

# **The Dogs of War**

A Scenario for SLA Industries, Gen Con 2003

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## **Background**

The year is 903, 18 April. Domino Dogs have been with SLA Industries for over 2 years now, the prototypes for almost 3. SLA has used them to trace and hunt cannibals, carrier, rogue operatives and it has been rumoured rogue Necanthropes. They are dangerous creatures, but the World of Progress has learnt to work with them, if not trust them.

Dr Strand has been very pleased with the work of the Domino Dog and its Head, Dr Taro Toyama. The work on the Domino Dog allowed Phantom Pregnancy Inc to acquire additional funds for further projects.

Domino Dogs were seen as the future, to deal with the increasing incursions of carrier and cannibals. The work they undertook in Downtown and the Cannibal Sectors led the populace to believe that their saviour, Mr Slayer, had once again led them from destruction to the promised land.

All is not how it seems. Since its inception over 4 years ago Project 23 has had its problems. Most of the matters were resolved by the including work from other areas of Karma and in particular Phantom Pregnancy Inc. Dr strand was quite influential and wished the Project 23 to succeed. The DNA strands of the dog were greatly modified and in later models included the ability to dissipate Ebb abilities. The one problem that was never satisfactorily overcome was the animal's memory.

Throughout the project history the dogs memory capabilities plagued the scientists. The problem was thought solved when they developed fragmental memory for the animal. This did not solve the problem, only postponing it to a more dangerous time.

Since the Dogs 'went live' on 21 June 900 they have been learning about their surroundings and what makes them what they are. Since that date the scientists on Project 23 have been pushing the capabilities of the dogs and have learnt they are far superior to their first prototype.

12 April 903 the first dogs filled their memory.

14 April 903 the dogs had lost the memory of their initial programming.

16 April 903 the dogs went on rampage in the Phantom Pregnancy Inc laboratory.

17 April 903 all contact was lost with the laboratory, 65 scientists and guards suspected dead.

Date Line – 18 April 903, Karma issue BPN to investigate loss of contact with laboratory.

## What is Going On?

The Phantom Pregnancy Inc laboratory is located in Downtown Sector 365. It is listed in Karma records as a storage facility with low security. On first sight the facility holds with its records, however on closer inspection the security is much heavier and very much more on guard. Karma keep movements to and from the laboratory to a minimum, keeping most traffic to an underground tunnel 50 metres below 3 levels down. Thus keeping the low profile. The laboratory consists of holding pens for 12 dogs, 6 laboratories, 4 terrain simulations (factory sized areas to test the dogs; jungle, urban, snow, grassland), quarters for 24 handlers, 7 scientists and 34 guards. The head of the laboratory is Dr Jill Gannet.

The security is very tight, with all glass being very thick and reinforced. The doors to the facility are very secure and again can withstand tremendous firepower. This is all for the protection of the general populace, without a handler the dog is extremely dangerous. The handlers and guards are all Karma registered; some having implants to boost their abilities. All are equipped as per Enforcer Shiver, these doggies aint nice. The security on the pens is also very tight and no more than two dogs are normally allowed out at one time. It was thought that the doors on the pens could cope with the abilities of the dogs, how wrong they were.

The handlers first noticed the problems on 13 April; the dogs seemed agitated and confused over simple tasks. Their memory being full at this point was juggling with new input and 'pushing' older information out. This was reported, but Dr Ulrich Strecher took no action (2<sup>nd</sup> in command of the facility). On 14 April solved the problem of the memory shunt and were into new areas as previous programming was 'lost'. The handlers thought the dogs had settled from the day before and reported as such to Dr Strecher (his suspicion was confirmed).

During the next two days the dogs re-learnt their programming to take over from their handlers. They knew the weaknesses and were prepared to act. During the evening of 15 April the dogs were pacing in their pens and whining, they don't bark as their vocal chords were reduced for stealth capability. The following morning they acted when the first dogs were taken for review.

The two dogs turned on their handlers, preventing them from raising the alarm immediately. Had they done so the facility could have been locked down. The two dogs then freed two others (done with some ease) then turned their attention to freeing themselves from the holding area. Within 4 minutes 6 dogs were free and were almost out of the holding area. It was only at this time that security became aware of the problem, the handlers had failed to report and enquiries were made. By the time security made it to the pens the dogs were out and prepared for them. The guards were no match for a pack of Domino Dogs.

During the next three hours the dogs made their way through the complex, killing all in their way. The dogs did not have it all their own way and 7 have died, however 5 now have complete control of the facility though have yet to find a way out. All communication was severed with the outside world during the rampage, the dogs are not affected by electricity as other animals are.

Most electrical systems in the facility are down, though some work could enable some of the systems to operate again (though only fitfully).

## Introduction

The characters are SCL 9.

The squad are approached by Lothar Vilnius, a Corporate Executive who has watched the squad's performance over the last few months and wished to work with them. He knows their history and to solidify the relationship he has a very good BPN for them. He will provide brief details of the BPN and mention that he managed to get an upgrade on the bonus scheme. If asked his normal cut is 15% (though will work with 12.5%). He is as a gesture of good faith willing for this BPN to work with 70 c.

[Anyone with high enough streetwise may have heard of Lothar and know he has a good rep, on a very good roll they will also find out he is known to work with Karma]

Once the squad have accepted the BPN (bad rep with Karma if they don't) he will enter into a one of agreement with them for cover of his expenses and fee. He is not looking to get any more from them, but should they contact him again his fee goes up by 1% (each time), anyone with bureaucracy can see this in the contract.

Ms Stone (SCL 7A) at Karma is very efficient and will see them promptly on their arrival, 15 mins. She can give them the following breakdown of contact from the facility;

15 April 203	19:00	Report from Dr Gannet that all was well
16 April 203	08:15	Report from security of situation, no back up requested
	19:00	No report received
	19:15	Contact made with lab, static on line
	19:27	Garbled message from lab, too much static to resolve message
	19:30	Contact made with lab, line dead

She is not willing to release information on the work of the laboratory or those that work there, except that Dr Jill Gannet heads the lab and the total compliment (What's Going On). Such information will only be released once they are within the facility. She believes that the lab has been attacked from outside by Dark Night or Thresher and therefore the information on the work of the laboratory is not relevant.

[She does not want any information about the situation getting leaked and wishes to control the flow of information, there are suspicions growing within Karma about the Domino Dogs. This information is far too dangerous and the squad will be kept on the dark until the last and only if pressed]

The squad are sent on their way, if requesting they will be provided with transport to the lab.

The lab is situated near the wall of Cannibal Sector 1, Sector 365, though only 3 levels down. The lab itself has its entrance on level 3 but goes down a further 3 levels when you get inside. There is only one way and out of the premises. The first floor of the lab consists of a foyer, anterooms for conferences, a control room and security area. The squad have been provided with the necessary codes for entering the lab on this level. Other security devices protect further levels and this information will only be available internally.

[There is a second entrance on level 3 of the lab leading directly into Upper Downtown Sector 374 and is the main supply route for the lab. Karma does not like it major labs being monitored too heavily so secretly supplies the lab. Again to protect the lab internal security is restricted and on Dr Gannet, Dr Strecher and Chief Wiggum have full access to all levels]

Most of level 1 is clear and tidy with only a few signs of the struggle. Moving through this level the control room and security area have both been breached and contain 2 scientists and 3 guards bodies respectively. The electrics and electronics are damaged and beyond repair, the security cameras are all dead as are the other sensors and lights.

[Forensics will reveal that the people died from bites and claws. This should prompt the squad to contact Karma for further details. This information will be provided reluctantly. An attempt can be made to repair the systems, though it will take some time to jury rig]

Ms Stone will inform the squad of the work of the laboratory and provide full details on the break down of staff and who does what;

Dr Jill Gannet	Head of the Facility	[dead]
Dr Ulrich Strecher	Deputy of the Facility	[dying and in hiding]
Chief Arnold Wiggum	Head of Security	[dead and in security]
Jonas White	Deputy of Security	[dead]
David Grant	Chief Handler	[dead]
Brian Jones	Chief Handler	[dead]
5 other scientists		
32 other guards		
22 other handlers		

She insists that this information is not divulged and when the BPN is completed they must remain to be debriefed. In no circumstances should any recording equipment be used, punishable by drop in SCL and fine.

The lift to the 2 level is locked and needs clearance to open. Chief Wiggum's clearance will work here though may take some skill to operate. Inside are two bodies of guards, the last two to die having been caught in the lift when dogs broke through the ceiling. On level 2 are the main living quarters and facilities of the lab. This is where the vast majority of bodies lie. It is also on this level that Dr Strecher is hiding in a locker in the changing rooms (there are communal facilities for guards and handlers). He is almost catatonic and near death when found, he will gibber but pass out, only recovering some 30 mins later

This is when the squad will have their first experience of the Domino Dogs. Two dogs will be roaming level 2 and will pick upon the intruders. They will attempt to pick one individual and separate them from the rest. If unsuccessful they will leave before taking serious injury. They know the lab very well and will escape through service vents.

[Anyone who fights the dogs will notice that they are difficult to discern, even with UV or IR. They also appear to escape with no damage – the bullets just bounced off]

There is nothing else on this level that is any use.

Level 3 contains the dogs' compounds and pens together with the storage facilities for the lab and laboratories. This level also has the four terrain simulations surrounding the pens and compound. In and around the compound are 7 dead Domino Dogs, who have all had their armour cracked and been fed upon. Within the storage facilities Gavin Pierec (junior technician) has been hiding living of the food supplements (the dogs are fed raw meat). He may be of use to the squad in that he could attempt a repair of the systems and allow them to track the dogs. The power system for the terrain simulations are separate to that of the lab and continue to run even the base is on minimal power.

[On entering this level the squad came into the dogs' area of expertise, this is where they are most at home and most dangerous. The dogs' tactics will be to swarm one opponent and then retreat after doing substantial damage. They do not want to get caught in extended periods of combat as they know they will lose. They have great stealth and athletic ability so should catch most of the squad flat footed and be able to escape without injury]

The players could enlist the help of Gavin Pierec to restore the systems, but do they all go back? Dr Strecher will come to around now and be very unhelpful, screaming that they're all going to die and why don't they all leave now and rescue him. Gavin can repair the systems to give fitful use and will only work half the time. The squad may decide to split up at this point.

It may become a 'bug hunt' at this time through level 3 and the terrain simulations. Working as a squad should come through and using all their knowledge.

[Should squad members be allocated to protect Gavin in the control room they will be picked on by two dogs whilst the other three keep the remainder of the squad busy. Within the terrain simulations it will be very difficult to find and shoot the dogs, whilst they have no real difficulty attacking and jumping away. With luck the squad might be able to reduce their number. It is likely that if the squad split those upstairs will die]

[Staying together will keep the squad alive longer and give them a greater advantage against the dogs. Characters need to use their skills to get the upper hand. Unbeknownst to the squad Ms Stone has arranged for a Karma combat team to assist the squad and they will arrive in the nick of time through the underground tunnel]

### **Domino Dogs**

Strength	12	Detect	6	PV	7
Dexterity	14	Track	8	Teeth	4 / 7 / 2
Physique	13	Sneak	5	Foreclaws	3 / 4 / 1
Cool	11	Hide	6	Hindclaws	3 / 5 / 1
Hits	50	Combat	6	Quills	3 / 6 / 2

Regenerate 1 hit per round and 1 wound per 3 rounds

Movement of 8m per phase

Ebb armour, extra 5 flux for Ebb abilities

### **Dog 1**

Hits

Wounds

### **Dog 2**

Hits

Wounds

### **Dog 3**

Hits

Wounds

### **Dog 4**

Hits

Wounds

### **Dog 5**

Hits

Wounds