

Siren's Song

This scenario is laid out in an information / scene format. The background information should be used by the GM to decide how best to string the scenes together and how to play each scene for itself.

The story line is quite straight forward, and the plot twists can be added to or cut back depending upon how the game is going and how much time is available to the GM for the game. Siren's Song was primarily written as a Con game: to be run with pre-gen's and to supply a good feel for SLA while at the same time, giving some of the excitement needed in Con games to keep it all interesting and everyone involved. It would be easy to pull the scenario apart for the bones, to be fleshed out to suit a wider campaign environment, where the story line could be played out over two or three sessions.

The Story Line - In A Nut Shell

Helen has been infected with Necanthrope virus, she has the 'irresistible sexual charm' of a permanently switched on Nec. Ability (Modified Rank 17 Communication - Charm). It will eventually kill her, through the psycho virus it is inducing. All those that come within 5 metres of her become entrapped by her spell, and the desire to love and possess her.

Helen is the daughter of a very high ranking SLA official, and is being moved from Mort to off world (a safe house on Tartris) until Karma can find a cure (of perhaps DL?).

DarkNight have vowed to capture Helen and exploit her condition... or to just shoot stuff and blow shit up... I mean they are DarkNight, there's just no talking to these people...

The 8th Moon Pirates want to blow up the ship taking Helen off-world, not cos she's on it, just because it's the sort of thing they do to annoy SLA.

There is also an assassination attempt on an Opera Dive aboard the ship, from Black Order, who may try to take out other high profile Op's while they're at it.

The Supporting Cast - The NPC's

Woman – Helen Wetton (daughter of Colin Wetton, head of Dept. of Subversion.)

Necanthrope Minder - Scarr (permanently tied up with holding back the virus, in a state of trance like concentration).

Feral Ebon - Miriam Arquette (cheated lover).

Driver, Shiver Sergeant - Victor 'one shot' Ludlow (wise cracking sarcastic veteran).

DarkNight Hit Team – 1 Insurgent Op, 6 Conscripts, 4 civilians.

DN Insurgent - Marcie Cutter - Human 'Strike Squad', ex-Op.

DN Conscripts - Johnny Black, Sim Connor, Marcus White, Jenny Cormac, Jeff Willis, Bob Dole.

DN Civilians - Sandra Lees, Enrique Martinez, Laura Smith, Hiron Mukazi.

8th Moon Pirates - band of 8 rogue Shaktar.

Black Order - Sniper - Optional extra.

Plot Outline - In Another Nut Shell

One of the Players has the Sarge (Victor) as a contact. While the Op's are filing their report (in the Shiver House in Sector 380) for their previous Yellow BPN, they are met at the Shiver House of the Sarge with the Nec (Scarr) and the woman (Helen). Details are passed on, and a Green BPN assigned by Scarr. Scarr can not have a vassal, but has a 'driver'.... Victor.

Initial action when Scarr needs to 'leech' flux from any Ebb Users in the Op's group.

Immediately a Feral Ebon (Miriam) launches a suicide attack when the squad try to move Helen to the space port.

Second move at the Mort Spaceport is interrupted by DN, they launch attack inside Port.

Aboard Rocinante discover activities of 8th Moon Pirates, who arrange an ambush for the squad at the Opera. (The ambush may be from a Black Order sniper, who are going for a high profile hit on the Opera Diva: it's the GM's call how they want to play the ending.)

Arrive on Tartris. Get creds and SCL increase, or get in to a whole lot of deeper trouble for their failure...

The Game - Scene By Scene

Each of the scenes has a suggested time after it, this is a guideline for pacing the scenario for a Con game, obviously as part of a campaign setting the scenes can be played out in a lot more time.

Scene Zero

Let the squad talk among themselves discussing their relationships and the character background. They will be asked to file a routine report on their last Yellow BPN (details enclosed). Let them

discuss how to best present the report and how to cover up anything or exaggerate anything. They need to end this section by reporting to the Shiver House in Sector 380 to file their report...

(20 minutes)

Scene One

Squad meet at Shiver House (Sector 380) while filing their report for the Yellow they've just completed. Meet with Victor, Scarr and Helen. Discuss situation. Scarr outlines BPN and answers any questions he sees fit. Scarr then bleeds flux dry from any Ebb users present.

(20 minutes)

Scene Two

En-route to Space Port, Miriam (Feral Ebon) launches suicide attack on Op's and Helen as they stop for some ice cream (or a meal / drink) at Helen's request. Miriam will target Helen and anyone that acts / looks like the woman's 'new' lover.

(20 minutes)

Scene Three

Move within Space Port, ambushed by DN strike team. Purely a combat segment ☺

(20 minutes)

Scene Four

Aboard Rocinante, Helen tries to seduce one of the Ebb users. If successful direct drain of Flux occurs. During this time, the 8th Moon Pirates are discovered.

(20 minutes)

Scene Five

Cat and mouse chase through bowels of Rocinante with 8th Moon Pirates, discover their plot to blow up the Rocinante. Then an ambush at the Opera (Helen insists on attending).

(30 minutes)

Scene Six

Arrive on Tartris and wrap with success or failure briefing and SCL increase / decrease plus cred award (if any).

(15 minutes)

Approx .playing time 3 hours - Yeah right! It'll spin out to more like 4 hours...

Information Available / In-Game Stuff

The 'information available' can be split in to three sections: Stuff from SLA via the SLA DataBase, street talk, and rumour from friends and contacts. You can of course add and embellish as you see fit, to make the information come alive and fit in better with your view of the WoP and the needs of your game. Generally, the information should be made available on fairly low rolls: it's not that hard to get at with the right skills. How you spin it out in the game for time and contact with NPC's is of course up to you: it can be a phone call, or a ten minute session by the Op standing at a SLA DataBase public access terminal, or it could be a meeting in a seedy street bar, or a corporate get together among those seeking to maintain their networks. The 'in-game' stuff is some suggestions for running it in the game, it's not for the Op's / Players, just for the GM, to help get a feel for how we see it fitting together and panning out.

Victor 'one shot' Ludlow - Shiver Sergeant from Sector 380.

SLA DataBase: Victor Ludlow has been on active duty in Sector 380 for 4 years. Before this he was a trainer at Meny, advising Op's on aspects of 'street culture'. Victor Ludlow has an employee status of SCL 10 and is certified to screen for red BPN requests from Third Eye. Victor Ludlow has had a good solid career within the Shivers, and has progressed with steady steps through the ranks. He could easily continue his career up to the Rank of Captain, maybe higher.

(There are a lot of file snippets and clippings from various operations where Victor has been filed with an 'assist' in closing a case or reported crime, and a lot of these show he turns up at the most opportune moments to help squads struggling in 380.)

Word On The Streets: Victor is a clued up man. He knows where to place the creds and unis to get the information he wants. He's sensible enough to know when to look the other way, and when to use his 'discretion' to allow the Gangs to carry on with their petty operations and schemes. Victor has a reputation as an enemy of DN, and has gone out of his way, in an unofficial sense, to make sure DN conscripts or sympathisers are targeted by roving Op's or Shiver squads. Word is Victor is not long for this world, DN will surely put a hit out on him soon. Victor is rumoured to have had some contact with some Feral Ebons, maybe even a Nec or two,

nobody seems to know for sure, as Victor discourages any kind of questioning in this area.

Friends & Contacts: Victor Ludlow is a good, solid, loyal SLA employee, who has enough sense to look after himself first and the rest of the world later. Victor has managed to thrive and survive in the Shivers due to his shrewd street smarts, and through his seemingly innate ability to be in the right place at the right time, and to buy his way out of the wrong place at all times.

In-Game Stuff: Victor sees his secondment to Scarr as a potentially promising career move. Victor is a smart cookie and reckons that helping a Nec. and the Head of the Dept. of Subversion has just gotta be a good thing. He has no reverence for Op's though he's usually professionally polite and courteous. He will usually try to make special friends with the Op with the highest Streetwise, often letting slip wise cracks or under the breath comments for their ears only. Victor is useful in a fight and has no qualms about using whatever is to hand to defend himself, though usually has will 'find' the Blitzer he carries barely concealed in his volumous all weather coat. Victor is also aware of the nature of Helen's 'curse' and will subtly try to warn all the Op's. He will never get closer than he absolutely has too to Helen, and Helen for her part tries to tease Victor with this as much as she can.

Scarr - Necanthrope.

SLA DataBase: Scarr is an active Operative, currently listed as SCL 5. Being on active duty, enquiries regarding Scarr should be directed to the Dept. Ebb.

Word On The Streets: Scarr is a lone wolf, a survivor from some catastrophic attack by DN, his Union was never heard of on the streets after the attack, which was supposed to involve some kind of war-heads. Scarr is not liked among the people of the street: there are numerous contracts out on him from various Gangs and Soft Companies, and even a couple of CK's have vowed to take him out if they get the chance. Scarr can be particularly brutal when questioning 'suspect's, even by Nec. standards. Generally a man to be avoided.

Friends & Contacts: Scarr is the survivor from a Union destroyed by DN. He is twisted even by Nec. standards and is on the fringes of the SLA world, operating within the bounds of rules and the law by accident rather than by design.

In-Game Stuff: Scarr is a dangerous, evil Necanthrope, who is helping Helen only because he has no choice. He will be cold and gruff with

everyone all the time. Scarr has his hands full holding back Helen's psycho-virus and will not appreciate being distracted by the Op's or their poor performance. Scarr uses his SCL to simply boss people about. If needs be he may flex his muscles in a violent display, though he will be loathed to do so as it will distract from his cover of Helen. Scarr simply doesn't care about the Op's: if they die, they die. As long as they help him and enable him to focus on Helen, he's relatively happy. Scarr looks evil and monstrous, play up all the worst aspects of Nec's as you see them, tentacles, writhing Gore Cannons and all.

Helen Wetton - Daughter of SLA Department Head, Colin Wetton, Dept. of Subversion.

SLA DataBase: There is a 'standard' profile file for Helen, giving brief history as corporate head's daughter, schools, trivia, but nothing current or useful. Any probing brings up a Dept. Subversion D-Notice screen. A SLA Info. roll means the Op knows this is also routinely flagged to Cloak. A SLA Info. roll of 20+ means the Op knows that the enquiry is bounced and traced by Dept. Subversion.

Word On The Streets: Colin Wetton, the Head of the Dept. Subversion is about as bad as it gets. No one ever wants to know anything about him or his family. There is no way anyone will help in finding anything out about this man or his family. It's just not gonna happen. Word on the street is that Colin Wetton can pull strings in Cloak. No really. Anyone asking about Colin or Helen will be met with crafted silence: people will promise to get back to them, and simply never will, or will spin fabricated but believable lies just to get off the subject.

Friends & Contacts: Nobody in their right mind makes enquiries about Colin Wetton or his family. Dire rumours of his daughter having an illness have been quashed and four third eye reporters and producers have been retired after 10 second snippets on the tail end of news shows. The message is out: Do not go near this man or his family.

In-Game Stuff: Helen is fully under the effects of the psycho-virus. She is driven to try and seduce everyone she can, and to drain them of energy until they are dried out husks. She has no control over this. All of Helen's considerable intelligence will be put in to hiding her condition, trying to make it seem better than it is, and the full force of her cunning and guile will always be put to the service

of bedding any she can. Helen will be as subtle or as forceful as she needs to be. Remember that when Scarr's guard is down and his suppression is at it's weakest, those within a 5 metre range must save against the effects of the psycho-virus. Helen will always instantly forget her victim as soon as she has had her evil way with them, though this can take some time. You will have to carefully gauge how to play this with your group, whether to briefly mention the psycho-virus, ask for a roll and then describe the effects of having energy drained, or whether to play it up a bit, and play on the Players feelings, suggesting they are feeling things for Helen, and the resentment they feel towards others they see as potential threat to their affection with Helen. Remember Helen has no preference over the race, sex or social position of her victims, she simply needs to feed from them.

Miriam Arquette (Feral Ebons)

SLA DataBase: Feral Ebons are an urban myth spread by DarkNight to increase the degree of hysteria and paranoia within the general population of Mort. Both the Dept. of Ebb and Third Eye will be pleased to offer full histories of reported releases of propaganda by DN regarding Feral Ebons. Please enter your Operative SCL code and location, and a full report will be sent to you. (No report will be sent, but the enquiry will be logged on the Op's file, and brought up during their next Psych Eval.)

Word On The Streets: There is a small Feral Ebon presence in 380. As with all Feral enclaves, it's all but invisible to the general populace, and SLA has a couple of undercover Op's going on to try and locate them. Miriam is not really known as an individual, though she could well be at large as one of the few Feral's in the area.

Friends & Contacts: The name Miriam could be very loosely associated with one of the Third Eye reports alleging that Colin Wetton's daughter was ill and receiving treatment at a SLA Clinic. But that's dangerous ground as the report has been erased and no files can be found on it. Miriam might have been the name of one of the nurses mentioned as a source for the report.

In-Game Stuff: Miriam is basically suicidal and insane with depression and jealousy over her abandonment by Helen. She seeks only her own death and the death of any that are apparently Helen's new 'love'. Her perception of who is closest to Helen's affections may be twisted by her jealous rage, and Miriam may act on the strangest impulse or perceived signal. She is basically undetectable as

an Ebb user, though Scarr may get a faint taste of her before she completes her suicide attack, maybe giving a quick signal to one of the Op's as they are helping bundle Helen in or out of the Dee-Lite ice cream parlour. Miriam's attack is not designed to kill one of the Op's though it may well achieve this: it is an indicator of the strength of the virus Helen carries and it's potential to wreak havoc wherever she goes.

DarkNight Hit Teams

SLA DataBase: DN 'hit teams' are known to comprise of a number of elements: Usually they are lead by an Insurgent Op, with a number of conscripts in support. The best DN hit teams are capable of taking out a 5 man Squad. They rely solely on ambush tactics and seldom get involved in prolonged confrontations with Op's. Any verified strike by a DN hit team is grounds for an emergency Red, if it can be verified and validated by an appropriate source, Shiver House or Op of SCL 7+.

Word On The Streets: In Sector 380 there is a low key DN presence, and this includes their hit teams. It's as if DN don't want to stir up the citizens against SLA, as they believe the general perception of SLA is bad enough as it is. The hits and attacks that do occur in 380 that are attributed to DN tend to be focused assassinations, and seldom involve whole teams of DN conscripts.

Friends & Contacts: Sector 380 is the home of a particularly efficient DN Insurgent and their hit team. They select their targets with care and have yet to be caught on camera. There is no physical evidence they exist and most on the streets seem genuinely afraid of them: even the tougher Gangs and vigilante groups do not want to have anything to do with conflict with the DN presence in 380.

In-Game Stuff: The DN hit team that accompanies Marcie is slightly better armed and armoured than the norm, they may be upgraded even further if the Op's are truly monstrous. Don't be afraid the play them as smart combat vet's, using guile and distraction as well as ambush, placing citizens at risk and making the Op's go out of their way to protect bystanders. The hit team will have access to smoke and maybe stun grenades if needed, and will use fire to distract everyone in the area. They are no match for the Op's in a drawn out fight and will not want to get bogged down in a slugging match. Remember they are after Helen, so they will not risk all in getting to the Op's. They will of course make it look like a standard ambush, and it may

take some tactical knowledge to guess their real intent.

Insurgent - Marcie Cutter

SLA DataBase: Operative Marcie Cutter was killed while on active duty in Sector 380 ten months ago. At the time she was SCL 7, and conducting a solo Grey BPN. No details are held on current files. Requests can be made to the Dept. of Internal Affairs for release of Marcie Cutter's files: SCL 7 clearance or above.

(If any of the deeper details are accessed it will be found that all of Marcie's history has been wiped from the SLA DataBase, which is only ever done at the behest of Cloak Division or Internal Affairs. The Grey Marcie was assigned to was part of the Operation called 'TwighLight', which was supposed to set up a number of 'dummy' DN cells, headed by sleeper Op's.)

Word On The Streets: Marcie Cutter was an Operative active on duty in 380 many months ago. She was killed in a DN ambush when she was responding to a Red in the Babylon Mall. She was a good Op, well versed on the streets, and was known to have spent creds in the right places to keep her sweet with all the folks of the street. The local Shivers left her alone, and she seemed to have an understanding with the local Shiver House.

Friends & Contacts: Marcie was candidate for Contract Killer. She was killed while responding to a Red BPN in Sector 380. It is rumoured she was trying to get back in the goods books of Third Eye after an incident where she is said to have wiped out a Third Eye camera crew that were 'compromising' her while she was on a White BPN.

In-Game Stuff: Marcie is one of SLA's worst nightmares: an accomplished Op turned to DarkNight. She is smart, tough and a deadly opponent. She wants Helen for the DN cause, and doesn't realise the full effects of the virus. Marcie will be tooled up as any SCL 7 Op, and may even have access to Silverback. Put as much threat in to Marcie as you need but remember she is a survivor: she will bug out before the Op's corner her. If she takes serious wounds, she will use the conscripts as cover and make a run for it.

Conscripts

SLA DataBase: DarkNight conscripts are those foolish enough to believe the lies and propaganda of DN, or who are reliant upon the supply of drugs the Soft Company supplies to all its conscripts.

Generally, conscripts are poorly armed and seldom armoured. They are not much of a problem to a full squad of Op's, and there is a standing bounty of 100c per conscript, providing proof can be supplied they were on active duty as a DN conscript.

Word On The Streets: DN conscripts are usually poorly motivated and poorly equipped. In 380, they are both well equipped and well motivated. They are expected to keep the DN cause and name alive in 380, and not to attract unnecessary attention through unofficial, unsanctioned activity. They are more like a militia than a Gang in 380. There is thought to be a kind of pride among the conscripts that means they act in a much more 'professional' manner than their counterparts in other Sectors. They are generally disliked as arrogant and generally avoided by the gangs of 380, though their money and supply of the harder to come by drugs is welcomed by all.

Friends & Contacts: The DN conscripts of Sector 380 are better trained, better equipped and more of a threat than your average DN conscript. They are known to be behind the hits in 380 that have taken the lives of Op's and Shivers alike. They are to be treated with a greater degree of caution than normal.

In-Game Stuff: DN conscripts are basically chancers out for the thrill, drugs, money and guns. They are not hard core DN, though some of them may develop that way. Mostly they are glorified gangers, looking out for themselves as much as they are for the DN cause. They are there for the numbers, to add to the chaos, as a distraction, to bog down any Op's and Shivers in cat and mouse hit and run stuff, to aggravate the local citizenry so they too take up arms and add to the chaos. They will be poorly armed and motivated, prone to berserk rage then bouts of pitiable moaning and surrender, extreme violence or heart felt remorse, they will give the Op's what they want and then run for their lives. Most conscripts are truly afraid of Necanthropes (with good reason) and will flee in terror from them. Always cocky in numbers, they will try to weasel their way out of anything they get in to with bribes, promises of help and information, anything to not get in to the Shiver lock up's.

Civilians

SLA DataBase: The SLA DataBase is full of lists of citizens action groups, trade associations, clubs, societies and tenants collectives. The over all impression is that Sector 380 is full of citizens who are eager to take the law in to their own hands, and

are not afraid to take to the streets under the shallow pretext of helping the local Shivers and visiting Op's on BPN's. Over all, the SLA reports on the Sector show a lower than average crime rate, a high employment rate, and a low welfare dependence. There are also stats. that show a high success rate for recruitment to Shiver and Operative induction programmes.

Word On The Streets: The average Joe in 380 looks after themselves. There is a slight tension between the Shivers and the local population, due to the large number of vigilante groups in the Sector. Bribery of Shivers is common, as is the closing of ranks to prevent information slipping out before it can be acted upon by concerned citizens. Local Gangs are tolerated and provide a steady flow of drugs and contraband to all who want them. DN are known to exist, though they are not woven in to the community. SLA Industries is seen as a necessary evil: they are given the respect they are due as the all powerful corporation they are. Op's are neither revered nor reviled, as long as they treat the citizens well, they are welcomed.

Friends & Contacts: Nobody likes working in 380. It's a hostile, cold, difficult place. Everyone owns a gun, or knows of someone who is connected to a vigilante operation that can muster a lot of fire power. SLA employees don't hang about in 380: they do their job and get out, always mindful of the potentially riotous consequences of upsetting the local population.

In-Game Stuff: Throughout the scenario, the civilians the Op's meet will show no sense of awe or loyalty to them just because they are Op's. The citizens will be very much of the 'do unto others' mind set: if the Op's treat them well, they will show the Op's some respect. Nearly all of the civilians are capable of sticking up for themselves, most have access to some kind of weapon, and all are in contact with vigilantes or other contacts that can muster some form of firepower and create some kind of trouble for stupid or careless Op's.

8th Moon Pirates

SLA DataBase: The Shaktar do not acknowledge the existence of the 8th Moon Pirates. SLA Industries supports the Shaktar Race in all of it's endeavours. Please contact the Dept. of Re-Education should you still require information.

Word On The Streets: The 8th Moon Pirates are a whole nation of rogue Shaktar. They are after similar things to Chapter 7 (Shaktar 'purist' terrorist group) though they have an agenda to establish a

'homeland' for their disowned tribe. 8th Moon Pirates are not acknowledged by any Shaktar, and asking about them will get you a smack in the head from most Shaktar. They are rumoured to only venture in to the outer reaches of Space, and never come to Mort, in fact they seldom leave the Shaktar planetary system.

Friends & Contacts: Shaktar do not acknowledge they exist. They are the ultimate insult to the Shaktar Race. It's not wise to probe too deeply about them, unless you are willing to suffer the wrath of the whole Shaktar Race.

In-Game Stuff: The 8th Moon Pirates are a 'lost' Shaktar tribe that worship the dark 8th God Doktetcomast. They are a terrorist fundamentalist group that believes the Shaktar association with SLA Industries is a betrayal and blasphemy. They believe their God, Doktetcomast, is a victim of the other God's jealousy, and that he will return to cleanse the other Gods of their betrayal of the Shaktar race. They are basically completely fanatical, willing to sacrifice anything and anyone to achieve their goals. At the moment their chief aim is to bring the name of the 8th Moon Pirates from out of the depths of obscurity and on to the screens of every Third Eye report in the World of Progress. Destroying the Rocinante mid-flight will certainly help achieve this.

The Rocinante

The Rocinante, a de-commissioned FoldShip, now a mega luxury cruiser, used by SLA to reward it's loyal employees and Op's. FoldShip was previously called the Dark Garden.

Dark Garden was built in 36 SD. Used extensively to ferry SLA troops to War Worlds in the early days of the WoP. Then, in 70 SD. It was used in a reconnaissance mission to the Black Stump to search for the Scythe. It disappeared and was not seen or heard from again.... until 808 SD., when it was found floating in dead space between the Black Stump and White Earth. It was towed to the Dark Lament ship yards on Cehdeihl, Static's moon, where it was stripped of it's Glyph Pillars and de-commissioned as a Fold Ship.

All that remains of the de-commissioning and subsequent filed reports is a Departmental Memo from Dark Lament, Division Eight, and Head Office (available at SCL 7+):

Memo from: Nathan Johan, Department Head, Division Eight.

Memo to: Head Office, as requested by Mr. Slayer.
Re: De-commissioning of Dark Garden.
Date: 808 SD.
Free circulation: Confirm with Head Office, after 900 SD.

The Dark Garden was unable to return to Cehdeihl through use of it's innate fold / flux use. It was 'towed' by the Wraith. The Navigator of the Wraith reported resistance to the fold from Dark Garden. The central Glyph Pillar was removed, it was drained of flux and showed signs that it had become actively resistant to the input of stored flux. The remaining seven pillars were left intact to facilitate the possible re-commissioning of the Dark Garden at a future date, this was done at the express request of Chalice and against our express advice. All remaining Glyphs were drained and removed and the vessel sent to the Pandora Ship Yards as requested by Head Office (please see separate Purchase Requisition).

Files and records of the de-commissioning have been logged with Cloak as per procedure. There will be no further communication from Division Eight regarding the Dark Garden.

Please advise if any further action required.

Nathan Johan, Department Head 5A, Division Eight, Dark Lament.

Pandora Ship Yards went out of business in 840 SD., bought out by SLA Industries Department of Recreation.

The only remaining records from the Pandora days are held in the Dept. of Rec.'s archives, which are available for 5c per time access.

Only remaining file for Dark Garden is brief Third Eye summary of outfitting details for a documentary called 'Home and Away' (now canned, last showing 850 SD.) Third Eye segment is eight minutes long, showing fittings to be used, luxury facilities installed, and commenting on the previous nature of the vessel as a Fold Ship, apparently de-commissioned after the death of it's previous Navigator.

Basically a boring litany of fixtures and fittings, concentrating on the lavish nature of the no expense spared re-fit.

Only point of interest is the fact that the Third Eye crew were not permitted to film the engine room, and the commentator (Hillary Weiss) mentions the fact that there are rumours of a segment at the heart of the ship which features state of the art navigation equipment, rumoured to be powered by flux. Rumours denied by the Pandora Rep.

The Rocinante has been in continuous service with SLA Industries Department of Recreation since 841 SD.

Rocinante Spec.'s:

Routes: New Paris to Tartris (Resource World), round trip of two weeks. 2 days travel from New Paris, 10 days on Tartris, 2 days return travel.

Prices: 1000c basic package, 2000c standard package, 5000c luxury package.

Passengers: 2,000 basic, 1,000 standard, 3,000 luxury. 100 Reserved SLA Dignitary. (3,400 max.)

Crew: 40 Officers, 800 staff. 40 Security Assistants. (880 registered staff)

Description: The FoldShip 'look' has been worked with rather than disguised or discarded. The outside of the ship is now glistening steel coloured rather than black, but it's 'organic' appearance has not been altered. The interior has been covered in blues, purples, reds, greens and gold, each deck having a predominant colour scheme. Taste is the key, and the Rocinante never quite goes over the edge in to gaudy kitsch. There are nineteen decks, each with a varying number of bedrooms 80 – 130. The higher up the ship, the more sparse and luxurious the quarters. Each deck has a variety of entertainment facilities ranging from cinemas, casinos, spa's, restaurants and bars to high class cat houses and elaborate games rooms for virtual / interactive games.

Tartris is a Resource World of fabulous natural beauty with a wide range of terrain, from mountains, beaches, forests, tundra to vast underground caverns of natural gemstones and waterfalls (big enough for the ship to 'fly' in to). On Tartris, clients can either stay on board for the round the world cruise, or take separate excursions in mini-shuttles to specific areas for one to four days.

The Security Assistants: These are all SLA Operatives, who each work an Orange BPN for the duration of the cruise. Pay is 500c per Op per cruise, with a bonus dependent upon their performance (as assessed by the Captain) and the lack of dead or injured.

Rules Aboard Ship

Passengers may not wear any form of powered armour. Passengers may only carry one sidearm and one blade, both of which must be inconspicuous. No fully automatic weapons allowed. No weapons that rely on Power Packs. Deathsuits and all Ebb related equipment must be tastefully concealed.

Security Assistants may wear Blocker Armour only or concealed Deathsuits. Security Assistants may carry any weapon that is NOT fully automatic or requires a Power Pack.

It's all about style and image. Street Cred. will suffer if the Op's are not cool at all times.

Feral Ebon group have boarded as basic passengers. They are hoping to gain access to the old ship's engine room and get some crystals from the pillars. The squad investigating will get the impression that the Ferals are here to assassinate the Diva.

Black Order are hoping to perform a high profile hit on the Diva Pavlova (street name) during her concert aboard the ship. The squad investigating will get the impression that Black Order are here on a smuggling mission.

8th Moon Pirates are there to try and gain control of the ship and hi-jack it, they may try to set the engine core to 'overload' causing a mass evacuation. Or... more likely... they will try to set the core to overload while everyone is still on board. They may take Third Eye crews hostage first, to broadcast their message before their suicide attack is concluded.

Psycho Virus - Permanent 'Charm' - Sexual Irresistibility

Ebb - Communication Rank 17.

All within a 5 metre radius of Helen are affected. Save is CONC based, with a minus 17 modifier, i.e. characters must roll 2d10, with a target number of equal to or less than: their CONC added to 11, minus 17. So a character with a CONC of 9, would need to roll $(9+11-17 = 3)$ or less on 2d10).

Rolls must be made every 24 hours, with a failure meaning the effects of the Charm last for 24 hours. Helen has to draw 'Flux' from those she affects, needing as many Flux as she has overcome CONC for each day, or she will die.

Scarr will use his abilities to feed Helen when she can not get what she needs in Flux drain from those she has sex with.

(Note: Scarr is suppressing the Virus, and it will only kick in if he is disturbed or drops his cover. This can happen at key moments for a number of reasons... and Helen resents his meddling...)

Yellow BPN - Proposed Report

The squad were successful in recovering the VideoDrone. During the BPN however, they 'accidentally' shot and killed a roaming CK, Frosty. The squad were being attacked by a group of Carrien and Gangers, with further confusion from a walking barrage laid down by some Ministry of War seconded Shivers.

It was an honest mistake. The squad are unfortunately caught on camera making this mistake, and Frosty's agent is out for blood money from the Op's.

They must file a report that covers them and does not leave them liable to a hefty fine or a possible SCL decrease.

Frosty's agent, Frans Frinkle, is going for a loss of earning suit, totalling some 30,000 creds.

Each Op starts with +300 creds from the last BPN, if they manage to file a report that gets it classified as a success.

Scene Zero - From Zero to Hero.

Hand out character sheets and copy of recently completed Yellow BPN.

The squad have 20 minutes (real time) to come up with:

Squad name

Explanation for killing of Frosty

They then have to file the report in Sector 380 Shiver House.

They can reach the Shiver House by Battle Taxi or by Gauss Train and a long walk.

Scene One - Pick a vector Victor.

Squad meet at Shiver House (Sector 380), while filing their report for the Yellow they've just completed, they meet with Victor.

Victor asks them if they have a minute to discuss something. He leads them to an interrogation room, where they meet Scarr and Helen. (Saves vs Charm required?)

Scarr outlines the BPN and answers any questions he sees fit.

The BPN issued by Scarr is genuine. It will be logged as active against the squad, though Hazel Croft will know it is a front BPN issued by Dept, of Subversion. No information will be forthcoming

from the Dept. Mineralogy, who will refer all Operative contact back to Scarr.

Scarr will drain any Flux from any Ebb users.

Helen will momentarily effect the Op's while Scarr's defences are briefly dropped (as he drains Flux).

Scene Two – Let's move like we've got a porpoise.

Victor has a seconded light Shiver APC, it has the Cloak insignia on the underside (difficult to spot) and an old 'sleeper Shiver' emergency box still fixed to the bottom. The box contains a store of drugs, guns and ammo. (Kick Start, Beat, Flip, Slosh, 4 FEN 603's and 10 clips of STD 10mm ammo.)

Very, very slim, chance that the Op's will spot the following Feral Ebon (Miriam).

Helen will ask Scarr if they can stop for 'ice cream'. Scarr will apparently not be able to refuse, may give the Op's a clue as to the nature of the curse Helen is under and it's power.

Stop at a Dee-Light ice cream parlour.

Miriam will attack as the Op's are entering / leaving Dee-Light's, trying to 'bump', grapple and self immolate. Miriam is trying to kill herself as well as take Helen's new 'love' with her.

(A variant of 'Red Thermal 19 -Thermal Ball 4', 30 points of damage to self and target touched.)

Scene Three – This looks like a nice place... move within Space Port, ambushed by DN strike team.

Start the processing through the space port, through various security levels, which even Scarr has to submit to, much to his annoyance.

Chance to emphasise the beaurocracy of SLA.

DN strike team will set off diversion, which Scarr will ask some of the Op's to investigate, then the main team will strike while the Op's are split.

The aim of the strike is to kidnap Helen, so the DN team will try to divide the Op's and make a very fast attack on Scarr. If it bogs down they will bug out.

Best opportunity for attack is once the Op's are split through a security gate, with maybe Scarr held up while Helen and a couple of Op's have gone through, drop in some emergency shutters, an energy field, fire doors, that kind of thing...

Scene Four – That's a big twinkie... meeting the Rocinante.

Once aboard and settled, Helen will try to seduce one of the Ebb users while Scarr apparently 'sleeps' (re-charges). If successful, a direct drain of Flux occurs. During this time, the 8th Moon Pirates are discovered.

The 8th Moon Pirates may be detected via a direct encounter with the Op's, or one of them may discover something, some activity or connection.

If the Op's do not act on or investigate the Pirates, Scarr will order them to track them down and eliminate them as they pose a great danger to the ship and it's voyage.

Scene Five – I've got movement... the bowels of the ship.

Chase through bowels of Rocinante with 8th Moon Pirates, discover their plot to blow up the Rocinante. Then an ambush at the Opera (Helen insists on attending).

Pirates will try to place a bomb in the old Flux Pillar core of the ship, where there are Flux Crystals growing.

The opera is performed by Lady Ola Cheelaridh (pronounced 'shiela-ree'), she is known on the streets as the Diva Pavlova, and will be attended by many of the ships luminaries and higher SCL Slops. The ambush is by a Black Order sniper, using this as an opportunity to perform a high level hit on as many SLA Op's as they can, knowing the response from Security / Slops will be lessened by the rules aboard ship. DarkNight may also use this as an opportunity to capture Helen if they get wind of her presence: the DN cell aboard the Rocinante will not have knowledge of her and her condition prior to the ship setting off.

Scene Six – Are we there yet?.

Arrive on Tartris and wrap with success or failure briefing and SCL increase / decrease plus cred award (if any). The Op's will be met by Colin Wetton. They may not realise the significance of this, but Victor or Scarr may well point it out to them afterwards. Scarr will disappear as soon as he is dismissed by Colin, Victor will be thanked, paid and given a weeks leave on Tartris, before he returns to normal duties in 380.

The Op's will be given their pay for the BPN, as well as the SCL increase and offered a luxury

apartment (for them to share) for a week. After this they will be booked back on an Ion Drive ship to Mort. Much back slapping and partying should follow the conclusion of the BPN.

Helen and Colin Wetton will disappear on Tartris, to a secret SLA Industries clinic, funded and run by Internal Affairs and backed by Karma and Dark Lament.

Yellow BPN - Report Needs To Be Filed For Completion

SCL: 10+

Contact Department Of: Tourism.

Training Package Rec.: Any, Must include at least one I&I (discretionary).

Colour Code: Yellow.

Summary: Travel in to Sector 727 required: check and clearance by Ministry of War due to current operation. Contact with contaminants likely: medication required. Contact: Myles Teevus - Dept. of Media Liaison - Tourism. 6742-000-91375-TE/ML098. Restrictions to comm's applies during BPN. BPN Number: TEML / TE-EY / MOW-8871443-Z. Third Eye optional coverage during BPN, media pick up option.

Coverage: Third Eye.

Consolidated Bonus Scheme: 300c.

SCL Increase / Decrease: 0.3 SCL.

Payment: Per Operative.

Green BPN - Issued by Scarr As Cover For Operation

SCL: 9B+

Contact Department Of: Mineralogy.

Training Package Rec.: Must include at least one I&I.

Colour Code: Green.

Summary: Squad of Operatives required to escort personnel from Department of Mineralogy to Tartris. Off World assignment. Requires current and clean Psych. Eval within the last 3 months. Contact; Hazel Croft - Asst. Dept. Head - Dept. of Mineralogy. 5523-964-80022-M/M23. Arms & Armour restrictions apply to off world travel. BPN Number: DOM / G-T-I / HC-223701-A

Coverage: Station Analysis.

Consolidated Bonus Scheme: 400c.

SCL Increase / Decrease: 0.5 SCL.

Payment: Per Operative.

Player Characters: Pre-Gens.

These characters have been generated as a squad. They are not newbies, in fact they are quite powerful. There is a brief history of how they came together and what they know of each other. If you're stuck for characters you can use them, or they can be a good replacement characters for anyone who is unfortunate enough to lose their PC during a campaign.

If you're thinking of using them, give them a good look over to make sure you're happy with their stats and skills, obviously feel free to tinker: you have to be comfortable with them in your campaign / game.

Conception 2005

This scenario was written for, and originally played out at, Conception 2005. Conception is an excellent convention held on the South coast of the UK, near Christchurch. It is an annual event, the proceeds go to local charity. It is, by far, one of the best conventions held in the UK.

We'd like to thank all those people who played the scenario at the convention.

Also, a big thank you to the Shadow Warriors crew, most especially Gerald, Peter and John.

If you can, it's well worth getting down to the Conception convention: the Con is detailed here:

<http://www.talamasca.demon.co.uk/conception/>

Shadow Warriors Role Playing Club can be found here:

<http://www.shadow-warriors.co.uk/>

And Max Bantleman can be contacted here:

max@bantleman.demon.co.uk

Please feel free to contact Max with any comments, suggestions you have for this or any other SLA Industries scenarios / games ideas.

Finally, we must point out that the SLA Industries game is owned by Nightfall Games. Nightfall Games also own all copyrights and IP rights related to SLA Industries. This scenario is an UNOFFICIAL piece, written by fans of the game. It is in no way a challenge to any of the copyrights or IP rights owned by Nightfall Games for SLA Industries.

<http://nightfallgames.co.uk/>

Recent Events - How Did You Get Here?

You are what SLA Industries calls a survivor.

This is not a compliment, not a comment on your ability, merely a fact.

You are the sole survivor from a squad annihilation.

After the demise of your previous squad you were rushed through a Psychological Evaluation, to determine if you were any further use to SLA as an Operative, or if you should be assigned 'other' duties.

The War Worlds were spared another soldier: passed as fit for duty as an Operative, you were let loose back in to the World of Progress.

The Department of Psychology has an effective rehabilitation program for those such as you. And part of this program involves constructing squads from these sole survivors.

Before your squad was wiped from the face of the WoP, you had successfully completed a few forgettable BPN's. Surviving the massacre of your squad is the most memorable thing you've done to date.

No longer considered a rookie, with an SCL that brings with it certain 'expectations' of performance from SLA Industries, you are placed within a squad of fellow survivors.

There is a name for squads like these on the streets, 'Dead Men Walking', though you prefer to think of this as a second chance, rather than a last one....

With your new squad you have completed three BPN's: two Blues and a Yellow.

Moderate rewards in SCL increase as well as the desperately needed Credits followed.

As a squad you are starting to gel, things are starting to come together. The Department of Psychology has found the squad group accommodation, a series of one room apartments in an Operative Block called Reed Towers, affectionately known as 'the barracks' in the heart of Suburban Sector 220.

What you need now is a squad name, and a damn good one too; to stamp your mark on the WoP, especially the media. Your 'working title' name of '232-X' is no longer cutting it.

And then a BPN you can get your collective teeth in to, something to show those in SLA Industries that you have finally 'arrived' as Operatives, that you are on your way up the SCL ladder, ready to face the greater challenges from the WoP....

The squad has a Financier, a street wise corporate wheeler-dealer called Luke Sala, who works for a large Mort based firm called MVC Enterprises. Luke takes 10% of your earnings from any assigned BPN, and is brewing some sponsorship deals. You all accept the need for Luke and his kind. If nothing else, it saves visiting the hated Crib.

It all seems to be coming together.

And despite your nagging misgivings and lingering feelings of misplaced guilt, you are sure that this is it.

This is the turning point.

It all gets better from here on in.... if you can file the damn Yellow BPN report...

Date Line: Tuesday, 18th September, 902 SD. 5pm.

SLA Player Character 1: Players Name:
Name: Solace (Nadhr Cekolh) Height: 6'
Race: Ebon Weight: 170 lbs
Package: Scout Eye Colour: White, no pupils.
Squad: Hair Colour: Pale Green.
SCL: 8B Complexion: Changes with mood – Usually Red.

STR: 6. DEX: 8. DIA: 10. CONC: 13. CHAR: 10. PHYS: 7. KNOW: 11. COOL: 11 (9).
FLUX: 20.

Walk: 1. Run: 2. Sprint: 3. Movement: 25. Half Move.: 50. No Move.: 75.
Initiative Phases: 1, 3, 5. Damage Bonus: 2

FLUX

Self: 20 Deathsuit: 10 Medkit: 10.

SKILLS

Literacy 5. Detect 7. Rival Company 4. SLA Information 5. Communiqué 4. Persuasion 6. Tracking 5.
Streetwise 4. Running 5. Sneaking 5. Rifle 4. Pistol 4. Blade 1-H 8. Hide 4. Persuade 4. Haggle 5. Medical
Paramedic 4. Tactics 4. Unarmed Combat 4.

EBB SKILLS

Blue Thermal 6. Communication 5. Detect 5. Healing 6. Protect 8. Enhancement 7. Sense 8.

Hit Points

Total: 13. Head: 4. Torso: 13. Arms: 6. Legs: 7.

Armour: Medium DeathSuit

PV / ID. Head: 7 / 35. Torso: 7 / 45. Arms: 7 / 40. Legs: 7 / 45.

Hand to Hand Weapons	PEN	DMG	AD
MAC Knife	1	4	1

Weapons	Size	Calibre	PEN	DMG	AD	ROF	Range	Clip	Recoil
FEN 603	P	10mm	4	5	2	3 / 1	12M	20	3
GA 50	R	10mm	5	8	2	3 / 1	15M	18	3 (6)

Equipment

Operatives Starting Kit: FEN 603 with two clips of STD ammo, Operative Organiser, weapons maintenance kit, small pen torch, SCL Card, Finance Card, SLA ID Badge, card holder for BPN's and Department Card. Klippo lighter, set of pens / pencils, packet of contraceptives, sunglasses. Two full sets of clothes (Operatives choice), one set of footwear (Operatives choice), one large over coat (Operatives choice).

Other Equipment: 400 Creds. Deathsuit. Ebon Medkit (10 Flux in store). MAC Knife. GA 50 Assault Rifle, 4 clips STD ammo.

SLA Character 1 Background

You are a thoroughbred Ebon, both of your parents were Ebon Operatives, they now live on the Ebon Homeworld of Static, acting as Instructors for SLA. You have been brought up on Static, close to the Ebon traditions and culture. Two years in training at Meny, and the culture shock of Mort have brought you in to the SLA Industries fold. You still feel a little unsure of yourself on Mort, but that is changing as you find your feet. You are comfortable around the other races, but still find Stormers a little bit disconcerting: they seem so changeable.

You realise that SLA may hold some dark secrets and maybe deeply buried truths that the Company fights hard to keep hidden, that there is more to being an Operative than merely towing the 'party line'. But you also know that the answers you seek to the truths you know are there, can only be found from the inside, from within SLA.

Interaction with the Squad

SLA Industries likes Squads. Loners don't last long, at this or any other SCL, it's good to be part of a team. You are beginning to form the bonds that will bind you together as a squad. You know there is some work to be done, but that is part of your gift, the ability to help people. You believe this squad is worth the effort, and that you can form some meaningful relationships here.

Fergus – Wraith Raider – Scout

Fergus is a Wraith raider, what more can you say? Pragmatic, efficient, restless, sometimes easily distracted, sometimes terribly focused. You like him and his ways of doing things. He has shown that he can be a pivotal member of the team, and that he wants the squad to succeed. You feel he is a reliable, long term squad member, who would be good to have as a friend, it would give you some insight in to the world of the Wraith Raider.

Sally Croft – Human – Investigation & Interrogation

Sally is a natural leader, showing attention to people and the ways in which they can best be used. She seems to lack true compassion, but not through any evil intent. You feel she could easily become one of your closest friends. You like her and the way she works, she would make a good natural squad leader and knows how to handle SLA.

Nathan Lucas – Human – Strike Squad

Nathan is a good, solid team member and one of the most misunderstood of the squad. You like him and want to get to know him better.

Rufus 'Dwight' Dawson – Human – Death Squad

Rufus is one of the deepest, most complex Humans you have ever met. There is obviously a lot to his personality, and he tends to keep it to himself. He is astoundingly efficient as an Operative and plays an ever growing part in the success of the squad.

Dream – 313 Stormer – Kick Murder

Dream is a 313 Malice Stormer. He is a textbook example of the biogenetically engineered warrior breed. His growth and development as a personality must be helped in a positive direction. You enjoy helping him grow and see it as a learning experience for the both of you.

Character 2 Background

SLA Industries is the way forward for you and your race. They let you use your skills hunting the enemies of SLA, and reward you for success. It helps you grow strong, helps you rise in status on your Homeworld, ensuring a good mate for The Chase, ensuring strong children and a good future for your bloodline. SLA have rules. SLA can be a bit strict with their rules, and at times you can not see the point in sticking too closely to the rules. You know SLA has many faces and many secrets. Sometimes it is good to know things, other times it is best not to know. You are becoming adept at turning away from things that could show you to be disloyal in the eyes of SLA. The rules you stick to are to demonstrate your loyalty, the ones you bend and occasionally break are to ensure your survival. Like all of your race, you are still mildly uncomfortable on Mort, with the heat and the claustrophobic landscape, but this discomfort reminds you to be aware of where you are, who you are, that you are a survivor and capable of hunting in any environment.

Interaction with the Squad

SLA Industries likes Squads. Loners don't last long, at this or any other SCL, it's good to be part of a team. You are beginning to feel at home in the squad. They help you, you help them. You work well together. Some of the relationships within the squad need some more analysis, and you may need to put some effort in to understanding some of your squad mates. The investment will pay off if it means the team functions more efficiently.

Solace – Ebon – Scout

You like Solace. She is good at what she does and proves very useful to the squad, especially when dealing with SLA, the media or healing people.

Sally Croft – Human – Investigation & Interrogation

Sally is a natural leader, you trust her judgement and count her as a valuable ally, possibly she could become a friend.

Nathan Lucas – Human – Strike Squad

Nathan is extremely competent and very determined, driven almost. It would be good to see him on a Hunt. You feel an affinity with his focused nature.

Rufus 'Dwight' Dawson – Human – Death Squad

Rufus is brutally efficient and driven to succeed and survive. You like him a lot. It would be worth the extra effort in trying to cultivate him as a friend as well as a colleague. You work very well with Rufus and like his company, you feel more at ease knowing he is watching your back.

Dream – 313 Stormer – Kick Murder

Dream is a loyal SLA Stormer. Well designed, well programmed and built to succeed and win in the competitive survival game on Mort. As with all Stormers, he can sometimes appear naïve and simple in the use of tactics, but he is a fast learner. A good ally and valued squad member, you are happy to be counted as his friend, anything else would be dangerous.

SLA Player Character 3:

Name: Sally Croft
Race: Human
Package: Investigation & Interrogation
Squad:
SCL: 8B

Players Name:
Height: 5'6"
Weight: 120 lbs
Eye Colour: Green.
Hair Colour: Red / Ginger.
Complexion: Very pale skinned, freckles.

STR: 9. DEX: 10. DIA: 7. CONC: 8. CHAR: 9. PHYS: 10. KNOW: 8. COOL: 8.

Walk: 1. Run: 2. Sprint: 3. Movement: 33. Half Move.: 66. No Move.: 99.
Initiative Phases: 1, 2, 4, 5. Damage Bonus: 3.

SKILLS

Literacy 3. Detect 6. SLA Information 6. Rival Company 4. Streetwise 5. Unarmed Combat 6. Hide 5. Sneak 5. Martial Arts 8. Climb 6. Acrobatics 5. Blade 1-H 7. Pistol 5. Rifle 4. Swim 4. Haggle 3. Gambling 5. Wraith Language 4. Shaktar Language 3. Leadership 4. Interview 4. Communiqué 4. Swim 4. Throw 4.

Hit Points

Total: 19. Head: 6. Torso: 19. Arms: 9. Legs: 10.
Armour: PP644 Body Blocker
PV / ID. Head: 5 / 8. Torso: 5 / 14. Arms: 5 / 10. Legs: 5 / 12.

Hand to Hand Weapons	PEN	DMG	AD
MAC Knife	1	4	1

Weapons	Size	Calibre	PEN	DMG	AD	ROF	Range	Clip	Recoil
FEN 603	P	10mm	4	5	2	3 / 1	12M	20	3
FEN 603 AP		10mm	7	1	1				
BLA 046M	P	12.7mm	8	8	3	1	20M	6	7

Equipment

Operatives Starting Kit: FEN 603 with two clips of STD ammo two clips AP, Operative Organiser, weapons maintenance kit, small pen torch, SCL Card, Finance Card, SLA ID Badge, card holder for BPN's and Department Card. Klippo lighter, set of pens / pencils, packet of contraceptives, sunglasses. Two full sets of clothes (Operatives choice), one set of footwear (Operatives choice), one large over coat (Operatives choice).

Other Equipment

850 Creds. PP644 Blocker Body Armour. MAC Knife. BLA 046M Blitzer. 5 'speed loaders', 30 rounds 12.7mm STD ammo. Oyster palm-top computer.

Character 3 Background

Born and bred in Suburbia, the daughter of hard working SLA 'employees', you quickly realised that their sacrifice was for your future. Your parents worked hard, bought you the best in everything they could afford, and kept you looking forward to a brighter future than they had.

Good education and some out of hours tutoring showed up your genuinely bright intellect. A quiet child, you learned to watch and to listen, becoming good at reading people.

At Meny you realised that most people had you figured all wrong: you were originally pegged for Kick Murder training, if it wasn't for one particularly observant instructor (a friend you keep to this day) God knows how it might have turned out. Investigation and Interrogation was tailor made for you, you progressed well, and graduated with honours.

Your time at Meny, and on 'street training' assignments, together with your upbringing, means that you are aware of the double edged sword that is SLA. Benefactor or oppressor? Saviour or scourge of freedom? Benevolent or vindictive? These are some of the questions you have learned to keep to yourself. SLA has many hidden depths, most of them dark, murky waters obscuring secrets and truths best left untouched beneath the surface of the WoP. SLA gives you the opportunity to forge a better life. And you are not going to let that pass you by.

Interaction with the Squad

SLA Industries likes Squads. Loners don't last long, at this or any other SCL, it's good to be part of a team. You are beginning to feel happy with the squad's development. you have naturally taken on a role as spokeswoman, acting as liaison between the squad and SLA, as well as front woman for the media. You know the squad has the makings of something good, special, maybe even great. Any effort put in on your part to keep them focused will be well rewarded.

Solace – Ebon – Scout

You like Solace and would like to become firm friends as well as solid squad mates. You know Solace has the ability to read people and situations and has a good grip on how to survive in the WoP, you value her opinion and her support.

Fergus – Wraith Raider – Scout

What is there to say about Fergus? He's a pragmatic Wraith Raider. You like him and his drive to survive and succeed in the WoP.

Nathan Lucas – Human – Strike Squad

Nathan is very misunderstood. He sometimes makes it hard for people to 'get' him, or to get close to him as a friend, but he's worth the effort. You'd like very much to be more friendly with Nathan, and to cement your working relationship within the squad.

Rufus 'Dwight' Dawson – Human – Death Squad

Rufus reminds you of a cross between a Stormer and a Wraith. It is obvious to you that Rufus is a born survivor and fighter. An invaluable resource for the squad, a good friend and a bad enemy. You like Rufus though you are loathed to show it, in case it's taken as a sign of weakness by him. His support is vital for any squad and it's leader.

Dream – 313 Stormer – Kick Murder

Dream is well liked by everyone including you. A solid squad mate and potential friend.

SLA Player Character 4:
 Name: Nathan Lucas
 Race: Human
 Package: Strike Squad
 Squad:
 SCL: 9A

Players Name:
 Height: 6'7"
 Weight: 220 lbs
 Eye Colour: Dark Brown.
 Hair Colour: Black.
 Complexion: Olive skinned, tanned.

STR: 9. DEX: 9. DIA: 9. CONC: 8. CHAR: 9. PHYS: 9. KNOW: 9. COOL: 10.

Walk: 1. Run: 2. Sprint: 3.
 Initiative Phases: 1, 3, 5.

Movement: 33. Half Move.: 66. No Move.: 99.
 Damage Bonus: 3.

SKILLS

Literacy 4. Detect 8. SLA Information 4. Rival Company 4. Streetwise 6. Unarmed Combat 8. Drive, Civilian 6. Drive, Military 6. Pistol 8. Rifle 6. Paramedic 4. Blade 1-H 6. Disguise 4. Persuasion 5. Shaktar Language 3. Wraith Raider Language 3. Navigation 5. Swim 3. Throw 6. Climb 4. Haggle 4. Electronics Repair 3. Mechanical Repair 4. Weapons Maintenance 4. Gambling 7.

Hit Points

Total: 18. Head: 6. Torso: 18. Arms: 9. Legs: 9.

Armour: PP644 Body Blocker

PV / ID. Head: 5 / 8. Torso: 5 / 14. Arms: 5 / 10. Legs: 5 / 12.

Hand to Hand Weapons	PEN	DMG	AD
MAC Knife	1	4	1

Weapons	Size	Calibre	PEN	DMG	AD	ROF	Range	Clip	Recoil
BLA 046M	P	12.7mm	8	8	3	1	20M	6	(7) 2
BLA 046M HEAP		12.7mm	10	10	6				
BLA 046M HESH		12.7mm	3	16	6				
FEN 10mm AR R		10mm	5	8	2	5 / 1	20M	25	5 / 1 (8 / 2)

Equipment

Operatives Starting Kit: Operative Organiser, weapons maintenance kit, small pen torch, SCL Card, Finance Card, SLA ID Badge, card holder for BPN's and Department Card. Klippo lighter, set of pens / pencils, packet of contraceptives, sunglasses. Two full sets of clothes (Operatives choice), one set of footwear (Operatives choice), one large over coat (Operatives choice).

Other Equipment

500 Creds. PP644 Blocker Body Armour. MAC Knife. BLA 046M 'Blitzer' Pistol – 4 'clips' (speed loader) STD ammo, 4 'clips' HEAP ammo, 4 'clips' HESH ammo. BLA 046M Blitzer has level 5 recoil baffling and laser painting. FEN 10mm Assault Rifle, level 3 recoil baffling, flash suppresser, laser painting. 4 clips 10mm ammo (100 rounds).

Character 4 Background

You are the son of wealthy parents who have made their money in the mining of ore from the Stone Rim Colonies. Brought up in the best education system money could buy: SLA Industries. You are proud of your family, of what they have achieved, and you know that you will not let them down. You have always wanted to be an Operative, for as long as you can remember all your energies were driven in that direction. Your determination is almost legendary, you never give up and never leave any unfinished business. Your loyalty has brought you many friends, a few of them as close as any of your family. In a world of chaos, you have decided to maintain your honour, your word is your bond, and everyone knows it.

You have learned to take advantage of the fact that a lot of people get the wrong impression from you, that you are some kind of gentle giant, maybe even a little bit slow on the uptake. You put this to good use in your dealings with SLA, where playing dumb can save your life. You have seen many things, and heard many stories of the darker side of SLA. The deeper, more sinister truths behind SLA, if they exist, are probably best left where they are.

Interaction with the Squad

SLA Industries likes Squads. Loners don't last long, at this or any other SCL, it's good to be part of a team. You like the team you are in, and it's clear you work very well together. So far there has been a tendency to slightly underestimate your skills and abilities, maybe it's time to put that straight, showing that you are really capable of. You feel comfortable within the squad and you know you can make some good, life long friends here, if you all live that long.

Solace – Ebon – Scout

You like Solace and know she is a good squad member and will become a close friend. You are not too sure about her incessant desire to always seek things out, her curiosity may be her undoing.

Fergus – Wraith Raider – Scout

Fergus is a solid, dependable member of the squad. He could become a good friend if you put in the effort, it's definitely not worth making him an enemy. His sometimes black and white outlook can be quite refreshing.

Sally Croft – Human – Investigation & Interrogation

You like Sally. A lot. You know she is the natural squad leader and support her in that role. You like her company and try to stick close, making sure she gets the support and help she needs. She is a competent Operative, but somehow you feel driven to help her out, whether she really needs it or not.

Rufus 'Dwight' Dawson – Human – Death Squad

Rufus comes across as a loner, someone who only really tolerates other people. You know he's more than capable and like having him in the squad.

Dream – 313 Stormer – Kick Murder

Dream is a typical Stormer; big, fast, hard and always learning and growing. What's not to like?

SLA Player Character 5:

Name: Rufus 'Dwight' Dawson
Race: Human
Package: Death Squad
Squad:
SCL: 9B

Players Name:

Height: 6'2"
Weight: 220 lbs
Eye Colour: Deep Blue.
Hair Colour: Tawny Blonde.
Complexion: Caucasian.

STR: 10. DEX: 10. DIA: 7. CONC: 6. CHAR: 7. PHYS: 10. KNOW: 7. COOL: 10.

Walk: 1. Run: 2. Sprint: 3.
Initiative Phases: 1, 2, 4, 5.

Movement: 35. Half Move.: 70. No Move.: 105.
Damage Bonus: 3.

SKILLS

Literacy 4. Detect 6. SLA Information 4. Rival Company 5. Streetwise 6. Unarmed Combat 8. Auto Support 7. Rifle 7. Tactics 6. Evaluate Opponent 6. Gymnastics 7. Climb 6. Swim 5. Wrestle 5. Blade 1-H 8. Blade 2-H 4. Flexible Weapon 4. Polearm 4. Club 1-H 3. Club 2-H 4. Sneaking 5. Hide 6. Disguise 4. Hagggle 3. Computer Use 4. Demolitions 3. Survival 5. Lock Picking 3. Electronic Locks 4. Bribery 4. Intimidation 3.

Hit Points

Total: 20. Head: 6. Torso: 20. Arms: 10. Legs: 10.

Armour: PP644 Body Blocker

PV / ID. Head: 5 / 8. Torso: 5 / 14. Arms: 5 / 10. Legs: 5 / 12.

Hand to Hand Weapons	PEN	DMG	AD
MAC Knife	1	4	1
Pacifier Baton	0	5	5
Vibro Sabre (Katana)	4	4	2

Weapons	Size	Calibre	PEN	DMG	AD	ROF	Range	Clip	Recoil
KPS Mangler	R	10g	7	10	4	3	10M	10	(9) 5
KPS Mangler 10g Shot		10g	4	9	7				

Equipment

Operatives Starting Kit: Operative Organiser, weapons maintenance kit, small pen torch, SCL Card, Finance Card, SLA ID Badge, card holder for BPN's and Department Card. Klippo lighter, set of pens / pencils, packet of contraceptives, sunglasses. Two full sets of clothes (Operatives choice), one set of footwear (Operatives choice), one large over coat (Operatives choice).

Other Equipment

500 Creds. PP644 Blocker Body Armour. MAC Knife KPS Mangler Assault Shotgun, 3 clips slug ammo, 3 clips shot ammo. KPS has recoils baffling level 5, laser painting. Pacifier Baton. Vibro Sabre, Katana and scabbard.

Character 5 Background

Born, brought up and educated on the streets and in the ramshackle series of huts lived in by your Mother in Downtown. Your Father died when you were born, saving your birthing Mother from an attack by some marauding Carrien. As you grew up you began to hold your Mother in awe, seeing how her strength, resourcefulness and unrelenting sense of hope kept you both alive. Living in Downtown mean learning to survive. You learned well, becoming one of the most cunning survivors in the Sector. Gangs came and went, as did associations with Soft Companies. You used them all. When your Mother died three years ago your world fell apart. She died from a virus that swept the Sector, killing nearly 80% of the population. In the aftermath, SLA mounted an extensive recruitment drive, you knew they prized survivors, and you now had nothing to keep you in the Sector.

Training as an Operative was ludicrously easy for you, you already had most of the skills they were trying to teach. The hardest thing was learning to be part of a team, to rely on and trust others. You are still something of a loner, but you are beginning to see the sense in the strength in numbers, and it is good to have someone to watch your back.

Your innate wisdom and instinct for detecting danger tell you there is a great threat within SLA Industries, from some unseen source, guarded by the Company with deadly efficiency. As far as you are concerned, they can keep their secrets. You know that to survive means looking after you and those close to you. SLA Industries can look after themselves.

Interaction with the Squad

SLA Industries likes Squads. Loners don't last long, at this or any other SCL, it's good to be part of a team. You are a natural loner, you like your own company and find it hard to completely trust others. That said, you like your squad mates and are beginning to trust them. The squad has proved a tight, functional unit, that is stronger as a whole than alone in it's component parts. You bring a sense of determination to the squad, and are happy to keep driving it forward to further success. Achieving success within the squad strengthens the ties and support from SLA, making you stronger.

Solace – Ebon – Scout

Solace looks for meaning in everything, she can be a bit of a pain sometimes with her over deep analysis. She is reliable and useful as a squad member though. She seems to want to be your friend.

Fergus – Wraith Raider – Scout

Fergus is a hunter, a born survivor and a natural warrior. You like having him around, and get along well with him. One of the few people you could enjoy socialising with.

Sally Croft – Human – Investigation & Interrogation

Sally would make a good leader, she is very efficient and competent. Occasionally she annoys you with her knowing attitude, but mostly she's easy to get along with.

Nathan Lucas – Human – Strike Squad

Nathan seems to be the epitome of the spoiled child with something to prove. As long as he pulls his weight, he's OK by you.

Dream – 313 Stormer – Kick Murder

Dream is a biogenetically engineered warrior. Everything is straight forward for him. You envy him that. You like Dream and enjoy being in a squad with him, he's a solid colleague.

SLA Player Character 6:

Name: Dream

Race: 313 Stormer

Package: Kick Murder

Squad:

SCL: 9B

Players Name:

Height: 7'10"

Weight: 350 lbs

Eye Colour: Black (no pupils).

Hair Colour: White.

Complexion: Slate Grey skin.

STR: 15. DEX: 13. DIA: 6. CONC: 6. CHAR: 6. PHYS: 14. KNOW: 6. COOL: 13.

Walk: 1. Run: 2.5. Sprint: 4.

Movement: 70. Half Move.: 210. No Move.: 420.

Initiative Phases: 1, 2, 3, 4, 5.

Damage Bonus: 5.

SKILLS

Unarmed Combat 9. SLA Info 4. Rival Company 3. Intimidate 4. Streetwise 3. Evaluate Opponent 6. Hide 5. Sneak 4. Martial Arts 6. Climb 7. Acrobatics 4. Blade 1-H 5. Detect 5. Survival 4. Drive, Civilian 4. Drive, Military 4. Pistol 5. Rifle 5. Blade 2-H 5. Swim 5. Tactics 5. Killan 5. Throw 5.

Hit Points

Total: 29. Head: 9. Torso: 29. Arms: 11. Legs: 15.

Armour: Custom PP644 Body Blocker

PV / ID. Head: 6 / 12. Torso: 7 / 20. Arms: 6 / 14. Legs: 6 / 15.

Hand to Hand Weapons	PEN	DMG	AD	
MAC Knife	1	4	1	
Stormer Switchblade	5	5	3	(* See Notes*)

Weapons	Size	Calibre	PEN	DMG	AD	ROF	Range	Clip	Recoil
FEN 603	P	10mm	4	5	2	3 / 1	12M	20	3
SP Vibro Disc	P	N/A	12	8	2	1	25M	4	0

Equipment

Operatives Starting Kit: FEN 603 with 6 clips of STD ammo, Operative Organiser, weapons maintenance kit, small pen torch, SCL Card, Finance Card, SLA ID Badge, card holder for BPN's and Department Card. Klippo lighter, set of pens / pencils, packet of contraceptives, sunglasses. Two full sets of clothes (Operatives choice), one set of footwear (Operatives choice), one large over coat (Operatives choice).

Other Equipment

180 Creds. Custom PP644 Blocker Body Armour (by Phase Inc.). MAC Knife. Stormer Switchblade (*see notes). SP Vibro Disc. 2 'clips' of discs (8 discs).

Character 6 Background

Fresh from the birthing tanks on Artery, then put through the training program at Meny. You are utterly loyal to SLA Industries, seeking only to further their strengths and destroy those that would stand against them. You are learning to integrate with the society of the WoP, and settling in to life on Mort. It's not so hard. You enjoy the challenge of learning the ways and customs of the different sections of the community and the different races. Your emotional, spiritual and intellectual development can only be helped by contact with those around you. You never have, and never will, question any of SLA's motivations, that is not for you. You are not blind or stupid, and you know there may be things you see, or are asked to do, that are beyond your immediate understanding, but you trust SLA, so these things must be done.

Interaction with the Squad

SLA Industries likes Squads. Loners don't last long, at this or any other SCL, it's good to be part of a team. Being in a squad helps you grow, develop, it is the only way forward. You know the squad will serve SLA well, you will not let it be otherwise.

Solace – Ebon – Scout

Solace is a typical inquisitive, emotive Ebon.

Fergus – Wraith Raider – Scout

Fergus has shown he is more than capable, a good hunter, solid and reliable as a companion.

Sally Croft – Human – Investigation & Interrogation

Sally would make a good leader. You like her. She makes you feel confident.

Nathan Lucas– Human – Strike Squad

You like Nathan and appreciate his dedication and effort in making the squad succeed.

Rufus 'Dwight' Dawson – Human – Death Squad

Rufus is a bit like you. He appears to be learning to cope with his feelings and ways to express them. You like him. It is obvious that Rufus is a tough survivor, useful as a friend.

* Notes - Stormer Switchblade – The 'MeatAxe'

Keeping the Shaktar Switch Blades compound, the designers placed a third strip of ceramic / silicon fibre along the cutting edge of the blade. This third strip is serrated, and oscillates at very high speeds when the weapon is in use. Each Switch Blade comes with a fully charged power pack for 3,000 hours use.

The real triumph of the Stormer variant of the Switch Blade is the 'free floating' aspect of the blades. They are mounted to allow a certain amount of free movement laterally along the blades length, this means they can be slightly extended using the momentum of the actual strike at the last instant, whipping them through the arc of the strike, increasing the damage and penetration potential.

The MeatAxe must be used with the Unarmed Combat or Martial Arts skill. If it is used with Blade 1-H, the additional Penetration and Damage are lost.

MeatAxe: Damage (DMG): 5. Penetration (PEN): 5. Armour Damage (AD): 3. Cost: 450c. Weight: 4.5kg.

Additional Damage and Penetration, if used with appropriate skill: +1 for each 3 points of the users PHYS.

Example: Newt, a 313 Malice, has PHYS 14, when attacking using the MeatAxe, with Martial Arts, he does DMG 9, PEN 9, AD 3 (this is without his 'normal' STR bonus).