

# You Only Live Twice

A Scenario for SLA Industries, Gen Con 2003  
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## Background

The year is 590, 23 August. Rubenz, Ebon Investigator (SCL 6D), chooses steel. His controlled gasp as life leaves his body echoes around the chamber. Only one other hears his last breath in the lower dungeons of the Gothic Cathedral that is known as Dark Lament HQ, Central, Mort. He was a model employee of SLA Industries and had built on his reputation as class investigator to climb the ranks of Operatives before transferring to Internal Affairs. During the last 13 months he fought the dream demons, though eventually they plagued his waking hours. In the end the noise was too much and the drug was seriously affecting his work.

3 September 590, Necanthrope Chalice walks from the White into Preceptor Hall at Dark Lament HQ. Only Necanthropes are allowed here and there is only one-way in. During his years in the White, whilst only days passed in the World of Progress, Chalice has come to terms with his previous self and knows his place working for Mr Slayer. His commander is Preceptor Teeth, his Will will be obeyed. He forms links with the broken Union Seraphim, and makes them whole again. He starts his life; all his past is but a dream to him. There was no meaning to his life before the White; this is his true life.

8 April 638, Union Seraphim are sent into Downtown, search and destroy rogue Brainwaster Kreece (SCL 7C). Kreece has joined forces with the Thresher, who await the arrival of a Necanthrope Union. Kreece knows that only a Union could take him down, he is too dangerous for an ordinary BPN.

18 April 638, Seraphim, Kreece and Thresher meet in Downtown Sector 812, near the wall with Cannibal Sector 3. In the ensuing onslaught Kreece dies together with three Thresher pilots. Muse, Enfant, Risst, Korus, Centaur and Chalice of Necanthrope Union Seraphim cease to be. Their bodies left by the remaining members, Ergo and Amant, who escape the ravages of the carrier into the upper reaches of Downtown to recover. A clean up crew is sent to recover what they can from the scene, none of the bodies were ever found.

- 15 April 903 the Gore Cannon of Chalice, untouched for 265 years, is found by Scavengers.
- 16 April 903 the item is sold by Scavs to Downtown barter, Blind Sam.
- 17 April 903 the item is taken in a raid by Shivers, its Ebb details are noticed and reported to the Department of Ebb, Shivers instructed to return to Upper Downtown immediately.
- 17 April 903 Purge hear about item and take steps to recover.
- 17 April 903 during return journey Shivers open container and 'activate' Gore Cannon. All occupants of vehicle die, location unknown. Last location shown as Downtown Sector 176 down 8.
- Date Line 18 April 903, Dept of Ebb issue BPN to recover item for investigation.

## What is Going On?

The Shivers had now idea what they had taken, neither did the Scavs or Blind Sam. The Shivers did recognise some strange markings and reported in to the Department of Ebb. After asking some initial questions the contact at the Department understood the actions that needed to be taken and requested that the item be brought immediately into Upper Downtown.

One of the Shivers, David Breens, was overtaken by waking nightmares during the next few hours telling him that his colleagues were his enemy and he could only survive by opening the box and using the gun inside (even though he was armed himself). 3 hours 42 minutes into the return journey David Breens gave into the visions and opened the box. When he touched the Gore Cannon it used his life to power itself, Flux, to activate Flesh Friction 4. This killed all in the back of the Hammer APC and sent the driver mad with pain (not killing him outright). The Gore Cannon also merged with David Breens, using its sentience to drive him forward.

The diver of the Hammer APC continued for a further 500m before succumbing to unconsciousness, the APC then continued for 150m before falling 2 levels further into Downtown. On impact the Hammer survived more or less intact, however the Shivers were not so lucky, there is very little left except pieces and offal. The Gore Cannon took what remained of David Breens and left the APC, intent on returning to Dark Lament and finally lay Chalice's memory to rest.

The blast of Ebb not only killed the Shivers but also attracted the attentions of feral Ebons living in Downtown. The ferals have brought the matter to the attention of Purge, operating out of Sector 280. Purge have put Chalice in charge of recovery of the item, little does she know it is from her namesake, though she has some idea of its taste and power. Chalice leads a squad of two other ferals and three mules (Ebons 'dead' to the Ebb) in recovery of the item. The word has also been put out on the street that Purge will pay for the item's recovery, 5,000 unis.

David is 'walking' as best he can out of Downtown, though this is a long process on the remnants of his legs. He has not encountered anyone yet and has not drawn any attention to himself, though this will not last. Gangers, Props, Scavs and others are out there looking and someone will come across him sooner or later.

By the time that the BPN is issued by the Department of Ebb, the APC has been located and stripped by the Party People, though they do not know the item was here they have just had a lucky day. They have failed to pick up the trail of the dead Shiver, too much disturbance by local carnivorous pigs; there are too many body parts and blood everywhere. Some of the Party People have felt a bit strange but think nothing of it when they leave the vicinity. Purge do not know of the vehicle's discovery and continue to make their way towards the disturbance, 750m away and two levels up.

By the time the squad are on their way to the scene, Purge are closing in together with some Scavs. Who gets there first has a head start, but with SLA behind them do the squad have any advantage in tracking the Shiver or the Gore Cannon?

## Introduction

All characters are SCL 10.

The players will be at a BPN hall, not Slayers Crib.

[Run through what happens at a BPN hall if not played SLA before and describe the hall]

They have worked together before as a squad, having completed 2 Blues. This is just a straightforward Yellow.

[Hopefully they have already given each other a brief description of themselves]

They have to wait until their squad are called and make their way (in time hopefully) to the allocation room.

[If they fail to make it in 3 minutes they have to register again, not a good idea]

A bored woman behind a plexiglas screen runs them through the brief details of the BPN before asking the leader to accept and sign for the BPN. One thing is that the bonus is rather large. Her name is Stacey Andrea and she wants rid of the players soon, her shift is over in 10 minutes.

[Dept of Ebb really want this back and are willing to pay, however they don't want to attract too much attention by putting it out to high SCL. This may arouse suspicions]

The players will then be moved on and out of the room onto the BPN. They should then contact Korus at Dept of Ebb to arrange a meeting. Korus is SCL 9B and has been asked by the Dept to handle this BPN. He knows of its importance but does not know what exactly the item is.

The Dept of Ebb knows it is an Ebb power item and that it could well be a Gore Cannon. This information is not available to the players. Korus will be helpful and courteous but he knows very little of the details.

He knows that the item was taken in a raid on a Downtown fence called Blind Sam. But he knows little of the detail.

[Players can attempt methods to see if there is more and some may become aware he is not telling the whole truth]

The players will then need to arrange transport into Downtown.

[This can involve getting a battle taxi and interfacing with the driver and others. There is no direct access to the last know site of the vehicle, any battle taxi will drop them off 2 levels above and a distance away. The driver can tell them something about the gang, but not much]

They may also contact Shiver Department for information on the squad. Shivers will tell them the following time-line;

07:00	Raid on Blind Sam's
12:00	Shiver Squad leave Blind Sam's for Dept of Ebb
20:30	Last report by the Shiver squad
21:00	Last reported position of vehicle
22:00	Reported as missing to Dept of Ebb

Blind Sam is being questioned at present on this and other items, though he knows nothing of the item. Usual travel time to their last location is 5/6 hours, however terrain is difficult and they may have been delayed. No other information is available from the Shivers. There were 10 in the vehicle; driver, gunner and 8 man Shiver squad.

On reaching the last known position any Ebon may sense the large discharge of flux even without the detect ability. They need to make a formulae roll to sense it's power. The rest of squad will not sense any presence. The squad will find themselves being paralleled by members of the gang, they will not approach though may be approached themselves. There are tire marks that indicate some swerving of the vehicle and lead the squad to the drop point of the vehicle.

When the squad reach the vehicle all will start to experience strange visions; cathedrals/gothic architecture. It will be more substantial and real to any Ebon in the squad. The Ebon will have difficulty making sense of their surroundings, knowing only that they shouldn't be there and that. They are seeing visions of Preceptor Hall at Dark Lament HQ, a place where only Necanthropes walk.

[The Ebon should be asked to play confused and given the idea that neither him nor the others should be there, but doesn't know why. If pressed he might say that only the dead are allowed here, though he doesn't know why either. This should give opportunity for interaction between the squad and players. If the Ebon makes a successful formulae roll they understand more of what s happening]

This action should not prevent the squad looking around the vehicle and surrounding area. The back of the Hammer APC is a mess with bodies in pieces and scalded to the inside of the APC. They will see that one Shiver is unaccounted for and be able to notice tracks away from the vehicle without too much difficulty.

[Cool rolls from all who witness though most will throw up anyway, does it also play on any fears or psychosis? Noticing the trail from the vehicle is straightforward and followed even without the tracking skill]

Throughout their journey from the battle taxi the squad have been followed by the Party People gang members. When they reach the vehicle there may be some interaction, either verbal or more violent between the two. The gang have little knowledge of what happened, though they also experienced strange visions and haven't approached since scavenging the APC.

[What happens between the squad and the gang is dependent on the players, will they take kindly to the interruption or is their first thought to fire? If they fire they may be in for a hard time as the call will go for backup and later they will be ambushed by a large number of Party People. Calling for backup from Station Analysis is not an option as they are too far down, they're on their own]

Following the trail will lead them off into another part of Downtown, a different direction from which they came. At this point the Scavs will take interest in them and could well ambush them, though not a particularly good one.

[Scavs are a worry but not as well armed as the gang. If good rapport has been made with the Party People they may well get their assistance]

After several hours travelling, anyone with forensics will know that the person should be dead due to blood loss, they come across David Breens dragging his body to Uptown. This is where they can recover the item if they do well, getting close will be difficult as the Gore Cannon has some power left but not much. It is also at this point that Purge come into play, they reached the site after the squad but with detect have followed it here quicker. The gang's loyalties may be split if the squad have any rapport and take their leave in any firefight.

Purge will do what they can to recover the Gore Cannon, they themselves will be a target if they are the first to approach.

[This is the final chapter in the scenario so everything should be timed to get the squad to this point. Encounters should be added or removed to allow the squad to meet David Breens and Purge by the near end of the time slot]

### **David Breens**

He is dead but the Gore Cannon continues to suck his life and suck flux from its surroundings. The Gore Cannon will use Flesh Friction 4 on the first living thing that comes within 40m, doing; 12, 12, 8, 8, 6, 6, 4, 4, 2, 2. It will fire every phase if needs be.

### **Chalice**

She has the following Ebb skills and levels only.

She acts in phases 1, 3 and 5. Conc is 12, flux is 49.

Communication	3	7	10	13				
Detect	3	6	9	10	11	13		
Enhancement	3	5	8	11	15	16	19	
Healing	3	5	8	9	11	13	17	
Senses	5	10	11	13	14	16	19	
Telekinesis	2	4	8	9	13	14	18	19

Will use Enhancement 15 to increase her pv to 10 at the cost of 15 flux.

### **Feral 1**

It has the following Ebb skills and levels only, with a FEN 603 as backup.

It acts in phases 2 and 4. Conc is 9, flux is 24.

Blast	6	7	9	15	16		
Communication	3	7	9	12	13		
Enhancement	3	11	13	15	19		
Illumination	4	7	10	13	19		

Will use Enchantment 15 to increase its pv to 10 at the cost of 15 flux.

### **Feral 2**

It has the following Ebb skills and levels only, with a FEN 603 as backup.

It acts in phases 2 and 4. conc is 7, flux is 27

Detect	8	10	11	13	15		
Reality Fold	5	7	8	11	12	13	
Red Thermal	7	12	13				

Will use Red Thermal to cause damage but leaving sufficient to Reality Fold away.

### **Mules**

Are armed with CAF SMGs and don't wear any armour.

They act in phases 1, 3 and 5.