid to read it through, get the gist of it, then use it as the bones to flesh out as you see best.

The scenario is written out in a series of scenes. How you string these together with background and plot movement is left to the individual GM. You can either skate over intervening travel with a brief bit of narration and description, or you can give the Op's a chance to interact via questions, skill use, and some minor investigation. Play it by ear and let the Players guide you as to the best way to tie it all together; if they're chomping at the bit for action, keep to brief narrative, if they're fascinated by the environment allow some interaction.

We've written an overview, designed to let the GM pushed for time (is there any other kind?) get an 'at a glance' feel for the whole scenario, it's flow and major events. We urge you to use this as an easy reference only, and to not forgo reading the whole scenario.

As you go through the character introduction stage of the scenario (Scene Zero - sitting in the bar of the Hive), try to gauge the Players and get an idea for what they'd respond to best in the scenario. Some groups may want more action, some more character interaction with NPC's, some more inter group action among themselves.

Revelation Burning – Scenario Overview

Scene Zero

Setting: The bar of the Hive, a favourite haunt of SLA Op's.

Events: Character introductions. Brief question and answer session among the Op's regarding each of their characters.

Encounters: The SLA Operatives of the squad (get them to come up with a squad name!)

Scene Duration: 10 - 15 minutes.

Scene One

Settings: The Hive bar. Pier 17. Deeno shanty town.

Events: Meet Sirbed the DarkFinder sponsoring the Grey BPN the Op's are given. Op's get themselves equipped, do a little digging. Op's are taken (folded) to Deeno by Necanthrope Vein. Meet with Shiver Sleeper unit on boat Voodoo Queen. Maybe some small interaction with citizens of Deeno.

Encounters: Hive DarkFinder. Vein Necanthrope. Shiver unit. Citizens of Deeno.

Scene Duration: 20 – 25 minutes.

Scene Two

Settings: The Voodoo Queen. Travel on River. Abandoned warehouse (gang base).

Events: Travel on the River. Come across a firefight between gangers and Scavs, get involved to help gangers. Gain information from gangers.

Encounters: Scavs. Gangers.

Scene Duration: 10 – 20 minutes.

Scene Three

Settings: Voodoo Queen, moored for the night.

Events: Boat is attacked by Cannibal Sector Gators.

Encounters: Cannibal Sector Gators.

Scene Duration: 5 - 15 minutes.

Scene Four

Settings: Voodoo queen, travelling on River.

Events: Travel on River. Meet up with boat coming the other way, DarkNight Op's running supplies.

Encounters: DarkNight boat and Op's.

Scene Duration: 10-20 minutes.

Scene Five

Settings: Voodoo Queen, moored for the night.

Events: Boat is attacked by Iron Spiders.

Encounters: Iron Spiders.

Scene Duration: 5 – 10 minutes.

Scene Six

Settings: Abandoned power plant, the compound where Hark has set up his community.

Events: Travel on River. Find settlement. Hold mock 'trial' for Hark.

Encounters: Dead creatures from all races / companies. Courtney Walsh, ex Third Eye.

Inhabitants of settlement (all races). Hark DarkFinder.

Scene Duration: 30 – 40 minutes.

Scenario Timeline

The Operatives will have to complete the BPN before 4th November (game time! ☺), so keeping track of date / time is pretty important. Listed below is the intended flow of the scenario, and the physical travel times may be come known to the Op's who will figure out that they can complete the BPN, but they will have to move quickly and stay focused.

Adventures begin on Saturday 28th October 903 SD.

28 th October	Served with BPN by Sirbed. Meet with crew of boat.
29 th October	Set off in Voodoo Queen.
30 th October	Continue travelling on River.
31 st October	Arrive at destination midday, serve warrant that night.
1 st November	Travelling back on river.
2 nd November	Travelling back on river.
3 rd November	Arrive back at Cloak HQ late evening.
4 th November	Extermination Warrants for the Op's become effective.

Encounters

A brief over view of the main encounters as written in to the scenario follows, allowing the GM to get a feel for them, and make any changes he'd like before hand. The 'modular' nature of the encounters allows a GM to drop one or more if they are running slow, or to extend a particular one if the Players want it, or the game demands it.

- 1 Small band of Scav.'s, tearing apart a Gangs hide out in the upper reaches of Downtown (start of the boat journey down the River). The Operatives will have to side with the Gangers to fight off the Scav.'s, this will involve small shore foray.
- 2 River life – Cannibal Sector Gators (TBP 2).
- 3 DarkNight sympathisers on boat coming up river to trade with Black Market goods concealed among legitimate cargo.
- 4 Tunnel life – Iron Spiders (TBP 13).

(Wiped out Carrien start to appear along bank, crucified, then other races from all soft companies and SLA.)

- 5 Settlement where DarkFinder rules. Mixed band of outcasts from Soft Companies, SLA, Downtown, War Veterans, Sectors.... all 'gone native' with little or no weapons or technology. Stores of arms and armour are available for 'raiding parties', including Thresher Stuff.
- 6 Courtney Walsh, ex-Third Eye Operative, living in settlement (go between for Hark and SLA Op's).

(Audience with rogue DarkFinder who reveals some of the horror behind the World of Progress, which he says he's witnessed and read from Integration 20 (which he has a copy of).)

- 7 Op's must 'judge' DF in a mock trial staged by him, witnessed by his followers, or the DF will have all of his followers kill the Op's.

Major NPC's

The major NPC's are those that will have the major interaction with the Op's.

Most of the interaction should be role played, but there will obviously be some scope for skills use to achieve what the Op's (and indeed the NPC's) want.

Within the scenario, for each NPC, we've added a very brief 'potted summary', allowing the GM to get a feel for them from only a few key details.

As well as this, listed below is a brief breakdown of the NPC's and their key contact points with the Op's.

Boat crew – Sleeper Shiver unit, Sargent and 5 squadies.

The Shivers will be drugged up most of the time, on Flip or Beat. They are largely disinterested in the Op's and their 'mission'. The Sleeper Shivers work for Cloak, they just want to keep their heads down, keep the reports flowing in and keep themselves alive. The Shivers will try to avoid socialising with the Op's, but if any of the Op's shows an inclination to take on the Shivers mindset, they will get along like old comrades.

Scavs raiding party – from 6 to 10, well tooled up and tactically aware.

The Scavs raiding party are trying to get in to the Starfish gangs main holding warehouse. They will act in unison, showing a good use of tactics and battlefield communication. Scavs are well armed with automatic weapons, large shotguns and the odd mini-gun. They are ruthless, they do not expect or show any mercy. They are prone to hit and run tactics, but this particular raiding party will not run unless they take 60%+ casualties. The Scavs will attack anyone helping the Starfish or anyone attacking them.

Gangers – from 15 to 30, outgunned and outclassed.

The members of the Starfish gang were going about their daily business of buying, selling, stealing and extorting, when they were attacked by the Scavs. They gangers will welcome any help they get from the Op's or the Shivers, and may be forthcoming with some minor information in exchange. Generally gangers hate Slops and avoid or abuse them if they can.

DarkNight conscripts – 3 to 5 on small boat.

The small DarkNight cell is going about it's business of trading and surviving. They are not looking for trouble and will always try to run rather than fight. If cornered they will fight then try to surrender when they realise they can't win.

'Natives' in DarkFinder's sway – various races, backgrounds – 150 to 200.

All the inhabitants within the settlement have come under the sway of Hark and his teachings. They are all drugged up most of the time, or in a kind of depressed trance state. They act with a determined sluggishness. If provoked in self defence they will be savage, ruthless, fearless and fight to the death. Within the settlement are all races from the WoP, including Carrien, all living together under the sway of Hark in a kind of tribal, hunter gatherer society.

Major NPC's – Continued

Courtney Walsh - Third Eye Operative, gone native with DarkFinder Hark's other followers.

Courtney came to find Hark on an assignment, listened to what the rogue DarkFinder had to say and went over the edge in to madness with all the other inhabitants. Courtney has long spells of complete lucidity and sanity, and acts as Hark's main go between in dealings with the outside world of the River and its travellers.

Hark, DarkFinder – Disguised Contract Killer, ex Op., SCL 5.

Hark is a rogue DarkFinder that was charged with finding some of the remnants of I20. Unfortunately for him, he succeeded. He now lives in a tortured world, torn between trying to bring 'the truth' to those that will listen and hoping for a swift death.

Minor NPC's

River life – Gators.

Cannibal Sector Gators are huge beasts of fearsome proportions. They resemble Sharks in their primary drives and desires. Gators will try to eat anything smaller than them, and go for anything large than them if they think it looks tasty. Stubborn, mean, vicious killing machines, they strike fear in to most who face them.

River life – Iron Spiders.

Strange, spider like creatures, thought to be a failed Karma experiment. They live and swarm in great numbers, sometimes seeking to throw themselves at power sources, in an apparent attempt to blow themselves up. They can inject venom with their bite.

All NPC's are detailed on separate sheets at the end of the scenario.

Scene Zero

Settings: The Hive bar.

Action / Encounters: Character introduction, a brief ‘get to know’ session. Come up with a Squad name.

Proposed length: 10 – 15 minutes.

Scene Zero – Direct to Players

Welcome to the SLA Industries participation game, the scenario is called Revelation Burning. After the character sheets are handed out, I’d like to go round the table and have each person do an in character introduction to the rest of the group of their Operative character. Try to focus the character introduction on race, training package, physical description, key personality traits and attitudes, preferred armour, primary weapons, preferred tactics and squad role. We will then need to elect a nominal squad leader, either the character with the highest SCL or the most suitable skill set. SLA likes squads and likes teamwork. SLA likes to communicate through a squad leader and to focus all SLA Departmental contact through squad leaders. I will need to have a squad name as well. This should be something that reflects either your skills or attitudes, something that will get you a good tag from the media and get you noticed. Please take five minutes to go over your character sheet, then I’ll ask for in character introductions. Each character introduction should be no longer than two minutes.

How you assign characters to Players is up to you. You can either ask if anyone has any preferences or strong dislikes and narrow it down from there, or you can hand them out randomly. It may be best to get feedback from the group. Many Players like the random element as they like the challenge of playing something they perhaps wouldn’t choose.

While the Operatives read their character sheets, you may want to give a brief description of the Hive bar or the general background and feel of the WoP as you perceive and intend to run it (as far as the game is concerned).

Answer any questions the Players may have about their characters. Don’t be too slavish about the time given for them to get comfortable with their characters. It is important for the flow of the game and their enjoyment that the Players are happy they know what they need to about their characters. Let them take whatever notes they want from the rule books.

Don’t let them get side tracked with getting extra equipment, they can do this once the game has started.

Encourage the character introductions to be brief and dynamic, ask relevant questions if they leave out things like their main armour or weapons used. Try to stop any of the introductions getting too involved, focus on the Player getting across the core of their character in both appearance and personality.

Scene One

Settings: The Hive bar. Pier 17 / Deeno (shanty town). The river boat, the Voodoo Queen.

Action / Encounters: Sirbed DarkFinder. Vein Necanthrope. Shiver crew of Voodoo Queen.

Proposed length: 15 - 25 minutes.

Scene One - Direct to Players

You're kicking back, relaxing in one of your favourite watering holes, the Hive, when through the crowded bar you see a DarkFinder approaching, smiling as he eyes up you and your squad. Upon reaching your table he casually tosses down extermination warrants, each hits the table and skids to a halt, showing them to have your names on them. The DarkFinder looks you over, "now that I have your attention. My name is Sirbed." The DarkFinder shows you an SCL card with the Cloak Division department bar code and SCL of 5A. Sirbed continues, "I have a BPN that I'd like you to undertake. Succeed and the warrants go away. Fail and they take effect." Sirbed reaches in to his long coat and produces a manila envelope which he places on the table, "within the envelope are details of the BPN. Read them. Equip yourselves. Be back here within two hours to await your transport. Any questions?"

You can decide how to relay the information about the BPN, whether Sirbed gives some of it out himself (through use of the appropriate skills and role playing from the Op's), or whether they will be left to find out what they can in the two hours they have to prepare and equip themselves.

Grey BPN

SCL: 9 (Optional)

Contact: Sirbed, DarkFinder, Cloak Division CD987/544-34/Di.VI.

Training Package Recc.: Any.

Colour: Grey.

Summary: Squad needed to serve Termination Warrant on rogue Contract Killer 'Jester', evidence of warrant's completion will be necessary.

Consolidated Bonus Scheme: 500c. (+ Bonus for return of data.)

Payment: Per Operative.

SCL Increase: 0.5.

Coverage: Station Analysis.

Issued By: Cloak Division.

+BPN Bonus: 3,000c. Jester is believed to have a data slug in his possession containing footage from at least five of his encounters, which Cloak would like back. The data slug has a 'one view only' trap encoded in it, so the Op's must not view it, simply return it to Cloak.

Getting the BPN, getting on to the boat. Setting off.

DarkFinder approaches squad in their favourite watering hole, the 'Hive'. The DF, Sirbed, offers them a Grey, he shows them extermination warrants with their names on them dated for serving six days from now. Sirbed tells the Op's the warrants will be cancelled as long as the BPN is a success.

He issues them with the BPN in a case, together with a manila folder containing hard copies of reports and information gathered on their target.

An Extermination Warrant is included for their target. The squad will have to supply video evidence of their serving the warrant, as well as bring back a ‘personal’ token of it’s completion (body part).

The Op’s are to travel to Downtown Sector 800 to a shanty town known as ‘Deeno’ (abbreviated from D-Notice, SLA officially denies the existence of the ‘town’.)

The squad are to go to Pier 17, to meet the crew of the boat the ‘Voodoo Queen’. The crew of the boat is a Sleeper Shiver unit, who’s cover must remain intact. They will (upon the production of the BPN card), take the Op’s wherever they want to go.

The Op’s will have to find the Jester (rogue Contract Killer), who’s whereabouts is believed to be roughly two days travel up river of Deeno.

The squad have two hours to get their shit together, they must then meet back here to be taken to the ‘drop point’ by a Cloak Vehicle.

The Cloak ‘vehicle’ is in fact a Necanthrope, who will fold the whole squad to a derelict building on the shores of the shanty town around the pier where the boat is docked.

Jester – Contract Killer (what the Op’s are told).

The folder the Op’s are given has some press clippings and some recent photo’s of Jester, telling the Op’s nothing they couldn’t find out from any Third Eye data terminal or late night re-run of GoreZone.

Jester started out as Jason Beck, a Kick Murder Operative with the squad ‘ReDust’ in 901 SD. The squad undertook nineteen BPN’s (6 Red, 4 Blue, 3 White, 3 Yellow, 1 Silver and 2 Black,) and was wiped out on their final Black in January 902 SD.

Jester re-appeared with another squad, ‘Lemon’ in the Spring of 902 SD., his survival from ReDust apparently due to some intervention from Internal Affairs during the Black (details classified SCL 4).

In the winter of 902 SD., Jester wiped out his four squad members in a Cloak sanctioned termination after the squad was on a Grey (details classified SCL 4). Word on the street is that Lemon were on a BPN associated with the hunt for Integration 20.

Jester went solo, gaining Contract Killer status in May of 903 SD., when he sealed a sponsorship deal with DPB. Jester went missing in July 903 SD., the official story, the one the public knows and believes, is that Jester was killed in a showdown with an old enemy ‘Mirror Man’.

Any details from Jester’s past will appear to be average for an Operative, even if a little lucky and charmed through contact with Cloak.

The truth behind BPN is that Jester was killed by Mirror Man.

Jason Beck (the real name of Jester) was chosen as he bears an uncanny resemblance to the DarkFinder gone AWOL, the real target for the Grey BPN.

The AWOL DF is Hark, SCL 5, last known assignment, tracking down Integration 20 remnants in Deeno.

Cloak Vehicle to Deeno - Necanthrope: Vein. SCL 4. Part of the ‘Torsion’ Union.

Vein is a very attractive female, looking much like any human might on Mort. She has completely red eyes (no pupils) and no discernible mouth. Other than that she is beautifully well proportioned, her skin is alabaster white, shot through with barely visible lavender ‘vein’s’.

Vein will be devastatingly polite and efficient, folding to the location on the outskirts of Deeno and then leaving as quickly as she can, with the minimum of communication.

If she takes a shine to one of the Op’s, she may give them some cryptic information:

“Remember, there is truth in darkness as well as the light.”

Pier 17 and Deeno

Pier 17 is a small wooden jetty, in a state of dilapidation, looking like it will fall in to the river at any moment. There are five boats moored on Pier 17, four houseboats and one small river boat (the Voodoo Queen). All boats are at least 10 years old, some older, each looking as if it would ship a lot of water and offer little in the way of dry comfort.

The large shanty town of Deeno is made up of hundreds of ramshackle buildings, tents, canvas shelters, dug out hollows in the ground and other make shift dwellings. It looks like someone set up a shopping mall in the middle of a rubbish tip and then tried to build a housing estate on it.

The Voodoo Queen

A very old, battered looking 10 berth river boat with a forward mounted Power Reaper. It is draped with cargo nets and 'bump tires'. (Power Reaper uses stats. for Fen 808, Karma 146.) Closer inspection (if any) shows the hull has been treated and seems to be made of a black material akin to Dark Lament Science Friction material.

The Crew – Sleeper Shiver Unit

Sargent ('captain of boat'): Marco Dedique, known as 'Cobra'. (Katana, Blitzer.)

Quotes: "We all in this together. Respect the river, the people you meet, you aint in the cosy world of SLA now. Down here nothing counts except your word and your way."

Right Hand Man: Brad Schmidt, known as 'C-D'. (Power Whip, Nun-Chuks.)

Quotes: "Do as the Captain says. Stay close, stay frosty, stay alive. Loyalty to your friends comes first, always."

Fixer: Raol Rodriguez, known as 'Tick'. (Wrestling.)

Quotes: "Let me know what you want. I can get anything for a price. Money aint everything, trade is more important, what you give you get, what goes around comes around."

Muscle: Brian Walker, known as 'Baz'. (603, Unarmed, Knives.)

Quotes: "Out here we is all dead men walking. Get with it. Don't fight what you can't change."

Muscle: Luke Ward, known as 'Lucky'. (Power Claymore, 603, Unarmed.)

Quotes: "Don't fuck with us and we wont fuck with you."

Muscle: Ben Stein, known as 'Horse'. (Martial Arts, Unarmed, Gash Fist.)

Quotes: "It aint so bad once you stop fighting it. What did you have that was so damn important anyway?"

Shiver unit is loyal to Cloak Division, who they work for without Shiver HQ's knowledge. They are relatively new to the whole 'sleeper' game, and may make some stupid mistakes. Like all Shivers, they are generally dismissive of Slops.

Most of the time, the whole crew of the Voodoo Queen are whacked out of their gourd on Flip or Beat.

Once the Op's have made their status known, and shown the Shivers the BPN, they will be advised that they will set off in the morning as nothing travels on the River at night.

The Shivers are running goods up and down the River, trading between black market communities, acting as go-between's for people who may otherwise be at war with each other.

The River

The Operatives will have to travel up stream on the River, heading towards their destination, the suspected encampment where Jester has set up his base of operations for Downtown.

The River itself is a life line for trade and communications for those communities that live along it's blackened shores. The River winds it's way through the deepest Downtown areas, moving through areas of tumbled down decay on the outskirts, where the sky is still visible, then disappearing beneath the surface of Mort, to wend it's way through excavated caverns and man made areas of vast concrete and steel ceilings, supporting the weight of the jumbled mass of Downtown above.

The River varies greatly in width, depth and speed of flow.

It's waters are always dark and murky, being full of the pollution that goes with the territory of Downtown. Everything is dumped in the River, and the levels of toxins kill most 'normal' water born life, leaving only the mutated or monstrous.

The flotsam and jetsam that clogs the surface of the River reflects the poisoned nature of the waters; chemical drums, all forms of domestic and most industrial waste, numerous bodies of animals and some humans, raw sewage and anything else that has been disposed of by anyone or anything that can reach the inky dark waters.

Where the River flows underground, it will be covered by a variety of 'ceilings' at varying heights from the surface water. Sometime it's tunnel like nature is mere feet above the Voodoo Queen's top radio masts, sometimes the rock caverns are a hundred feet high, with all manner of mix in between, showing up the underbelly of Downtown above it, it's support structures, access tunnels, walkways, broken and opened basements, ruined storage facilities and disused power and manufacturing plants.

It is always naturally dark near the River, with some vapors rising from the surface, often glowing with toxic waste near the banks, where mutated (poisonous) plant life thrives. The River stinks. Smells that disgust and some that actually damage. It is usually warm, muggy, cloying, there is an intense humid heat generated by the River. Most of those that travel or work on the River (and they are few and far between) go about their business in the minimal amount of clothing, drenched with sweat, dirty and rotten with contact with the water and it's numerous corrosive poisons.

If you fall in the River, best guess as to your survival time is about three mouthful's, then you're too busy choking and doubling up with the pain of being poisoned to swim much. Because of this, only fools wear armour on the River, something anyone will gladly tell those dumb enough to weigh themselves down with any form of armour heavier than a flak vest.

Those that do fall in, must make PHYS rolls at -10, plus an additional -1 modifier for each 10kg of weight they are carrying. Failure means they can't stop the water getting in their mouth, nose or ears.... success means they last for one round without taking any water in.... they must make the PHYS roll every round they are in the water.

The River water acts as a Rank 10 poison once inside the lungs / stomach. The victim must make a PHYS roll with the -10 modifier or suffer a -6 temporary modifier to their STR, DEX and PHYS. This lasts as long as the water is in their system, which is until passed through urine or better still vomit (30 - PHYS rounds).

Scene Two (Day Two)

Settings: Voodoo Queen. River shore foray.

Action / Encounters: Firefight / combat. Scavs. Gangers.

Proposed length: 10 - 20 minutes.

Scene Two – Direct to Players

As the Voodoo Queen slides slowly through the murky waters of the River, you sense a change in the lazy mood of the crew. From somewhere up ahead you hear the sound of a firefight, small arms and lots of them. The crew arm themselves, manning their stations in an almost efficient way. Cobra turns to you, “may be a chance to get some payback here. You could get some information from these guys. You up for some action?”

A small band of Scavs are tearing apart a gangs hide out.

The Op’s will have to side with the gangers to fight off the Scavs, this will involve small shore foray, getting in to the firefight and maybe closing for some hand to hand with the Scavs.

The gang are the ‘Starfish’, their colours are worn on their right arms in the form of a chainmail covering and glove. The Shivers owe them a big favour, and this (with the Op’s help) looks like a good chance to wipe the slate clean with some payback.

The Scavs band numbers from 6 to 10, they are obviously well tooled up and tactically aware. There are from 15 to 30 gangers, outgunned and outclassed.

The gangers are hold up in a disused warehouse, with it’s front facing the river (to the right of the Voodoo Queen) and a broken down jetty. The Scavs are attacking from the front and the sides, with a view to breaking in through the side wall and the roof simultaneously. There is no clue as to what the Scavs are after.

One way or another, the Scavs will be beaten off, mainly with the help of the Op’s and Shivers (remember the Voodoo Queen is armed).

The Starfish gang will be keen to slope off in to the darkness, to lick their wounds and get their contraband out of the now heavily damaged warehouse. They will want only the briefest of interaction with the Shivers, and they will try to avoid the Op’s.

If pushed, one or more of the gangers may become talkative....

Information gained from the Starfish:

The Op’s may be able to get some information from the gang, especially if they helped them. bribes never hurt, trading is better. The camp of ‘Jester’ is downstream, in the semi-enclosed ruins of a huge old power station. They haven’t heard him called ‘Jester’ though, and the ruler of the settlement is universally known as ‘Hark’. Hark has no ties with outside inhabitants of the Sector, and it is rumoured that all within the walls of the old power station are completely insane. It is generally thought of as a place of death and lunacy, even more so than the surrounding Cannibal Sector. It is also rumoured that Hark holds an unheard of ‘truce’ with at least two War Vet’s that claim their territory in the area....

Scene Three
(Night of Day two)

Settings: Voodoo Queen.

Action / Encounters: Voodoo Queen is attacked by Cannibal Sector Gators.

Proposed length: 10 - 20 minutes.

Games Masters Tip

You can add the encounter with the Gators to the tail end of the encounter with the Scavs, especially if the Op's have split themselves, some going ashore some staying on the boat. The Gators attack will be more effective if there are wounded or the Voodoo Queens guns are not fully manned. Merging the two encounters adds an element of chaos to the scenario and may result in fatal injury. Be aware that it may result in the death of one or more of the Operatives. However and whenever the Gators attack, try to have them eat at least one of the Shivers. This will reinforce the danger inherent in the River, as well as create some tension between the Op's and the Shivers. (The Shivers will blame the Slops for their misfortune)

Scene Three – Direct to Players

The River flows slowly and silently, pushing along its dark waters, gently lapping the bow of the Voodoo Queen, barely making waves on the blackened shores. The flotsam and jetsam of a hundred small communities pollute the River, sewage adds to the stink. Everything from household waste, to industrial drums can be seen scuttling along in the never ending flow of surface debris. Just below the surface, something huge moves in the shadowy depths. A vague shape that makes the hairs on the back of your neck stand up with primordial fear. The shape is gone, the momentary panic subsides. Then there is a rushing of water, a surface wake that shows the enormity of the attacking creature, like a bestial torpedo it moves towards the Voodoo Queen....

The moored Voodoo Queen is attacked by Gators. The Gators have been attracted by the Voodoo queen's gently humming power sources and the waste the crew and Op's have been dumping in the river.

The Gators will be barely visible through the murky, polluted waters of the River. Their approach will be largely unnoticed unless one of the Op's is specifically on look out for things in the River and not the shore.

Remember the Gators have a 'Fear Rating'.

They are suitably terrifying as they are, but if the Op's don't react with any sense of fear or trepidation, it may be that a nudge with the Fear rating and a quick check of their 'Cool' will get the message across.

The Shivers will be loathed to waste ammunition on anything in the River, they know how hard it is to get resources down here and how precious ammo is. Any footage of a Gator being taken on in hand to hand, especially by an Operative in the water, would bring a bonus from Third Eye of anywhere between 100 - 300 creds, as well as an increase in reputation for the Op's and the squad concerned.

Scene Four
(Day Three)

Settings: Voodoo Queen.

Action / Encounters: Meet with boat on River, possible conflict with the DarkNight crew of the boat.

Proposed length: 10 - 20 minutes.

Scene Four – Direct to Players

From out of the semi-darkness ahead you hear the low chugging of a boats engine. Travelling towards the Voodoo Queen is a small, low vessel, with a small covered cabin and stunted, broken radio mast. It's the first boat you've seen that looks in a worse state of repair than the Voodoo Queen! It's a miracle it is still afloat. Someone from the approaching boat is hailing you, trying to get your attention....

The Voodoo Queen is met by boat of DarkNight conscripts, led by DarkNight Operative. They want to trade for some stuff the Shivers are carrying, either some fuel such as gas canisters or some low grade ammunition. They have drugs and fresh water as well as some canned food.

They will react very violently indeed if the Shivers cover is blown or the Slops are revealed. All the weapons on the DN boat will be loosely concealed but readily to hand.

DarkNight 'captain' of the boat. Miles Davis, early thirties, thin, hairless human, wears dirty clothes, almost rags, constantly smokes Feelgoods, smiles a lot, is naturally calm and quiet. A shrewd inhabitant of the River culture and well versed in it's customs and nuances. Miles will do most of the talking, while members of his crew may swap Feelgoods for the odd can of Slosh with the Shivers of the Voodoo Queen.
(DarkNight Operative: 'Modified' GAK 19 Assault System AR (ROF 1/3)).

The crew of the DN boat are simply trying to eke out a living from the River and the communities along it. They are not fanatical DN supporters, though they are very loyal to their 'captain'. They have no love of SLA, though they will not provoke a fight with them. If they feel they are betrayed (by the Shivers or Slops for example), they will react violently in an attempt to get away. The general mood of the DN crew is wary but laid back, they take a lot of drugs like Beat and continually smoke and drink Slosh.
(5 DN Conscripts: stolen Fen 603's, Fen AR's.)

Information gained from DarkNight:

Information is currency. The DN crew will only swap info on a like for like basis. They know of the encampment, they have never heard of a 'Jester'. They deal with a pretty clued up 'front man' they know as 'Courtney', they reckon he's an ex-Third Eye Op going by his dress and lingo.

The DN crew are obviously afraid of something about the encampment, and they don't really want to talk about it.

If pushed they will estimate the number of inhabitants within the abandoned power plant to be somewhere in the region of 200. If really pushed / bribed / impressed / tricked, they will tell the Op's the names of the two 'local' War Vet's who prowl the area: SandMan and Dig.

Scene Five
(Day Three Night)

Settings: Voodoo Queen.

Action / Encounters: Voodoo Queen is attacked by swarming Iron Spiders.

Proposed length: 5 - 10 minutes.

Games Masters Tip

You may want to move the attack of the Iron Spiders forward to join in with the encounter with the DarkNight boat. This can either be used to get both the DN and Shivers to fight off a common foe, or it can be used as an added factor that confuses a confrontation between the two crews. Maybe the Shivers will have to reveal their superior firepower fighting off the Iron Spiders, arousing the DN crews suspicion, or the Op's will reveal themselves in their use of weapons, armour and maybe Ebb in fighting off the Spiders. This could result in a three way fight between both boat crews, the Op's and the Iron Spiders.

If the Op's are showing an inclination for investigation rather than combat, you could drop the encounter with the Iron Spiders and focus on the abandoned Carrien nest near the Voodoo Queen's mooring.

Scene Five –Direct to Players

Part of the roof of the natural cavern the River flows through seems to be a moving patch of inky black against the Grey shadow of the surrounding rock. The metallic click of steely claws against the rock puts your teeth on edge. The shuffling mass breaks up in to what look like thousands of giant spiders, scuttling horribly down the cavern walls, then dropping with a loud thuds on to the decks of the Voodoo Queen. The small curled up bundles of crab like shells and legs, breaking in to a run as soon as they unfold on the boat, heading for any source of power and light, moving with a frightening speed. You soon realise than the boat will be over run, swarmed under and possibly sunk beneath the weight of these insectoid invaders.

The Voodoo Queen is attacked by a swarm of Iron Spiders, seeking to 'suicide' on the boats power sources. Any powered armour, anything with a power source, will be the target for their swarming. They will try to break through power cables to short out on the power supply. The only way to be rid of the Spiders is to move the Voodoo Queen to a sheltered part of the River, and then to power down all power sources in an exercise in 'silent running'. The Shivers may well be too out of it on drink and drugs to fully appreciate the danger they are in. The Op's may well have to forcibly take control of the boat and power down systems themselves.

On the shore near the ships mooring is an apparently abandoned Carrien nest, with signs that they left in an organised fashion, moving towards the area of the old power station further upstream. Further investigation may reveal that there were other races present here, but not as food or prey / predator, but somehow in league with the Carrien. Some power armoured booted tracks may be found.

Scene Six (Day Four)

Settings: Voodoo Queen. Power plant / settlement.

Action / Encounters: Gain access to the settlement. Meet Courtney. Meet Hark. Hold mock trial.

Proposed length: 30 - 40 minutes.

Scene Six – Direct to Players

The Voodoo Queen slowly moves through the River, you can feel a change in the mood of the crew, as it matches the change in the scenery around the River. The River becomes ever more closed in, with falling ceilings of jagged rock and shambling metallic walkways, crowned by the underside of vast concrete and steel supports for the installations that make their way up through the layers of Downtown above you. Along the bank you begin to see the crucified bodies of Carrien, then bodies from all of the other races of the World of Progress, from all backgrounds, from all walks of life, from all companies; DarkNight, Thresher, SLA, and numerous Soft Companies, each is represented by a mute, mangled corpse. Twisted bodies hang from the infrastructure of the tunnel and the 'shore' buildings and ruins. Shadowy figures can be seen prowling along the shore, in the half light of hundreds of small fires. Then you see the jetty sticking out in to the river, lined with the heads of more unfortunate victims of the madness that has engulfed this part of Mort. Standing on the jetty is a dishevelled figure, dressed in the dirty remains of a Third Eye body suite, his cameras around his neck old and useless. He waves you on to the jetty. Almost as if he was expecting you.

The Voodoo queen will be met by Courtney. He will knowingly greet the Op's and tell them they have been expected. The Shivers will not get out of the boat, and they will cast off and remain anchored in mid river waiting for the Op's to return from their 'mission'.

The jetty runs up to the walls of the abandoned power plant. It is topped with razor wire, draped with more mutilated bodies and thousands of pieces of torn cloth of all colours, like tiny flags. The power plant is huge. Mostly broken down and shambling remains now, but with a fairly intact 'perimeter' wall. Within the wall is a large doorway, through which the Op's can see the interior of the settlement, a series of strange huts and ramshackle dug out buildings. There are hundreds of inhabitants within the settlement, sitting or milling about, eating, drinking or just lying around. None seems to be more than half awake.

Within the settlement Hark rules. The inhabitants, a mixed band of outcasts from Soft Companies, SLA, Downtown, War Vets and the Sectors have been drawn in to Harks net, listening to his teaching and following his code for life (and death). They have all gone native with little or no weapons or technology, being happy to walk around naked, or caked in the blood and grime from their last hunt or sacrificial ritual. In the settlement there are stores of arms and armour are available for 'raiding parties', including some Thresher stuff. Only Hark knows the codes to open these stores electronic locks.

Courtney will tell the Op's that Hark is expecting them, and that they will meet the 'man himself' (Hark) in a few hours. In the meantime they must leave their arms and armour on the jetty and enter the settlement. It should be obvious to all of the Op's that they will never find Hark if they just crash in guns blazing. At least one of the Op's will realise that hark is the real target for the BPN.

Hark wants to use the Op's to finally bring his suffering to an end. He will get Courtney to tell the Op's they must 'judge' him in a mock trial staged by him, witnessed by his followers, or the DarkFinder will have all of his followers kill the Op's.

The Op's are free to carry out whatever 'judgement' they see fit as long as they conduct a full and fair trial. They will have one hour to prepare.

The trial will be over-seen by Courtney Walsh, judged to be the most sane of the compounds inhabitants....

The whole point of the trial, as far as Hark is concerned, is to test the Op's, and to find one of them with the strength of mind to bear the brunt of the 'truth' and still be capable of killing him. In the aftermath of Hark reading from Integration 20, all of the inhabitants will be momentarily mesmerised and lost in their own thoughts of madness. This lasts for about 30 seconds, during which Time Hark will simply sit still, his head bowed, eyes closed.

Hark will attend the trial in the company of the War Vet 'Sandman' who will see to it that no harm comes to Hark. Sandman will watch the proceedings intently, and from within his Power Armour, will make it clear that he is targeting the Op's should they make a foolish move. There will always be at least twenty feet between Hark and the Op's, any of the Op's coming closer to this will be killed by Sandman.

Sandman will be affected by the reading of I20 in the same way as the other inhabitants.

The trial will be opened by Courtney who will ask the Op's why they have come here to kill Hark, when the DarkFinder is the only one that knows the truth.

The Op's will realise that the BPN they are on is an obvious cover for the hunting and killing of Hark. (May be realised through either skill rolls or perhaps a formulae roll).

Hark's basic case is that he is no more guilty of any crimes or atrocities than any SLA Operative, and that none that work for SLA can find him guilty without condemning themselves.

For his final defence, Hark will read from Integration 20.

Integration 20 – Knowing the Truth

Integration 20 – Direct to Players

As Hark sits cross legged at Sandman's side, he looks like a man at peace, like a man who has made a decision, and having made that decision, has lifted a weight from his heart. Hark picks up an Oyster, the technology looking out of place in this pagan setting. He begins to read, slowly, steadily, not taking his eyes from the computer screen, the faint green glow flickering in his eyes. Integration 20. You cannot hear the exact words, they fall in to your battered mind like rain on stone, running from your consciousness as you try to understand, drowning your ability to reason, choking you with the fear that this knowledge will destroy your world.

The only fair way to represent the effects of having listened to the terrible truth of I20 within the game setting, is to use the dice and the characteristics. If this was a campaign environment, Players could be left to come to terms with the horror themselves, and the GM could work in their own deep truths and background, but as it is, we are limited to relying on the dice and characteristics to show the mind destroying finality of actually knowing the 'truth'.

Each of the Op's who listens to Hark read the I20 extracts must make a series of rolls:

Concentration Roll - If they succeed the CONC roll, they begin to understand the meaning of I20.

CONC Roll Success: Make a Fear Roll – If they made their CONC roll, they must make a Fear Roll at a 'Fear rating' of 15. If they succeed they must make a Diagnose roll, with a minus modifier of their COOL.

CONC Roll Failure: If they failed their CONC roll, they begin to fall in to a lethargic stupor, having a -10 modifier to any aggressive action for (20 rounds – CONC). They are aware that I20 is changing their lives, but they don't know how. They only realise it as a nagging doubt. Op's failing their CONC roll, will feel that killing Hark may be a way to fight the onset of madness (they're wrong, but by the time they learn this, they will have done their job). The Op gains one rank of Schizophrenia per day until they reach Rank 10, when they go permanently insane, becoming a kind of waking Zombie, their minds in eternal conflict with their soul over the sheer impossibility of Integration 20 being true. They can only be cured by intensive psychotherapy with a qualified psychiatrist, or by having their mind altered by a Necanthrope.

Diagnose Roll – If they succeed, the Op's have successfully understood, not been terrified by, and most importantly believed, the message contained within Integration 20. They will be utterly crushed by the hopelessness and futility of their existence, with the full, complete and irrevocable realisation of what they are....

They will immediately be struck by a Rank 20: Psychovirus 5 'Red Rain'. They will fall to the ground, a gibbering, insane wreck, unable to motivate themselves or take any meaningful action. They will remain in this state for their DIA in weeks. After this period they will slowly regain their sanity, but will gain 1 Rank of Delusion a week, with a maximum Rank equal to their Diagnose. If this is above 10 they will become incurably insane.

Diagnose Roll – If they Fail, the Op's suffer the same results as a CONC roll failure.

The Outcome of The Trial

Hark expects that at least one of the Op's will kill him. He knows that his follower will be momentarily paralysed by his reading of I20, and he feels this will be a sporting chance for the Op's to get out and take their madness back to the World of Progress. Sandman and all the other followers will go in to a berserk rage when they realise that Hark is dead, doing everything in their power to kill the Op's.

Give the Op's the hint about taking the Oyster, or at least getting the data slug from it. If they choose to leave it, that's their decision (and a good one it would be too....☺)

SLA Industries will of course kill anyone who has had the slightest contact with Integration 20.

If any of the Op's come to the realisation that they are between a rock and a hard place, being targeted by SLA if they escape, and being doomed to a monstrous existence of mindless pagan violence and ritual if they stay, they will have to make their own choice: the immediate knowledge and fear of what will happen if they stay, against the likelihood of what will happen if they escape.

They are of course doomed either way.

Guns kill but so does the truth.

MAJOR NPC's

Voodoo Queen Sleeper Shiver Unit Crew

Sargent ('captain of boat'): Marco Dedique, known as 'Cobra'. (Katana, Blitzer.)

Use the 'Dispersal Shiver' stats. from Karma (page 134). Add; Blade 2-H: 4, Navigation: 4, Swim: 4.

For the five Shiver crew, use the 'Standard Troop' stats. from Karma (page 134), in addition give each their primary weapon skill (in brackets) at 4. Add; Swim: 4, Rival Company: 2.

Right Hand Man: Brad Schmidt, known as 'C-D'. (Power Whip, Nun-Chuks.)

Fixer: Raol Rodriguez, known as 'Tick'. (Wrestling.)

Muscle: Brian Walker, known as 'Baz'. (603, Unarmed, Knives.)

Muscle: Luke Ward, known as 'Lucky'. (Power Claymore, 603, Unarmed.)

Muscle: Ben Stein, known as 'Horse'. (Martial Arts, Unarmed, Gash Fist.)

Scavs Raiding Party

Stats for Scavs are taken from tHE bIG pICTURE 9. Feel free to alter some or all stats. to suit the game, and equip them to present a serious threat to the Op's, Shivers and gangers.

Statistics: STR; 10 – 15, DEX; 7 – 15, DIA; 4 – 8, CONC; 3 – 7, CHAR; 1 – 3, PHYS; 9 – 15, KNOW; 3 – 7.

HITS; 19 - 30

Walk; 2, Run; 4, Sprint; 6 plus any running skill.

Height; 2.2m average, Weight; 110kg average.

Skills: Unarmed Combat; 7, Club 2-H; 6, Blade 1-H; 6, Sneaking; 5, Hide; 3, Running; 4, Swim; 6, Climb; 4, Tracking; 4, Survival; 8, Detect; 4, Evaluate opponent; 4, Tactics; 3, Pistol; 5, Rifle; 5.

All Scavs wear a mixture of stolen and patched together armour, varying in PV from 2 – 5., ID 10 – 30.

The raiding party will be well armed, with a variety of guns, mostly 10mm with the odd 12.7mm and there will be a couple of 'big guns' among the group, possibly a BLA 646M Buzzsaw (Karma page 30 / 146) and an SP Vibro Disc (MRB page 229, Karma page 147).

Starfish Gangers

Use the 'Civilian Convert' stats. from Karma (page 138 / 139). Swap; DarkNight Info for Survival, Auto Support for Throw. Add; Swim 3.

The Starfish Gang are primarily armed with stolen FEN 603's (Karma page 146) and a mixture of CAF guns (Karma page 146).

Feel free to throw in the odd surprise by way of a Blitzer or Shotgun, but they will generally be 'undergunned'.

MAJOR NPC's (Continued)

DarkNight

The crew of the boat (the 'Maiden') met on the River.

For the 'captain' use the stats. for 'Civilian Convert' (Karma page 138 / 139) but add one rank to all skills, and two ranks to two skills. Also add: Navigation; 3, Persuade; 3, Intimidate; 4. The captain, miles Davis, has a modified GAK 19 Assault System AR: ROF 1/3 (Karma page 146).

For the DarkNight crew, use the stats. for 'Civilian Convert'.

All of the DarkNight Op's will have a mixture of FEN guns and equipment, mainly 603's and AR's (Karma page 146).

DN Convert Crew:

Harry 'jinx' Chivers. Kurin 'lefty' Grady. Arthur 'bubbles' Duggan. Sally 'B' Brodin. Luther 'spike' Garvey.

Courtney Walsh

Use the stats. 'Human' (Karma page 143).

Courtney wears no armour and will never use / carry weapons, he will only fight to directly defend himself, and then always with a view to running away.

Harks Minions

Those within the encampment are from every race and creed. Each is in a permanent state of confusion and tortured lethargy, occasionally exploding in to insane violence. Stats. are largely irrelevant, as they would fight with sheer weight of numbers. Due to their mental state, they do not make 'Fear Rolls' and ignore PHYS rolls for up to half their HITS.

Hark DarkFinder

Hark will not physically inter act with the Op's, so his stats. are largely irrelevant. All his 'stats.' are at 10, use a skill set loosely based on the 'Ex-War Criminal' (Karma page 133). Hark only ever wears loose fitting robes and never carries any weapons.

MINOR NPC's

Cannibal Sector Gators

The Cannibal Sector Gators are universally known as "T.E.A.'s" (teeth, eyes and assholes). They will eat almost anything they find, including children, other animals, garbage, corpses, etc..

The Cannibal Sector Gators have enormous teeth, similar to those of a Stormer, they do not look natural, they can tear through most armour types. The Gators also have luminescent eyes, they glow like lights in the dark, an eerie green tinged with purple. Rumour has it that the Gators are genetically engineered, originally to clear up the Cannibal Sectors, giving the Carriens something to worry about.

The spoor of the Gators is the most disgusting substance many people will come across in their whole lives. The smell is overpowering, forcing the 'victim' to hold their breath, the feces always contains half digested remains of meals.

Stats	Min	Max	Norm	SKILLS	Rank
STR	8	15	10	Unarmed	11
DEX	4	8	6	Detect	9
DIA	1	3	2	Swim	10
CONC	1	3	2		
CHA	0	0	0		
COOL	10	18	14		
HITS	14	30			
Weight		600kg - 4000kg			
Height		80cm - 150cm			
Length		2m - 8m			
Some of the skills are governed by instinct, so are higher than the stat. maximum.					
WEAPONS	PEN	DMG	AD		
Teeth	3 - 5	4 - 6	2 - 4		

Gators have 'armoured' hides: PV 4, ID 30.

Once a Gator has bitten it's target it will choose to do one of two things; bite it again *or* lock it's jaws and thrash around. Biting again counts as a new attack and is rolled for as usual. Locking up and thrashing is a continuation of the first attack. The victim may (in his phase, in lieu of an attack) attempt to break free. The victim may use any skill they feel (and can convince the GamesMaster) is appropriate such as Wrestling, Unarmed, Martial Art, etc. or they may use brute strength. An opposed Strength roll is made, where the Gator and his victim count their Strength as a skill. Rolls are made in the normal way.

A thrashing Gator does an automatic 4 points of damage to a random location (ignore armour for PEN and AD).

MINOR NPC's (Continued)

Iron Spiders (also known as 'shrieksters')

Expeditionary Shiver's report (Classified SCL 7+):

"They are some form of mutant spider, 12 - 18cm across back (20 - 30cm diameter inc. legs), very hard exo-skeletons, they stun prey by emitting very high frequency shriek (made by plates rubbing at speed on stomach), then they inject acid that reduces prey's innards to fluid to be sucked out through single proboscis (unusually high PEN). Almost 'crab' like shells, they move in jerky bursts, can 'leap' up to 2 meters. The shrieksters are attracted to power cells, and have been known to 'swarm' and suicide on large capacity cells. Escaped Karma experiment?"
Manfred Ulmier, Expeditionary Shiver, Cannibal Sector Two, Mort 903 SD.

STATS.	Min	Max	Norm	SKILLS (Instinctive)	RANK
STR	2	4	3	Detect	8
DEX	10	15	12	Unarmed (Bite)	(equals DEX)
DIA	0	1	0	Climb	10
CONC	0	2	1	Swim	8
HITS	8	14	10	Running	6
Walk	2			The 'Rank' of the acid determines the damage it does.	
Sprint	8			The larger the shriekster, the more potent the acid it injects	
WEAPON		PEN	DMG	Ranks range from 3 – 9.	
Bite / Inject		8	1	Armour: Iron Spiders have shells that act as 'armour':	
Acid fluid		See Below		PV; 3, ID; 10.	

Each round after the first, the victim needs to make a PHYS roll (as a Skill, Rank of acid as negative modifier) to avoid taking damage. The Rank of acid is also the number of rounds it attacks the victim, each round a PHYS roll is required. After a number of rounds equal to the acid's Rank, it is dissipated within the victims blood stream, becoming harmless.

The 'shrieking' is caused by the rubbing together of plates on their stomach. This creates a high pitched screaming noise. Those within 1m must make a PHYS roll (using the shrieksters STR as a negative modifier), success means they are unaffected, failure means they are stunned for a number of 'phases' equal to 20 minus their PHYS. For every 10 shrieksters shrieking in unison, add 1m to the range and –1 to the PHYS roll, +1 phase to the stun if failed.

Iron Spiders are an escaped Karma experiment. They can live quite happily under water and in all but the most lethal of toxic atmospheres. They are very sociable creatures, gathering in 'hives' of up to a thousand. They do not build webs. They seek out damp, dark places, and are thriving in the sewers and lower levels of Downtown. recent flooding in Suburbia has caused their spread in to the more secure areas of Mort.

The shrieksters are drawn to power supplies. Like a lot of failed Karma experiments, they seem prone to a mass suicide instinct. On occasion, thousands of Iron Spiders have gathered around a power outlet or coupling, swarming all over it, biting and scratching, shrieking and exposing the raw power line. The resulting surge causes them to 'explode', which is messy but essentially harmless. They have caused some major damage in Downtown and a few black outs. Iron Spiders attack Powered Armour, seeking out the power cells.

Player Characters – Breakdown Of The Player Characters

These are condensed character records. See full versions for background and interaction with other characters.

SLA Player Character 1:			Players Name:						
Name: Solace (Nadhr Cekolh)			Height: 6'						
Race: Ebon			Weight: 170 lbs						
Package: Scout			Eye Colour: White, no pupils.						
Squad:			Hair Colour: Pale Green.						
SCL: 9B			Complexion: Changes with mood – Usually Red.						
STR: 6. DEX: 8. DIA: 10. CONC: 13. CHAR: 10. PHYS: 7. KNOW: 11. COOL: 11 (9). FLUX: 20.									
FLUX: Self: 20. Deathsuit: 10. Medkit: 10.									
SKILLS: Literacy 5. Detect 7. Rival Company 4. SLA Information 5. Communiqué 4.									
Persuasion 6. Tracking 5. Streetwise 4. Running 4. Sneaking 5. Rifle 4. Pistol 4. Blade 1-H 8.									
Hide 4. Persuade 4. Haggle 3. Medical Paramedic 4. Tactics 3. Unarmed Combat 4.									
EBB SKILLS: Blue Thermal 6. Communication 5. Detect 5. Healing 6. Protect 8. Enhancement 7. Sense 8.									
Hit Points - Total: 13. Head: 4. Torso: 13. Arms: 6. Legs: 7.									
Armour: Medium DeathSuit. PV / ID. Head: 7 / 35. Torso: 7 / 45. Arms: 7 / 40. Legs: 7 / 45.									
Hand to Hand Weapons			PEN	DMG	AD				
MAC Knife			1	4	1				
Weapons	Size	Calibre	PEN	DMG	AD	ROF	Range	Clip	Recoil
FEN 603	P	10mm	4	5	2	3 / 1	12M	20	3
GA 50	R	10mm	5	8	2	3 / 1	15M	18	3 (6)

SLA Player Character 2:			Players Name:						
Name: Fergus (F'rean Graw)			Height: 6' 3"						
Race: Wraith Raider			Weight: 180 lbs						
Package: Scout			Eye Colour: Purple.						
Squad:			Hair Colour: Pale Lavender.						
SCL: 9C			Complexion: Short cropped fur, mottled with Purple.						
STR: 8. DEX: 13. DIA: 10. CONC: 8. CHAR: 7. PHYS: 11. KNOW: 8. COOL: 8.									
SKILLS: Survival 8. Tracking 8. Detect 8. Martial Arts 8. Running 6. Climb 6. Streetwise 5.									
Sneaking 8. Rifle 8. Hide 6. Pistol 4. Marksman 6. Drive, Civilian 4. Killan 3. Tactics 4. Swim									
4. Throw 5. Climb 5. Blade 1-H 4.									
Hit Points - Total: 19. Head: 6. Torso: 19. Arms: 9. Legs: 10.									
Armour: Custom Striker. PV / ID. Head: - / -. Torso: 3 / 8. Arms: 2 / 5. Legs: 2 / 5.									
Hand to Hand Weapons			PEN	DMG	AD				
MAC Knife			1	4	1				
Weapons	Size	Calibre	PEN	DMG	AD	ROF	Range	Clip	Recoil
FEN 603	P	10mm	4	5	2	3 / 1	12M	20	3
FEN 603 HEAP		10mm	6	7	3				
FEN 93 GAG	R	12mm	8	9	2	2 / 1	75M	10	5 / 4 (8 / 7)
FEN 93 HEAP		12mm	10	11	3				

SLA Player Character 3:				Players Name:					
Name: Sally Croft				Height: 5'6"					
Race: Human				Weight: 120 lbs					
Package: Investigation & Interrogation				Eye Colour: Green.					
Squad:				Hair Colour: Red / Ginger.					
SCL: 9B				Complexion: Very pale skinned, freckles.					
STR: 9. DEX: 10. DIA: 7. CONC: 8. CHAR: 9. PHYS: 10. KNOW: 8. COOL: 8.									
SKILLS: Literacy 3. Detect 6. SLA Information 5. Rival Company 3. Streetwise 5. Unarmed Combat 6. Hide 5. Sneak 5. Martial Arts 8. Climb 6. Acrobatics 5. Blade 1-H 7. Pistol 5. Rifle 4. Swim 4. Haggle 3. Gambling 5. Wraith Language 4. Shaktar Language 3. Leadership 4. Interview 3. Communiqué 4. Swim 4. Throw 3.									
Hit Points - Total: 19. Head: 6. Torso: 19. Arms: 9. Legs: 10.									
Armour: PP644 Body Blocker. PV / ID. Head: 5 / 8. Torso: 5 / 14. Arms: 5 / 10. Legs: 5 / 12.									
Hand to Hand Weapons			PEN	DMG	AD				
MAC Knife			1	4	1				
Weapons	Size	Calibre	PEN	DMG	AD	ROF	Range	Clip	Recoil
FEN 603	P	10mm	4	5	2	3 / 1	12M	20	3
FEN 603 AP		10mm	7	1	1				
BLA 046M	P	12.7mm	8	8	3	1	20M	6	7

SLA Player Character 4:					Players Name:				
Name: Nathan Lucas					Height: 6’7”				
Race: Human					Weight: 220 lbs				
Package: Strike Squad					Eye Colour: Dark Brown.				
Squad:					Hair Colour: Black.				
SCL: 9A					Complexion: Olive skinned, tanned.				
STR: 9. DEX: 9. DIA: 9. CONC: 8. CHAR: 9. PHYS: 9. KNOW: 9. COOL: 10.									
SKILLS: Literacy 4. Detect 8. SLA Information 4. Rival Company 4. Streetwise 6. Unarmed Combat 8. Drive, Civilian 6. Drive, Military 6. Pistol 8. Rifle 6. Paramedic 4. Blade 1-H 6. Disguise 4. Persuasion 5. Shaktar Language 3. Wraith Raider Language 3. Navigation 5. Swim 3. Throw 6. Climb 4. Haggle 4. Electronics Repair 3. Mechanical Repair 4. Weapons Maintenance 4. Gambling 7.									
Hit Points - Total: 18. Head: 6. Torso: 18. Arms: 9. Legs: 9.									
Armour: PP644 Body Blocker. PV / ID. Head: 5 / 8. Torso: 5 / 14. Arms: 5 / 10. Legs: 5 / 12.									
Hand to Hand Weapons			PEN	DMG	AD				
MAC Knife			1	4	1				
Weapons	Size	Calibre	PEN	DMG	AD	ROF	Range	Clip	Recoil
BLA 046M	P	12.7mm	8	8	3	1	20M	6	(7) 2
BLA 046M HEAP		12.7mm	10	10	6				
BLA 046M HESH		12.7mm	3	16	6				
FEN 10mm AR R		10mm	5	8	2	5 / 1	20M	25	5 / 1 (8 / 2)

SLA Player Character 5:			Players Name:						
Name: Rufus ‘Dwight’ Dawson			Height: 6’2”						
Race: Human			Weight: 220 lbs						
Package: Death Squad			Eye Colour: Deep Blue.						
Squad:			Hair Colour: Tawny Blonde.						
SCL: 9B			Complexion: Caucasian.						
STR: 10. DEX: 10. DIA: 7. CONC: 6. CHAR: 7. PHYS: 10. KNOW: 7. COOL: 10.									
SKILLS: Literacy 4. Detect 6. SLA Information 4. Rival Company 5. Streetwise 6. Unarmed Combat 8. Auto Support 7. Rifle 7. Tactics 6. Evaluate Opponent 6. Gymnastics 7. Climb 6. Swim 5. Wrestle 5. Blade 1-H 8. Blade 2-H 4. Flexible Weapon 4. Polearm 4. Club 1-H 3. Club 2-H 4. Sneaking 5. Hide 6. Disguise 4. Haggle 3. Computer Use 4. Demolitions 3. Survival 5. Lock Picking 3. Electronic Locks 4. Bribery 4. Intimidation 3.									
Hit Points - Total: 20. Head: 6. Torso: 20. Arms: 10. Legs: 10.									
Armour: PP644 Body Blocker. PV / ID. Head: 5 / 8. Torso: 5 / 14. Arms: 5 / 10. Legs: 5 / 12.									
Hand to Hand Weapons			PEN	DMG	AD				
MAC Knife			1	4	1				
Pacifier Baton			0	5	5				
Vibro Sabre (Katana)			4	4	2				
Weapons	Size	Calibre	PEN	DMG	AD	ROF	Range	Clip	Recoil
KPS Mangler	R	10g	7	10	4	3	10M	10	(9) 5
KPS Mangler 10g Shot	10g		4	9	7				

SLA Player Character 6:				Players Name:					
Name: Dream				Height: 7'10"					
Race: 313 Stormer				Weight: 350 lbs					
Package: Kick Murder				Eye Colour: Black (no pupils).					
Squad:				Hair Colour: White.					
SCL: 9B				Complexion: Slate Grey skin.					
STR: 15. DEX: 13. DIA: 6. CONC: 6. CHAR: 6. PHYS: 14. KNOW: 6. COOL: 13.									
SKILLS: Unarmed Combat 9. SLA Info 4. Rival Company 3. Intimidate 4. Streetwise 3.									
Evaluate Opponent 6. Hide 5. Sneak 4. Martial Arts 6. Climb 7. Acrobatics 4. Blade 1-H 5.									
Detect 5. Survival 4. Drive, Civilian 4. Drive, Military 4. Pistol 5. Rifle 5. Blade 2-H 5. Swim 5.									
Tactics 5. Killan 5. Throw 5.									
Hit Points - Total: 29. Head: 9. Torso: 29. Arms: 11. Legs: 15.									
Armour: Custom PP644 Body Blocker. PV / ID. Head: 6 / 12. Torso: 7 / 20. Arms: 6 / 14. Legs: 6 / 15.									
Hand to Hand Weapons			PEN	DMG	AD				
MAC Knife			1	4	1				
Stormer Switchblade			5	5	3	(* See Notes*)			
Weapons	Size	Calibre	PEN	DMG	AD	ROF	Range	Clip	Recoil
FEN 603	P	10mm	4	5	2	3 / 1	12M	20	3
SP Vibro Disc	P	N/A	12	8	2	1	25M	4	0

Appendices 1: Writer's / Play Tester's Notes - Revelation Burning

Thanks to: Squad 'Pendulum'. All those who played at SLAcon 2000. And especially Mark (Whitt) Whittington and Mark (Mr. P.) Perry.

After writing the scenario and play testing it, then giving it to two very accomplished SLA GM's to run through, it became apparent that there were a number of things that could be put in that would make it slightly more flexible to play and slightly easier to GM. The things that follow are some aspects of the scenario that would benefit from some more explanation or GM knowledge of the background.

We have put them in an 'Appendices' as they are a bit woolly (fluffy?) for the main text, and are not strictly essential to the game.

We've basically gone through each scene, highlighting some stuff that could come up, or pointing out where it could be useful to lay groundwork for future scenes.

Scene Zero

Setting: The Hive Bar. Events: Character introductions. Brief question and answer session among the Op's regarding each of their characters. Encounters: The SLA Operatives of the squad (get them to come up with a squad name!)

It may be useful to sketch out a brief history of the squad up to now. The squad must have completed five or six BPN's to have raised SCL's, or they have come together recently, the remnants from other squads. Either way they will have some history as Op's under their belt, and so some credits. You may want to allow each Op to roll 1D10, x100 credits available.

Scene One

Settings: The Hive bar. Pier 17. Deeno shanty town. Events: Meet Sirbed the DarkFinder sponsoring the Grey BPN the Op's are given. Op's get themselves equipped, do a little digging. Op's are taken (folded) to Deeno by Necanthrope Vein. Meet with Shiver Sleeper unit on boat Voodoo Queen. Maybe some small interaction with citizens of Deeno. Encounters: DarkFinder. Vein Necanthrope. Shiver unit. Citizens of Deeno.

If you do not like the idea of the Op's being given a BPN by a DarkFinder, change Sirbed to the sponsoring DF and have a Financier that the squad knows approach them in the Hive instead. He will have copies of Extermination Warrants and be acting on behalf on Cloak. Our old friend, the Independent Financier, Harry Snow, could be used.

The information they have on Jester and the details of the vid slug that form part of the bonus, should be brought up at a later date (when they met Hark), as in the description of Jester matches Hark as if they were twins, and the vid slug may have a unique identifying feature as it is supposed to be a 'one shot' special.

Another aspect that may not appeal to your sense of proportion for the WoP is the use of a Necanthrope to fold the Op's to Deeno. This could be changed to either a Gauss Train, with maybe a compartment commandeered by Cloak for the Op's to use, or a 'Battle Taxi' with a mysterious, tight lipped Cloak driver. As long as it whisks the Op's to Deeno via a largely secretive route, the effects will be the same; to get them there as quickly as possible.

The Sleeper Shiver Unit will be in close contact with the Op's for a long time. We have not written much of the inter action in to the actual scenario, giving only the bear bones of the Shivers and their attitudes. One of the things that the Shivers will want to get across to the Op's is the fact that 'down here' (while they are on the River), there are some changes in the ground rules. Every Soft Company is not to be attacked, DarkNight are largely tolerated, crime is seen in less black and white and more in terms of survival. In other words the Op's will be expected to bend the 'SLA rules' quite a lot, in the interests of survival. A key point will be that the

Shivers inter act in a friendly way with some people that would normally be considered 'hostile'. And of course the Shivers will emphasise that their cover must not be blown. The actual boat, the Voodoo Queen, has been left to the GM's imagination to describe. It is basically a small gun boat converted to a trading vessel. It has a covered cabin, some room below and a canopy that can be put up over the open back part of the boat. Play on it being in bad repair, with squirting leaks and grinding motors. It should make the Op's nervous just being aboard.

Scene Two

Settings: The Voodoo Queen. Travel on River. Abandoned warehouse (gang base). Events: Travel on the River. Come across a firefight between gangers and Scavs, get involved to help gangers. Gain information from gangers. Encounters: Scavs. Gangers. The Shivers will be helping out the gangers to pay the Starfish back for some favour they did the Shivers. The Op's may not understand this, but the Shivers will emphasise that it is all part of the 'back scratching' culture of the lower parts of Downtown. Try not to get too bogged down in the firefight between the Scavs and the gangers, as it's mostly NPC combat you can keep it dynamic and fluid, no pesky initiative and skill rolls to slow things down. If the Op's get involved the Scavs will soon be outgunned and will seek to cut and run, doing some damage before they bug out. After the fight, the gangers will want to make a brief show with the Shivers, to seal the deal on the payback. This is the opportunity for the Op's to get any information they can. The gangers will not co-operate if they think the Op's are SLA reps. The gangers may throw in the extra information that there are some weird cults down here, and that the place the Op's are looking for sounds just like another one of them 'suicide cults' where people go whacko and kill themselves. This may set up a greater expectation in the meeting with Hark that the DarkFinder is expecting the Op's to kill him.

Scene Three

Settings: Voodoo Queen, moored for the night. Events: Boat is attacked by Cannibal Sector Gators. Encounters: Cannibal Sector Gators. The purpose of the Gators is to emphasise the savage nature of the River and it's environment. Try to get at least one Shiver killed in the Gator attack, laying it on thick with the fearsome power of the beasts. If you roll it on to the end of the Scavs / gangers encounter, one or more of the Scavs or gangers could be eaten as well.

Scene Four

Settings: Voodoo queen, travelling on River. Events: Travel on River. Meet up with boat coming the other way, DarkNight Op's running supplies. Encounters: DarkNight boat and Op's. The encounter with the DarkNight boat is supposed to be tense and filled with under currents of intent. Remember that both parties (DN and Shivers) are trying to conceal their identity while still trading as 'natives' in the hellish Downtown environment. The meeting should be quite slow and calculated, until some event triggers the revealing of either the Op's, Shivers or DN agents. If the DN agents are forced in to a firefight, they will get their asses shot to bits. At best they may wound or kill one or two of the Shivers and maybe one of the Op's if the Op's are gung-ho or stupid. The Shivers will take anything of value or use from the DN boat if they wipe them out.

Scene Five

Settings: Voodoo Queen, moored for the night. Events: Boat is attacked by Iron Spiders.

Encounters: Iron Spiders.

The Spiders can either be played as they are written, or they can be altered to give a slightly different slant to the encounter. One possible angle is to make them bio-mechanical creations of an obscure Soft Company. Making them smaller as well adds to the effect. In this case they would attack like a swarm of locusts, with diminished attacks on the Op's but a greater effect on power drain. The Spiders may have a 'hive mind', with some acting on information gathered by others, giving them an eerie co-ordinated feel, coldly efficient and somehow unstoppable, pointless killing some of them, as there are always more willing to throw themselves in to the battle.

It may well be worth emphasising the Spiders intent to get at power sources, either with their mandibles or their 'drilling proboscises', make it clear that the Op's and Shivers only really have a chance if they divert the Spiders using a power source, or they achieve a complete shut down of all power sources on the Voodoo Queen and dump their personal power packs. The swarming Spiders can be quite a terrifying event if handled properly. If it seems out of place, or it may overwhelm the Op's you can drop it altogether.... but we really like it ☺.

Scene Six

Settings: Abandoned power plant, the compound where Hark has set up his community. Events: Travel on River. Find settlement. Hold mock 'trial' for Hark. Encounters: Dead creatures from all races / companies. Courtney Walsh, ex Third Eye. Inhabitants of settlement (all races). Hark DarkFinder.

This is the definite climax of the scenario, with an almost staged feel. This can be helped with a few extra touches.

Courtney Walsh, the ex-Third Eye Op, is basically mad, with moments of lucidity. He gets the gist of what Hark is doing and considers the rogue DarkFinder a genius without compare. Courtney will spout praise of Hark, using half remembered sayings and segments from Hark's sermons to his followers, each emphasising the idea that no one can judge anyone else as everyone is guilty of something, and most people are guilty of heinous crimes committed in the name of SLA. It is Courtney that will greet the Op's and let them know that he is the go between for Hark and the outside world. Courtney will emphasise that Hark has been expecting them (in the form of a visit from SLA) and that Hark is not scared, but prepared for such a 'visit'.

A sample of the kind of dialogue that Courtney reels off:

"Yeah, you know man? Like he sees in to your soul, he knows what a lie it is. He sees behind the lies, behind the mask of SLA, he knows what the truth is man. And he still chooses to live. He knows what the future betrays, and you know man, he knows, his is the vision to see through the veil. He guides us. He kills us. You know man? We are already dead, not just to him, but especially to him. You know man? Yeah, he sees. He knew you'd come, he's not scared, he welcomes it. You gotta do what you gotta man, he's watching, he knows, you know?"

The trial set up by Courtney and Hark will be a tribal, primitive affair, held in the centre of a circle of gathered followers, with Hark arriving on a litter carried by six Carrien, atop a throne made of putrefying flesh and bone. The Op's will be enclosed by at least 200 of Hark's followers, they should feel trapped, railroaded in to the trail. They should start to get a feel for it's inevitable outcome, and feel doomed by Hark's followers, who will surely kill them if they harm Hark.

During the trial, emphasise how Hark is the double of Jester and it will be worth dropping the hint about the vid slug that Hark inserts in to his Oyster for the reading from I20: make it clear through some element of description that it is (probably) the same slug as described in the bonus section of the Grey BPN.

The Op's should be unarmed when they are in the settlement, as a condition of entry, so killing Hark quickly could be a problem. Hark's followers will have numerous sword, spears and knives, many of which will slip from their fingers as they go in to a trance like state after threading of I20. It should be clear that it would be easy to grab a weapon and attack Hark, a sword would be best. As Hark wants to die, he will present an easy target for attack, you may want to give the attacking Op a skill roll to figure that a 'called shot' (say to the neck) wouldn't bring any negative modifiers due to Harks submission....

The Op's must make the decision to kill Hark or to give in to the despair caused by I20. Even if they do not manage to twig to the BPN being a cover for the real target of Hark, they should feel doomed enough by the trial and the reading from I20, that they know their choices.

Once the Op's are clear of the settlement, all hell will break loose. If you want to chase them out with hordes of screaming, insane, axe wielding followers, feel free. Either way, whether they are chased out or stalk out in an eerie silence, they will be back to the Voodoo Queen in a short time, and then away downstream on the River.

As a closing, it will be worth sketching out to the Op's exactly what they will be facing when they get back to 'the world'. SLA Industries will certainly kill anyone who has had contact with Integration 20, or at best put them in an asylum for study.

The Op's will have to face choices. Do they leave SLA, become fugitives from the Company, scraping out a living as best they can in the shady realms of Mort? Or do they simply lie to SLA? Either way, their lives have changed, and their perception of SLA Industries has been altered forever.

Alternative Ending – For Inexperienced SLA Players

If the Players are all new to the SLA Industries game, the ending may not mean much to them or they may be unable to grasp the scale of events. In this case, it may be worth presenting a more straight forward ending.

This can be done relatively easily by making Hark Jester and having the Contract Killer as the head of a 'murder cult'. Everything else stays the same up to the trial, when Jester will choose 'trial by combat'. He will fight one of the Op's himself, and he will choose a 'champion' to fight each of the other Op's. All fights will be one on one and to the death, with no 'rules' of combat. Those that live, are free to go.

In this case, give it a gladiatorial feel, with the followers chanting, goading and prodding as the combatants wheel their way round the 'arena' made by the circle of excited followers.

If you use Jester instead of Hark, you can use the stats 'Frother' (Karma page 142), give Jester a hand to hand weapon of your choice, whatever is your favourite.

Thank you for reading this scenario.

If you've run it at GenCon, many, many thanks: you're a hero. ☺

Please feel free to let us know what you thought of the scenario, or any thoughts you have on future scenarios and demonstration games. You can contact us via the website or via e-mail.

Thanks again.

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