

tHE bIG pICTURE

(sLAYER dON'T sURF)

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B a c k C o v e r

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.

2 0 0 1 – P D F C o n v e r s i o n

The first issue of tHE bIG pICTURE was produced in 1994. It ripped off a lot of artwork from the main rulebook, as did a lot of the early issues, which basically annoyed the fuck out of the then Nightfall crew, and probably rightly so. It was done with the best intentions, as was the road to Hell I believe, and in retrospect, it actually started off quite a rocky relationship with Nightfall, from which the fanzine never really recovered. Despite being seen as something of a nuisance by Nightfall, the fanzine was produced and sold through quite a few shops and at cons. As it progresses, and the production values (such as they are) improved, the early issues look decidedly rough and amateurish, Issue 1 more than most. But hindsight is a wonderful thing and there's no point bleating about it now. The writing style progressed, and the early issues are useful to chart the progression in both style and (hopefully) quality.

I hope you enjoy this first issue of TBP, it started something which, even now, I am loathed to finish ☺)

Max Bantleman, 2001.

INTRODUCTION

Welcome to **The Big Picture**, the fanzine which deals exclusively with Nightfall Game's SLA Industries.

If you haven't bought the game system, do so immediately.

If you have, **The Big Picture** is the fanzine for you. Hopefully we will be supplying useful stuff to fit into your game.

This issue is mostly filled with 'hardware', that is stuff that is for use in a game sense. As we progress we will (hopefully) be featuring more discussive, general articles.

This, the first issue, features a new Stormer variant, with some unusual features, as well as background stuff for Shaktars and Wraith Raiders.

We will be producing **The Big Picture** every couple of months, but this will depend on the amount of stuff we can write and the response from those who buy the fanzine.

We will not pay you, though you will receive a copy of the issue your 'stuff' appears in (steady, try to control yourself).

If **The Big Picture** takes off in a big way, we may start paying for contributions.

If you want to see us succeed, ask your local hobby shop to stock us, ask your club to buy a few issues, tell other fanzines about us, ask traders at conventions why they don't stock us (if they *do*, nod approvingly).

Put the word about.

If you want to see us fail (we know who you are), just fuck right off.

The Big Picture is written (at present) by a few fans of SLA Industries (get it, the clue's in the name, 'fan-zine'.) We would appreciate some support, either through the purchase (yes pay for it) of the fanzine, or through the contribution of articles.

Expanding the universe which is the World of Progress is the duty of every SLA Industries Gamesmaster.

You must add to the universe, help SLA Industries grow. It is the way of Progress. It is all in the 'Big Picture'. If you are an Operative, you must explore Progress, dig beneath the facade, seek the truth.

Remember, many things will kill you, including the truth and ignorance.

Rules additions published in **The Big Picture**, as well as new creatures, equipment, etc., must be fitted in to the existing rules framework. Where rules clash, or need changing, it is up to the individual Gamesmaster to decide which takes preference.

The Big Picture is not an 'official' fanzine, so don't write to us with questions or complaints about the rules.

Well, o.k., you can if you want, but don't expect too much from us, we're making it up as we go along as well.

We are interested in seeing how other people are interpreting and developing the World of Progress, how they are 'basing' their games, the background, technology, all of that kind of stuff.

We are not *at all* interested in the size and amount of weapons characters possess, so keep all that sort of stuff to yourself.

The Big Picture costs two pounds. You cannot subscribe as that would impose an unnecessary responsibility upon us to produce the thing.

(No names, no names, please....)

The Contributors to **The Big Picture** are; Max Bantleman, Sarah Harris, Steven Harris and the little man who lives at the bottom of the garden.

Any correspondence must be accompanied by a stamped, self addressed envelope if you want a reply.

Please do not send us anything we cannot read, eat or spend.

Material for inclusion in **The Big Picture** must be typed (double spaced, wide margins) or written very, very neatly (a good test of this is to get your parents or partner to read the stuff, if they can read it, we should be able to).

Finally, we would just like to throw in **The Big Picture** in bold, just in case you haven't got the message that this fanzine is called **The Big Picture** yet.

(sLaYEr dON't sUrF)

JANUS – STORMER VARIANT 2225

Interview with Dr. Taro Toyama.

Inter-Com: "Thank you for giving us this interview."

Dr. Toyama: "There must be some mistake, this is not an interview."

Inter-Com: "Oh, I see. Well, what is it you wanted us to know."

Dr. Toyama: "Phantom Pregnancy will soon be announcing the release of a new Stormer variant, the 2225. There has been much speculation as to my part in the project. I wish to set the record straight."

Inter-Com: "Please, continue."

Dr. Toyama: "The 2225 is not so much a development of, as an extension of, the 313. It acts as one with its partner 313, they are inseparable. Although the 2225 has its own unique qualities and abilities, neither it, nor the 313 it is connected to, can really function without the other."

Inter-Com: "An interdependent relationship between two Stormers?"

Dr. Toyama: "Exactly. Not so much a new entity as an extrapolation then separation from the basic material of the 313."

Inter-Com: "Is it true that the 2225 project was blocked by Dr Hagen in the initial stages?"

Dr. Toyama: "You will have to speak to our press office for more information. The 'interview' is over."

Inter-Com: "Thank you for your time."

Un-broadcast 'interview' between Frank Weiss of Inter-Com and Dr. Taro Toyama, ©900 Eye 4 Inter-Com.

"The world of Progress will soon be witnessing the birth of a new Stormer variant, the 2225, or Janus as it has become known. The 2225 has been developed by the department of Dr. Taro Toyama, and is finishing field trials at this very moment. 2225 Operatives will be with us by the beginning of the new year. Please contact the

Department of Biogenetics for clearance for further release issues."

General Press release to all agencies from Phantom Pregnancy, © 900 Phantom Pregnancy.

Dr. Taro Toyama, heading a department within Phantom Pregnancy, has discovered the potential for developing the 'excess' DNA strands and genetic material from a basic 313 model.

The DNA is taught to emulate the basic cell splitting that occurs with the growth of 'normal' twins. Due to the engineered nature of the DNA, the cells split unevenly, producing a standard 313 variant, with mostly optimum racial characteristics, as well as a 'runt'.

At first glance the runt would seem to be nothing but 'genetic garbage', having inferior physical abilities to the 313. On closer inspection however, the runt has the capacity for vastly improved mental functions.

Once both Stormers are out of the tank (the runt classed as a Stormer for want of a better term), a startling change occurs. One of the Stormers is found to be mute. The ratio is approximately 70% 313, 30% 2225. The mute Stormer has no capacity for vocalisation what-so-ever. The cause for this genetic deficiency is still being investigated and may be corrected on some of the later models, though that is some way off.

Many of the 313 variants need to be destroyed at this point due to the onset of insanity. The madness is caused by the setting up of a complete telepathic link between the two variants. They are, quite literally, inside each others minds.

Once the 313 is destroyed (discarded) the 2225 begins to regress into insanity, taking approximately 48 hours to become a psychotic wreck.

A lot of extensive training is required, much of it with Ebons, to master the telepathic control needed to avoid insanity. After a period of two years, most Stormer pairs can block each other out from the majority of their mind. They still, however, have access

to each others sensual facilities (when both parties consent).

The Stormers mind link appears to have limitless range and duration, though a number of pairs that have been split up across stellar distances (light years) have gone insane or just 'shut down', all driving forces and will to function ceasing.

The one major concern with this project is the fact that the linked Stormers appear to have a stronger bond to each other than to SLA Industries. Their mental bonding seems to affect their genetic conditioning, though no problems concerning loyalty have yet arisen, indeed the 313 partner is every bit as aggressive and active in the defence of SLA Industries as any of his brothers.

The 2225 Stormer has the following characteristics;

Strength:	5
Dexterity:	7
Diagnose:	12
Concentration:	12
Charisma:	10
Cool:	10

The 313 Stormer has the following characteristics;

Strength:	15
Dexterity:	13
Diagnose:	6
Concentration:	6
Charisma:	6
Cool:	10

Once out of the tanks, the two Stormers are inseparable, they will always go everywhere and do everything together. As they grow older, they will gain some degree of independence, but they will never seek to break the bond that links them.

They will always be developed by SLA Industries as part of the same squad.

Game System Stuff

Once 'born', the 313 and the 2225 may not alter their characteristics during character

generation, otherwise they are treated as 'normal' characters. This will obviously yield characters with a greater range of skills, this is due to the Stormers intense training while learning to cope with their mental link.

New Base Skills, 313: Unarmed Combat (Str) Rank 2, SLA Info (Know) Rank 1, Rival Company (Know) Rank 1, Intimidate (Cha) Rank 2, Evaluate Opponent (Know) Rank 1.

Base Skills, 2225: Literacy (Know) Rank 1, Detect (Conc) Rank 2, SLA Info (Know) Rank 2, Rival Company (Know) Rank 1, Persuasion (Cha) Rank 1, Evaluate Opponent (Know) Rank 1.

Training Packages

The 313 has the options of the Death Squad Package or the Kick Murder Squad Package. The 2225 has the options of the Investigation and Interrogation Package or the Scouting Package.

Both of the Stormers may elect to be trained together in the 'custom' combined package developed especially for them, though they will not be forced into this;

Combined Package

Tactics (Dia)
Detect (Conc)
Evaluate Opponent (Know)
Pistol (Dex)
Streetwise (Know)
Any Close Combat Skill (may vary between the two Stormers)

In game terms the Stormers link means that they can share each others senses, including sight, sound and tactile, they cannot however, share the senses of smell and taste.

In order to communicate with each other telepathically, the two Stormers need only be awake. They have limitless (effectively) range and duration and may literally carry on conversations as if they were a few feet apart. In order to extend the sensual range of communication, the Stormers must each

make a Concentration roll, if both are successful they may keep up a continuous flow of information exchange for a period equal to their combined Concentration in minutes (18). If they wish to extend the link further, they must both make Concentration rolls, success means they may continue the link for six minutes.

Each extension after the first requires the same roll and extends the link for the same amount of time.

If while they are linked, one of the Stormers suffers a loss of one of their shared senses, the other Stormer is affected in exactly the same manner.

The range for the full sharing of senses has been found to be around 500km, though one pair kept up their link up to 2,000km, but only at the expense of other activities, ie. they became motionless and effectively defenceless, appearing to need to concentrate to such a degree that the link was almost worthless.

Each of the Stormers may vary wildly in appearance, though they must share at least one striking feature which will be identical on both.

Due to the 'sealed' nature of the DNA and the biogenetic material altered to allow for the split in the growth of the Stormer, both the 313 and the 2225 produced are unable to accept any of the Stormer Configuration alterations offered by Nuke Tendon.

As if in some sort of natural compensation for this, both the 313 and the 2225 have advanced healing capacities. Each of the Stormers regenerates one wound in the book keeping phase of every third round. Once the wounds are all healed, the 313 and the 2225 can then regenerate one hit point in the book keeping phase of every third round.

Neither the 313 or the 2225 partner may carry the Finance Chip

Both Stormers may only benefit from the Drug Karma KS for medical purposes. It is

not quite clear what the effect of other (recreational) drugs is.

Both the 313 and the 2225 Stormer are effectively immune to Communication Ebb use. They are, however, particularly susceptible to Senses Ebb abilities. Ebons targetting the Stormers for the use of Senses abilities, do so at three ranks higher than their actual ability (effectively +3 to use).

The Stormer which has speech in the partnership will be prone to speaking in unfinished sentences, as if his other half is finishing them for him. Also, the vocal Stormer will tend to speak some of his partners thoughts aloud, using exactly the same tone and phrase as they were communicated to him. This may lead to some confusion in the game, as the flow of speech changes from one style to the other. GM's should award extra experience to players who manage to carry this aspect of their characters off.

The GM must be aware that the two Stormers have different basic properties to other Stormers, and must adjust the flow of play accordingly. (If one gets Sloshed, can it affect the thinking of the other?)

SHAKTARS

BACKGROUND

The home world of the Shaktar is called Kn'nth.

The original home world bears this name and all planets since occupied by the Shaktar have been given the same name.

Kn'nth has seven moons and seven has become a sacred number in Shaktar society.

All of the home worlds have roughly the same topography. Water covers only 30% - 40% of the planets surface. Each is classed as a Resource World, and as such is spared the ravages of industrial production. Each home

world is filled with dense forests, wide deserts and massive mountain ranges.

Shaktar tend to live in great mountain cities, where the air is thin and the sky near.

Shaktar society is tribal, each tribe being made up of a number of great families. A tribe may be as large as 1 million Shaktar, being made up of as many as 500 families.

The Shaktar honour code and whole way of life revolves around the concept of debt and loyalty. You owe a debt to your family for bringing you into the world and helping you grow, you must remain loyal to those in your family. Shaktar tend to only respect those they think they owe a debt to, either in honour or duty.

Shaktar remain utterly loyal to those people they class as their superior. However, rank alone will not make you a Shaktar's superior, you must display qualities he sees as worthy.

Each Shaktar city or tribe-nation has a High Lord. The first High Lord was called Shahanti, and as a mark of respect and recognition, all High Lords are referred to as 'the Shahanti', or just 'Shahanti'.

Each tribe is governed by a council of seven tribal elders, each of the seven tribal councils is represented on the Council of Kn'nth, which is watched over by the High Lord.

All complaints regarding code breaking are taken before a tribal council, then if satisfaction is not gained, to the Council of Kn'nth. The High Lord's word is final in all matters he chooses to address.

Shaktar will often 'take the oath of Braids'. This means they will don the ceremonial scarf, woven from seven different materials, and will not remove it until they have achieved their oath. The Braid of Oaths is usually made up of several colours, each piece of material woven into the scarf ends in a small metal, leaf shaped tip. On rare occasions a Shaktar will give a Braid to a non-Shaktar friend as a token of loyalty. Shaktars have tails. They are not very long or flexible, though they can be used as a counterbalance.

Shaktars are not overly keen on people pointing out that they have tails and they

would rather forget about the fact. They are forbidden by Shaktar law to cut or remove their tails, though many have them 'clipped' to enable them to hide them better.

Shaktars will shun relationships with non-Shaktar, except for working partnerships. Sex with non-Shaktars is utterly forbidden as it is seen as the first step to the destruction of the Shaktar race. Shaktar are fanatical about their racial purity.

They see the weakening of the Shaktar race as being the ultimate betrayal to Intruder, who saved their race after the conflict wars.

Intruder is seen as the savior of the Shaktar race as he brought them to Slayers attention as being worth saving after the Conflict Wars. While he is not revered as a God, he is seen as a leader of the race, to whom all living Shaktar owe an almost unpayable debt. Intruder is always treated with great honour, most Shaktar will defend his name against those who defile it.

When a Shaktar comes of age, around 30 years old, they must accept the Exalted Challenge. The Challenge involves the Shaktar wrestling and overcoming, with nothing more than a hunting knife, the fearsome, brutish bovines called the Shahantian Bulls. Shahantian Bulls have three sets of horns, the smallest of which are kept and worn by the victorious Shaktar as a sign of adulthood.

Typically, Shaktar will live on their home world until they are in their mid thirties, then they will move on to join SLA Industries. A Shaktar has a life expectancy of about 170 years, though the elder Shaktar live to well over 200.

The Shaktar language has no vowels and is almost impossible for non Shaktar races to speak. It is common practice for Humans to insert vowels to enable them to speak a version of Shaktar. All Shaktar show great respect to those that have made the effort to learn their language, as all Shaktar can speak Kilan, the language of most humans.

NEW ABILITIES AND SKILLS

Knkt Jcnt

Knkt Jcnt is an ability, every Shaktar has it, though not all choose to use it.

Shaktar are able to work themselves up in to almost uncontrollable rages, which send them into a psychopathic frenzy. This frenzied state is known as 'Knkt Jcnt', which roughly translates into 'honourless rage'. A Shaktar will only enter into Knkt Jcnt (pronounced by humans as KAn-ekT JA-cOOnt) when they feel there is a real chance they are about to die without completing an Oath of Braids.

Many Shaktar deny the existence of Knkt Jcnt as it seems to go against their very controlled nature. A Shaktar in this state of frenzy is capable of many things a sober minded Shaktar is not. Deeds committed under Knkt Jcnt are not remembered by the Shaktar, and he will refuse to be reminded of them, be they outstanding or shameful.

Game System Stuff

The duration of Knkt Jcnt is determined by the Shaktars Concentration, the Concentration is subtracted from 20, the resulting number is the number of minutes the Shaktar remains in a frenzy.

+2 to Strength for duration of Knkt Jcnt (the effect is not cumulative, the Shaktar may not have his racial maximum raised by more than +2).

No Physique or Cool rolls for duration of Knkt Jcnt.

Immediately after the Shaktar breaks free from Knkt Jcnt, he suffers a -2 Strength penalty, duration one hour. The Shaktar also receives a -2 Concentration penalty for an hour after Knkt Jcnt.

While under the effects of Knkt Jcnt the Shaktar will think of no defensive actions, they will seek to strike out and destroy as many non Shaktar as possible, they will only be vaguely aware of their friends, though the thought of their enemies will burn strong in their mind.

Fjkn zn

Fjkn zn is a skill and must be bought during character development, the same as any other skill. The controlling stat for Fjkn zn is Diagnose.

Shaktar are taught from a very early age to settle their minds, to center themselves, to realise their own point in the universe and to apply their thoughts through the flow of the universe rather than against it.

Fjkn zn (pronounced by humans as FAshon Zen) allows the Shaktar to temporarily boost their power of Diagnoses or Concentration.

Fjkn zn resembles a sort of trance meditation, the practising Shaktar may undertake no physical activity for the duration of Fjkn zn, sometimes called the 'gathering' by simple minded humans.

Game System Stuff

The actual process of Fjkn zn lasts for the Shaktars Concentration plus Diagnose divided by two in minutes (round up). The effects of Fjkn zn last for twice as long as the experience of Fjkn zn.

Immediately after Fjkn zn the Shaktar receives a bonus to any Diagnose or Concentration (one only) skills they perform. The bonus is equal to the controlling stat divided by three (round down).

Example; Rkt Jnll decides he will focus his powers of Concentration for the next few minutes. He invokes a state of Fjkn zn.

His Concentration is 7, his Diagnose is 6. He enters Fjkn zn for 7 minutes, during which time he is completely still and silent. After this he gains +2 to any Concentration rolls he makes in the next 14 minutes (game time).

Shnth Gklmn

Shnth Gklmn is a skill and can be bought the same as any other skill during character generation, the governing statistic is Dexterity.

Shnth Gklmn is a way of moving and co-ordinating the body unique to Shaktars, it cannot be used by humans as it requires the

use of the tail. Shaktars with clipped tails do not have access to Shnth Gklmn.

Pronounced by humans as ShnUth Garken, this ancient Shaktar martial art is linked to early traditions of dance and shamanistic totem worship, dating from the times of the early Conflict Wars.

The Shnth Gklmn movements and stances are aimed at distracting opponents to such an extent that their aim is affected.

Game System Stuff

Shaktar using Shnth Gklmn move at half their normal rate, their movements are sharp and quirky, no patterns are evident. While using Shnth Gklmn the Shaktar may not employ guns or missile weapons, that is not to say they may not have them drawn ready for use.

Successful use of this skill means that any opponent aiming at the using Shaktar must make a Concentration roll (D20 vs Concentration), success means they only suffer a -3 modifier to their shot, failure means they suffer a minus modifier equal to the Shaktars skill in Shnth Gklmn.

Shnth Gklmn may not be used in close combat.

Ynt Chr

Ynt Chr is an ability, all Shaktar possess it and may use it at their discretion, it is taught to them while they are very young and some choose to forget it.

The world of the Shaktar is a harsh, dangerous place. They are taught to use their surroundings, not to try and fight them. The Shaktars own body can sometimes let him down, it can feel as if the Shaktar has to 'fight' his own body to get it to do what he wants. Ynt Chr is taught as an aid to gaining the most from the Shaktars body.

The Shaktar using Ynt Chr is involved in a complicated process of trade offs. He is sacrificing sensory input from one or more senses in order to heighten the perception of one particular sense.

The Shaktar is effectively by-passing what he considers to be unhelpful or unnecessary

feelings, in order to better make sense of the information from senses that are actually telling him something of use.

Ynt Chr is also used by Shaktars as a method of pain control during interrogation.

Game System Stuff

Shaktars may trade in the use of one or more senses to gain extra information from one other sense. Obvious examples are in complete darkness, where hearing is far more useful, in high background noise environments where sight is more useful. More subtle uses, such as concentrating on identifying a smell or taste, or a slight change in the temperature, should not be forgotten.

The use of Ynt Chr requires a successful Concentration or Diagnose roll (1D20 vs stat, equal to or less than means success).

Concentration is used to heighten the awareness of sight or hearing, Diagnose to heighten smell, taste and touch.

The period of time Ynt Chr operates is equal to the governing statistic in minutes. Once a Shaktar enters into Ynt Chr, he is committed to it for the full duration.

The Gamesmaster must be careful to feed the Shaktar only information he would be able to receive, he must also remember to adjust the flow of information to counter the sacrificed senses. Also, the more the Shaktar sacrifices, the more he should be given in his chosen area. Remember, Ynt Chr operates for the full duration, it may not be 'switched off', so Shaktars in complete darkness, that are suddenly thrown into bright light, may not be able to see (if that was the sense they 'switched off') for some time.

WRAITH RAIDERS

BACKGROUND

The Wraith Raiders come from the Ice Worlds. Ice Worlds are vast planets covered

with glaciers and frozen seas, blasted by icy winds, they are constantly in sub zero temperatures.

Wraith Raiders are not sentimental about their home worlds and attach no importance to them, they do not bother to name them, referring to them only as Home or Ice Worlds.

The planets that support the Wraith Raiders are left by SLA Industries as Home Worlds or given Resource World status, mainly for their water.

Wraith Raiders are born into family units where the parents see it as their task to simply bring the young into the world and show them how to adapt to it. Wraith Raider parents are mechanical in their upbringing of the young. Young Wraith Raiders are taught they must fend for themselves at the earliest opportunity. There is no family bonding in Wraith Raider communities, and once the Wraith Raider leaves his Homeworld he feels nothing for it.

Survival of the fittest is drummed into Wraith Raiders from birth. Hunting is the key to survival, you must hunt to live, the hunt is traditional, yet without ritual, every Wraith Raider hunts in his own way.

Wraith Raiders are expected to be running by the time they are one year old.

A Wraith Raider is fully grown by the time they are seven years old, having reached full maturity in both body and mind. Most Wraith Raiders join SLA Industries when they are ten years old.

Wraith Raiders are incredibly resourceful and adaptable, they learn how to make crude weapons from the time they are two.

Wraith Raiders learn at an incredible speed, they need spend only eight months in SLA Industries basic training, rather than twelve.

Due to their adaptability and natural skill for the hunt, Wraith Raiders most often become Scouts, Assassins or Technicians.

Wraith Raiders have a comparatively short life span, living to forty five, maybe fifty years old. Some humans attribute their short life span to their hyperactivity, suggesting that their muscular/nervous system simply burns out.

Wraith Raiders are sleek, muscular and very fast. They tend to have quite short attention spans, finding it hard to concentrate for long periods, perhaps due to their high level of reflex response.

The Wraith Raiders ability to learn quickly is derived from their high Diagnostic skill. Many Wraith Raiders love gathering information for it's own sake, much of which they will soon forget, only to remember it in a instant when it is needed.

Wraith Raiders have a very definite philosophy, based on their drive for survival. They are taught that Mort is just another hunting ground, with SLA's rival companies the prey. Killing for survival, and for money, are one and the same thing, as you must have money to survive.

While in Mort, or in any other 'warm' climate, Wraith Raiders wear coolant suits and tubes, to keep their body temperature close to freezing. Although they can stand warm climates, they become irritable and even more fidgety. Wraith Raiders will not expose themselves to warmth for any period of time if they can help it.

Wraith Raiders do have sharp teeth and claws, capable of being used as weapons, though only in an extreme emergency, for the Wraith Raiders real skill is in the hunt, and killing at a distance.

Wraith Raiders will always seek to have the best weapon for the job, usually a top of the range rifle, scope, silencer, flash suppresser and triggering device. They are perfectly at home with technology and see it as a logical step forward in their need to hunt.

Wraith Raiders speak a language known only as 'Wraith', it is quite easily learned and spoken by humans, though Shaktar find it almost impossible to learn.

Wraith Raiders tend not to make friends with people, they simply see no need for it. They are generally seen as bestial hunters by humans, and they do not mind this image at all.

Wraith Raider philosophy and attitude was best summed up in a recent interview with Reton Quarthar, Scout and musician, on Third Eye (this quote was left out of the broadcast); "Forget family, forget honour and

forget trust. Our only obligation to the world of Progress is to survive it."

NEW ABILITIES AND SKILLS

Know/Find Direction, Depth, Distance or Altitude

This is an ability that all Wraith Raiders have taught from birth, their parents develop it in them before they can run.

A Wraith Raider may, through intense concentration, be able to read the various signs that will tell them their place above sea level, under ground, and their relationship to the planets pole (North), as well as their distance from any object or animal (or person).

Game System Stuff

This ability requires a Concentration roll (D20 vs Concentration, equal to or less than for success).

Success means that the Wraith Raider can find any point on the compass, and will automatically know his height/depth above/below sea level to the nearest ten metres. The Wraith Raider will also be able to judge distance to any object in line of sight to within one metre.

The sensing lasts for a number of minutes equal to Concentration divided by two (round down).

Pran Groar

Pronounced 'Prarn Grow' by humans, this is a skill unique to Wraith Raiders, as a skill it may be bought during character generation the same as any other.

Pran Groar is taught to Wraith Raiders by their mothers, many choose not to learn or are not offered the knowledge.

The skill originates from the Wraith Raiders dim and distant past, when they were more bestial than they are now. Pran Groar was first used when the Wraith Raiders hunted with their natural weapons, their teeth and claws.

It has been adapted and refined so that it may now be used against humans.

Pran Groar involves the use of sounds and pheromones unique to the Wraith Raider race.

Originally Pran Groar was used to frighten or soothe animals encountered on the hunt. As it is primarily a vocal skill, the range depended upon the animal being affected and the acuteness of the targets hearing.

The Wraith Raider using the skill could either trick the animal into remaining still or cause it to flee in terror.

Game System Stuff

Wraith Raiders have refined Pran Groar so that they may now use it on humans.

Pran Groar is controlled by Dexterity.

To use the skill, a normal skill roll is made. The Wraith Raider may either make the target stand still or flee.

If the target is made to freeze, the Wraith Raider makes his skill roll as usual, the target must then make a Diagnose roll (D20 vs Diagnose). If the target is successful in their roll, they are 'frozen' for only a single phase. If they fail, they are stopped in their tracks for a number of phases equal to the Wraith Raiders Pran Groar skill divided by two (round down).

If the Wraith Raider is trying to induce the instinct to run, a skill roll is made, if successful the target must make a Cool roll vs a Fear Rating of 3+ Pran Groar skill level. No target may be affected by Pran Groar more than once per day.

Alter Metabolism

This is an ability possessed by all Wraith Raiders, though some have trouble mastering it due to their low Concentrations.

The Wraith Raider is capable of slowing all of their metabolic functions to a bare minimum. They appear to have died to all but the medically trained.

Their heart rate is slowed to one beat per minute, their breathing is reduced to almost nothing, all of their bodily functions effectively shut down.

Wraith Raiders which bring on this state are still conscious and aware of their surroundings, though they need time to bring themselves 'back up to speed' after the breakdown of their metabolic rate.

To use this ability a Wraith Raider must remain completely still, usually in the prone position.

Game System Stuff

This ability is governed by the Wraith Raiders Concentration, as it takes great effort to effect the change.

A roll is made as if their Concentration were a skill level, the higher they succeed by (the higher the roll is above 11), the longer they can sustain the minimising of their metabolic rate. The time is equal to the success in minutes (if Concentration is 6 and 13 is rolled, a duration of $2+6 = 8$ minutes).

To bring themselves out of the slowed state, a Wraith Raider must roll again as if his Concentration were a skill, success means they are back up to speed, failure means they cannot break out of the bodily slumber. They may attempt to rouse themselves (make a roll) on each of the active phases.

Their sensory perceptions during the calming are not greatly affected, though they will obviously be limited to what they can see as they cannot move during the bodily shutdown.

Chjarr Rreow

This is an ability that all Wraith Raiders develop from the time they first go out on the hunt.

Chjarr Rreow translates roughly into 'speak their tongue', it is the ability to mimic any animal or bestial noise.

Used to draw prey into traps or to channel it on the hunt, it revolves around the Wraith Raiders natural skill as an animal mimic.

Any animal or beast the Wraith Raider hears may be mimicked almost immediately, with uncanny accuracy.

In the hunting ground of mort, the Wraith Raider has found they can also copy the

sounds of 'bestial' types such as Carrien and Carnivorous Pigs.

Game System Stuff

To use this ability, the Wraith Raider need only have heard the sound he intends to mimic before. At least two practice runs are needed, at full volume, after which the Wraith Raider will have the sound fixed in his mind (and throat).

Animals imitated will be fooled by the mimic 90% of the time, bestial types 75% of the time.

Intelligent beings (humans, stormers, etc.) need to make a successful Diagnose roll (D20 vs Diagnose), success means they have an 80% chance of knowing the sound is mimicked, failure means they are totally fooled. The Gamesmaster may wish to alter the % chance of recognition for intelligent types due to circumstances, i.e.. if you are in a sewer and you are expecting to hear carnivorous Pigs, you will be more likely to believe the mimic, maybe a -20% modifier to the chance of knowing the sound is fake.

NEVER MIND THE PIG

SHAHANTIAN BULLS

Shahantian Bulls are found on Shaktar homeworlds, they are the brutish opponents in the Shaktar ritual of the Exalted Challenge, which marks a Shaktars passage into adulthood.

They are huge bovine beasts with three sets of horns and two large protruding teeth on their bottom jaw.

Stats.	Min.	Max.	Norm.
STR	7	14	11
DEX	5	10	7
DIA	2	5	3
CONC	1	4	2
COOL	10	16	13

Weight	900	2,000	1,300
Height	2M	2.6M	2.2M
Length	2.5M	3M	2.6M

SKILLS RANK

Unarmed Combat	8
Running	6
Swim	5
Throw (Toss victim)	5
Detect	4

Walk: 1. Run: 3. Sprint: (4) 5.8

Some of these skills are higher than the stat maximum due to animal instinct.

WEAPONS	PEN	DMG	AD
Horns	3	4	1
Bottom Teeth	1	2	1

The Shahantian Bull's Horns attack twice due to their being three sets.

If the Bull successfully scores a hit with it's horns, it may attempt to throw (toss) the entangled victim. A successful Throw (Toss) attack indicates that the unfortunate victim has been thrown 1 - 4 meters away, they will sustain 2 points of damage as if falling from a height, armour does no good as the damage is concussive.

PRAHN GROUR (ICE BEASTS)

The Prahn Groure are predatory beasts that roam the Ice Worlds of the Wraith Raiders. They are the next step down in the food chain from the Wraith Raiders and will kill and eat anything they find.

Prahn Groure look like a cross between an Tiger and a Polar Bear, they have thick set bodies, feline heads and huge paws. On occasion they go onto two legs, for short periods of time. They have long tails.

Prahn Groure teeth and claws are razor sharp, their claws are retractable.

They are the only beasts that Wraith Raiders fear to any degree, if spotted they are shown the greatest respect, and usually left alone (unless they are the object of the hunt).

Stats.	Min.	Max.	Norm.
STR	6	12	9
DEX	5	12	9
DIA	3	6	4
CONC	1	2	1
COOL	12	18	14
Weight	300	700	500
Height	2M To Shoulder		
Length	3M		

SKILLS RANK

Unarmed Combat	8
Dodge	6
Sneaking	5
Hide	5
Running	4
Swim	5
Climb	5
Detect	4
Good Hearing	7
Good Vision	7

Walk: 2. Run: 4. Sprint: (6) 7.2

Some of these skills are higher than the stat maximum due to animal instinct.

WEAPONS	PEN	DMG	AD
Teeth	1	4	1
Claws	3	3	1

Prahn Groure may attack twice per phase with their claws.

If they choose to wrestle their opponent to the ground, and their attack is successful, they may attempt to 'hug' as their next attack. Their hug does damage equal to their Strength Damage Bonus (STR divided by three), the damage is inflicted automatically without the need for penetration and counts as concussive/crush damage

If the Armour PV of the target is greater than the Prahn Groure's Strength, no hug damage may be inflicted.

SOFT COMPANIES

CHANNEL 4: CARNAGE TV

Station slogan: "Carnage is an attitude. Carnage is a state of mind. Think Carnage."

More popularly known as C4 Carnage, this soft company represents one of the biggest threats to Third Eye's Gorezone slot.

C4 Carnage was born from the remnants of I4 Information, a soft company broadcasting from Downtown, which was targeted and wiped out by SLA Industries in the latter part of 900 SD. Four survivors from I4 Information, the only survivors, regrouped and formed the new company with the help of an anonymous, and so far unseen, backer.

C4 Carnage are not connected to Channel Resistance (the Darknight propaganda channel) and deny any connection any at every turn. SLA Industries tends to lump the two together due to the nature of their broadcasting techniques.

Vent, the virus used to mask and broadcast C4 Carnage, is also used by Channel Resistance, though C4 Carnage have found a way to access it live with less chance of a trace. The fact that Darknight have not mastered this technique should be proof enough that the two stations are not linked.

A 'typical' C4 Carnage broadcast can last for as long as three minutes, breaking in to an existing cable or beamed broadcast.

C4 Carnage has been in existence for seven months now, they are almost established as a business and remain one of the biggest pains in the neck for Third Eye.

The secret behind the success of C4 Carnage is hard to pin down. They often broadcast material straight from the archives of Gorezone, mixed with new sound and visuals, a sort of 'vid-violence jukebox'.

Their cornerstone and foremost achievement is the broadcast of hidden camera footage, usually pirated from operatives, that goes out live, and which even Station Analysis has no control over.

C4 Carnage either plant micro-cams on the operatives gear, shoulder pads, breastplates,

visors etc., or they place bugs in the operatives own vid-cams.

Both the technology and the ability to do this say something of their backing and fanaticism.

Often C4 Carnage personnel will have to break into operatives quarters to place the bugs.

As the bugs have only a broadcast ability, with no recording facility, a broadcast boost unit must be within very short range of the operatives unknowingly supplying the footage (usually within 100m).

The most common targets for C4 Carnage hidden cameras are Shiver units, closely followed by starting operatives with little or no experience.

The station also uses footage broadcast from on the spot camera men if they are first on the scene. Their cameramen use Third Eye equipment, such as the Sterling Vidi-Cam, with advanced trace blockers fitted, or the Ronker Roller, often used on the spur of the moment and linked to an 'emergency' break in to a channel, without the time to fit blockers.

The 'face' of the station is the computer generated Vivien Stealth, whose cheery face and droll wit precede and finish each broadcast.

C4 Carnage have only managed to break into the Gorezone slot twice in their brief history, but both times it was with footage so totally violent and graphic that most viewers registered their approval by recording what they could of it.

One of the governing factors in the success of C4 Carnage must be the obvious enjoyment the members of the company get from their work. As they do not seem to be in it for the money, many believe that C4 Carnage is actually run by a bunch of madmen, who would do the job for nothing if they had to.

C4 Carnage has only ever been involved in one sponsorship deal, when they paid an undisclosed sum to Halloween Jack to kill the contract killer Zippy while they were both live on Gorezone. C4 Carnage had a hidden camera planted in the Chainaxe of Halloween Jack and broke in live to broadcast the killing blow, with a trailer from Viv Stealth which

has passed into soft company folk lore; "Well there's something you don't see everyday." SLA Industries are on the verge of taking Channel 4 : Carnage TV seriously, and will probably launch an offensive to wipe them out in the very near future.

Game System Stuff

C4 Carnage has thirty six operative members. Each member has training as a Third Eye Media Operative, making them professional and extremely hard to detect.

The broadcast unit for hidden camera stuff is usually a disguised car or larger vehicle, though sometimes it has been necessary to use a unit on a motorcycle. sometimes the broadcast unit is fixed in a hidden loation, such as a kidnapped citizens apartment.

Operatives may be introduced to C4 Carnage when their own equipment is bugged, usually if they are given a Red, Yellow or Green BPN.

Some operatives actively seek to shoot footage for C4 Carnage, though they rarely find a contact to sell it to.

It should remain a mystery to operatives how C4 Carnage get their inside information on the time and place of both BPN's and Gorezone broadcasts.

RED HOT HARDWARE

Company Slogan: "If it's hot, it's gotta be Red Hot."

Red Hot Hardware are a straight forward 'hit and run' company.

That is, they ambush SLA Operatives or Shivers, steal their gear, then run like hell.

They operate exclusively from deep in Downtown, selling to whoever can afford it. They have been loosely connected with Darknight, as they often give Darknight first refusal on what they acquire.

Red Hot Hardware operatives number around the thirty mark. Most of them are disguised as 'normal' citizens, carrying only CAF weapons, though the hit teams are equipped as well as most operatives.

Hit teams operate in groups of five to eight, they usually ambush operatives that have been sent on Blue BPN's, though it has been known for them to 'go out on the back' of a Darknight or Thresher team and to ambush operatives responding to the red BPN.

Red Hot Hardware are one of many companies using the same methods and having roughly the same number of 'company members'.

The thing that sets Red Hot Hardware apart is their longevity. They have recently celebrated their first birthday.

The long life of the company can be attributed almost exclusively to one factor; their close ties with both Darknight and the gang world of Downtown. Many of the more high profile, wealthy gangs, 'sponsor' Red Hot Hardware parties, where goods are bought, sold and traded.

Game System Stuff

The average price for any piece of hardware from Red Hot is roughly 10% lower than that listed as the Black Market cost in Karma. The availability is at the Gamesmaster's discretion.

Red Hot Hardware has recently entered into an exclusive contract deal with Chummley-Warner, a Downtown Prop of some notoriety. Chummley-Warner has recently been seen sporting PP10 HARD Armour and carrying a FEN AR 10mm Assault Rifle, as well as his customary Power Claymore.

It is thought Chummley-Warner is being used as a guard for the Red Hot Hardware warehouse, situated somewhere deep in Downtown, though he still carries on his traditional war with the 'Alice Springs' gangers.

KICK – ART CLOTHING

The company motto is: "Kick-ass clothing for head-kicked people."

Kick-Art are a strange company that are not really thought of as a 'soft company' in the strict sense of the word.

They are a small company, having twenty members.

They are a recent phenomena, having come into existence two months ago. Kick-Art Clothing was formed from the remnants of 'Get a Life Kool-Wear', a large company that was 'closed down' by SLA Operatives in a spectacular display about five months ago.

Kick-Art are an image driven clothing firm, with no words or logos appearing on any of their items, not even the caps and hats they are becoming famous for.

At first they may appear to be a harmless enough company, just trying to make a buc in the harsh world of cut throat rag trade competition.

But look again.

They use artwork and images without permission, shamelessly stealing images from any source, including Third Eye, they want. They publish images of SLA Industries that should be best left alone, or better still, forgotten altogether. They ridicule the highest ranking members of SLA Industries with crass cartoon images of Mr Slayer and even Intruder, sometimes in sexually explicit situations (many of them not thought humanly possible).

Some of their more outrageous designs incorporate images from ancient religions and cultures, long since disappeared in the Conflict Wars. Images that may well provoke feelings of unrest or discontent. Images that suggest that the world of Progress is an empty, shallow universe with no ultimate aim or purpose. Images which fly in the face of The Big Picture.

SLA Industries would very much like to find out where they get some of their source material from.

A theory being put about by some people within SLA Industries is that Kick-Art are secretly searching for 'Integration twenty', a piece of literature so damaging to SLA Industries that it's discovery can barely be contemplated.

The idea that Kick-Art is a cover for some kind of investigative drive has been laughed off by the company, who point out that they only publish pictures.

Kick-Art clothing is amongst the most sought after and controversial clothing on the market. Operatives found in possession of

items of Kick-Art are liable to a severe reprimand, maybe even an SCL decrease.

Kick-Art have not yet used violence against SLA Industries, though how long this can go on is not known, as SLA Industries seem to be closing in on their operation.

EQUIPMENT

Third Eye Hollo Unit

The Third Eye Hollo Unit is a small attachment designed to be fitted to any of their Vidi-Cams (the Uplink, Ronker Roller, Sterling and Dante).

Essentially it turns the camera into a primitive hologram projector.

This allows the camera to play back, in full sized hologramatic form, any images stored on the Hollo Units memory. These can include images recently fed to it through the camera.

The uses of the Hollo Unit may at first not be fully apparent.

It is only when you consider that the Hollo Unit has a memory for pre-recorded images that things start to get interesting.

Images of operatives can be filmed, stored, then projected when needed. The camera throwing the hologram cannot be used for any other purpose, but other cameras filming in the area may pick up the holographic image, producing some weird footage.

The actual image produced by the Hollo Unit is not that good close up, but from over 3m away it looks life like enough to fool a Carrien (briefly), or a Carnivorous Pig (even more briefly)

Each Hollo Unit draws power from the host cameras power supply, using roughly the same as the camera. The unit must be mounted on the outside of the camera, though it may have it's custom casing moulded with the camera's.

Dimensions: 100mm x 40mm x 70mm.

Cost	Blck Mket	Max. Weight
150 c	3000c	0.5kg

Nortec Combination
Motorcycle: 'T. A. F.'

The Nortec Combination Motorcycle (or TAF as it is more commonly known), is a motorcycle and side car unit that can easily be fitted with 'firm points'.

Firm points are the mountings for weapons and hardware, such as computers or motors.

The TAF motorcycle has room for two firm points, one directly behind the riders seat, one in the middle of the handle bars.

The side car has room for two as well, one dead centre front, one on the outside rear.

The largest armaments these firm points can take is a FEN 706 Power reaper (or equivalent).

Firm points make excellent mounting points for cameras, and many TAF's have been sold to Third Eye News.

The body of the motorcycle is made from kevlar laminates and is tough and resilient. The side car is made from ceramics, the same basic material that goes into PP 100 Crackshot armour.

The side car unit can be detached from the motorcycle at the push of a button on the motorcycle head light unit. Once detached, the side car is self sealing, the occupant (as long as he remembered to strap himself in) is as safe as if he were in Crackshot armour (probably safer!). The side car has it's own braking system and will come to a halt no more than 100m past where separation occurred.

Nortec is a wholly owned subsidiary of SLA Industries, and the TAF is not available for private ownership. operatives 'lease' the machines from SLA Industries, the same as they would any other SLA vehicle.

Name ; Nortec Motorcycle Combo.
Max. Speed ; 250km/h
Skill ; Drive, Motorcycle
Cost ; 3000 c
P.V./I.D. ; 10 / 150 (18 / 250)

The second P.V./I.D. is for the sealed side car unit.

The name T.A.F. is thought to derive from an 'old world' saying; "ten acre field", as in; "give me a ten acre field and I'll turn this mother around." No one is quite sure of it's meaning today.

Power Boards

Power Boards are exclusively produced under license from "Charlie-Shak Boards", a wholly owned subsidiary of SLA Industries. recently there has been a rise in the production of boards from the outlawed soft company "Slayer Don't Surf". Unfortunately there seems to be a great demand for the pirate boards.

Charlie-Shak boards come with a life times warranty and an introductory vid on how to use them. The boards come in all shapes and sizes, ranging from 500mm x 300mm (length, width) to 1.2m x 0.5m.

The boards power source is a motor mounted on the rear, braking systems are either placed in pressure sensitive areas of the board or may be activated via a hand held cord.

Power Boards are decorated in many different styles, though the most popular model produces by Charlie-Shak is still the plain black board.

Power Boards were recently brought to the fore by their use by Candy Wave the serial killer, their sales have been on the increase for the past month now.

who knows how long the 'craze' will last.

Name ; Powerboard
Max. Speed ; 60km/h
Skill ; *See Below
Cost ; 10 c (from Charlie Shak)

*Power Boarding is a sub skill of either Martial Arts, Gymnastics or Acrobatics. Characters with none of these skills must have a Dexterity of 7+ to Power Board, then they count as having a *passive* skill level 3, and handling the board is determined by the difficulty rating of the ride. Characters with

any of the skills listed, use the relevant skill to control the board.

Power Boards from the black market, i.e. Slayer Don't Surf, can cost upwards of 1000 u, and have been known to reach speeds of 120km/h. Basically you can buy customised boards but you pay your money and take your chance with their reliability and safety.

WORD IS OUT

Word on the street changes from week to week, even from day to day. It's hard knowing what's in and what's out. Sometimes it's hard to tell just what the hell people are actually saying.

This is a brief guide to some of the slang (most recent) floating about out there, gathered for us by those nice people at Third Eye.

pop - kill (or at least shoot)

spooky - SCAF Shiver Units

badger - standard Shiver unit

chilly-willy - Wraith Raider (derogatory)

monkey - human (derogatory)

chuck(s) - new operative, inexperienced

loop - SLA operative of SCL 11, or associated SLA workers (derogatory)

cone - civilian (non SLA personnel)

cone head - operative who is so inept or useless that it is a wonder they became an operative in the first place.

vest(s) - Operative / squad that specialises in White or Grey BPN's

cooper - very cool, relaxed or laid back person

fuz - money, specifically credits

the cage - BPN office, specifically the Crib

lem - gang member

squirt - drink, to want/need a drink or dosage of narcotic, as in "need a squirt".

the volcano - Downtown

sliding - easy job or minimal involvement in a BPN

creamy - good time, having a most enjoyable experience

rank - bad time, having a very horrid experience

ju-ju - Ebon (derogatory)

sizzle - Brainwaster (derogatory), usually spoken very quietly

robbery - firefight involving SLA operatives

mooch - to leave quietly without attracting attention to yourself

frosty - to be very careful, aware of the danger

running blind - no media or Station Analysis cover (desirable)

slippy - White or Grey BPN

chancer - Blue BPN

reevo - soft company which is very violent

bow-wow - thought to be insane, not in full possession of faculties

peep - reconnaissance

marshmallow - soft company, not violent, usually just a pirate trading company

The recent lecture given by Dr. Selina Randolph, the noted Anthropologist currently working with Phantom Pregnancy, was well attended by many training officers from Meny, as well as many other officials within SLA Industries that deal with operatives on a regular basis.

In her lecture, Dr. Randolph had this to say on the rise and fall of 'street language' (slang):

"Street language, or slang as you may call it, is very important, both to the culture of the streets and to our operatives. Ordinary citizens need to feel they are capable of hiding things from authority, or confusing those who would rule over them, part of this tradition is the language of the streets.

Operatives need to speak in terms which set them above 'ordinary' people, often stooping to the lowest language available to do so. They are demonstrating that they can be dangerous, that they can be aggressive, unpredictable, that they are their own masters despite what they are told by their superiors. Most slang is transient, coming and going before it has an affect on what I would call 'dependable language'. As such, slang is not something we should be concerned about. If you wish to bond closely with your students,

show them that you know a few of the phrases they think exclusive to them, but do not trouble yourselves with trying to keep up with the trends.

Also, on the subject of trends, speaking a slang tongue that is blatantly out of date, that is obsolete, is a way of fixing yourself within a time period of your culture. As an example, I would use the number of you that still call a mess hall 'the bin', from your time on Dante no doubt.

In closing on this subject I must say this. Be aware of what words and phrases are being used, but do not try to change or overly concern yourselves with them, they will soon be gone and forgotten."

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OPERATIVES VIEWS

The views expressed by the operatives in these interviews are not necessarily those of the publisher. Neither is the publisher responsible for any consequences arising as a result of these interviews.

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"Well no, I didn't think it would be so violent. I mean, they don't tell you those things when you join up. I must have put my life in danger nearly every day for the past year, but hey, complaining, who listens, right?"

Faron Lyn, Ebon Operative, SCL 9.

FW : "So, you haven't been surprised with your life so far as an Operative. Disappointed maybe?"

ZM : "What, are you, nuts? I love it. I was prepared for it and I love my job. I wouldn't do anything else, even if I could. I'm part of the biggest family in the universe. We all are, right?"

Zoot Mar, Stormer Operative, SCL 10.

"It's what I'm good at. It's what I do. I will survive because I can. SLA Industries will survive because it must, because it can. We were made for each other. Can I go now?"

Larra Teng, Wraith Raider, Boom Cherry squad, SCL 9B.

"I've spent my whole operative life on Mort. I've been around it so many times I see maps on my eye lids when I close my eyes. Yeah. I have been into Downtown, a few times. it scares me. If it don't scare you it's time to take a good look at yourself. Mort is ok, you just gotta know how to handle yourself. you have to know your limits, what you can and can't do. There's no big secret, no trick. Just do your job, do it well, do it to the best of your ability.

Yeah, I know it sounds corny, like at training camp. But it just happens to be true. it's funny how all the really old clichés are true. Like that's why they are clichés, you know?"

Barton Jansky, Human Operative, SCL 7A, Firewater Squad.

"It's all about style man. Not what you do but how you do it, get it? Getting noticed, getting rich, getting what you want. It's all about style."

Tombstone, Brainwaster, Toasties Squad, SCL 8B.

"You must learn to find yourself. To know where you are in the World of Progress, where your place is. Only then can you look around and begin to understand what it is you are seeing. Be true to yourself, look for the truth in others. Beware of the deception offered by those who would lose you.

Always seek to come back to yourself, to the truth."

Charl Hureb, Ebon, SCL 6.

FW : "Is it true that you have jumped a whole SCL *twice* in your short, but illustrious career?"

MJ : "Yeah. I just got lucky. Very lucky. But then I suppose you make your own luck. So maybe I got what I deserved. (laughs).

FW : "So you think it's all down to luck? You have no deeper thoughts than that? I find *that* hard to believe."

MJ : "Well, maybe it's not *all* just luck. But it would be stupid for anyone to deny the part luck plays in their life. If you like, think of it as fate, not luck. But I mean look at it this way, in a firefight in the sewers of Downtown, how much 'skill' can you use? And how much luck do you need? (laughs) As much as you can get, right? (laughs)

FW : "(laughing) I get your point. Thanks for your time.....(breaks into more uncontrollable laughter)

MJ : "Well, hey. The pleasure's all mine, right? (hysterics.....tape runs out)

Miles 'smiler' Swift, Human Operative, White Lightning Squad, SCL 6.

"We were on a Blue BPN in the burbs, nothing too risky, or so we thought. Some sort of parade, or something. Anyway, we had to make sure the route was clean, seal up old storm covers, move on the dirt from the streets, you know, typical Blue stuff.

Anyway, there we were, we thought we had it pretty easy, sure it was a chancer but we had done 'em before, they were easy fuz.

Then from out of nowhere, from the shadows around a cooling bin, comes a flash, and bang we're in the middle of a robbery.

Bang, down goes Griff to my left, popped by a slug from what I thought was a CAF toy. His arm looks bad but he's managing to keep it together.

Then before I know what's really happening, Torig, our Stormer, has put out so much 10mm the firing from the bin is drowned out.

When we go over to take a look, all we find is a DarkNight calling card.

Those bastards! Trying to take us down in sight of Central!

I tell you, they are getting more and more sure of themselves. You just don't know who to believe anymore. I mean, we are winning the war.

Aren't we? I mean we must be, right? They wouldn't lie to us, right?"

Tim 'Tiger' Munro, Hammer and Tongs Squad, SCL 8B.

"Best advice I ever had? I tell ya. Staff Sarge from Meny. He says to me, 'hit the ground runing, use your ammo and don't miss pick-up'. Wise words my friend."

Josie 'Winger' Ludowick, Shiver Unit, Mort Central.

Well, that was issue 1.

On reflection, quite a 'light' issue, but it did have a lot of pictures, though as I've said, these were lifted from the MRB, without Nightfall's permission, and caused a bit of friction.

The cover had a close up of Mr Slayer (MRB pp37).

The whole 'feel' of the zine was one of hurriedly put together, keen, amateurish, fan-boy product.

All of which was basically true.

So there you have it.

As TBP got up steam, some things changed, and the content became a lot more focused.

But we all have to start somewhere.

Oh yeah, and all the tag lines ('sLAYER don't T sURF' for this issue) do mean something. ☺

Max Bantleman, 2001.