

tHE bIG pICTURE

(FLaMes Of aLBiOn)

C O N T E N T S

Introduction – Number ten! Who would have thought it.... apart from me.

Integration 20 – Snippets from the dreaded I20, fill in the blanks.

Beneath The Remains – Scenario, introductory adventure for future campaign.

Never Mind The Pig – Shock Bats and Jekkles.

Equipment – Leath's Harpie and Pookie's FEN-GA 'Series 7'.

Doom Dogs – Domino Dogs were bad, now, if you're a feral, be afraid....

Finding A Job – A Silver and a White BPN.

Vevaphons Made Simple – Simplifying the Vevaphon rules (according to Glenn).

Soft Companies – Alien Shore and Sure Shot.

tHE bIG pICTURE is produced without permission from WoTC, who own all copyrights to all SLA Industries stuff. Neither is tHE bIG pICTURE any sort of 'official' fanzine sanctioned by any of the (as was) Nightfall crew.

We're just a few fans doing our bit to keep SLA alive and kicking.

Any material published in tHE bIG pICTURE adheres to the original writers guidelines issued by Nightfall, and no one here is going to violate the trust placed in them not to disclose aspects of 'the truth' as laid out in the original writers bible. This has nothing to do with NDA's or fear of reprisal from WoTC, we just think it's up to Dave A. to release the 'truth', and maybe now SLA is 'dead', he will.

From what we can gather, WoTC have no immediate plans to either release SLA stuff or to sell the license to allow other people to produce it.

Whatever our faults and bias, we at tHE bIG pICTURE believe in SLA. As a game it is ground breaking, as a game system it is easy to learn and use. The fact that SLA has not made it 'big' in the gaming world seems, to us, to be down to a mixture of bad marketing and bad luck from WoTC.

Any remarks, comments, ideas and opinions expressed here, especially those that may get us in to some trouble, have been written by A. N. Emu, who may (or may not) have been on Acid at the time.

SLA Industries owns and controls Progress....

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

B a c k C o v e r

Evolution begins with SLA Industries.

The World of Progress must move forward, must change, evolve.

You can not stand still, can not go back.

Go with the flow or.

drown with the tide.

2001 – P D F C o n v e r s i o n

The tenth issue of tHE bIG pICTURE had to revert to nicked artwork for the cover, DrugNun. it had pieces written by G.D. Clough, Leath Sheales, Mathew Pook and Glenn Berry. It was produced at a time when SLA was 'officially' declared dead, Jageeda dissolved from the scene, and WoTC made it clear that no one would be producing SLA in any form. Tough times to be a 'fan'.

Max Bantleman, 2001.

y a g o g a k

Welcome on board to **Sam Pay**, who will be helping out with **tHE bIG pICTURE**, without whom, well you wouldn't be reading this.

Well, we're up to issue ten and SLA seems to be well and truly dead. Dilemma: what do we do?

WoTC have regained the license for SLA through default by Jageeda, who were never actually in a position to do anything, being purely a 'paper' company. Lizards have (apparently) no plans to release any of the SLA stuff ready to go (Key, Shaktar, etc.,) nor do they have any intention of letting anyone else acquire the license to produce SLA stuff.

Puts us in a bit of a spot really.

It would be easy to start bitching about 'what if', but what's done is done and what we need to look at now is where we go from here.

Should we just say "screw it, let's play something else."

I don't think so.

So what then?

Well, we can just go on as if nothing has happened, developing our own versions of Progress, with the sure knowledge that Dave A. will one day release the official truth to us all, with everything that he and the other Nightfallers wanted to do with SLA. But that is going to be some way off.

For now, it would seem, we all have a choice to make.... to keep going with SLA or to dump it. I'm a stupid bastard, not known for my letting go of a games system I like; I still play C&S first edition for christ's sake. So, I'm going to keep working on SLA, developing it, and producing **tHE bIG pICTURE** is part of this plan.

Nobody involved in TBP makes any money, we do it for the (choke) love of the game and the fun of pissing people off. If you want to support us, and why wouldn't you, buy it. Tell your mates to buy their own copy, get your local store to stock it. Put the word about.

If you don't want to support us, fair enough. No one can be blamed for letting SLA go, there is

precious little support from 'official' sources. It is hard to maintain enthusiasm for a game when even the designers don't want to talk about it....

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The sources for getting hold of SLA stuff seem to be gradually drying up as well, anyone know where the rulebook and supplements are readily available?

Then there's this years two (count 'em!) SLA meets; Mortcon in April, and SLAcon yet to be fixed, but probably in September.

So SLAers can meet, game and grumble about SLA.... excellent!

Some cool stuff:

Tool, Jane's Addiction, Geezer, Faith No More, Testament, Freak Kitchen, Exhorder, Invocator, Anthrax, Overkill, Kings X, all should liven up your WoP.

(FLaMes Of aLBiOn)

2001-PDF Conversion

*A mention must be made of the involvement of **Sam Pay** with **tHE bIG pICTURE**.*

Sam is a very modest, shy almost, slightly introverted, SLA fan. He spent a lot of time and effort in getting TBP in to a form that could be hosted on the net, and at that time, he gave it space on his own web site.

Sam also hosted regular SLA games with our core gaming group 'Pendulum'. Sam's house saw some absolutely classic SLA sessions, with many of the ideas in MaxWoP being tried out on Pendulum before they saw light of day in TBP or a Sourcebook.

All of Pendulum (Sam, Mark, Glenn, Dennis, and the poor 'add-ons' Justin, Phillip and Robert ☺) helped keep TBP alive with their unbridled enthusiasm for SLA, and of course they also form the core group that organise SLAcon.

*So. Big, big thank you to **Sam Pay**, and shouts to Pendulum. I'll get you eventually....*

Max Bantleman, 2001.

INTEGRATION 20

Released by mistake, this transmission was intercepted by a DarkNight cell, who were trying to break in to a transmission from Third Eye to Head Office.

It seems that the version of Vent being used by the DN cell, broke down the hidden Stygmartyr message, converting it to be broadcast in to Head Office on an open channel, rather than their own broadcast from Channel Resistance.

The material was immediately redirected to the 'top floor' where Intruder and Slayer traced it back to it's source.

DN paid with the destruction of their eight cells in the sector where the transmission originated, Third Eye lost four crews and two transmission stations.

Stygmartyr have cleaned up any residual knowledge of the broadcast, those few who do know of it's existence, know nothing of the nature of the content.

The information has been put on both disc and slug, stored at Head Office, access is to Stygmartyr personnel only, of clearance SCL 4 or higher.

The transmission comprises eight sections, each brought from a separate source. The whole document comes to represent what little is known of the exact content of I20.

Section 1

Interview with Janus; Necanthrope suspected of acting as Monitor.

Section 2

Notes from Wave's own file on the white, thought to have been leaked by very high up source in SLA (Intruder?).

Section 3

Video footage of Tempest leader interrogating 313 under influence of Release.

Section 4

Capture and interview with Curbanis, Ebon Operative who visited White Earth.

Section 5

Karma files stolen from destroyed processing plant hidden in Cannibal Sector 3.

Section 6

Notes from interview between Wave Lindsey and prominent DarkNight figure.

Section 7

Video footage of medical examination / post mortum of Necanthrope suicide victim, taken from Asylum records.

Section 8

Mr. Slayer's only known recorded address to the heads of Stygmartyr, includes some direct material thought to be from Bitterness.

Section 1

Interview with Janus; Necanthrope suspected of acting as Monitor.

Interview between Catharsis, Necanthrope Stygmartyr agent (SCL 3), and Janus, Necanthrope Operative (SCL 5).

Interview was held in Head Office, recorded both on disc and video, though only the disc survives (?).

Reference is made to the cell holding Janus, both to the Glyph Pillars and to the fact that Janus has been 'altered' by Dark Lament surgeons so that his flow of Flux is hindered.

Catharsis seems to be unaffected by the Glyph pillars, though no demonstration of Ebb use is evident to back this up. There is a pause in the interview, during which time both disc and video recorders show 'white noise' though they are still running, as the timers are unaffected. It has been suggested that this break was due to Mr. Slayer entering the cell for a brief time (the length of the break is fifty six seconds).

J: "Why am I still alive?"

C: "You chose life."

J: "No, I mean now, after all that's happened.... why?"

C: "Why do you think?"

J: "Don't play games with me...."

C: "Why should you be any different than the rest of us?"

J: "You know where I've been, what I've done.... the things I've seen. Why don't you just kill me."

C: "I am not in a position to do that."

J: "Who then? Teeth? Intruder?"

C: "You flatter yourself."

J: "Am I being judged?"

C: "You are beyond that. You chose your path, you must live with yourself, with the consequences of your choices."

J: "Then why am I here? Why are you here? What do you want?"

C: "Can it be that you have forgotten everything you learned in the White?"

J: "I can't think straight...."

C: "Bitterness has done a good job on you...."

J: "No. I remember. It just doesn't seem to matter."

C: "Then you are already dead."

(Pause)

C: "Think back, to when you could no longer stand the pain from the calling. What it was like to give yourself up, to let the White obliterate you. You made a choice. Make one now."

J: "I saw things so clearly then, it seemed so obvious. The glimpses of the truth made me feel special...."

C: "You are special, you have been and come back, you have walked the sands and you live. You are special."

J: "I live because you let me. There is nothing to be gained from that."

C: "Self pity. Maybe I am wasting my time...."

J: "Why should I trust you?"

C: "You have no choice. Whether you trust me or not. Makes no difference. You only need to trust Him."

J: "Slayer?"

C: "Who else? Bitterness?"

J: "Why not? He showed me real truths, not the half truths I have been fed by SLA...."

C: (laughs)

J: "Do you deny they keep things from us, things we have a right to know?"

C: "We have no rights. We only do what is needed."

J: "By who? For what?"

C: "Have you really gone that far?"

J: "I don't know where I am anymore, or why I am still alive...."

C: "Enough. I said you needed to make a choice. Make it now."

J: "Choose between what? Deception or truth?"

C: "Hope and despair."

J: "Who offers hope? Who can give me that?"

C: "It is in you. You chose in the White. That is your hope."

J: "But what of Bitterness? What of White Earth?"

C: "What of it?"

J: "There can be no hope as long as the lie goes on...."

C: "There can only be hope. Without hope what are we? Bitterness?"

J: "At least he sees the truth for what it is. A lie."

(pause - white noise interruption - duration 56 seconds)

J: "I cannot refuse, you know that."

C: "I know only that there is hope and there is despair."

J: "I just want it to be over...."

C: "It will never end. Never. Know that. He will not let it."

J: "He may not have a choice...."

C: "But you do. Come back to us. Choose hope."

J: "I don't know. I can still see him, hear him, feel him laughing at me, the sands will never let me go, I still feel the blood washing over me, the things I've done, can they ever be forgiven?"

C: "In time."

J: "I have no choice. You know that."

C: "I know Slayer is our hope. He offers a future. Bitterness offers only destruction, only despair. What is that? A future? I choose to live."

J: "I don't know...."

C: "We will talk again. After that there will be only life or death for you. Choose."

Section 2

Notes from Wave's own file on the White, thought to have been leaked by very high up source in SLA (Intruder?).

It is a place. I know there cannot be time there, not as we know it. Is it a gate? Does it connect many places? I think so. Can we go there, us 'normal' people? I don't think so. Where did it come from? Is the White where he comes from? I think the White has always been, though he obviously can move in and through it. Unaffected? I think so. How can he do this? Does he control the White. I think not. Can he command it's outcome from those who enter? No.

Does the White generate the energy Ebons know as Flux? I think it must. That it also produces the negative energy that feeds the other on White Earth has yet to be revealed or proven. Does the White control the truth? I don't know. Is there some way it can help my beloved? No, that too is a lie.

Necanthropes see things through the White, they seem to lift the shroud, to glimpse the face of the ultimate truth, even if they do not fully understand it. They see it. It seems a choice is made, whether to come back to SLA or to move to Bitterness, though what he can offer I don't know. The choice to destroy it? When the other discs arrive I will be in a better position to move the White in to the Big Picture. I must speak to him. I am nearly ready.

Section 3

Video footage of Tempest leader interrogating 313 under influence of Release.

The 'interview' takes place in a burned out warehouse in sector 280, there are charred remains of boxes and storage units in the background. The 313 is restrained in a chair in the middle of the screen, a small yellow spotlight picks him out as the central figure. The 313 is sitting with his hands restrained by cuffs behind his back, and his ankles shackled to his wrists.

A shadowy figure prowls around the edges of the darkness, never quite coming in to shot, this is thought to be RedNun. The Tempest Op doing all the questioning is a woman referred to only as 'Cat', she wears Striker Motorcycle Protection, and has a Blitzer at her side. Cat paces from right to left while questioning the 313, who seems to focus on her to the exclusion of the others.

C: "What is your name?"

313: "Droopy."

C: (laughs) "Well, 'Droopy', shall we begin?"

313: "Unshackle me and we can talk."

C: "Not yet. But soon. And then you will not want to kill me anymore."

313: "I will always want to kill you. You are the enemy."

C: "Am I?"

313: "Let me go."

C: "You will be free to leave soon. Though it may surprise you to find out where you will want to go."

313: "What have you done to me.... my head.... feels.... wrong...."

(Droopy begins to go in to spasm, his body tensing and shaking.)

C: "Relax. Focus on who you are...."

313: "I am Droopy. You are all dead."

C: "Can you feel it? The Release? You know who you are.... don't fight it."

313: "I will kill you all."

C: "You will not. You will kill yourself."

313: (laughs) "Never. You stupid woman, I.... I.... I cannot...."

C: "It is the only way to achieve Release."

313: "What have you done? Where am I?"

C: "We have given you a drug, Release, it will open your mind, show you who you are, the blasphemy of your creation."

313: "Why.... I.... who else is here? Where.... who is that?"

C: "What is happening? What can you feel?"

313: (screams and throws himself forwards, falling to the floor thrashing at his restraints)

"No.... No.... Where am I? Let me go? Let me go back.... Who are you? Where is.... What is this?"

C: "You know what has happened to you? Are you aware of yourself?"

313: "Let me go.... I want to go now.... let me go...."

C: "Only you can release yourself, only you can free yourself."

313: "No. You are lying.... who am I? Why did they bring me here? Why won't you let me go...."

(RedNun gestures to Cat, who moves close to Droopy, kneeling beside him, she strokes his face and whispers)

C: "You know what they have done to you? Where you are?"

313: "Let me go...."

C: "I can't. Only you can do this."

313: "Please...."

C: "You must release yourself...."

(Cat undoes the restraints, Droopy immediately curls up in the fetal position, his hands covering his face. Cat remains kneeling next to him. Cat looks over to RedNun who shakes his head.)

C: "This must end. You know that."

313: "It is wrong. I should not be here. Let me go...."

(Cat places the Blitzer in Droopy's hand, then stands next to RedNun)

C: "Go."

313: "Thank you...."

(Droopy places the Blitzer in his mouth, pointing in to his brain, then squeezes off a round. Cat moves over to the twitching body and removes the Blitzer, she fires three more shots in to Droopy's head.)

C: "He told us nothing. He was too weak."

RedNun: "Maybe the next will be stronger."

(Cat moves to camera then picture dies....)

Section 4

Interview with Curbanis, Ebon Operative who visited White Earth.

Interview takes place on audio disc only, the quality would suggest it was made on portable equipment, with the sound fading and sometimes breaking up. Curbanis seems to be on the verge of falling asleep, her voice often trails off and then snaps back. Her inquisitor is not identified, but would appear to be another Ebon, but not a Necanthrope. The questioner is female and seems to be shocked by the state she has found Curbanis in. We have referred to the questioner as 'I'.

I: "We do not have much time. They will be here in minutes."

C: "I know."

I: "Why did you go? How? So many questions...."

C: "I thought I could get answers. I was wrong."

I: "How? How did you get there?"

C: "Folded."

I: "That's impossible."

C: "So they'd have you believe. So tired."

I: "Tell me how you got there."

C: "No."

I: "You must. They will be here soon and your memory will be gone forever. Do you want that, for it all to be lost?"

C: "I don't care. I just want to sleep."

I: "No! You are not going to get away that easily. Tell me what happened, talk to me!"

C: "Folded in from the Jonah...."

I: "The ship?"

C: "Yes.... need to sleep. Can we talk later....?"

I: "Wake up! Talk to me!"

C: "Will you let me sleep? If I tell you? Can I sleep....?"

I: "Time for sleep later. Tell me."

C: "Jonah came to a halt, we disembarked the troops for Hed then secured for fold back to Mort. That's when I felt the voice."

I: "Voice?"

C: "He told me he had been watching me, that he knew I sought the truth, that he could show it to me."

I: "Who said this?"

C: "I don't know. All I know is I believed him."

I: "But how did you fold to White Earth? What about the Navigators? The Darkfinders? You just took a Foldship? Without anyone stopping you?"

C: "Not the ship. Just me."

I: "But how?"

C: "I just folded to where the voice told me to go, seemed to work like a Beacon. Images so clear in my mind, feelings so real. Safe."

I: "Then.... then what?"

C: "The I was there, by the shore, blasted by the winds, blinded by screaming, my mind ripped away like a tear in a storm."

I: "I don't understand."

C: "I stood on the sands. Blood ran from my hands, I knew I had murdered a part of myself, I knew I was lost. So helpless."

I: "In your mind? You were there in your mind?"

C: "No. I was there. My feet felt the shifting ground, my eyes saw the blackened skies, I heard the gulls, tasted the fear from the flux storms."

I: "What happened? Was the voice there?"

C: "He was there alright. Came to me from out of the wind, taunting, teasing, soothing, telling me I'd be alright. Laughing at me."

I: "Who was it... was it.... him?"

C: "I don't know. I thought it must be, but there are so many voices.... maybe I just wanted it to be him."

I: "You stayed for how long?"

C: "Time enough to sleep. Can I sleep now?"

I: "You stayed how long?"

C: "Time moved on, I remember nothing of the time, something was wrong with time, somehow I moved where I was, time moved around me, different...."

I: "You're not making any sense...."

C: "Nonsense. Riddles and nonsense. There was nothing to see."

I: "Nothing to see!?"

C: "You think it is a place of great mystery? Of wonder maybe? With the landscape to match the legends? It is nothing. It is a barren, desolate place with no room for hope or dreaming.... I felt only anger and disappointment, and a great rage. Always the rage."

I: "Were there others there? Did you meet anyone?"

C: "I wandered.... I saw some others, they saw me, there was no need to speak.... they knew I was doomed, they knew I was an outsider...."

I: "People live there? There are inhabitants?"

C: "Those that belong live there. Those that don't die there."

I: "And Flux....?"

C: "Flux that tears your reasoning, you cannot formulate, the screaming from the Flux does not allow you to think, you cannot concentrate.... I tried.... but it was useless.... nothing worked...."

I: "Your Ebb abilities? Didn't work?"

C: "Nothing worked. Nothing. There was no logic to any of it.... nothing to... nothing to make anything work.... no laws.... only what comes from the Flux."

I: "I don't understand...."

C: (smiles) "Good. Now can I sleep.... I really must you know...."

I: "I must go. They will be here soon. I will never forget you, or what I have learned...."

C: "You must."

I: "Goodbye...."

C: "There is no goodbye, not for us...."

(White noise to end of recording.)

Section 5

Karma files stolen from destroyed processing plant hidden in Cannibal Sector 3.

The existence of the plant is denied by all at Karma, and no records show any employees or products coming from any of the Sectors. Dark Lament have passed an internal memo (SCL 4) implying that Karma are experimenting in the Sectors, though what is actually going on is not mentioned.

Senti is rumoured (SCL 5) to have agents in the Sectors, working both Jades and Yellows, though whether there is some connection between this and the reported facility is debatable.

There are two recovered pieces of files, one from a surgeon, known as Dr. Chiell, and the other from a DarkFinder report, seemingly on suspected subversive activity at the plant.

Report One: Dr Chiell's 'patient assessment'.

"Memo to self; Must speak to S. The test subjects are too complete. Confirms my theories about DW. I need to work with raw tissue, the infusion from the device makes it too resilient. Subjects reject extra conditioning. Two fatalities to date, and I'm running out of volunteers to run the lab! To Susan Hannon; Need stronger doses of A variant. Current strain

is too weak, assimilates in to fluids and has negligible effect. Maybe worth running risk of previous discussion and contacting CK, Shatter seems drastic but it may be a necessary evil. Latest subject died of self inflicted injuries, severe trauma to face (especially eyes). Speech patterns completely changed before death, need to send for specialist from Head Office. To Cybil; I love you and miss you and the kids, will be over soon, I promise.... To Strand; Your latest 'observers' are hindering me more than they are helping. If you must send DF, please brief them adequately before they arrive. I will not lose another technician to their bad judgement. Self; Renew treatments, must increase shots to push memory further underground. See JH about hypnosis talked about at last session. Ensure K undertakes destruction of private notes. For Report; Subjects are becoming self aware too soon, need to break in A or S more slowly, needs to modify either release or route. Request from HO access to Stig files denied at last meeting, need to further knowledge of what Subjects fear, what drives their psychoses, why are they prepared to do it? Self: Don't be so bloody stupid."

DarkFinder Malikem Sall, report dated 20/4/901 SD. Recipients as listed and briefed. Confirm ident code: I488/SC/2290-DO. Report begins:

Terminated Karl G as instructed. Others have been run to ground. Await further instructions regarding cell destruction. Uncovered activity at higher level than previously suspected. Dr. Chiell has been implicated, remain cautious, discreet observation seems the best course. Chiell has family so he should be easy to run in. Intercepted and destroyed DN transmission via central control, intended recipient terminated (see separate report). Need to clarify instructions as to rogue subjects. Further need for investigation in to runners from plant not now necessary, eight of the thirteen were killed in an accident in block eighteen. Like to take credit, but I can't. Genuine accident? Need to confirm response to request for equipment, denied? If so permission sought to forage in sector, maybe utilise the Scav presence, need clarification on position.

Latest sighting of WL confirmed.

Stand off contact only, though I fear he knows I'm on to him. Instructions to move? Report concluded.

Section 6

Notes from interview between Wave Lindsey and prominent DarkFinder figure.

Interview took place at Wave's premises. Notes found in 'hard copy' scribbled on pieces of paper, notes thought to have been put together by hidden onlooker, possibly now missing assistant.

Wave looks worried. I knew he had connections in SLA but I never suspected this. It must be a DarkFinder, I have seen them around central, they move in such a distinctive way. And her voice is low, almost a whisper, yet so compelling....

Wave takes the package, looks nervous. Will he show it to me? I hope so....

The DarkFinder is agitated.... never seen this before.... seems unsure of herself. Wave has said something to upset her.... not wise I would have thought. Still I trust Wave, he has not let me down so far.

The argument seems to be developing.... Wave looks drained, exhausted, as if some further weight has been placed on his already breaking shoulders. DarkFinder is calm now.... too calm, sedate almost.

I think I heard Wave mention DarkNight, but I can't be sure. He always denied this to me, but I'm sure he must have had contact with them. He is, as always, walking a fine line.

The DarkFinder is leaving, almost casually, as if she no longer cares for the secrecy that must surround her.... I hope Wave knows what he is doing.

Surely he didn't tell the DarkFinder anything of his suspicions? What he wont tell me, why should he share with her?

The little I could clearly hear was this:

W: "You have the book?"

DF: "I do. You are a fool."

W: "That is not for you to judge."

DF: "You have already been judged. If he says you are to be trusted then I must."

W: "But you don't do you? Trust me....?"

DF: "Of course not. You do not know what you are doing. A child with good intentions and no idea of consequence or responsibility."

W: "Others think differently."

DF: "That is the only reason you are still alive. But that may change."

W: "Do you want to know what's in the book?"

DF: "No."

W: "It is proof of the lie."

DF: "There can be no proof. There is no lie."

W: "You are afraid."

DF: "I am afraid."

W: "Of my ravings being the real truth?"

DF: "No. I am not afraid of your ideas. I have heard ideas before, yours are nothing new."

W: "Then what?"

DF: "Of it not being over with your death."

W: "It can never be over 'til everyone knows the truth."

DF: (shakes head slowly) "You are wrong. So wrong."

W: "We shall see."

DF: "You wont."

W: "I don't need your threats, you do not frighten me."

DF: "Goodbye Wave."

W: "I'll see you again?"

DF: "No. This is the end of it for me...."

W: "We shall see...."

Section 7

Video footage of medical examination / post mortum of Necanthrope suicide victim, taken from Asylum records.

Vid-cam is situated in corner of plain silver examination room, pans slightly from left to right. Visible is a slab in the centre of the room, a door just in shot to the right and a small cabinet on the left wall. On the slab is the body of a Necanthrope, identified as Prism. The Necanthrope looks much like a 'normal' human, except for the bulbous mass of flesh on her left shoulder and the lack of any facial features apart from eyes. Her face looks like a porcelain mask, her eyes are closed. Her body is painfully thin and covered with numerous scars of self mutilation, there are hundreds of tiny scratch marks around the base of her Gore Cannon. She is placed on her back on the slab, with the surgical tools to be used for her autopsy neatly placed around her. Two 'doctors' enter the room, one of them reaches towards the camera and a clock starts bottom left of screen. Both doctors wear long black gowns with hoods, each has a full facial respirator and slate grey goggles.

The lights dim slightly and the autopsy begins.

S: "Samuel Maze performing autopsy, assisted by junior, Gregory Reid. Subject is recorded as Prism, SCL 3 Necanthrope from Crystal Union. Subject has been resident in Asylum for eight months before death. See separate medical records for details of self mutilation and attempts to remove Gore Cannon. Gregory, collect fluids and check instruments."

(Samuel and Gregory then proceed with autopsy, with Samuel making numerous incisions and probing internally with various instruments. The Gore Cannon remains untouched. Both the eyes are removed and stored as is something from deep within the chest of Prism. During the 'drainage' of the chest, small clumps of black matter can be seen to drain off with the viscous red fluid. Gregory seems unstable on his feet towards the end of the autopsy.)

S: "Gregory, please leave us."

G: "Samuel?"

S: "You may go Gregory."

G: "But sir, procedure...."

S: "The procedure is you do what I tell you."

G: "But I...."

S: "Don't argue Gregory."

G: "But sir. I want to stay. I'm supposed to be under instruction."

S: (leans heavily on table) "Very well, stay if you must. But stand out of my way and shut up."

G: "Yes sir."

S: "And Gregory...."

G: "Yes sir?"

S: "If you're going to be sick, don't forget to remove your respirator."

(Samuel removes gloves and moves to small cabinet on left wall. Removes a thin case and places it near the remains of Prism's head. Samuel removes two tubes from the case and places one in to each of Prism's empty eye sockets. A lead is then taken from the case and 'plugged in' to the small cabinet.)

S: "Prism?"

(Gregory sits down heavily on the floor by the door.)

S: "Prism? You must come back now."

(Gregory removes his respirator and seems to be having trouble breathing, it can be seen that he is a Brain Waster.)

S: "Prism? You must come back now. Can you hear me?"

(The body of Prism stiffens then goes in to slight spasm, spurting internal fluids from the

numerous cuts, blood seeps from the eye sockets, which then begin to glow blue.)

S: "Prism? Can you hear me?"

P: (faint gurgling noise) "Who...."

S: "Prism. You have been away. You are back now."

(Prism seems to shudder then lye's perfectly still, after a few seconds, her head turns to face Samuel.)

P: "I cannot come back."

S: (seems to laugh) "You are back Prism. Now you must tell me what this is all about."

P: "Who are you? Why am I still here...."

S: "My name is Samuel. You will remember who I am."

P: "Why am I still here, how....?"

S: "You cannot leave us, not like that."

P: "Samuel? Yes, I remember you now. You? You brought me back?"

S: "I had help."

P: "I underestimated you Samuel."

S: "Why did you try to leave us?"

P: "I do not belong here."

S: "If not here, then where?"

P: "I can't remember."

S: "Will you come back to us."

P: "I don't think I have a choice do I?"

S: "Of course you have a choice. That's what all this is about isn't it?"

P: (sighs) "Yes. Yes it is.... can I come back? How?"

S: "You leave that to me."

P: "Will I have to go through the White again? I will wont I."

S: "Yes. And it will be different this time. You have grown."

P: "I feel like I have.... I'm different.... (laughs) what did you do to me?"

S: "An autopsy. For the record."

P: "For the record.... how did I die?"

S: "You drained yourself of Flux, in effect willed yourself to death...."

P: "But you can't say that can you?"

S: (laughs) "No. I don't think so."

P: "I'm curious. Why the eyes?"

S: "Each to their own. With you it was your eyes, you focused it all through your eyes...."

P: "I had beautiful eyes...."

S: "You will see through many eyes now...."

P: "Will I remember?"

S: "Some of it, yes."

P: "Will they know I'm there?"

S: "They're not supposed to, no. Confuses them."

P: (giggles) "I feel different...."

S: "You have grown."

P: "Yes, yes I have. I feel bigger than the stupid little things that worried me."

S: "Good. Can I help you now?"

P: "Will he be there? In the White?"

S: "No. You are rid of him forever now...."

P: "Nothing is forever...."

S: "We shall see."

P: "Goodbye Samuel. Maybe we'll meet again some day."

S: "Maybe we will."

(Samuel leans over Prism and places both hands on her Gore Cannon. The Cannon glows brighter and as it does the glowing around the eye sockets fades. When the Gore Cannon is fully ablaze, Samuel removes the two leads from Prism's eyes. Samuel is obviously weakened, he motions to Gregory who slowly stands then walks towards the camera, reaching towards it, he switches it off.)

Section 8

Mr. Slayer's only known recorded address to the heads of Stygmartyr.

The message is recorded on audio disc and a hard copy transcript is also available. Both are kept in the Central Library, copying is forbidden and access is SCL 4. Stygmartyr are automatically alerted each time the file is accessed.

"I have called you here for a reason. There have been questions. They will stop. Each of you serves me, each of you remains because I will it. There is only one enemy, and you are here to stop him at every turn. Your internal wrangling is of no consequence and will stop as of today. I will not hold this meeting again. We need to look to the future, to the change it will bring, we must be prepared. Bitterness never sleeps, neither do his Monitors. Do not forget this. We must be as vigilant as they. More so. For we seek to build, they only come to destroy. Show no mercy in dealing with them. There is no reasoning with them. They must be destroyed, everywhere they are found. Bitterness is not known at large and this must be the way it stays. Monitors are out there, and they must be covered and destroyed. I will not tolerate any form of disunity. You are here as my guardians, to watch over Progress. You have no other goals or functions. Do not forget this. Return to your stations, remember my words, your vigilance is the life of Progress, your failure,

it's destruction. You are my chosen, I am your future. Trust me for I have placed my trust in you. You do not want to let me down."

These snippets from I20 are based on our version of the truth. Our version follows the guidelines of the writers bible and FAQ but differs in some aspects.

The thing that attracted me to SLA Industries in the beginning was the idea of a huge secret. Something that must never be known; the 'truth'.

I was hooked on SLA before I read the writers guide and had decided upon a 'truth' before I knew what lay behind the designers universe. I am constantly amazed and saddened that so many SLA GM's do not develop their own truths.

Of course the designers ideas are important, but so are ours. Of course it would be nice to see more 'official' stuff, but that's not a realistic prospect.

We must get on with the job of developing SLA ourselves, and this includes producing our own versions of 'the truth'.

I hope these bits from I20 have helped some people.

(*+ enD*+)

BENEATH THE REMAINS

This is the start of a campaign that will plunge the Operatives in to a world of darkness, deceit, treachery and secrets that will change their lives forever. The future of Mort is at stake and the Operatives may get a chance to play their part in the unfolding of this epic tale.

The story begins with a seemingly 'normal' Yellow.

SCL: 9

Contact: Department Of Environment

Training Package Recc.: Any

Colour Code: Yellow

Summary: Squad needed to retrieve research equipment from Sector 280 Downtown. No undercover work necessary. Contact; Niles Burns on EV/0144-888-SC42.

Coverage: Third Eye

Consolidated Bonus Scheme: 400c

Payment: Per Operative

SCL Increase: 0.5

Niles Burns is an SCL 6 Dept. of Environment agent, it is his job to select Op's and squads to undertake jobs for the department. He is a Mort veteran who has been there, seen it, done it, bought the T-shirt and got real bored with it all a long, long time ago. He has no enthusiasm for anything, and gives the feeling that he really couldn't care less whether the squad take the job or not. He is an accomplished agent, and his 'act' will make the squad feel they should take the BPN, if only to spite this smug git.

Yellow

Niles gives the following information, in his own, languid, off hand style, frequently pausing to sigh and look away in an extremely bored manner.

Sector 280 borders Lower Downtown, it is a relatively well built area of Downtown, with some industry still functioning, and a few shopping malls still used for the purpose they were built.

The squad are to go to the centre of 280, to an area known as the 'Fireball'.

They are to retrieve a series of experimental monitoring stations, abandoned by their Dept. Of Environment scientists after they were decimated by a Carrien attack.

The BPN is simple; get in, get the equipment, get out.

'Fireball' is the name given to the area surrounding the Acropolis Mall and the attached tenements. The Acropolis Mall, built in 800 SD, sits in the middle of four huge tower blocks, each ninety stories high. The Mall itself collapsed in 807 SD, when the power plant beneath it exploded, causing a huge fire to sweep through the Mall, leaving it a crumbling ruin.

There was no money available to clean out the toxic remains of the Acropolis, SLA simply sealed in the festering core of the power plant by pouring millions of tons of concrete on top of it. The citizens of the tower blocks moved out, leaving them to be occupied by those who

could stand living in an abandoned, scorched wasteland.

The power plant also destroyed all of the tower blocks waste disposal facilities, blocking off all access to the network of sewers that lay beneath the Acropolis. The new citizens of the blocks took to dumping their waste, all of it, in the middle of the Acropolis, simply throwing it out of their windows or from their balconies. The growing waste tip settled and grew, sinking down to the concrete sarcophagus surrounding the dormant power plant. As the garbage piles up, so do the explosive gases within, mixed with what little toxic residue that can seep from the power plant.

After numerous outbreaks of various diseases, SLA acted. Scientists discovered they could burn off the troublesome gases in controlled explosions, performed once a month. The 'Fireball' was born.

Now the four tower blocks stand watch over the mounting pile of filth and ash, mute testament to the ingenuity of SLA.

Every month representatives from the Dept. Of Environment arrive, and in a festive, party atmosphere, set off charges within the garbage tip, causing a spectacular fireball to rise to the roof of the sector. All of the citizens in the surrounding area use the fireball as an excuse for a gathering and party, as do the local gangs and Soft Companies.

The team from the D.O.E. set eight sensors on and within the rubbish heap, to measure the build up of gases, and to see if they could detect anything from within the old reactor core.

After last month's fireball, they went back to retrieve the equipment. They were ambushed by a Carrien Pack and nineteen of the twenty two technicians were killed, their bodies never found.

The Op's have three days before the next fireball, and the equipment has to be recovered before then.

Niles will be able to give the Op's detailed maps of where the sensors were placed, and detecting equipment can be hired from the D.O.E. that will home in on the sensors.

There are two main opponents to the Op's; the local gang and the Carriens.

The local gang is the Flame Lords.

The grandiose name reflects their arrogance and their dominance of the local area, no other gangs operate anywhere near the Fireball, and the Flame lords only real rivals are Monarch and the few Shivers that get posted on Sleeper duty to 280.

The Flame Lords (or Flamers as they are known) are heavily backed by DarkNight. The DN agenda in 280 is mass recruitment, with the Flamers taking the message to the people.

The DN backing of the Flamers is not common knowledge (within SLA), though an enterprising Op might be able to gather some clues from the large amounts of DN equipment both confiscated and reported by Shivers on their raids in to the sector.

The Flamers number just over three thousand, with many of the senior gang members living in one of the four tower blocks surrounding the waste pit. Their leader, known as Jackal, resides deep within the southern-most tower block.

The Flamers store most of their gear in derelict (and very dangerous) underground car parks on the outskirts of the Acropolis. These can only be reached through narrow, flooded passages that are filled with toxic waste drums and the remains of Shivers and Monarch officers, displayed crucified along the walls.

Monarch offer the only semblance of 'official' policing in the sector, with those Shivers posted on Sleeper duty, hardly ever showing their faces. The Monarch officers are treated with the same contempt as any SLA representative by all of the citizens of 280.

DN have done a good job, turning all but the most optimistic against SLA.

Running The BPN

The Op's should not have too much trouble getting to sector 280, the citizens of 280 have succumbed to the propaganda of DN and hate all SLA rep's with a passion, so the Op's may well want to go in undercover.

We have listed five encounters that will face the Op's, you may want to juggle their order of appearance, or even drop/add some. Bear in

mind that this is a fairly straight forward introduction to the rest of the campaign, so wiping 'em all out now may hinder their progress at a later stage.

The Flame Lords

If you move or operate in 280 you will inevitably run in to the Flamers. How things go from there will largely be up to you.

The Flamers are backed by DN and spout their propaganda at every opportunity, they are loyal to DN (as anyone can be), and see themselves as 'saviors' of the average citizen, who they regard as weak and feeble, needing the leadership of the Flamers.

As the Op's move in to the area around the Acropolis, they will be approached by the Flamers, who will try to find out as much as they can about what the Op's are doing in 280. The Flamers may offer assistance, for a price of course, or they may be bought off. Initially they will not attack, awaiting orders from their DN backers.

DN will let the Op's go about their business until they have recovered the monitors. Once the Op's have the monitors, the Flamers will attack them, trying to steal the monitors for DN to study. If the Flamers are helping the Op's recover them, the attack will be an ambush, if not it may take the form of an all out assault while the Op's are still within the confines of the Acropolis.

For the Flamers, use the Civilian Convert stats. (Karma 139). They will wear their colours over any body armour (which will be minimal), and they will be open in their carrying and use of DN equipment.

The leader of the Flamers, known only as 'the Jackal' has stats. as an Espionage Agent (Karma 138), she is rarely seen and will avoid the Op's at all costs.

Prominent Flamer gangers, that the Op's may encounter are:

Spike (muscle), Jackson (fixer), Sherry (techno), Weezer (muscle), Lillith (negotiator) and Knuckles (bodyguard).

Information the Op's may pick up from the Flamers:

Carriens are becoming bolder in their raids in 280, based (apparently) beneath the Acropolis. There is a 'monster' lurking beneath the Acropolis that even the Carrien are afraid of.

SLA Industries has a contingency plan, known as 'WhiteFire' that is to be put in to operation should the reactor core start to become active, essentially it means total destruction for 280, with the devastation then sealing off of the sector.

Scav's have been seen roaming the lower levels of the outer car parks of the Acropolis.

Elvis is alive and living in one of the tower blocks around the Acropolis (Elvis is an ex-serial killer).

Carriens

The old reactor core meltdown attracted thousands of Carriens in to 280, most of whom were killed or left when SLA poured their concrete sarcophagus. Those that remained have bread and prospered, even if it has meant their continuing mutation and short, agonised life spans within the radioactive bowels of the old Acropolis.

The Carriens have tunneled in to the crumbling concrete, creating a network of tunnels and maze like crawl spaces, from which they can drop down behind anyone in the lower levels of the Acropolis.

The Acropolis Carriens are more hideous (if possible) than their Cannibal Sector brethren. They continually twist and contort in mutating pain, with every part of their disease, pain racked bodies, heaving and twitching with radioactive decay.

Their minds are completely animalistic, with very little reasoning capability, they barely acknowledge fear and live only to breed, eat and take some small pleasure from the killing of their prey.

Sector 280 Carrien have a Fear Rating of 9.

Use the stats. in the main rulebook (288), with every one having Max. stats. for usual Carriens. One in three will be a Greater Carrien with Max. stats. One in ten will be a Mutant Carrien with Max. stats. The Carrien always attack in packs of at least ten, and can muster raiding parties as large as three hundred.

Wounds inflicted by the teeth and claws of these Carriens need five times as much

attention to heal as usual wounds. Ebons find them particularly disturbing for their radioactive content, and suffer a -3 modifier to all Flux related activities while in their presence.

One of the Carriens, one of the Mutant Carriens, has a Flux Gem embedded in the side of his skull, grown over with bloodied, diseased skin, it will be detected by any Ebon using Flux within their Conc. in meters from the Carrien.

The Gem is not of Dark Lament origin and has, at it's core, a myriad of old glyph symbols.

Use your judgement for the size of the matrix within the gem.

The Flux Gem will be confiscated by representative from either DL, Karma or IA if they get to see/hear about it.

Monarch Law Enforcement

Monarch Security have evolved, as part of the Shiver network, they have had to. They have moved beyond a 'citizens' security force, in to the realms of a law enforcement agency.

The Monarchs of 280, while still under-gunned, undermanned and under paid, are a massive improvement on their 'citizen' counterparts of the early days. Monarch Law Enforcement patrols the streets of 280, contracted to SLA via the Shivers, their badges carry the SLA Industries stamp of approval, they each have a provisional SCL of 10, they are, to all intents and purposes, SLA Industries.

The Monarch officers are the target for the majority of the rage displayed by the citizens of 280, the body count for Monarchs is 20 a week, and set to rise with the increasing success of DN.

Citizens join Monarch for one reason only; the money. Often, failed Op's find their way in to Monarch ranks, as do gangers who want to go 'straight'.

Monarch are slightly less corrupt than their Shiver counterparts, mostly through being isolated and not offered the bribes available to most Shivers.

The citizens of 280 are merciless in their hatred of Monarch, and in turn, the Monarch officers are brutal and cold in their treatment of anyone caught breaking the law.

Every Monarch officer carries at least one unauthorised weapon, usually a pistol, some openly.

Key Monarch personnel in 280 are:

Captain Jim Mosley, Sergeant Jolanda Hunter, Corporal Willy Smith, Officers Hind, Cazan, Grolier and Paris.

Information From Monarch:

There is a 'Sleeper' squad at work within the vast maze of underground car parks of the Acropolis.

Carriens emerge from their lairs on a regular basis, regardless of the conditions in 280.

No Monarch squads may enter the Acropolis car park labyrinth without clearance from Shiver HQ, the Flamers know this, and the Carriens have figured it out (slow response).

The reactor core has not been shut down, it is still actively producing power, and leaking all the while.

SLA Industries has recently begun a recruitment campaign for War Worlds among the Monarch Officers of 280.

Shiver Sleeper Squad

Shiver squad 36 Delta (36D) went missing in 280 four weeks ago, they were posted on 'Sleeper' duty, and had three of their nine weeks left to serve.

The squad sergeant, James 'Flip' McKinnley, has been recruited by Cloak. His squad have been converted to his new 'cause', which he pursues with relentless zeal. Cloak want Flip to stay in 280, more specifically in the area of the Acropolis. Flip has been given the task of monitoring the Carrien that seem to be emerging from beneath the reactor core.

Flip and his squad have been listed MIA, presumed dead, for four weeks. Their families and colleagues all believe they have been taken by Carrien and Scav's.

36D have 'gone native', living deep within the outer reaches of the Acropolis underground car park.

Flip and his squad are kept supplied by Cloak with weekly drops of food, ammunition and drugs. For the most part the squad is permanently wired on either Beat or Rush, with Flip being well and truly addicted to Flip.

The squad lives and works out of a FEN4461 MK VI, Hammer, mounted with FEN 706 Power Reaper Mk 2.1 in place of one of the grenade launchers.

Use the stats. in Karma (134) for the Shivers, with Flip as a Dispersal Shiver. Each has a personal side arm, either a 603 or a Blitzer, each also carries three frag grenades, for emergencies.

36D have a 'clear area' around their Hammer, within which Carrien will not venture. The Hammer is mostly stationary, and the 706 presents too much of a threat to the Carrien, they have learned to give it a wide berth.

If the Op's venture in to the lower areas of the car parks, they will encounter 36D, either on a hunting foray or maybe their encampment.

The Shivers do not recognise the authority of any but their Cloak contacts, and they will make it plain that they are 'not there' as far as 'normal' SLA Op's are concerned.

Information From The Shivers:

The Shivers are willing to 'trade' information. They will have knowledge of all other rumour and information listed so far, as well as accurate knowledge of where the monitoring beacons are located.

Flip may let slip their Cloak connection, but only through obscure reference.

The Beast Of The Acropolis

Deep beneath the remains of the Acropolis roams the 'beast', a genetically twisted mutant spawned from the radioactive wasteland that lies beneath the sarcophagus of the Acropolis.

The 'beast' is a hugely mutated Cannibal Sector Gator (TBP 2.... whadaya mean you aint got number 2!!).

For those of you who may not have issue 2 (sigh), here's the modified stats. for this horror.

STATS.

Strength	18
Dexterity	10
Diagnose	3
Concentration	2
Charisma	0
Cool	18
Hits	32

Weight	2000kg
Length	6m
SKILLS	RANK
Unarmed (Bite)	12
Unarmed (Tail)	10
Unarmed (Claw)	8
Tracking	8
Detect	10
Swim	15
Dodge	8

Movement: Walk 2, Run 3, Sprint 6.

Weapon	PEN	DMG	AD
Teeth	4	11	2
Tail	1	9	1
Claws	2	9	1

The DMG includes Strength/Size bonus. Each phase, the beast may make two attacks, on either the same, or separate targets.

Obviously, the Beast's main weapon is terror and it's great size. It has a Fear rating of 11, and it's favourite tactic is to knock it's victim to the ground, then snap the head/neck off with an aimed bite.

The Beast is incredibly tough and fast, having a lightning quick reaction to melee weapons, and seemingly impervious to the pain caused by firearms.

The skin of the Beast is PV 10, ID 80 per location. The Beast regenerates 1 wound every two rounds, and recovers 3+1D6 hits every third round phase.

The Beast lives in tunnels within the crumbling sarcophagus, breaking through to come crashing down on it's victim. It will eat anything, Carrien, pig, human, whatever. It will flee if it takes 80%+ damage, otherwise it fears nothing.

Completing The BPN

The Squad should complete the BPN, if they are lucky and skilful, or they will suffer heavy casualties and barely escape with their lives.

The objective of this BPN is to open the Op's eyes to sector 280, and the possibility that something is going on there.

In the next part of the campaign, the Op's will be drawn deeper in to the trap, finding out things which take them past the point of no return, they will know too much.

After that the decisions they make must be their own; to dig even deeper, uncovering dark truths, or to walk away from SLA Industries. Stay tuned.... there's much more to come.

NEVER MIND THE PIG

SHOCK BATS

First came the Spike Bats (TBP issue 2), hideous mutations from the defiled Cannibal Sectors, their sting sending insanity coursing through the veins of those they attacked. And now, evolved from these loathsome creatures, comes a new threat; Shock Bats.

Like their Spike Bat predecessors, Shock Bats are huge, bat like creatures with the tail of a lizard and two extra spider like limbs sticking out from just under their wings. The Spike Bat's sting brought madness, the Shock Bat's sting hits home with a jolt.

Stats.	Min.	Max.	Norm.
STR	2	5	3
DEX	8	14	11
DIA	2	3	2
CONC	1	2	1
HITS	10	20	15
Weight	6kg	20kg	12kg
Length	50cm	100cm	70cm
Wingspan	60cm	120cm	80cm

Weapons	DMG	PEN	AD
Teeth	1	2	0
Tail	2	3*	1#

SKILLS	RANK
Detect	7
Unarmed (Bite)	7
Unarmed (Tail)	7
Tracking	9
Fly (Dodge)	12

The Shock Bat's 'Dodge' is subtracted from it's attackers chance to hit. SB's can not Dodge and attack in the same phase.

* The tail of the Shock Bat delivers a sting which is highly electrically charged.

As well as the 3 DMG, the victim of the jolt must make a PHYS roll (as a skill) with a minus modifier of the Shock Bats STR. Success means they take no additional damage, failure means they take 2-7 points additional damage and are 'stunned' for (20 - PHYS) rounds, while stunned they get -8 to all actions.

If the Shock Bat's tail does not penetrate the armour, no 'stun' is rolled for.

If Shock Bats hit powered armour, their 'jolt' has one of two affects:

1. The armour is 'stunned' (powered down) for 1D6 phases.
2. The Shock Bat 'drains' the armour of 01-10% of it's power supply, and is killed in the process.

Shock Bats pose little threat when encountered one at a time, if they 'swarm' they are a different matter. A swarm contains one to two thousand Bats.

Rumours are rife over the origin of these creatures, the favoured tale has them being a DarkNight response to Domino Dogs and Doom Dogs.

J E K K L E S

Written By: G.D. Clough
(Shard)

Originally from the Ice Worlds, the Jekkles were first brought to Mort in an attempt to help the Wraith's settle into Mort. However with Wraith's adaptability the Jekkles were not needed and were left abandoned. The hot atmosphere of Mort was not to these creatures liking and the adaptable creatures had to evolve to survive. A feat they performed admirably.

Jekkles resemble pole cats (only with little, well cleaned fur), they are light grey in colour and live in family packs numbering anywhere from 10-30 members with each pack having an alpha male that is slightly stronger than the other male pack members. The pack will hunt in groups of 5-10 depending on the size of the

and needs of the family. The diet of the Jekkles is comprised mainly of Carrion young or vermin, they are exceptional hunters and have superb vision and hearing. The absence of vegetation turned the Omnivore Jekkle into the Carnivorous Jekkle, the teeth are 2-3 centimeters in length and the claws are an inch long.

The Jekkles are mostly subterranean during the day only to emerge once the slightly cooler night settles in. They can be found in the Cannibal sectors, usually within a mile of a Carrion nest and will rarely venture out past the walls (easier prey within walls). Jekkles are fiercely territorial and will fight to the death if an intruder enters the well concealed burrows, only Wraiths are tolerated near the burrow which lends suggestion to the argument that Wraith's have evolved from the Jekkles in the same way Humans from Apes. Jekkles are only scared by use of Flux, either against them or used near them and any power costing over 2 flux may cause them to flee (cool roll).

Stats.	Min.	Max.	Norm.
STR	4	9	6
DEX	8	13	11
DIA	5	9	7
CONC	3	5	4
PHYS	6	11	8
KNOW	4	7	6
COOL	4	6	5
HITS	10	20	14
Height	30cm	60cm	45cm
Weight	20kg	40kg	30kg
Length	70cm	110cm	90cm

Walk 2. Run 4. Sprint 6.

Weapons	DMG	PEN	AD
Claws	2	2	1
Teeth	1	4	0

SKILLS RANK

Unarmed Combat	4
Hide	6
Detect	6
Running	5
Sneak	5
Tactics (Pack)	4
Intimidation	1*

*+1 to Intimidation for each additional 2 Jekkles, Alpha Males have +1 to all skills listed.)

Advantages / Disadvantages

Hearing	Good. Rank 4
Vision	Good. Rank 5
Housing	Bad. Rank 15 ☹

EQUIPMENT

HARPIE: TRANS ATMOSPHERIC INTERCEPTOR AIRCRAFT

Written By: Leath Sheals

"Here's the official report released by Dark Lament to accompany their new 'Harpie' Interceptor transatmospheric craft. Their answer to Karma's 'Gargoyle', let's see how it compares..."

NEW! From Dark Lament. The Harpie Interceptor Transatmospheric Aircraft.

As you saw a little under half an hour ago our competitors made the skies unsafe with the release of their mutant freak aircraft. As we did not wish to see the public of Mort suffer from this monstrosity, we felt it to be our duty to release to you our Air Project which we have been working on for literally years.

The Harpie comes into existence through the hard work of our Science Friction engineers. Although the exact workings are classified, I can tell you that the Harpie is created through visualisation and calculation, combined with large amounts of Flux energy. As you can see in the photos, the Harpie is a cylindrical aircraft that tapers at both ends. From its sides extend two short, smooth, stubby wings. These appear more like fins than wings, which creates less of a target for hostile fire and provides the necessary stability required for the aircraft to function in an atmosphere. No external power source or engine exhausts are visible. This is because the Harpie does not rely on an engine

for its locomotion. Almost all of the energy needed to power

the craft comes from the pilot themselves. This has been accomplished by a Dark Lament breakthrough in Science Friction engineering; the flux-matrix amplifier. This amplifier has been incorporated into the Harpie as a power grid running the length and breadth of the aircraft. This grid works by detecting the power expended by the pilot to fuel their abilities and magnifies them to a level which can affect the entire craft by drawing additional energies from the Ebb.

In this manner the pilot need only use enough flux to influence themselves. Without the pilot, the Harpie is little more than dead weight, but once an experienced ebb-user enters the snug pilot's chair the craft comes alive. The ebb-user pilots the craft by using their own ebb abilities. The primary disciplines needed are Reality Folding and Telekinesis, although to create a truly effective Interceptor craft, knowledge of Blast, Communication, Detect and Illumination are required. The combination of Telekinesis and Reality Fold makes for a lightning-fast craft, capable of maneuvering in any direction, disappearing and reappearing mere meters from the enemy. Under the control of a skilled pilot, the Harpie is able to perform amazing feats of aerobatics and maneuvering, far better than any other craft. All this with no height ceiling, as the pilot can simply Reality Fold the craft higher and higher. Every Foldship in the SLA fleet is currently being equipped with at least one squadron of Harpies and experienced pilots.

These Interceptors will work on surprise and maneuverability to defeat opponents. Folding directly into the midst of the enemy, creating maximum carnage then disappearing back to the safety of the mother ship, these Harpies should become one of the most devastatingly effective weapons ever commissioned by SLA.

"So there you have it. The marketing competitors at war again. As our skies become filled with Karma and Dark Lament patrols, the citizen of Mort can only watch to see which product will prove more effective for SLA."

Harpie: Interceptor Trans
Atmospheric Aircraft

Type: Ebb Fighter.

Max. Speed: Telekinesis: 2000 km/ hour.

Reality Fold: Speed Not Applicable.
 Movement: Science Friction Flux-Matrix Amplifier.
 Dimensions: 2.4m length, 1.3m width, 1.2m height.
 Weight: 472 kg.
 Crew: 1
 Passengers: 0
 Skill: Essential: Reality Fold, Telekinesis.

Preferred: Blast, Communication, Detect, Illumination. (Although only 1 rank of Telekinesis and Reality fold are required, at least 10 ranks in each of these and 5-10 ranks in the other skills are required for an ebb-user to be considered for official piloting by Dark Lament).

Armament: Blast Amplifier (DMG, PEN and AD x2).
 Telekinesis Guided Ebb-missiles (x4).
 Cost: 600,000 credits.
 P.V. 15 I.D. 300
 Acceleration Rate: Telekinesis: As per Rank.
 Reality Fold: N/A.
 Turning Circle: 0 at all speeds.

Additional Notes: Combat Awareness glyphs built into hull give +4 to dodge.

An Eternal Flux 20 Gem is built into the hull as a last resort if the pilot exhausts all Flux. Use of this gem will only be permitted by the craft when it senses the pilot is low on Ebb. Calming Glyphs give pilot +2 COOL and +5 to any concentration rolls whilst in the craft. Glyphs also allow the pilot to maintain multiple ebb abilities, such as piloting and firing weapons.

Notes: Telekinesis Guided Ebb-Missiles; Use pilot's skill in Telekinesis for 'to hit' roll. Pilot may correct missile's course up until point of impact.

Missile has its own power source, so the pilot need only give it bumps and slight corrections just to point it in the right direction.

Due to extra control given to the pilot over missile direction, pilot's do not need outside authorisation to fire these missiles, yet any damage to SLA property will not be looked on kindly by Head Office.

Missiles cause damage as per Blast level 18.

FEN – GA '7 SERIES' AUTOMATIC PISTOL

Written By: Mathew Pook

General Armaments are suffering from loss of financial backing, their products are not selling well and FEN have made it clear that a buy out is imminent.

A forward looking executive at GA, Martin Pirrelli, has launched a series of collaborations with other weapons manufacturers in an attempt to raise the stock value of GA.

The FEN-GA '7 Series' is the first of these collaborations, and much rests on it's success or failure.

The 7 Series uses a new ammunition size and type to achieve it's goal; that of having flexible weapons holding dual clips. The 7.62mm shell size intrigued FEN, whose designers were looking to move in to the smaller caliber market after the success of their 091 Farjacket took them to the other extreme.

7.62mm ammunition is (at the moment) limited to: 'standard', HP and AP. There are plans to release a HEAP variant, but this may be some way off.

There are four weapons currently available in the 7 Series. If they are a success FEN may take the option to 'buy out' the idea from GA and develop it further.

All of the 7 Series are made from carbon-fiber / ceramic constructions, making them extremely light. They are functionally simple, allowing minimum maintenance. All weapons have a high rate of fire and low recoil, each is ready fitted with recoil baffling, and laser painting. The 704, and 711 can also take silencer and flash suppressor.

701 L.A.P. (Light Automatic Pistol)

The 701 is designed to be small and light, allowing easy concealment. Set for either double shot or single, elegant and simple to use.

Clip	ROF	RCL	Range	Cost
18	2/1	1/0	8m	80c

704 D.C. (Dual Clip)

The 704 utilises the dual clip to deliver the 'concept' of the 7 Series in to action. A switch allows the user to change from one clip to the other, changing ammunition types without losing a shot. Or you could of course use the facility to simply extend your ammunition supply in a firefight.

Clip	ROF	RCL	Range	Cost
(2) 20	4/1	3 (0)	10m	130c

709 'Ribbon' (SMG)

The 709 utilises the dual clip strategy of the 704, but allows the user the rapid delivery of an SMG. Unfortunately there is no recoil baffling yet available for the

709, though research is near completion on an 'in built' reduction.

Clip	ROF	RCL	Range	Cost
(2) 30	8/4/1	5/3/1	15m	320c

711 'Fletch' (AR)

The Assault Rifle 711 is sleek, light and incredibly simple to use. Trials on Hed showed it compared well to both the FEN AR and the Finisher. Although slightly lacking in penetration, it's high ammunition hold and low recoil meant it shone in close up action.

Clip	ROF	RCL	Range	Cost
(2) 20	5/2/1	3/1/0	20m	700c

Standard Ammunition

Weapon	PEN	DMG	AD
L.A.P.	2	3	1
D.C.	3	4	1
Ribbon	3	4	1
Fletch	4	5	2

Ammunition	PEN	DMG	AD
HP	0	6	0
AP	7	1	1

The FEN-GA collaboration may be a sign of a way out for GA, allowing them to keep some autonomy by working with some of their competitors in joint projects. This would also allow both parties in each collaboration the

chance to develop some of their more 'obscure' weapons ideas, that may not have otherwise seen the light of day.

GA are rumoured to be working with BLA on a variant of the 9442 that would give Shivers access to a greater variety of shot types.

DOOM DOGS

"The Domino Dog is as close to perfection as we could make it. It has proven to be one of the most efficient killing machines ever to come from the labs of Phantom Pregnancy. This latest development comes from Dark Lament without my consent or approval. They have managed to corrupt a very pure idea. Why am I not surprised? It's only saving grace is it's choice of prey, which I understand it hunts exclusively of all others. Isn't that a Silver Lining?"

Maxon Hagen, response to questions at a Third Eye news conference on the release of the 616 Domino Variant, 902 SD.

"Doom Dogs were developed by Dark Lament in direct response to the increasing Feral Ebon threat growing in Downtown. They are a development of the Domino Dog, and we thank our friends at Phantom Pregnancy for their co-operation in this project. Doom Dogs hunt Feral Ebons. The citizens of Mort have nothing to fear."

Sylvia Britt, Department Head of 'ShadowFire', Dark Lament's newest 'Bio' division, 902 SD.

Assessment: Dr. Mark Reiko.

Department: ShadowFire, Dark Lament laboratory.

Date: 01/04/902 SD.

To: Mr. Daniel Travis, Head of Dept. Extermination.

Subject: Doom Dogs, performance and suitability.

"Two Doom Dogs were used for the trial, operating in Downtown Sector 280. Corroborating evidence, in the form of video footage, and voice reports has been supplied by a Shiver 'Sleeper' Unit (see separate report).

Both Dog's entered the Sector through storm drains adjoining the perimeter wall with Downtown 279, the Shiver monitoring station of 279 failed to pick them up on both optic and tremor scans, confirming the 'stealth' implants operation.

As soon as they entered 280, the Dogs were confronted with a roaming pack of six Carrien. Both Dogs avoided contact, using natural cover and stealth, their 'instinct' to attack the Carrien being controlled by their enhanced 'target acquisition' program.

Upon reaching the last reported position of feral activity, the Dogs spent approximately seven minutes finding the trail of the Ebb use, which they then began to follow.

The Dogs covered approximately seven kilometers, through two lower levels, and eventually in to a sewer outlet leading to Cannibal Sector Three. The tracking covered ground contaminated with both toxic waste, as well as recently deposited flood debris known to be 'Flux contaminated'. The original scent was adhered to at all times.

Upon entering CS 3, the target was acquired at close range, being aware they were being followed, the target had taken to higher ground in an abandoned chemical storage cylinder.

Both Dogs closed for the kill, taking a wide, 'split' approach, minimising targeting for the Feral as well as allowing easier access to 'fold' routes. The lead Dog took a Blast, which did considerable damage, this did not prevent the Dog from closing on the prey. The trailing Dog 'folded' to attack, taking the Feral completely by surprise.

Once the Dog had engaged the Feral in close combat, the Feral tried to 'port' away. Both Dogs successfully followed, jumping almost simultaneously with the Feral.

The ensuing combat lasted approximately 48 seconds, after which the Feral was dead. Both Dogs spent approximately two minutes 'confirming' the kill and feeding, during this time both Dogs successfully 'leech' Flux.

Upon retrieval, both Dogs were found to be operating at low metabolic levels, the injured Dog had healed completely.

The Shiver Sleeper unit which inadvertently filmed the encounter, verified the use of Flux as well as the Dogs calculated attack, stating that they only used 'minimal' force.

The ten Dogs placed on order by your department will undergo field trials, before they are delivered on 30/04 as per contract."

Report approved for release by Ms Sylvia Britt, Department Head, ShadowFire.

Game System Stuff

Doom Dogs are based on the successful Domino Dogs, with some startling enhancements to allow them to concentrate on hunting Ebons.

The chitinous armoured layer of the Doom Dog has been impregnated with a Flux Gem 'Matrix', making it act as a sort of Deathsuit.

The Doom Dog's brain has been programmed using a Flux Matrix allowing it to access it's Ebb Abilities.

The 'Ebb Abilities' the Doom Dog may use are:

1. Detect, Ebb Awareness, Rank 8, true Track. 8 Flux.
2. Reality Folding, Ebb Manipulation, Rank 7, Jump Port 7. 7 Flux.
3. Protect, Ebon Guard, Rank 4, Channel 1. This is the basis for the Doom Dog's 'leech' ability. 0 Flux.

Doom Dogs have their Ebb Abilities 'programmed' in to their brains, at an equivalent of skill level 6.

They do not 'formulate' to use their abilities, but rather drive them with instinct, needing to achieve 11+ as a skill roll to activate any ability. Each ability is triggered to go off immediately, i.e. in the phase it is used.

Doom Dogs use their Flux Gem Matrix to gather and store Flux in their armoured skin. They gather 20 Flux per day, which is stored in their skin. Flux used drains from their store, and is replenished 24 hours later.

Doom Dogs have the ability to 'leech' Flux from victims they have slain. They do this by using their Channeling ability, with this they may be able to boost their Flux Storage by up to 10, which remains with them until the days end, when it is 'cleared down' with the other Flux. The maximum Flux a Doom Dogs skin may hold is 30.

The Dogs are programmed to hunt Ebons. They will ignore other enemies in favour of pursuing

their chosen prey. if they are attacked and damaged by another sort of 'target', they will deviate from the hunt to dispatch their attacker.

Doom Dogs track feral Ebons through the distinctive 'taste' of the Flux they use. Flux gathered, stored and used by Feral Ebons has a different 'signature' for two main reasons.

Firstly the Flux is not 'used' through a Deathsuit, the Ferals use their direct thoughts and emotions to channel the Flux, leaving a definite 'character' imprint on the Flux residue.

Secondly, Ferals 'formulate' at a sub-conscious level, without using the strict mental disciplines of their Ebon cousins. This means the Flux used is almost 'raw', again leaving a distinctive 'taste' for the Dogs to follow.

Generally, the Doom Dogs will be sent in to areas where there is known Feral activity, and where there has been a confirmed sighting of Ebb use by a Feral.

The Doom Dogs acquisition program contains Flux signatures from 'normal' Ebons, i.e. ones that use a Deathsuit and Formulate. this ensures that they will almost never make the mistake of targeting an Ebon Operative. So far, in all laboratory as well as field trials, no 'legitimate' Ebon has been attacked.

Ebons do not find this all-together re-assuring, and most sane Ebons have a very healthy fear of Doom Dogs.

Doom Dogs are programmed to respond to Necanthropes as masters and priority programs ensure that a Necanthropes instructions override previous hunt targets.

D o o m D o g s

STR	12	Walk	3m
DEX	14	Run	6m
DIA	3	Sprint	8m
CONC	4	Weight	110kg
PHYS	13	Length	3m
KNOW	3	(Nose to Tail)	
COOL	15		

SKILLS	RANK
Detect	8
Tracking	8

Sneaking	4
Hide	4
Unarmed Combat	8
Climb	4
Running	4
Swimming	4
Ebb Use	6

Natural	PEN	DMG
Weapons		
Front Claws	3	3
Hind Claws	2	3
Quills	2	4
Teeth	4	6

Position	Hits	P.V.
Total	70	--
Head	23	7
Torso	70	7
Legs	35	7

Doom Dogs regenerate at a rate of 2 hits per round, and take 'no wounds' during combat.

"Hey, I hate Ferals as much as the next gal, but these things make my bones go cold, feel sorry for the Feral fuckers really."

Lace, female Operative with UnderScore.

"It just stalked on by me like I wasn't there. I froze in my tracks man. As it passed I just sensed death. No way would I take one on, simply not enough UV on Mort."

'Frosty' Frazer Dern, Frother with RunThrough.

"Dark Lament have gone too far this time. This is an abomination. Malice, death and unrelenting hatred emanate from every pore of the Dog's body. Every Ebon with any shred of emotional sanity left should fear them. It is only a matter of time before they break their programming."

Root, Ebon Operative with Blood Twist.

"Hey! Cool! Dark Lament actually got something right for a change. Where can I get one?"

Zoot, Brain Waster, First Strike.

FINDING A JOB: BPN'S

Here we go with a White and a Silver, two of the more obscure BPN types. Hopefully both will offer plenty of scope for Op's to make or break their careers.

"Hey, I laughed 'til it hurt. These guys just slay me!"

One of the most popular shows on TV is the Lauran and Harty Show, these two slap-stick heroes have over eighty weekly shows and nine movies under their belt. The public simply can't get enough of their antics, their physical brand of humour and the sparse, snappy dialogue, has made them the 'peoples' heroes.

The Lauran and Harty Show goes out every Saturday night, right after the prime time news broadcast, a prized slot for both advertising and sponsorship. Third Eye have signed the stars for another fifty weekly shows and three movies. Lauran and Harty are set to be around for a long time.

The merchandising of the two stars has grown to match their fame; anything you can think of can be bought with their distinct faces on it, along with some of their catch phrases.

The BPN

Stan Lauran and Oliver Harty are big business for Third eye. Their brand of comedy has hit a vein of support in the citizens of Mort not seen for many years now.

Their humour is very physical, their stunts are legendary, as is the stars' insistence on doing them themselves.

Both of the actors are tightly managed by Third Eye, their public appearances carefully monitored and their private lives kept very private indeed.

Third Eye guard their stars closely to protect a secret. Both Lauran and Harty are in fact a make of Stormer. A Vevaphon variant, with greatly increased facial flexibility and enhanced regenerative abilities.

The 'batch' of Vevaphons that Stan and Olly come from consists of eight Stormers, four of

each 'type'. Two are kept working and six are kept in deep slumber.

Each Stormer has been 'programmed' with the Stan and Olly character, and is almost incapable of independent thought patterns, they will always speak and act as their screen persona.

Three days ago Tempest broke in to the holding laboratory and attempted the 'Release' of the six sleeping Vevaphons. The Stormers awoke and slew all of the Tempest operatives, then escaped in to the maze of upper Downtown, attracting much attention as they went.

Third Eye believe that the release drug pumped in to the Vevaphons has had a twisted affect, instead of inspiring suicide, it would seem to have prompted the Vevaphons to seek out and destroy their original 'templates', the characters upon which they are based; Lauran and Harty must die.

Third Eye have long since buried the human actors upon which the two characters were based, and fear for the lives of the two Stormers currently working as Stan and Olly. The public's demand for the two stars is as strong as ever, and rather than cancel the scheduled public appearances, Third Eye have issued a BPN to protect their assets.

SCL: 9 (Arbitrary)

Contact: Third Eye News, BPN Dept.

Training Package Recc.: Any (see below)

Colour Code: Silver

Summary: Squad of Operatives needed to accompany media stars on promotional visits to malls. Only competent, good looking squads need apply. Contact Liasa Brooks; 555/ar/485-660

Coverage: Third Eye

Consolidated Bonus Scheme: 2,000c

Payment: Per squad

SCL Increase: 0.5

What The Operatives Are Told

Liasa Brooks will be careful not to tell the Op's that the stars are Vevaphons. She will simply tell them that Third Eye has received numerous death threats against Stan and Olly, and that the most recent of these are being taken seriously.

Essentially, Third Eye want a squad to accompany the duo on their next three public engagements, staying with them as bodyguards in between times.

The Op's are reminded that they will be on camera for most of their time on the BPN, with some footage going out live.

Liasa will tell the Op's that a gang of 'copycats' has formed, dressing and acting like Stan and Olly, they look comical but are deadly serious. They have been spotted in Upper Downtown and are rumoured to be armed and extremely dangerous. The Op's will be issued with six termination warrants with the gang's names on, though no pictures of the gang exist, they will be made up to look exactly the same as Stan and Olly.

The fact that the Op's will be on camera for most of the BPN will be emphasised by Liasa, who makes it clear that Stan and Olly's public duties must not be hindered.

Stan and Olly's next three public appearances are to be:

Opening a Shopping Mall in Suburbia.
Attending the funeral of a fellow comedy legend, Louie Similiar.
Presenting awards at a Third Eye show biz party.

T h e S t o r m e r s P l a n

The Vevaphons are each programmed with the knowledge of the three events, in case one of them had to be used for the occasion. Essentially, they will split in to three pairs, and make one or more attempts at each appearance.

T h e S h o p p i n g M a l l

"That's another fine mess.... "

The two Vevaphons will intercept the Op's on their way to the Mall, pulling out in front of them with a huge 'dumper' truck.

The Op's may or may not be aware that the vehicle in front of them is being driven by the two Vev's.

The two Stormers will suddenly break or veer towards the Op's, causing them to make a difficult Drive skill roll (-5 to -8), if they fail, the Op's will inevitably crash in to something.

If they pass, the Vev's release their secret weapon.

The back of the dumper truck disgorges hundreds of thousands of synthetic banana skins all over the road. If done at speed, they cause the Op driving to make a Drive skill roll at -8.

It soon becomes apparent that the Op's cannot continue over the skins, whether they stop voluntarily or they crash, phase two is put in to operation.... the skins are set alight.

They burn with a ferocious blue flame, giving off a thick black, toxic smoke that obscures the view and chokes the breath from those breathing unaided.

After the skins are alight, the Vev's move on the car with Stan and Olly in it. Both Stormers are out of control and will charge down the vehicle, hoping to get a chance to either smash through a window, so striking at Stan and Olly, or they will 'pour' themselves through an opening like a hatch, re-assembling in the vehicle in a frenzy of claws and teeth.

Stan and Olly will panic, in true comedy mode, trying to get themselves out of the situation by generally making things worse, usually be doing the exact opposite of what they are told. They will act in a slap stick manner at all times, using the Op's as 'extras' for their get away gags.

The two Stormers can only be stopped by reducing them to bloodied rags, otherwise they will fight with every ounce of strength to get Stan and Olly.

T h e F u n e r a l

"I'm sorry Olly, I didn't know what to do.... "

Louie Similiar is a comedy legend, a fore runner to Stan and Olly and a giant in the annals of Third Eye comedy history.

Louie is to be buried in the Uptown Necropolis of Dedonite, a towering block of vaults and gardens, with eighty levels of below ground storage. Each floor of the Necropolis is a thousand meters across, and each follows the same circular pattern. Up to thirty burials occur simultaneously on each floor, with the coffins being brought in by central elevators.

Louie is to be buried in an exclusive garden of rest on the 93rd floor, shared by only seventy other occupants, compared with the seven thousand on each of the other floors.

His funeral is attended by two thousand Third Eye guests and numerous camera crews.

The two Vev's have a double edged plan. During the speech to be given by Stan and Olly, one of them will burst from Louie's coffin, which they have previously emptied, to make a grab for the throat of either Stan or Olly. The Vev in the coffin is covered with Frag grenades, thirty in all, wired to go off simultaneously.

Prior to the speech, Third Eye have planned a surprise farewell from Louie's slap stick side kicks, the KeyBone Chops. Twenty of these comedy Shiver types will come crashing in to the cemetery, apparently chasing (or being chased by) some heinous villain, blowing whistles, waving riot batons and falling around a lot.

They will work the crowd with great enthusiasm, never getting too close to Stan and Olly. One of the Op's could easily mistake one of the Chops as a Vev.

If the Op's manage to escape the funeral the other Vev will strike. As they reach the ground floor in the elevator, there will be a loud explosion, the roof of the elevator will be ripped open and in will drop the other Vev. His aim is to disguise himself as the real version of 'himself'. He will interact with his 'real' partner and confuse the Op's, trying to get them to shoot the 'real' version of himself.

In the slap stick confusion that follows, the Vev will try to inject the 'real' version of his character with Release. If successful, he will drop the charade and attack the remaining partner, caring nothing for his own life.

Once injected with Release, the 'real' Stan or Olly (your choice), will start to become morose and lethargic, all in a fashion in keeping with their character; Stanley will cry a lot and fidget with his clothing, and anything around him, Olly will get grumpy and take to badgering Stanley and the Op's, blaming them for his current sad state.

Third Eye Show Biz Party

By the evening of the party, the Released Stormer will be utterly depressed and suicidal, looking for ways to kill himself, all in keeping with their character; throwing themselves under trains, or hanging themselves with their own tie, etc.

At the awards, the final pair of Vev's are waiting in the roof of the auditorium, concealed in the ropes and gantry's of the stage scenery.

They will wait for Stan and Olly to take the stage before attempting their strike....

And here's where you come in.... take your favourite mishap from a Stan and Olly classic and go for it.

Drop a piano from the rafters, or a safe, or a girder, or have them drop dressed as Gorilla's.

Another tack is to have them capture a very prominent Third Eye official, hold him hostage at the top of an apartment block and demand that Stan and Olly bring them a full sized piano, pushing it up the stairs of course. The trade will be the life of the Third Eye official for the lives of Stan and Olly.

You may think this a bit silly, and you may be right. But we prefer to see it as a chance to role play and re-enforce the power that media stars have over the likes of the Op's.

And of course you do get a chance to do your Stan and Olly impersonations and drop piano's on people.... what do you want from a game?

Stan & Olly Vevaphons

Strength	12
Dexterity	12
Diagnose	8
Concentration	8
Charisma	8
Cool	10
Walk	1
Run	3
Sprint	4
Movement	37
Half Move.	74
No Move.	111
SKILLS	RANK
Detect	9
SLA Info	4

Unarmed Combat	11
Blade 1H	6
Stealth	9
Sleight	9
Gymnastics	5
Hide	7
Acrobatics	5
Climb	7
Throw	6
Acting / Cinematography	10

They have enhanced regenerative powers, allowing them to ignore wounds and to heal two hits per phase.

The Vevaphons have limited shape shifting abilities, roughly 50% flexibility of their 'normal' Vev cousins.

As a 'safety' feature, each Vev has a built in life span of four years, after which their DNA starts to break down.

The Stan and Olly Vev's have only one goal; kill the original Stan and Olly, they care nothing for their own mortality.

"Oh good. A 'White'. Maybe a little too subtle for us?"

Flying Jelly Attack Confectionery have been producing sweets and desserts for some time now, having a well established share of the confectionery market in most areas of Mort.

Their relative success is in their ability to change their product lines to meet public demand, which can be fickle to say the least. They also have one of the more successful advertising campaigns on Mort, including the sponsorship of two Operative squads and three Contract Killers.

Recently a 'copycat' serial killer has appeared in Downtown, mimicking one of the sponsored Contract Killers, bad business for Flying Jelly.

They want the serial tracked and killed.

Unfortunately, the two squads they sponsor are otherwise engaged, one off world in the Stone Rim Colonies, the other working a Yellow for the Dept. of the Environment. Hence the BPN.

SCL: 9

Contact: Dept. Contract Sector, Mr. Amos Anderson: C/455-983-0264

Training Package Recc.: At least one I&I in squad.

Colour Code: White

Summary: Squad of Operatives needed to investigate serial killer operating in copycat fashion. Extermination warrant available (monitored bonus).

Coverage: Station Analysis

Consolidated Bonus Scheme: 400c (Extermination Warrant Bonus; 500c)

Payment: Per Operative. Warrant : Squad

SCL Increase: 0.5

Amos will give the Op's discs with dossiers covering the Contract Killer, Claw, and the 'copycat' Serial Killer, Mawler.

The information gained by the Op's should be worked for by investigation and effort, don't simply let them make skill rolls. The dossiers may contain whatever of the following you see fit, depends how much of a leg up you want to give the Op's.

C l a w

Street Information: Contained in dossier, additional discovered with Streetwise roll at indicated difficulty rating.

Claw is a 'hot' Contract killer, believed to be in negotiation with DPB and the Dept. of Extermination. Claw works the sectors a lot, earning a lot of cash from Carrien bounty. Claw's trademark is either mutilating or removing the eyes. Claw has been around for a few months now and has made enemies of the two gangs whose territory he regularly crosses to get to the sectors where he works (mainly 3 and 4); RazorBacks and Lords of the Sprawl. Claw has fought 'on camera' duels with the Contract Killers NeoKnight and Kracker, killing them both in SlaughterZone specials where they ran in to each other during a Carrien hunt.

5: The RazorBacks plan to ambush Claw on his way out of the sectors, to steal the Carrien tokens and to pay back for their humiliation at his hands; Claw fought seventeen of them in a 'dual', killing them all.

10: Claw is believed to be a non-human, none have seen him out of his SilverBack, but word on the street is he's either a Wraith Raider or a Feral Ebon.

SLA Info.: Skill roll at difficulty ratings to obtain information.

3: Claw went 'contract' three months ago, before this he was the only surviving member of a squad wiped out in a DarkNight ambush on a shuttle in the Stone Rim Colonies. Claw is currently SCL 6.

5: Claw is a Wraith Raider. It is known that Cloak have interviewed Claw on three occasions, though there are no files available on the interviews. The Contract killer, Kracker, killed by Claw was working a Grey for Cloak at the time of his death.

12: Claw is working a Platinum for Head Office, somehow connected with Karma and the Cannibal Sectors.

Mawler

Street Information: All contained in dossier.

Mawler works the two sectors in Downtown bordering the walls with the Cannibal Sectors. Claw is known to favour. Mawler works in pale imitation of Claw, killing his victims with blades then removing their eyes.

Mawler has killed eleven victims so far and is loathed and feared by the residents of the areas he works. Word is the Lords of the Sprawl are using Mawler to increase their protection racket. The RazorBacks are committed to hunting down Mawler, as he is bad for their rep.

SLA Info.: Skill roll at difficulty ratings;

5: Mawler is believed to be a human, possibly an outcast from the RazorBacks gang. He kills once, maybe twice a week, with no apparently consistent MO, apart from the removing of the eyes. It is thought he kills with a MAC Knife or similar blade.

8: Mawler is thought to be an escaped inmate from the Arkham Institute, an asylum in Suburbia. A sociopath, Mawler spent some time trying to assimilate in to gang culture, failing this he turned rogue and is now obsessed with Claw, believing him to be a 'soul mate'.

13: Mawler is failed Operative, being thrown out from Meny due to failing a final stage Psyche Evaluation, he was under observation at

the Arkham Institute, suspected of homicidal tendencies. Mawler's real name is Mandrik Carson.

What's Going On

Claw is not happy with his Flying Jelly sponsorship, they are slow payers and do not give him any exposure that will further his career. He wants out from the contract, and more to the point, he wants Flying Jelly to stop using him to endorse their products.

Claw's Flying Jelly contract has a full year to run.

Claw figured that a diversion was needed, something to take attention away from him, to make Flying Jelly disassociate themselves from him. Enter Mawler.

Claw bumped in to Mawler on one of his return trips from the sectors. Claw wiped out six of Mawler's colleagues from the RazorBacks and spared him, telling Mawler that they were "brothers in blood", inciting Mawler to keep up with Claw in his killings.

Claw had no way of knowing how successful his meeting had been. Mawler took to his task with murderous enthusiasm.

Mawler and Claw have no physical contact, though sometimes Claw leaves messages scrawled on the walls of the sectors for his 'blood brother' to read.

Flying Jelly do not suspect the link between Claw and Mawler, though they are aware of a shift in the public's perception of Claw, he now seems to be becoming 'boring', a new campaign is being planned on the back of Mawler.

Flying Jelly have issued the BPN in an attempt to give Mawler some added street cred., having a squad investigating him will draw more attention to his activities, thus raising his profile in the eyes of the public.

Flying Jelly do not really want the Op's to succeed in the BPN, if they get the chance they will feed the Op's false leads and information. Amos is heavily involved in the new Mawler campaign and does not intend to throw his career away.

Running The BPN

Mawler is a difficult opponent, having both gang and street connections, maybe even a few old Op buddies with favours he can call in. He is deranged and believes he has a mission to compliment his 'blood brother' in his killings. Use stats. for Props (Karma 139).

Claw realises that Mawler will soon move the focus from him as far as Flying Jelly are concerned, when his own popularity reaches a suitable low, Claw plans to buy himself out of the contract.

Should the Op's catch or kill Mawler, Claw will take it upon himself to 'resurrect' the Serial killer by resuming the killing spree in Downtown. Claw will mimic Mawler's style, and may even plant evidence and rumour that the Op's caught the wrong person.

The Op's may or may not be involved in the follow up BPN to catch the 'real' Mawler. If Claw is successful in resuming the dead Serial's reign of terror, the Op's will have their payment for the BPN withdrawn and will gain a rank of Bad Rep with Third Eye.

The Op's may want to resume their hunt for Mawler (aka Claw), who will be elusive to the point of phantasm. Claw can be used as a background theme to the Op's lives, giving them something to work on in their own time. Maybe the Op's will one day confront Claw, on camera, with a huge grudge to settle.... Claw has Shock, SinewShock, Brace and SinewBrace, all to level 3. Skeletal Enhancement; Claws and Quills (Retracting).

Strength	(10) 13
Dexterity	(15) 18
Diagnose	10
Concentration	8
Charisma	6
Cool	(8) 9
Walk	2
Run	4
Sprint	(6) 9
Movement	41
Half Move.	82
No Move.	123
SKILLS	RANK
Survival	6
Tracking	8

Detect	8
Martial Arts	15
Running	10
Climb	8
Hide	8
Sneaking	7
Acrobatics	9
Blade, 1-H	13
Flexible Weapon	10
Gymnastics	8
Swim	7
Throw	7
Tactics	7
Streetwise	6
Evaluate Opponent	6

Claw wears SilverBack armour and is armed with a Gash Fist, Power Whip and three Throwing Knives (MAC).

VEVAPHONS MADE SIMPLE

Written By : Glenn Berry

After playing two Vevaphons at SLA-Con 97, I thought they were a great idea but there's something about the rules for them that really doesn't work for me, also I didn't want to make them as powerful as a T1000, these are my rewritten rules for them.

Vevaphon Skill - Morphing

All Vevaphons get a Rank 4 in this skill when starting out, this skill has no upper limitation, however, it is not increased like other skills, this skill is increased along the lines of the Ebon skill Formulae, whereby a rank is awarded by the GM for creative use of the Morph skill or if he/she feels the character has learned something about the Morphing ability. This skill is used for any alterations to the body of the Vevaphon, whatsoever.

Vevaphon Statistics

I saw no reason to play with the statistics as such and have left them as per Karma (pp125).

STR	5 - 10	Height	1.5m - 2m
DEX	5 - 10	Weight	61kg - 80kg
DIA	5 - 10	Walk	1
CONC	5 - 10	Run	2
CHA	5 - 10	Sprint	4
COOL	5 - 10	Move	17+2/STR
		Hlf Mve	x2
		No Mve	x3

Vevaphon Abilities – Metamorphosing

There are 4 restrictions on this ability, these are:

- 1) The Vevaphon cannot split it's mass, if it does the lesser parts will die if they are not absorbed back into the main body within (Original) phys x2 hours, all the Vevaphons statistics are reduced to the percentage of the largest piece.
- 2) The Vevaphon cannot metamorphose mass up or down.
- 3) The Vevaphon is unable to duplicate identities, this does not mean they cannot duplicate looks, it means they may not take on the personality and or memories of an individual.
- 4) Vevaphons may not mix their bodies with other Vevaphons for anything other than pleasure, whilst intermixed they are unable to anything other than withdraw due to the entirely pleasurable sensations, experienced whilst in such a state.

Statistic Alterations

The Vevaphon is able to manipulate it's body, to change the way it's body works in order to better suit the job it is trying to perform - changing the tissue to compensate for the various pressures, stresses and forces placed on the body during a mission.

Game Use

The Vevaphon is able to transfer points between DEX and STR, the Vevaphon cannot transfer a statistic down below one.

Any skill maximums are affected, and if a skill is held at a level higher than the original level

of a statistic, the skill can be used at the higher level.

In order to transfer points between statistics it takes two phases and a Morphing roll of 16.

Armour

Although possible for a Vevaphon to wear armour, it is unlikely that they will for the Vevaphon is able to harden it's outer surface, in effect creating it's own armour.

Game Use

The Vevaphon creates armour by hardening it's outer layer, this has the effect though of reducing it's DEX by 1 point per 2 PV, it is possible for the Vevaphon to have a negative DEX, although the Vevaphon is unable to move whilst it's DEX is 0 or less.

Every 2 points of PV requires a Morph skill roll of 18+, and takes a phase.

Natural Weapons

The Vevaphon is able to create blunt and bladed weapons, by shifting cells to form the weapon required, creating weapons similar in effect to knives, hammers swords, baseball bats, etc.

At high levels of Morphing skill the Vevaphon is able to emulate a friction glove by oscillating the cells of the hand to create a Vibro weapon.

Game Use

A Vevaphon gains, at each rank of Morphing skill, certain abilities to create weapons using the parts of its bodies:

Rank 4

Weapon: Blade

DMG 1, PEN 1, AD 0.

Description: The hand is transformed into a single blade approx. 24cm long.

Rank 5

Weapon: Hammer

DMG 2, PEN 0, AD 1.

Description: The hand is made more dense and resembles a hammer.

Rank 6

Weapon: Sword

DMG 2, PEN 1, AD 1.

Description: The hand and forearm are transformed into a sword, approx. 1m long.

Rank 7

Weapon: Axe

DMG 3, PEN 2, AD 2.

Description: The Vevaphon adds mass to its hand to form a large axe head.

Rank 8

Weapon: Power Up

DMG +1, PEN +1, AD +1.

Description: This skill is the ability to vibrate the edges of any personal weapons created in previous Ranks.

Rank 9

Power Up 2

DMG +2, PEN +2, AD +2.

Description: This skill is the ability to vibrate the edges of personal weapons created in previous ranks

Rank 10

Weapon: Instant Blade

DMG 3, PEN 3, AD 1.

Description: As for Sword, but can be created in one phase.

Rank 11

Weapon: Instant Hammer

DMG 4, PEN 2, AD 3.

Description: As per previous named skill but can be created in one phase.

Rank 12

Weapon: Instant Axe

DMG 5, PEN 4, AD 3.

Description: As per previous named skill but can be created in one phase.

Rank 13

Weapon: Power Fist

DMG 6, PEN 0, AD 6.

Description: Mass is added to the fist and the outer layers are oscillated.

Notes

Each particular weapon can be created in as many phases as the sum of DMG and PEN. Each rank can use the weapon of the ranks below.

The 'power ups' are cumulative and are applied to all the weapons of the ranks below, although this is at the discretion of the Vevaphon.

The Instant weapons are created by the Vevaphon in one phase.

The Vevaphon receives the Natural weapon bonus for all weapons created.

Vevaphons Taking Damage

The cells of a Vevaphons body are much less susceptible to damage from kinetic sources as they can shift out of the way, they are more susceptible to damage from the Ebb as it interferes with the Morphing ability.

Game Use

Vevaphons take only half damage from single point kinetic wounds, i.e. blades, spears, bullets.

They take full damage from multi-point kinetic wounds and all energy type attacks, i.e. explosions, cold, electricity, fire.

They take full damage from all Ebb generated damage, and heal at 1/4 their 'normal' regeneration rate.

Healing / Reconstruction

The Vevaphon has extremely fast healing abilities and can regrow billions of cells in seconds, Vevaphons do not bleed.

Game Use

The Vevaphon regenerates at a rate of one hit point per round, no wounds are taken from any damage.

"Vev's have a bad rep in the Operative world, too tricky, too slippery, too weird. Silly putty monsters from some freak show, created by Karma without too much thought or attention to detail. Spook's civilians like nothing else."

Billy 'Bones' Turrin, Operative with WarDogs, Mort 902 SD.

"Vyv, he's our squad Vev, at least I think it's a 'he', how would you know, y'know? Anyway, yeah, he's pretty cool. He's there when you need him, usually with some weird shit going on with parts of his body, like swords and stuff instead of arms. Yeah, Vyv's alright by me."

Dexter flint, Frother with Black Dust, Mort 901 SD.

"I make my body in to what's needed. I get the job done. I like working as an Operative. I don't like guns, but I carry one. Ebons make my head hurt. I do not live in a bucket, why do Humans say that? It is not at all funny."

Vyv, Vevaphon Operative with Black Dust, Mort 901 SD.

Glenn's views on Vevaphons reflect what a lot of people feel; great character class, too complicated in the rules.

The emphasis on their Morphing 'skill' being awarded in a similar fashion to the Ebon Formulate, makes them more 'playable' as characters. One thing, what happens when *they* reach 20.... ?

SOFT COMPANIES

ALIEN SHORE

Company motto: "Turn a stranger in to a friend."

Alien Shore began life as a simple operation running from the upper reaches of Downtown, originally known as "Quick Change".

Their back street clinics offered every 'off the shelf' surgical service anyone could possibly want: abortions, sex changes, cosmetic surgery, body piercing, tattooing, minor surgical repair, transplants and implant removal.

As their business grew, Quick Change picked up on a new trend among the citizens of Mort.

More and more of their clients were asking for minor cosmetic enhancements or changes to make them look more like their alien cousins.

The chief surgeons and chemists of Quick Change saw an opportunity for growth, and Alien Shore was born.

Alien Shore can make you look more like an 'alien', with surgery they can quite successfully re-create the physiques and the looks of Ebons, Wraiths or Shaktars.

The projected figure for Alien Shore's turnover for 902 SD is in excess of 20M unis (Source: Dept. Recreation & Entertainment).
SLA have woken up to Alien Shore.

Game System Stuff

Alien Shore are heavily, and very secretly, backed by DarkNight.

The Director of Operations for Alien Shore is an enigmatic, reclusive man known to all employees of Alien Shore as Dr. 'X'.

Alien Shore currently employ seventy people, operating from three mobile premises. They are known to retain the services of six Props, and liberally spread money amongst the Shivers and Gangs in the Downtown sectors they operate from.

The secret of Alien Shore's success is their radical use of surgery, in conjunction with 'new wave' drugs. A lot of tissue is used in most operations, very little of which comes from the client. Most of the additional muscle/skin/bone needed to achieve the 'alien' look is grafted on. The low rejection rate (04%) of grafted tissue, is testament to the effectiveness of Alien Shore's new wave of drugs.

Dr. X worked as a pioneer in much of DN's early work in developing a usable form of Shatter. Over the last six years, the good Dr. has refined this to incorporate elements of Cyclopheromine, a key component in the Karma drug Alice™.

Alien Shore use 'tissue' taken from a variety of sources, mainly the victims of the Props they hire, though occasionally they will use Gangs to bring them bits of Aliens they find hardest to manufacture, such as Shaktar 'jaws' and Wraith Raider tails.

One of the most remarkable achievements of Alien Shore is their recreation of a 'Deathsuit'. The skin and tissue used to achieve this affect is highly unstable, and has to be replaced twice a year, though the look is eerily lifelike (while it lasts).

Alien Shore have distributed catalogues throughout Downtown, and are known to have created make up affects for at least three 'major'

TV series (Rogue Raider being the most well known).

Alien Shore's prices vary greatly, depending upon the look the client wants, and how far they are away from 'naturally' achieving the desired look. It costs more to make a 1.5m weed look like a Shaktar, than it does a muscle bound 2.5m giant.

The real nightmare of Alien Shore is their 'new wave' drug Katalamine, which is the hybrid Shatter/Alice™ cocktail used in all of their surgical operations.

Katalamine acts as a DNA altering agent, as well as a powerful hallucinogenic. The clients of Alien Shore gain Delusions and Psychoses, and believe themselves to be what they desire.

Clients of Alien Shore fight the onset of physical and mental collapse in to insanity using their DIA and their PHYS. As a rule of thumb, it takes DIA+PHYS weeks for the full effects of Katalamine to kick in.

Each day after the 'warm up' period (D+P in weeks), the client must make a PHYS roll against addiction to the drug, with a -1 modifier for each day after the first roll.

Once they fail their roll, the Katalamine begins to alter their bodies structure to resemble the image they have of themselves in their mind. Each day they loose one HP through the transformation, they will not notice this as they also get (20 - DIA) Ranks of Delusion.

They will violently oppose anyone who challenges their image of themselves. Once they reach 0 HP they will die, usually from heart failure, or from their brain simply being 'melted' by the Katalamine.

The Alien races of the WoP are, needless to say, disgusted with the activities of Alien Shore, though some more than others.

Ebons seem to find it a blasphemy beyond compassion, Shaktars have so far shown an inclination to kill those 'impostors' they come across, while Wraith Raiders seem almost faintly amused by it all.

The citizens of Downtown see Alien Shore as a 'rich kids' play thing, and most will gladly help

Alien Shore with their 'material gathering' as it pays good unis.

SLA Industries has recently re-classified Alien Shore as a Class One Soft Company. There are three BPN's currently being sponsored for the closure of Alien Shore.

S U R E S H O T

Company Tag Line: "Be sure. Use Sure Shot."

With general Armaments going nowhere, and expected to be bought out by FEN, there have been a number of defections from the company over the latter half of 901 SD.

Many have gone to work for other arms companies that feed the WoP's constant demands for weapons, others have started their own companies.

A small minority have taken their skills in to the 'black' market, and started Soft Companies. One of these is Sure Shot, born on the eve of 902 SD, their first products hit the streets within two months of their conception, prompting rumours of high level backing.

Sure Shot is headed by three individuals, all of them former employees of GA assigned to the Multi-Round project.

Derek Snyder, former project head, has taken with him Ernst and Bonni Krake. Ernst and Bonni are both graduates of the Accelerated Weapons Design program at Meny, where they met and married in 899 SD. Derek, Ernst and Bonni all have ideas of their own that they know will be swept away in the FEN buy out of GA.

Sure Shot's weapons are highly priced and sold through a small network of contacts. Mainly used by Prop's and starting Operatives. The Black Markets of Mort have not seen any great influx of Sure Shot weapons, and there is no sign of production increasing to a level where they will be able to challenge either of the two Black Market leaders; DarkNight and Friendly Fire.

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

Sure Shot are backed by both DarkNight and the Thresher. Derek Snyder juggles these connections without the knowledge of Ernst and Bonni, who believe they are being secretly

backed by a SLA Dept. DarkNight and Thresher are unaware of each other's backing of Sure Shot.

The companies first gun is a 10mm revolver, the SS H-1A, aimed at the market 'between' the GA47 and FEN 603 pistols. Heavily built, the difference between this and the Blitzter is that the cylinder revolves around a second central barrel, chambered for the 12.7mm round. This barrel holds only one round and along with the main cylinder is accessed by breaking open the gun. Whole cylinders can be removed for speed loading.

Sure Shot have recognised that the beginning Operative, and certainly the 'average citizen', may not have the resources to purchase a larger caliber gun, but might have the funds for one or two rounds of 12.7mm.

Writing in 902's Spring edition of Hardware, Gun Bunny wrote; "This is a stop gap weapon. It's the stop gap between some frig's last round and running away."

Once the last 10mm round has been fired, the hammer pivots slightly and locks in place so that it rests ready to strike the 12.7mm round. The hammer is re-set by either firing the central round, or by breaking open the breech. Reloading both a new cylinder and a 12.7mm round takes a separate action.

The SS H-1A can be fitted with any standard sights, laser painters or recoil bafflers. The SS H-1A is recognised by it's designers as far from perfect, it has a shorter range due to the imbalance caused by the central barrel, and hideous recoil.

On the drawing board from Sure Shot is a 'dual' shotgun, pump action with two cylinders. One chambering a 10mm slug, the other a 12.7mm round, which may be any of the available ammo types for this caliber.

The idea is to give the user the choice of stopping and killing power. It is generally acknowledged that a well placed 10mm slug can incapacitate a target, and a 12.7mm slug (or two) should produce the goods if a 'kill' is needed.

The 'working' name for the gun is the 'Snubut'. It is known that Ernst and Bonni are working

on a kind of 'Chopper' variant that could be fired from the 12.7mm chamber.

Preliminary stats. for the 'mini-Chopper':

DMG	PEN	AD	Cost (each)
10	6	4	30u

Expected price for the Snubut: 10,000u.

Street price for SS H-1A: 1,300u

Another issue, issue 10, came and went, and I was still convinced that SLA would somehow be reborn. There was simply too much interest in it to let it die. There was no information forthcoming from WoTC or Nightfall, and things were looking as they had always been for the last two years.... bleak.

I was GMing SLA, writing and running convention games, talking with people on the SLA-I, getting some inquiries through shops, and generally keeping SLA high on my list of priorities for things to do.

Issue 10 has a fantastic, well tried and tested BPN, featuring Stan and Olly, you must give it a go ☺

Max Bantleman, 2001.