

Hunter Sheets

ISSUE - ONE



S·L·A
INDUSTRIES

CUBICLE
7
SEVEN

S·L·A
INDUSTRIES



Enforcer Charles
Status: Critical
Mission Budget Exceeded
Abort
Issue Hunter Sheet
Target: 'Gutterfly'



MONITORING CUBICLE #7

ERE SHE IS. GET HER. GET HER.+++ (GUNSHOTS & UNIDENTIFIABLE SOUNDS) +++ I CAN'T GET A LOCK SHE'S MOVING TOO DAMN FAAAAAGHK(sp?) +++ (UNIDENTIFIABLE)

DEVELOPER
DAVE ALLSOP

WRITING
DAVE ALLSOP, TIM DEDOPULOS
& ROB WOOD

COVER & ILLUSTRATIONS
DAVE ALLSOP
GRAPHICS & PRODUCTION
JAY FORSTER

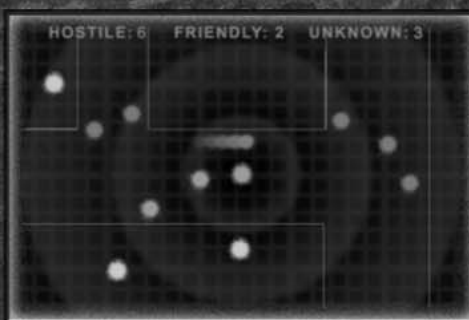
EDITING
DOMINIC McDOWALL-THOMAS
& JOHN DODD

PUBLISHED BY CUBICLE 7
© CUBICLE 7 2007

All rights reserved. No part of this book may be reprinted or reproduced or utilised in any form or by any electronic, mechanical or other means, now known or hereafter invented, including photocopying and recording, or in any information storage or retrieval system, without the permission in writing from the publishers.



HOSTILE: 6 FRIENDLY: 2 UNKNOWN: 3



Enforcer
P Charles
SCL 4C ID-720/JF2K4



PS06 BLA046M
BB05 0006
KS00 GA9442
0000
DRUGS LOW AMMO LOW

Published by Cubicle 7 Entertainment Ltd.
under license from Nightfall Games Ltd.
Requires the SLA Industries main rulebook for play.

There is definitely a spork.

Legal stuff:

Huntersheets is a supplement to SLA Industries, Nightfall Games Ltd's roleplaying game of futuristic urban horror, published by Cubicle 7 Entertainment Ltd. This game is recommended for mature gamers only. Don't think it's real – it's only a game and it's all made up. All concepts, characters, text and intellectual properties are copyright 2007 Nightfall Games Ltd or 2007 Cubicle 7 Entertainment Ltd. All images are copyright Cubicle 7 Entertainment Ltd. Any unauthorised use of copyrighted material is illegal.

SUPPORT YOUR LOCAL GAMES STORE.

Why not visit the SLA Forum at www.team8.co.uk/forum or e-mail your SLA comments to info@cubicle7.co.uk

Correspondence address:
Cubicle 7 Entertainment Ltd.
100 Ballards Lane
Finchley
London N3 2DN
UK

Get more Cubicle 7 at www.cubicle7.co.uk
SLA Industries is supported at <http://CloakDivision.net>

Cubicle 7 Entertainment Ltd. is a private limited company, reg. no. 6036414. Its registered office is at 35 Ballards Lane, London, N3 1XW, UK.



www.cubicle7.co.uk

ISBN 978-0-9555423-1-2

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

545596%40&%5*(8%3(%7"%3^4\$0)&5)^3E%2*8&9%&%*(0%)&(%3"9%^2\$9096&4)^E%*0&%7&%*(%0%**&%&900
%*(%%**&%&%*(4%)53&(%"%^\$)&)^E69%**&%9@%**&%&%4*(%&4%"0^\$)&)^546E0%*5*&8%&45%*(%9)&72(%
"2^9\$)&)^E%**&949%&%*(23%**&%&0%*(% ERROR<

...<
...<
...<

CONTENTS

(GM data for each Hunter Sheet can be found on the page number in brackets)

...<
...<

PREFACE	4
INTRODUCTION - 'OLD BONES'	5
Gutterfly	6 (46)
Baal Kronis	8 (47)
Brad "Bar" Sinister	10 (48)
M'tcl'mth Nt'scthhch	12 (50)
Fells Caro	14 (51)
Gorne	16 (52)
Mama Krutch	18 (53)
Maslak Thren	20 (54)
Mauser	22 (55)
Mr Kimble	24 (56)
Sera Winterlong	26 (57)
Seraph	28 (58)
Snlper - D	30 (59)
The Silent One	32 (60)
Tam McGovan	34 (61)
Siln Vorta	36 (62)
Foss	38 (63)
Todd Clerik	40 (64)
Deltrius Sada	42 (66)
Elliot Ralk	44 (68)
STATS, RULES & GM INFO	46
Chl'en Blood Magic	69
Threat Analysis - The Krell	72

...<
...<
...<

TRACKING

...<
...<

TRACE LOST

...<
...<

...%**&%&%*(4%)53&(%"%^\$)&)^E69%**&%9&%*(%)&(%"6%^\$)&)^E5&409%&9%*(982%9%**2%&%00*(%%**&5455
96%40&%5*(8%3(%7"%3^4\$0)&)^3E%2*8&9%&%*(0%)&(%3"9%^2\$9096&4)^E%*0&%7&%*(%0%**&%&900%*(%%**
&%&%4*(%)&4%"0^\$)&)^546E0%*5*&8%&45%*(%9)&72(%"2^9\$)&)^E%**&949%&%*(23%**&%&0%*(% <

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

%**&%&%*(4%)53&(%^\$)&^E69@%**&%9&@%*(%)&(%^6%&\$)&^E5&409%&9%*(982%9%@**2%&%00*(%*%&545596%40&5*(8%3(%7"%3^4\$0)&5)^3E%2*8&9%&%*(0%)&(%3^9%&2\$9096&4)^E%*0&7&*(%0%*%&%&900%*(%*%&%&%*(4%)53&(%^\$)&^E69%*%&%9@%**&%&%4*(%)&4%"0^\$)&546E0%*5*8%&45%*(%9)&72(%^2^9\$)&^E%*%&949%&%*(23%*%*%&%&0%*(% ERROR<

...<
...<
...<
...<
...<
...<

Another century had passed, and it came again.

The cold rains descended, and for those brief, fleeting hours, the entire planet was eerily quiet. Nightmare eyes closed and turned away from the light, seeking dark solace elsewhere. The damned found their sanctuaries deep within the desert dunes.

Slowly, the screams of horror and the agonised howls died. The blood stained ground was washed free. The only sound to be heard across all the barren plains was the gentle patter of rain on the dry, cracked earth.

The Walker lay out in the centre of the storm, and let the wind and water cool his broken form. This respite is a gift of no-one, he told himself. The pain had abated for a moment, and although it would be back, soon - oh so soon - it would be washed away for good. All of the suffering. That which he once was. All gone forever.

That part of him shaped by the planet itself smiled in drowsy complacency. There would be a close, and then rebirth. They would rise and enter into him, chew away the final remnants of his former existence and make of him what he always should have been.

A free spirit, unfettered by the faded hints of regrets and compassions and sanities.

The Walker turned on his side and allowed his eyes to settle on the muddy earth. Slowly he raised a bony, taloned hand and reached out to shape the ground. As he moulded the sand, he whispered to it, softly, lovingly.

"Come forward. Come out. Let my hand set you free. Let your hatred give you life. I am your enemy, and you will be mine. Draw your weapons against my arrogant brother and I. Teach us the lesson we deserve. Bring your truth to us. He thinks you destroyed this thousand years past, but we shall prove him wrong."

The Walker drew his hand away and stared at the horrific face he had sculpted in the ground. He sighed lovingly, closing his eyes to the insistent rain. "The Root Dogs," he said. "The Root Dogs."

...<
...<
...<

TRACKING

...<
...<
...<

TRACE LOST

...<
...<
...<

...%**&%&%*(4%)53&(%^\$)&^E69%*%&%9&@%*(%)&(%^6%&\$)&^E5&409%&9%*(982%9%@**2%&%00*(%*%&545596%40&5*(8%3(%7"%3^4\$0)&5)^3E%2*8&9%&%*(0%)&(%3^9%&2\$9096&4)^E%*0&7&*(%0%*%&%&900%*(%*%&%&%4*(%)&4%"0^\$)&546E0%*5*8%&45%*(%9)&72(%^2^9\$)&^E%*%&949%&%*(23%*%*%&%&0%*(% <

Hunter Sheet

INTRODUCTION - 'OLD BONES'.

"SOD THIS! SOD IT! FROM NOW ON ME AND THE BOYS ARE STICKING TO BPNS. THESE HUNTERSHEETS ARE A BLOODY CON. WE JUST SPENT THREE WEEKS TEAR-ASSING AROUND DOWNTOWN TRYING TO HUNT DOWN A SERIAL KILLER WHO WAS ALREADY DEAD, FUCK! THREE WEEKS, MAN, ... ONLY TO FIND OUT ULTRA VIOLET HAD KILLED HIM. SHE BEAT US TO THE BULLET BY ABOUT 2 HOURS... 'NICE ENOUGH GIRL THOUGH, SHE BOUGHT HAS DINNER TO MAKE UP FOR ALL THE TIME WASTED. YOU WANT MY ADVICE ALL YOU OPERATIVES? AVOID THESE JOBS LIKE THE PLAGUE, DON'T BE FOOLED BY THE SWEET SOUNDING BOUNTY, IT AIN'T WORTH IT."

CHERONNA, SCL 6A, SQUAD GREEN BAG.

FOR CONTRACT KILLERS AND KICK MURDER OPERATIVES ALIKE THE HUNTERSHEET IS REGARDED AS A DREAM COME TRUE. ALL THE INFORMATION IS THERE, PHYSICAL DESCRIPTION, CRIMINAL HISTORY AND PROFILE, EVEN A NAME AND ADDRESS IS SUPPLIED. THE ONLY THING THE OP HAS TO DO IS PAY THE TARGET A HOUSECALL, CHOP HIS HEAD OFF AND TAKE IT BACK TO SLA HEAD OFFICE, IT'S AS SIMPLE AS THAT. ISN'T IT?

WELL, NO NOT REALLY. IT'S TRUE THAT A GREAT MANY OF THE CURRENT HUNTERSHEETS ARE SOFT TARGETS, LIKE DISGRUNTLED HIGH RANKING CORPORATES THAT WOULD LIKE SOMEBODY TO ASSASSINATE THEIR WIVES, OR A LOW LIFE GANG MEMBER THAT INSULTED AN OP SQUAD. THERE ARE, HOWEVER, HUNTERSHEETS THAT INVOLVE TAKING ON SOME OF MORT'S MOST LETHAL SUBVERSIVES. CRIMINALS DEEMED SO THREATENING TO SLA THAT HEAD OFFICE WILL OFFER A PHENOMENAL BOUNTY TO ABSOLUTELY ANYONE WHO THINKS THEY CAN KILL THE TARGET.

SUCH INDIVIDUALS HAVE SUCH A HIGH PRICE ON THEIR HEADS FOR A REASON; THEY'RE PRACTICALLY IMPOSSIBLE TO KILL. WHEN OPS AND CONTRACT KILLERS TAKE HIGH-END HUNTERSHEETS THEY OFTEN DON'T REALIZE THAT COUNTLESS HOPEFULS HAVE GONE BEFORE THEM AND DIED TRYING TO COMPLETE THE MISSION. SOME HUNTERSHEETS, LIKE HALLOWEEN JACK, DEITRIUS SADA AND ELLIOT RAIK HAVE REMAINED OPEN AND UNCOMPLETED FOR YEARS AND YEARS, AND THE BOUNTY KEEPS GOING UP.

OPERATIVES HAVE COME TO KNOW SUCH LIFE THREATENING HUNTERSHEETS AS 'OLD BONES'.

THE OTHER NEGATIVE ASPECT OF CERTAIN HUNTERSHEETS IS ARRIVING AT THE SUPPOSED LOCATION OF THE TARGET AND FINDING NO ONE THERE. SADLY, THIS IS FAIRLY COMMON. LAST KNOWN LOCATIONS FILED ON THE 'SHEETS ARE RARELY UPDATED; SOME ADDRESSES HAVEN'T BEEN OCCUPIED BY THE TARGET FOR MONTHS. SLA OF COURSE WON'T TELL THE OPERATIVES AND 'KILLERS THIS BECAUSE IT'LL DISSUADE THEM FROM TAKING ON THE MISSION. MOST OPS WILL REMAIN UNDETERRED HOWEVER, AND USE ALL THEIR INVESTIGATIVE SKILLS TO TRACK THE SUBVERSIVE; THE CONSIDERABLE BOUNTY IS FAR TOO SEDUCTIVE TO PASS UP...

STILL, FOR THE FORTUNATE FEW THE HUNTERSHEETS ARE THE WAY TO GO. KICK MURDER OPS TEND TO HAVE THE MOST SUCCESS WITH THESE JOBS, ESPECIALLY IF THEY DON'T DRAW TOO MUCH MEDIA ATTENTION WHILE THEY'RE MOVING IN FOR THE KILL.

CONTRACT KILLERS ARE BEST GOING AFTER RIVAL 'KILLERS WHO ARE FILED ON HUNTERSHEETS, AFTERALL, THEY NEED AS MUCH MEDIA SUPPORT AS THEIR OPPONENT, AND CAN'T AFFORD TO BE SEEN AS COWARDLY. CHANCES ARE THE TWO 'KILLERS WILL CLASH IN A DESIGNATED LOCATION THAT PROVIDES OPTIMUM MEDIA COVERAGE AND THEN SLUG IT OUT TILL ONE'S LEFT STANDING.

OPERATIVE SQUADS SHOULD HAVE ONE OR TWO INVESTIGATIVE TRAINED MEMBERS ON THE TEAM WHEN IT COMES TO 'SHEETS THAT ARE BASED IN DOWNTOWN. IF THEY'RE STREETWISE THEY SHOULD BE ABLE TO FIND AT LEAST A FEW LEADS THAT'LL POINT THEN IN THE RIGHT DIRECTION.

AT THE END OF THE DAY, THE SQUAD IS STILL GOING TO NEED SOME SERIOUS MUSCLE TO TAKE DOWN THE TARGET, ESPECIALLY IF THE BOUNTY'S HIGH.

IN THE CASE OF SOME HUNTERSHEETS, LIKE ELLIOT RAIK'S, EVEN MUSCLE MAY NOT BE ENOUGH.

"MAN, I LOVE HUNTERSHEETS ME! EVERYBODY SLAGS THEM OFF BUT YOU'VE JUST GOT TO GO ABOUT 'SHEETS THE RIGHT WAY. ALRIGHT, SAY YOU'VE GOT A TARGET IN DOWNTOWN, SHE'S NOT AT THE LAST KNOWN LOCATION AND YOU WANT HER DEAD BEFORE THE EVENING NEWS, YEAH? JUST START SPLASHING SOME UNIS AROUND THE LOCALS FOR INFO. IF THAT DOESN'T WORK, I USUALLY CUT OFF A FEW LIMBS. IT DOESN'T GET TO THAT STAGE VERY OFTEN BECAUSE PEOPLE LIKE MONEY, DON'T THEY? ANYWAY, DON'T BE FOOLED, THESE FUCKERS ALWAYS KNOW WHERE THE TARGET'S AT, AND THEY'LL TELL YOU ONE WAY OR ANOTHER. AFTER THAT, YOU JUST GO WHACK THE TARGET, TAKE BACK THE HEAD, AND THERE'S YOUR BEER MONEY! OH YEAH, DON'T LISTEN TO ALL THE CRAP ABOUT HOW THE DOWNTOWNERS ARE 'SCARED' OF THE SUBVERSIVE. IT'S YOU THEY SHOULD BE FEARING, MAKE 'EM TALK. YOU WORK FOR SLA, YOU CALL THE SHOTS."

GUN BUNNY, CONTRACT KILLER

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: GUTTERFLY

"I had to pump three Kick Start into Carmichael after I dragged him out of there. He was coughing up blood, gargling out the words 'she's just a girl, she's just a girl'. The so-called girl had diced him up pretty good, along with three other Shivers- Ackley, Bruce, and Field Medic Harris.

You know what? The Dept of Investigations are full of shit! Yeah? There's no fucking way that girl is just a civilian! No two bit little gang banger could have wasted my buddies without operative training, not that quickly, no fucking way man!"

**Shilver Sergeant Fielding's status report 12 / 4 / 909 SD,
shortly before his contract dismissal.**

Criminal Portfolio:

GutterFly is the tagname for the latest serial killer to grace the sewers and walkways of Lower Downtown. She is a Brain Waster currently with civilian status, but was trained by SLA Industries in Kick Murder Package prior to going AWOL. Her real name is Era Fitz Sanda and her parents are both operatives from a respectable Ebon family within the company. Early records show that Era was suffering from severe mental illness from the age of eight and there are rumours leading back to a sexual attack from her great grandfather, the Necanthrope TrickFlicker SCL 5c. (These allegations are to be disregarded concerning this investigation).

During Sanda's seven months of training at the Meny Educational Facility, instructors and administration entered numerous complaints and written warnings into her personal record. According to her instructors and verified by Meny records, her conduct exceeded the worst cases of violent behaviour exhibited by any Brain Waster trainee recorded over the previous 40 years. She was retained only due to her impressive natural talents and the belief that her aggression could be properly directed through counselling. Unfortunately, this optimism was gravely misplaced and the individual who would become known as Gutterfly was following her own agenda.

In what should have been one of the ordinary daily brawls at the campus canteen, Sanda tested her training and shattered the spine of a Shaktar classmate in three places. This cost SLA the future services of a potentially valuable employee and resulted in the confiscation of her Deathsuit as punishment. She reacted far worse than her instructors expected and murdered her roommate, a human named Lucy Lebay, four days later with a stolen cafeteria knife. The student's head was found by campus security two days after neither student showed up for classes. A BPN was immediately issued to apprehend the girl, but she had fled Meny and gone underground. Era had become GutterFly, and there was no going back.

GutterFly has been in operation as a serial killer for the last 45 days, targeting Ebons of either sex with ages ranging between 14 and 23. So far GutterFly has amassed an official bodycount of 34, excluding Shivers and various "Downtown Undesirables" that got in her way. All of the victims have been the children of SLA employees, mostly inhabiting Mort's suburban sectors. In response, the Department of Investigation has pulled all files relating to the 16 families who have suffered an attack by GutterFly. All of these families are middle class with no criminal records, but in each case, an application had been placed for the child to go to Meny.

Profilers at Department of Psychology and Psychoses believe GutterFly's killings are stimulated by jealousy and revenge. While none of the victims suffered any form of sexual abuse, the manner of their deaths was particularly savage. Attacks have taken place between the hours of 5-7 PM, with the horrified parents returning home to find their children slaughtered with a high frequency blade. Unlike the greater percentage of serial killers stalking Downtown, GutterFly has not been known to take trophies from her victims. These are classed as simple aggressive assaults, leaving nothing but a body and her name drawn on a wall in the victim's blood.

GutterFly is believed to be using a variety of combat drugs, ranging from Shatter to Ultra Violence whenever she can acquire them. Operatives undertaking this HunterSheet are advised to proceed with caution.

Hunter Sheet

NAME

GUTTERFLY

SUBJECT CODE

LV98../567GH899654

DESCRIPTION

BRAIN WASTER

CRIME

MURDER/SUBVERSION

DEPARTMENT CONTRACT

DPT OF PSYCHOSIS

STATION

ANALYSIS:



475939200479189

BOUNTY: 350C



3RD EYE CONTRACT

45650987/687



CRIMINAL PROFILE

GUTTERFLY IS A FEMALE BRAIN WASTER, 19 YEARS OF AGE, AND STANDING 5'8 IN HEIGHT. SHE HAS MAGENTA HAIR/DREADS THAT REACH JUST ABOVE SHOULDER LENGTH, PINK EYES AND MODERATE CHARRING. OTHER IDENTIFIABLE FEATURES INCLUDE DNA TATTOOS (BLACK CIRCLES AROUND THE EYES) AND A CUSTOM BODY BLOCKER SHOULDER PAD FASHIONED IN THE SHAPE OF A SKULL THAT ADORNS HER RIGHT ARM. HER CLOTHING VARIES BUT IS PREDOMINATELY DARK, AND SHE HAS BEEN KNOWN TO WEAR A LEATHER COAT WITH THREE BADGES ON THE LAPEL SAYING, "DIE!", "DIE!" AND "DIE!".

GUTTERFLY HAS TAKEN NO STEPS TO CONCEAL HER IDENTITY, RELYING MAINLY ON THE OVERCROWDED SPRAWL OF LOWER DOWNTOWN TO CAMOUFLAGE HER.

LAST KNOWN LOCATION

GUTTERFLY WAS LAST SPOTTED IN THE JUNGLES, (BLANKER GANG TERRITORY) TOWARDS THE EASTERN SECTORS AND CANNIBAL SECTOR ONE. IT IS POSSIBLE THAT THE BLANKERS ARE PROTECTING GUTTERFLY IN RETURN FOR GANGLAND ASSASSINATIONS.

M.O.A.

GUTTERFLY IS PARTIALLY TRAINED IN KICK MURDER PACKAGE, GEARED TOWARDS MARTIAL ARTS AND BLADE 1-H. SHE IS KNOWN TO BE SWIFT AND AGILE WITH STRONG SKILLS IN ACROBATICS AND GYMNASTICS. HER PREFERRED WEAPON IS A SLA MANUFACTURED VIBRO SABRE, ALTHOUGH SHE IS ALSO LIKELY TO USE A FEN AR, STOLEN FROM THE HOUSE OF ONE OF HER VICTIMS.

IF GUTTERFLY IS HEAVILY OUTNUMBERED OR OUTGUNNED, SHE WILL ATTEMPT AN ESCAPE. SHE ALSO ONLY STALKS WALKWAYS THAT SHE KNOWS EXTENSIVELY, AND IF FORCED TO EVADE, SHE WILL UNDOUBTEDLY HAVE SEVERAL ESCAPE ROUTES AT HER DISPOSAL. IT IS POSSIBLE THAT SHE MAY BE SUPPORTED BY 4 - 6 GANG MEMBERS FROM THE BLANKERS CREW AND THESE MAY BE ELIMINATED AT THE SQUAD'S DISCRETION.

OTHER COMMENTS

NONE.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: BAAL KRONIS

"What was he like? I don't really know how to explain he was short, quite squat but fast. I remember that much. No, I don't know what yes it is possible he was a mutant, but he 'felt' genetic somehow.

I don't know what he was, other than he was dressed in Thresher Armour, and he was fighting on their side. If anyone else were still alive they'd testify to this I swear.

Do I want to report a Thresher Stormer?

...No I don't want to report that"

Operative 'Whisper' (Ebon) SCL7b, prior to her three month suspension.

Criminal Portfolio:

The 'Thresher Stormer' phenomenon has been raised repeatedly by numerous squads all over the World Of Progress, particularly among SLA militia posted on the warworlds. They describe a breed of creature that has come to be known as 'The Mako'.

The Mako have the visual traits of a shark - pale rough skin, small black eyes, and lipless mouths filled with rows of dagger like fangs. Most are reported as being very large and as tall and heavy set as a Stormer, which is probably why witnesses have made the incorrect connection.

To date, only one 'Mako' has been sighted on Mort and it differs somewhat from the conventional depiction of their kind. He goes by the name of Baal Kronis, claiming to be one of the "Tiger Shark" and bears the symbol of one on his armour. Baal works for Thresher Inc., as do all the alleged Mako, yet appears to hold some amount of independence in his operations. SLA History specialists are now speculating that the Mako may be some ancient conflict race, possibly even the original creators of the Thresher technology. For the sake of this HunterSheet, such suggestions are to be disregarded.

Baal Kronis, regardless of what he truly is, must be exterminated as soon as possible. He has committed countless acts of mass slaughter since his appearance on Mort nine months ago, some of which have struck deep into the heart of Uptown and deeply concerned SLA authorities.

At this time, Baal's primary goal remains a mystery although he is known to go to great lengths to have his exploits caught on camera by either 3rd Eye or various Soft Company medias such as Channel Resistance. It is suspected that he is trying to humiliate SLA Industries by killing SLA media personalities and Contract Killers, but many of his other assaults seem to have little purpose behind adding to the growing body count or putting Mort to the torch.

SLA authorities believe that Mako have no interest in any sort of corporate politics or in increasing support for Thresher Incorporated, surmising that those missions would be better suited to operatives who have a better knowledge of the World of Progress. It is also believed that a secretive individual or committee directs Mako's actions, although this is unconfirmed. The Dept of investigation has already released a number of White BPNs directed to uncover Mako's true intentions but all remain open.

For the moment, they are more concerned with the media eyesore that Baal Kronis is creating. He attacks warehouses, walkways, and suburbs with psychotic abandon, killing everything he sees, and occasionally pillaging the sectors for unusual weaponry and equipment. Highly formidable by himself, he is often accompanied by a squad of 6 Close Nitt, 3 One-Step, and a suit of Sarge Armour. Their base of operations is currently unknown.

Hunter Sheet

NAME

BAAL KRONIS

SUBJECT CODE

LV98../6125DKL5742

DESCRIPTION

MAKO (CLASSIFIED)

CRIME

MURDER/ESPIONAGE

DEPARTMENT CONTRACT

CLOAK DIVISION

STATION

:ANALYSIS:



BOUNTY: 900C



3RD EYE CONTRACT

45650987/687



CRIMINAL PROFILE

BAAL KRONIS OF THE TIGER SHARK IS A MALE MAKO. HIS TRUE AGE IS UNKNOWN AND HE IS 5'4 IN HEIGHT WITH A HEAVY, THICK PHYSIQUE THAT IS SAID TO MATCH THE STRENGTH OF A STORMER AND SPEED OF A XENO. BAAL, LIKE ALL OTHER MAKO BEARS A VISUAL RESEMBLANCE TO AN AQUATIC SHARK - SMALL MALEVOLENT BLACK EYES, A SQUARE MISSHAPEN SKULL, AND A FLAT NOSE COLLAPSED INTO HIS FACE. HE IS COMPLETELY INHUMAN.

LAST KNOWN LOCATION

BAAL KRONIS'S ACTIVITIES ARE SPREAD OVER FAR TOO WIDE AN AREA TO LINK HIM OR HIS MEN TO ANY GIVEN SECTOR. OPERATIVES AND CONTRACT KILLERS ARE ADVISED TO SEARCH OUT OTHER THRESHER AGENTS OPERATING IN LOWER DOWNTOWN AT LOCATIONS SUCH AS THE 'DEPTH CHARGE' FOR LEADS AND THE MAKO'S POTENTIAL WHEREABOUTS. TERMINAL FORCE IS SANCTIONED.

M.O.A.

BAAL KRONIS IS A SAVAGE IN EVERY SENSE OF THE WORD AND WILL FIGHT FEROCIOUSLY AND RELENTLESSLY UNTIL EXTERMINATED. HE WEARS A CUSTOM SUIT OF THRESHER MADE ARMOUR DESIGNED TO ENCASE HIS SHORT, BROAD FRAME. IT IS SIMILAR IN DESIGN TO CLOSE NITT, BUT COMBINES THE PROTECTION OF A SARGE SUIT WITH THE SPEED OF A MUCH LIGHTER MODEL. BAAL HAS ACCESS TO ALL FORMS OF THRESHER FIREARMS AND MAY CARRY ANY NUMBER OF THEM WHEN ENCOUNTERED.

KRONIS'S TACTICS ARE SIMPLE: HE OPENS UP WITH EVERY SHELL OF AMMUNITION HE HAS ON ANY POTENTIAL TARGET. ANYTHING THAT SURVIVES THE BRUTAL ONSLAUGHT IS THEN QUICKLY DISPATCHED WITH A THRESHER-BUILT POWER CLAYMORE. BAAL IS A HIGHLY PROFICIENT CLOSE QUARTERS FIGHTER AND IS KNOWN TO EAT HIS DEFEATED OPPONENTS IF HIS MEN HAVE THE COMBAT SITUATION UNDER CONTROL.

OTHER COMMENTS

IN THE EVENT OF BAAL KRONIS'S DEMISE, BOTH HIS BODY AND WEAPONRY ARE TO BE BROUGHT TO SLA MAIN OFFICE FOR TESTING AND REVIEW.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: BRAD "BAR" SINISTER

"Oh God, not again. Not another chain axe..."

soundbyte courtesy of Gorezone 899 SD, five seconds before his demise at hands of Sour Blood. Not suitable for release.

Criminal Portfolio:

Three months ago, a new Dark Night sponsored Contract Killer known as Brad "Bar" Sinister made his first appearance on Mort by ambushing and killing three prominent Contract Killers during the middle of a highly publicized three-way grudge match. While he began by terminating only prominent SLA media stars, he has expanded his portfolio to include Shivers, Operatives, and whoever is convenient. Currently Sinister is credited with sixteen kills of SLA media icons and celebrities, twenty-two operatives, and eighty-six innocent civilians. As such, SLA Industries and the directors of the Contract Circuit have offered this Huntersheet to have him put down on camera in a spectacular fashion.

Six weeks ago, the quintessential Contract Killer's Killer "Big Daddy Pain" took the first HunterSheet to hunt him down and located him in the South Wilcox block of upper downtown. Witnesses state that 'Pain dispatched him with a beautiful strike from his custom chain axe, but both their testimony and that of the amateur video shot of the fight are now in dispute because he quickly reappeared. One week later, Sinister massacred Pain and his bodyguards at his uptown apartment and escaped before the operative squad responding to the Red BPN could arrive. Adding insult to injury, Sinister kept 'Pain's custom chain axe and Blitzers and escaped with his head as a trophy. As such, Big Daddy Pain could not be resuscitated and Gorezone fans began both mourning and crying out for vengeance.

Several days later, Brad Sinister resurfaced at another downtown Gorezone and killed "Armory", the pro-SLA ex-Thresher mercenary, "Krack", a new Greater Carrien competitor, and Sour Blood, The People's Champion using a FEN 30-30 Sniper rifle and a FEN Power Reaper. Gorezone fans, horrified at this blatant display of bad sportsmanship, rioted with such ferocity that two Shiver platoons were required to quell the disturbance. Again, the despicable killer escaped but only after dispatching an entire operative squad ("Magenta Haze") in the sewer system enroute to CS2. It is believed that he has a well-fortified lair in the general area, but no one has managed to locate it and return. For the record, all three Contract Killers have put their personal vendettas on hold and united to locate and bring him to justice. When this was announced, Sinister's official response was to issue a specific challenge to the trio, although no guidelines or time has been set.

Footage of Sinister has appeared on Channel Resistance along with soundbytes of various anti-SLA threats. He insolently promised to "paint the town red" with SLA's heroes and stated that "Dark Night's Reign of Terror" had begun. He was apparently eager to make good on his threats and officially declared war on SLA's innocent and defenseless masses. In the two hours after midnight, he quickly assaulted and butchered all of the residents of the Minster Cross tenement (23 people), fifteen children at the Slayer's Compassion orphanage, and seven Monarch Law officers who attempted to apprehend him as he escaped.

Several prominent Contract Killers including "Holy Man", "Praxis", and "Godfall" have sworn to take him down in recent weeks with mixed results. Each reported that they managed to kill him, but their testimony and video footage has proven to be false considering that he has reappeared each time only to inflict more damage.

Hunter Sheet

NAME

BRAD 'BAR' SINISTER

SUBJECT CODE

LV98../497CK354654

DESCRIPTION

HUMAN

CRIME

MEDIA SUBVERSION

DEPARTMENT CONTRACT

THIRD EYE

STATION

ANALYSIS:



475939200479189

BOUNTY: 700C



3RD EYE CONTRACT

45650987 / 687



CRIMINAL PROFILE

HE IS A HUMAN MALE, AROUND TWENTY-FIVE YEARS OF AGE, WITH SANDY BROWN HAIR AND DARK EYES. HE STANDS AROUND SIX FEET TALL WITH AN ATHLETIC BUILD. HE IS EQUIPPED WITH A SUIT OF CUSTOM CRACKSHOT ARMOR, VARIOUS POWERED MELEE WEAPONS, AND A VARIETY OF FIREARMS.

LAST KNOWN LOCATION

HE WAS LAST SEEN AT A GOREZONE IN CRAWLEYTOWN, AN OLD SECTION OF DOWNTOWN NEAR CS2 THAT WAS ONCE THE PRIMARY DISTRIBUTION CENTER FOR THE CRAWLEY SLAUGHTERHOUSES. IT IS BELIEVED THAT HE HAS A BASE OF OPERATIONS SOMEWHERE IN THIS AREA, ALTHOUGH NO DETAILED INFORMATION IS AVAILABLE.

OPERATIVES ACCEPTING THIS HUNTERSHEET ARE ENCOURAGED TO SCOUT THE PERIMETERS OF PROMINENT GOREZONE EVENTS THAT ARE STAGED IN THE DOWNTOWN AREA. HIS RECENT THREATS, SPECIFICALLY THOSE AGAINST HIGH PROFILE CONTRACT KILLERS, SUGGEST THAT HE IS SERIOUS ABOUT ATTACKING WHEN MEDIA COVERAGE IS GUARANTEED AND THIS MAY BE THE BEST WAY TO CATCH HIM.

M.O.A.

BAR SINISTER, AS HE HAS DEMANDED TO BE CALLED, IS BELIEVED TO BE AN EX-SLA OPERATIVE OR CONTRACT KILLER THAT HAS DEFECTED TO THE SERVICE OF DARK NIGHT. SO FAR, NOTHING ABOUT HIS TRUE IDENTITY HAS BEEN FOUND, EVEN THOUGH HIS FACE AND SYMBOL (A SHIELD WITH A BLACK DIAGONAL BAR) ARE PROMINENTLY DISPLAYED ON CHANNEL RESISTANCE AND HAVE BEEN THOROUGHLY RESEARCHED.

HE IS KNOWN TO ENGAGE PROMINENT TARGETS ONLY WHEN HE HAS SOME SORT OF TACTICAL ADVANTAGE AND HAS NO GRASP OF GOOD SPORTSMANSHIP. MANY OF HIS OPPONENTS HAVE BEEN DISPATCHED THROUGH TRICKERY, BOOBY TRAPS, SNIPER SHOTS, AND GENERAL FOUL PLAY. ANYONE ENGAGING HIM SHOULD NOT UNDERESTIMATE HIS ABILITIES AS HE HAS REGULARLY DEMONSTRATED AN EXPERT KNOWLEDGE WITH A VARIETY OF MELEE WEAPONS, FIREARMS, AND THE MARTIAL ARTS.

OTHER COMMENTS

THERE IS NO BONUS FOR BRINGING SINISTER IN ALIVE, BUT HE MUST BE KILLED ON CAMERA AND IN AS BLOODY A WAY AS POSSIBLE. LONG RANGED ATTACKS SUCH AS SNIPING ARE COMPLETELY FORBIDDEN SINCE HE MUST BE ELIMINATED ON CAMERA IN A WAY DEEMED ENJOYABLE BY MORT'S VIEWING PUBLIC. ALL RIGHTS TO SAID FOOTAGE ARE RESERVED BY GOREZONE AND/OR 3RD EYE AND THEIR RESPECTIVE AFFILIATES.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: M'tcl'mth Nt'scthhch

"My name? Heh...a very old one.
The one I have taken...means rot, disease, famine, and War.
I am all those things and more, Incarnate.
I...I am your doom."

M'tcl'mth Nt'scthhch

Recorded from undercover operative with finance chip 10 seconds prior to termination.

Criminal Portfolio:

A blood red eclipse swept across the Shaktar homeworld on the day that M'tcl'mth T'scthhch was born fifty-seven years ago, bringing the more knowledgeable elders to tears. It was an omen of coming death and destruction and meant that the next harbinger of change had been born. The prophecies said that a storm of pestilence and blood was coming; one that had the potential to engulf their very society and prescribed the horrible steps to prevent it.

Even though the species' respect for their history is a primary tenet of their government, a heated debate broke out within the Shaktar High Council over what to do. The blood eclipse had occurred five times in their recorded history and each time but once, the prophesied steps were taken. In that fifth and most recent time, three hundred years ago, a child named M'tcl'mth Nt'sct'Ich was born and grew into a warrior of such presence and evil that the order of their culture was nearly destroyed. Although he was finally slain, the rot of his influence continues to eat at the soul of the race.

The debate on the Shaktar Council lasted for three days after which the decision to again follow the old ways was made. At their order, all male children born on that day were gathered and put to the sword. The public outcry was far less than would have been expected from another species because the Shaktar still remembered the past and are shamed by it. There were over 1600 children executed that day, but the leaders knew that the sacrifice of innocent lives to save their future was worth it.

Unfortunately, the sacrifice was in vain.

The three-day delay was enough for fate to intervene in the form of a human operative named Thomas Gann. Gann was on Kn'nth as part of an escort for a survey team and witnessed the collection and slaughter. Driven by unrelenting dreams, he began to feel that he had a higher purpose and was led to the home of a newborn child. He managed to get the mother and baby past the inquisitors and off-world by smuggling them onto the company's transport. Upon returning to Mort, he kept the mother and child secreted in his apartment in lower downtown and assumed the role of guardian. The dreams continued, promising power and riches, and Gann never faltered in his protective duties until the day he lost his mind and was torn apart by cultists outside his apartment years later.

The child grew quickly, learning both the Shaktar ways from his mother and the ways of Mort from Gann and the streets. He grew to be strong, intelligent, and possessed strength of character that would have honored his race. Like his human guardian, he also experienced intense dreams describing his destiny. But unlike Gann, his mind wasn't fragile and he wasn't driven by the need for power or riches. He was seeking revenge and took the name the dreams whispered to him - M'tcl'mth Nt'scthhch - Doom incarnate of the 8th Moon.

M'tcl'mth Nt'scthhch was a naturally skilled warrior and used his skills to enter Mort's underworld to gain the tools and training he desired. The Shaktar briefly worked as an enforcer for the Skin Trade, freelanced as a Dark Night Mercenary, and made a brief foray into the Contract Circuit before he felt he was ready. Journeying into lower downtown, he began to draw followers with his visions of death and slaughter, but the dreams told him that this was not his purpose. The voice in the dreams tried persuasion then threats to change his mind, but he was determined to carve out his destiny where he wanted. Three weeks later, a well-armed operative squad was sent to break up the cult and he barely escaped with his life. It was a hard lesson and one that he wouldn't forget. He has not erred from the direction of the dreams since.

He accepted the path that the dreams set and left Mort for the Tribe Worlds. Here he began to gather an army of followers with which to overthrow the Shaktar Council and lay waste to Kn'nth, in effect destroying the old ways once and for all. The voices urged him onward, but the Shaktar High Lord Shahanti became aware of him and the rebellion was brutally put down before it could even begin. Again, M'tcl'mth Nt'scthhch managed to evade capture and fled the Shaktar Tribe worlds for parts unknown.

A HunterSheet open to all operatives and Contract Killers has been issued for the capture or termination of M'tcl'mth Nt'scthhch.

Hunter Sheet

NAME

M'TCL'MTH NT'SCTHHCH

SUBJECT CODE

LV98../682PS294632

DESCRIPTION

SHAKTAR 8TH MOON

CRIME

MURDER/SUBVERSION

DEPARTMENT CONTRACT

SHAKTAR COUNCIL

STATION

ANALYSIS:



475939200479189

BOUNTY: 1850C



3RD EYE CONTRACT

45650987/687



CRIMINAL PROFILE

M'TCL'MTH NT'SCTHHCH IS A FIFTY-SEVEN YEAR OLD SHAKTAR, WITH MODERATE BUILD, STANDING APPROXIMATELY 6' 6" TALL. IN THE PAST, HE HAS BEEN SEEN WEARING SHAKTARIAN PRIEST ROBES, VARIOUS ARMOR TYPES, OR OTHER CLOTHING DEPENDING UPON THE SITUATION. HE IS SKILLED WITH A VARIETY OF MELEE WEAPONS AND FIREARMS AND SHOULD BE APPROACHED WITH CAUTION.

LAST KNOWN LOCATION

HIS LAST CONFIRMED LOCATION WAS ON S'D'MTH, ONE OF THE MOONS OF A SHAKTAR TRIBE WORLD. THERE HAVE BEEN SEVERAL UNCONFIRMED SIGHTINGS IN LOWER DOWNTOWN ON SUBLEVEL 52 NEAR THE DISABLED #33 REACTOR STATION.

M.O.A.

THE SHAKTAR IS A DANGEROUS OPPONENT WHO IS CAPABLE OF USING NEARLY ANY MELEE WEAPON PROVIDED TO HIM, WITH A PREFERENCE FOR HEAVY BLADES. HE HAS CONNECTIONS TO A NUMBER OF UNDERWORLD ORGANIZATIONS (DARK NIGHT, RED MARAUDER, ETC.) THAT MAY BE PROVIDING HIM WITH BODYGUARDS AND EQUIPMENT.

M'TCL'MTH NT'SCTHHCH HAS PROUDLY VIOLATED ALL SEVEN CODES OF SHAKTAR HONOR (INCLUDING PURITY BY TAKING NUMEROUS NON-SHAKTAR WIVES) AND IS ACTIVELY SEEKING TO FURTHER THE CAUSE OF THE 8TH MOON. OPERATIVES ARE ENCOURAGED TO USE WHATEVER MEANS NECESSARY TO DESTROY HIM AND OTHER SERVANTS OF THIS ORGANIZATION.

OTHER COMMENTS

NONE.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: FELIS CARO

"You're not worthy to use Ebb, you're not even worthy to call yourself an 'Ebon'!

By the Gods...that stench...you reek with the scent of humans! You live amongst them at their feet like a rat, feeding off their scraps! How can you willingly dishonor the rites of your ancestors? Why do you not take your place above them?

Pathetic, weak coward. Heretic!

You disgust me...even the stench of the weak blood in your veins repulses me.

You're not worthy of my time, but you're even less worthy of a quick death."

Felis Caro of House Virgil, former scholar of the Tas-Tuo.

Criminal Portfolio:

Life on Static is far different than the Mort tourism vids would have the normal civilian believe and in many ways far darker. The Ebon homeworld is indeed pristine and perfect when compared to Mort's polluted streets, but the environment is very uninviting to non-Ebons. This is due to the unspoken attitude of superiority the species has towards non-ebb endowed species. It has been argued that the all Ebons and Brain Wasters feel this way, but only the radical fringe elements lack the courtesy to keep it to themselves.

One such radical element calling itself "Killing Mist" (translated terms) surfaced on Static in 891 SD and claimed responsibility for the kidnapping, torture, and murder of sixteen human SLA representatives who were studying within the Tas-Tuo. Stating that they were fighting to prevent "the corruption of the homeworld by lower life forms", Killing Mist was eventually tracked down and eliminated but other groups soon formed to take their place.

The ensuing violence brought the potential for acts of terrorism into the public eye and forced SLA's Department of Tourism to reevaluate their stance on public visits to Static until the Department of Corps Diplomatique stepped in and overrode the freeze. Due to infrequent violence against off-worlders and other "aliens" by radical elements of Ebon society, standard caution is still recommended for any visitor who goes off world.

Three months ago, the violence against aliens on Static spread to include Ebons and Brain Wasters who were born on Mort or various resource worlds. Needless to say, the authorities, who had never considered this even a remote possibility, were appalled since no Ebb user had yet been attacked. The assaults escalated and within the next month, seventeen Ebon or Brain Waster operatives were slain by what was believed to be a single individual - a native Ebon serial killer. Emboldened by the publicity, fringe elements renewed their cry that the human mindset had corrupted the purity of Static and demanded action be taken to expel all outsiders. The public outcry was ignored and the Preceptor responded by instituting temporary martial law and issuing a high profile Jade to a Necanthrope Union to locate and terminate the killer. Unknown to anyone at the time, the culprit was one of their own and well-prepared for the hunt.

The entire Union and their servants were subsequently wiped out, but not before his identity was discovered. In a heartbeat, Felis Caro of House Virgil, a respected 220 year old Tas-Tuo scholar and revered warrior was now a hunted creature.

Before fleeing Static, Felis Caro made a broad statement declaring his mission as a crusade. He stated that any Ebon, Brain Waster, or Necanthrope who dealt with the sub-Ebon races or lived within their societies was not deserving of the gifts they possess as a species. Caro called them heretics, weaklings, and cowards and swore that those unworthy of Ebb would be destroyed. He quickly folded from the area and resurfaced on Mort two weeks later to carry on his work.

He must be located and terminated as soon as possible.

Hunter Sheet

NAME

FELIS CARO

SUBJECT CODE

LV98../516LS576187

DESCRIPTION

EBON

CRIME

MURDER/DISSENSION

DEPARTMENT CONTRACT

DEPT OF INVESTIGATION

STATION

ANALYSIS:



475939200479189

BOUNTY: 900C



3RD EYE CONTRACT

45650987/687



CRIMINAL PROFILE

FELIS CARO APPEARS AS AN IMPOSING WARRIOR IN A BLACK AND RED DEATHSUIT, STANDING AROUND 7' IN HEIGHT. HE IS KNOWN TO FAVOR THE FLICK-SCYTHE OVER ALL OTHER WEAPONS, BUT IS QUITE PROFICIENT IN THE USE OF BOTH FIREARMS AND EBB ATTACKS. EVEN THOUGH HE DOES NOT POSSESS A GORE CANNON, HE SHOULD BE APPROACHED WITH EXTREME CAUTION AND ENGAGED WITH MAXIMUM FORCE.

BEING FROM HOUSE VIRGIL, FELIS CARO IS QUITE SKILLED IN THE CREATION OF GLYPHS AND MAY SEEK TO EQUIP LIKE-MINDED EBONS AND BRAIN WASTERS WITH ADVANCED EBB ABILITIES. THESE FOLLOWERS MAY BE TERMINATED AT THE OPERATIVE'S DISCRETION, BUT ANY GLYPH ITEMS DISCOVERED MUST BE TURNED OVER TO DARK LAMENT FOR STUDY.

LAST KNOWN LOCATION

FELIS CARO WAS LAST REPORTED IN THE UPPER LEVELS OF DOWNTOWN, ACCOMPANIED BY A GROUP OF SUSPECTED FERAL EBONS AND BRAIN WASTERS. IT IS SUSPECTED THAT HE MAY HAVE ALREADY ATTRACTED UP TO THIRTY FOLLOWERS TO HIS CAUSE.

M.O.A.

CARO PREFERS TO USE A COMBINATION OF STEALTH TACTICS AND COMBAT SKILLS TO CLOSE WITH HIS OPPONENTS, BUT HAS ALSO EMPLOYED HIS IMPRESSIVE FOLDING ABILITIES IN DEVASTATING HIT AND RUN ATTACKS. HE IS KNOWN TO CONCENTRATE HIS ATTACKS ON EBB USERS FIRST, THEN TARGET STORMERS OR THOSE WITH VISIBLE KARMA ENHANCEMENTS BECAUSE HE CONSIDERS THEM PATHETIC ABOMINATIONS. CARE SHOULD BE TAKEN TO RECOVER ANY LOST DARK LAMENT EQUIPMENT SINCE CARO'S FOLLOWERS ARE KNOWN TO BE SCAVENGERS.

OTHER COMMENTS

NONE.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: GORNE

"Yep, I's been up in this here wall fur thurty years and a heard a lot o' stories, yessir. So many, ah could tell ma folks back home on Deliverance sum that'd 'ave them shittin' their breeches fur ah goddamn coon's age heh, heh!

.... Yer, ah seem 'em all, dem Scavies, dem crazy manchin's, ah even seen me Mister Jack 'bout ah couple o times sure as ah see yew now!..... (spl)

An ah heard me all about dat dere BloodHorn, well ah think he ain't shelt! Ah seen me the real Greater Carrien yessir, Ol' Gorne's been stompin' round these here secturs for nigh' on ah huner' years, glivr take ..

Digger maybe th'bossman up dere in Cannibal Sector wunn, but Ol' Gorne's de main man round these parts, yessir!(spl) 's'fuckin' loco dat's whut he is

Den dere's all dem Carriens struttin' round Uptown like dey's sumthin' special, heh! They think dey's in the new world a'thinks, ... well, Ol' Gorne's gonna show dem a world a'pain, yew can bet yur ass! (spl)

Shilver Sergeant 'Smokey' Jones SCL 10, aged 68, Cannibal Sector 4.

Criminal Portfolio:

Gorne is the most prominent Greater Carrien residing in Cannibal Sector Four, an area once thought to be the sole property of the subhuman cannibals. Many Shivers patrolling the perimeter wall of the sector have seen it prowling the ruins for generations and every year "he" seems to grow bigger and meaner. One thing is certain - the cannibals can sense his coming and are afraid of him. Missions into the area have reported finding his symbol and primitive statues built in his image, but they are unsure whether the subhuman residents are using such idols to hold him at bay or to worship him.

Once every five years or so, Gorne goes to ground for several years. There is always speculation that he is dead, but Gorne always returns, bigger and badder than in his previous visits. The last estimate of Gorne's size by Carrien specialists gauged he had grown to a staggering 17'3, making him the biggest Greater Carrien ever recorded. The creature's location or activities during these absences are open to speculation and are the subject of three open BPNs.

While the legendary BloodHorn is recognised for his superior intelligence, Gorne is feared for his sheer size and ferocity. Much like other Greater Carrien, he kills everything in his path and is possessed of an insatiable hunger. What alarms SLA more is his ever-growing size and the potential that there could always be more like him. This is supported by reports of Shivers on the perimeter wall that state that he is sometimes accompanied by an entourage of Greater Carrien that appear to be of a "similar cast". Carrien operatives were dispatched into Cannibal Sector 4 to investigate and the few that returned had horrific stories to tell.

From their in-depth interrogations of some of the more intelligent feral Carrien, it was ascertained that the pack accompanying Gorne are his offspring. If this is true, Gorne is creating a newer, stronger strain of Greater Carrien unlike any previously seen on Mort. There is also evidence suggesting that Gorne and his "children" are planning to invade Cannibal Sector 2 and eventually Downtown when their numbers are greater. This may be a long way off, but the current concern is that Gorne and his potential spawn simply exist and are growing in number, stature, and abilities every day.

Once SLA Industries had accumulated enough information on Gorne and his kind, a special Black BPN was made available to SLA operatives. A total of four squads have taken the mission but none succeeded or even survived. The last squad was made up of eight Shaktars and two weeks after they undertook the Black, Gorne had their severed heads thrown over the perimeter wall. Since then, SLA has put Gorne's profile on a Hunter Sheet in hope that a resourceful op squad or Contract Killer will have the savvy to kill the monster of sector 4.

Hunter Sheet

NAME

GORNE

SUBJECT CODE

LV98../537KF287354

DESCRIPTION

GREATER CARRIEN

CRIME

MURDER/SOCIAL DISORDER

DEPARTMENT CONTRACT

DEPT OF EXTERMINATION

STATION

ANALYSIS:



475939200479189

BOUNTY: 2000C



3RD EYE CONTRACT

45650987 / 687



CRIMINAL PROFILE

GORNE IS A GREATER CARRIEN AND HIS TRUE AGE IS UNDETERMINED, BUT GAUGED AT LEAST 120 YEARS OLD. HE STANDS OVER SEVENTEEN FEET IN HEIGHT WITH TWO PRIMARY HORNS AND NUMEROUS SMALLER ONES LITTERING HIS SKULL. HE HAS TOUGH PALE GREY SKIN AND BURNING YELLOW EYES AND WHEN ABOVE GROUND, WEARS AN ENORMOUS LONG COAT MADE UP OF THE TORN, BROKEN ARMOUR OF HIS VICTIMS.

LAST KNOWN LOCATION

ALL REGIONS OF CANNIBAL SECTOR 4 ARE NOW CONSIDERED GORNE'S TERRITORY AND SURVEILLANCE REPORTS A MASS EXODUS OF INHABITANTS INTO THE SURROUNDING SECTORS. EVEN AREAS THAT WERE PREVIOUSLY INHABITED BY THE CANNIBAL TRIBES HAVE BEEN VACATED IN FEAR OF GORNE'S WRATH AND MAD HUNGER.

M.O.A.

IN COMBAT, GORNE LOVES TO WADE IN PUMPELLING HIS ENEMIES WITH NOTHING MORE THAN HIS FISTS. IN A WAY IT'S ALL HE REALLY NEEDS. ON OCCASION HE HAS BEEN KNOWN TO CARRY A LARGE MODIFIED AXE, WIELDED WITH ARMS CAPABLE OF CUTTING A VICTIM IN TWO.

IT ALSO APPEARS THAT GORNE HAS SOMEHOW COME TO GRIPS WITH SIMPLE FIREARMS AND HE HAS BEEN KNOWN TO USE MOST SLA CANNONS LIKE PISTOLS. THE MONSTER REPORTEDLY PREFERS WEAPONS SUCH AS THE FEN FARJACKET AND POWER REAPER, WHICH ARE OFTEN APPROPRIATED FROM FALLEN SLA FORCES.

GORNE IS ALSO KNOWN TO TAKE PRISONERS SINCE HE HAS A GREAT FONDNESS OF TORTURE. OPS WHO ARE CAUGHT AND IMPRISONED BY THE GREATER CARRIEN OR HIS FORCES SHOULD CONSIDER SUICIDE AS A VIABLE OPTION.

OTHER COMMENTS

NONE.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: MAMA KRUTCH

**"I'll be watching you."
Mama Krutch**

Criminal Portfolio:

The woman known as "Mama Krutch" heads a large gang of juveniles specializing in petty theft, drug racketing, and the occasionally murder for hire. Mama herself takes very little part in the crimes themselves and merely runs the organisation that has come to be called "Mama's Boys".

The "Mama's Boys" started out as group of eight boys aged between 12 and 17 that were recruited from a Mental Institute that had the misfortune to fall within the path of a particularly destructive Gorezone. When the hospital was unable to raise funds for repairs or relocation, the patients (mostly children) were put up for illegal adoption. Mama stepped in and essentially purchased eight boys incarcerated for murder, three of which were fledgling serial killers and one was already a recognized sex offender by the age of 15. As for the rest of the patients, they were sold to the various skin trade syndicates in Lower Downtown (primarily "Delicacy") or to other degenerates.

For the first six months, Mama Krutch sent her boys out to mug, steal, and bully out as much money as they could carry and bring it back home. Many questioned why the juveniles didn't simply take the money and run, but Krutch, despite her foul appearance, holds a powerful influence over the children. While she is strict and cruel, she is known to reward her gang's loyalty with their hearts' desires. In the case of Sammy 'Freaky' Gilmore, the young sex offender, Mama regularly purchased a variety of children from Slap and Tickle for Sammy to inflict his cruel perversions on. Others simply wanted drugs and a certain degree of freedom to conduct their own sordid activities. Everything was permitted as long as the boys remembered who the boss was and that they were nothing without her.

Mama's Boys grew in number over the next few years from 8 to 26 even though most of the original boys had long since been killed off while committing crimes for the gang. A selection of girls had also now joined Krutch's ranks, but the title "Mama's Boys" stuck; if the girls worked solely as a group they were referred to as "Mama's Girls". As far as SLA was concerned, they were all Krutch's children and their organisation had to be dissolved as quickly as possible.

Not every child got into the family since Mama was very picky about who fitted the bill. First, the child had to be ruthless and ready to kill without question. Second, they had to be orphans with little or no record on SLA files and as such, most children came from the lowest walkways of Downtown. Fitting the ruthless personality wasn't hard since Carriens had eaten most of their parents long ago, leaving the children hardened from fending for themselves.

In Mama's Boys, the children had protection, a purpose, and eventually a prize. As long as they followed the house rules -stand up for each other, never bring the heat back home, and never, ever, fuck with Mama Krutch -then they had everything coming to them. Children who reached their late teens alive often left to join the bigger gangs or become successful Props. While few survive to make it that far, the ones that do are known to maintain strong connections to Krutch and provide her with backup from gangs or a hired gun at a low cost.

The only gang in Downtown who will have nothing to do with Mama's Boys is Krosstown Traffic. Their populace despise her little psychotic thieves whom they regard as one step away from a large and formidable Cognate. 'Traffic gang members have been known to gladly shoot down any Mama's Boys they come across.

Hunter Sheet

NAME

MAMA KRUTCH

SUBJECT CODE

LV98../618UC916432

DESCRIPTION

HUMAN

CRIME

THEFT/SOCIAL DISORDER

DEPARTMENT CONTRACT

DEPT OF INVESTIGATION

STATION

ANALYSIS:



BOUNTY: 350C



3RD EYE CONTRACT

45650987 / 687



CRIMINAL PROFILE

MAMA KRUTCH IS AN OVERWEIGHT FEMALE HUMAN, 46 YEARS OF AGE, AND STANDING APPROXIMATELY 6'2 IN HEIGHT. SHE HAS OILY BROWN HAIR, GREY SUNKEN EYES, AND IS CONSIDERED UGLY ENOUGH TO POSSIBLY HAVE SUFFERED MUTATIONS. MANY HAVE SPECULATED THAT SHE IS A SHATTER ADDICT AND THE RELENTLESS DRUG ABUSE HAS ALTERED HER FORM CONSIDERABLY. KRUTCH DOES NOT WEAR ARMOUR AND IS USUALLY DRESSED IN FILTHY CIVILIAN CLOTHES DECORATED WITH ITEMS OF JEWELLERY STOLEN FROM HER BOYS' VICTIMS. SHE HAS LITTLE OR NO INTEREST IN PERSONAL HYGIENE.

LAST KNOWN LOCATION

KRUTCH'S LAST KNOWN BASE OF AFFAIRS WAS 'CRACKBONE ALLEY' ALONG THE CRACBIN WALKWAYS IN THE SOUTHERN REGION OF LOWER DOWNTOWN. SINCE THE FAILED RAID OF AN OPERATIVE SQUAD COMPRISING OF PRIMARILY STORMERS (DECEASED), THEY HAVE RELOCATED TO THE WESTERN TERRITORIES.

M.O.A.

MAMA KRUTCH HAS NO KNOWN COMBAT CAPABILITIES, BUT RELIES ENTIRELY ON THE PROTECTION OF HER GANG WHO WILLINGLY THROW DOWN THEIR LIVES RATHER THAN SEE THEIR MAMA COME TO HARM. NONETHELESS, MAMA KRUTCH IS BELIEVED TO BE A SHATTER ADDICT, SO SHE MAY BE HARBOURING UNDOCUMENTED ABILITIES. OPERATIVES SHOULD ALSO BEAR IN MIND THAT HER GANG LIVES IN FEAR OF HER AND THIS CANNOT BE ENTIRELY PUT DOWN TO HER INFLUENTIAL OR THREATENING PERSONALITY.

OTHER COMMENTS

MAMA'S CHILDREN CANNOT BE MADE TO SEE THAT SHE IS ABUSING THEM AND WILL REACT VIOLENTLY TO ANYONE WHO QUESTIONS HER. OPERATIVE SQUADS ENCOUNTERING THIS GROUP SHOULD DO SO WITH CAUTION. THIS GANG IS CONSTANTLY GROWING IN NUMBERS (CURRENT MEMBER IDENTITIES AND NUMBERS UNAVAILABLE) AND ITS MEMBERS ARE UNIVERSALLY CUNNING, RESOURCEFUL, AND DEEPLY DISTURBED. THEY DO NOT SCARE EASILY AND RESPOND WITH EXCESSIVE FORCE TO ANY THREAT, PERCEIVED OR REAL, TO THE FAMILY UNIT.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: MASIAK THREN

"Predator or Prey? Those are the choices and weak genetics made the decision for you, longplg."

"Mort is MY territory, MY hunting ground. Everything out here is my prey and I will hunt and feed as I wish.

Too bad I haven't met a real challenge yet.

I'll keep killing until I find a true predator...a kindred soul."

Criminal Portfolio:

Masiak is the name of a Wraith Raider scout/sniper operative that has gone rogue and started hunting citizens on Mort. He is a skilled combatant in both long range and close combat techniques and should be engaged with the utmost caution.

Mort represents a lot of things to young Wraith Raiders who join SLA Industries and come to Meny to study. At first it's claustrophobically cramped, smelly, and unbelievably loud. Given time and the strong reconditioning techniques employed by Meny's instructors, the new operatives acclimatise and begin to think of it in the way they do all new environments - a place to hunt.

By harnessing and focusing their primal instincts, the trained Wraith Raider operative is a formidable and relentless foe. Survival techniques that take human operatives years to learn are inborn in this species and easily adapted for use with new techniques and technology. They are the ultimate predators and take great pride in this proficiency and their place at the top of the food chain.

Often a Wraith operative will take a sabbatical back to Polo in order to free its mind from the stress created by Mort's congestion. The opportunity to return to the homeworld as one of Slayer's best is taken with a great deal of pride and can elevate one to the status of "great hunter", or at least have cubs named in their honor. SLA encourages these visits since it helps increase potential recruitment, but it is far more important to the Wraith itself.

Wraiths returning to Polo often embark on "spirit hunts" - solitary treks across the tundra that are viewed as quests to restore their inner balance. This behavior is amusing to most species that would never consider them as having any higher qualities. The Wraiths agree that they are not spiritual in any way - this is simply the ultimate confirmation of their prowess. Alone in the frozen wastes, it is only them and the monstrous prey they find to combat. They are again part of nature and the winter snow takes the fallen. Many do not return from these solitary hunts, but those that do speak of a newfound focus and renewed vitality within themselves.

On his third year as an operative and after reaching the SCL of 6.0, Wraith Operative Masiak Thren returned to Polo as a "great hunter" and embarked upon his spirit hunt. It is said that a Wraith's inner rage - a primal aspect - manifests during these times as both a guide and a challenger to their more civilized side; it must be conquered if they are to rise above their nature and return to civilization. According to his later statements, Masiak Thren's primal aspect took physical form and led him across the tundra in a running duel. Reportedly, he engaged and dispatched a multitude of Tundra predators during the pursuit although none of this can be substantiated. When he returned, witnesses say that he was truly invigorated and stated that he had won. Which side he was referring to was quickly evident when he returned to Mort and began terminating various SLA and civilian targets without sanction. This is referred to as "going native" and represents a disturbing new trend in Wraiths that embark on a spirit hunt and then return to Mort as animalistic predators.

Psychologists familiar with the Wraith mind have speculated that the stress of returning to the tundra was too much for Thren's mind and he snapped, bringing his instinctual side to the surface. Whatever the cause, he must be stopped at all costs.

Hunter Sheet

NAME

MASIAK THREN

SUBJECT CODE

LV98../394LD641744

DESCRIPTION

WRAITH RAIDER

CRIME

MURDER/MUTINY

DEPARTMENT CONTRACT

DEPT OF EXTERMINATION

STATION

ANALYSIS:



BOUNTY: 400C



3RD EYE CONTRACT

45650987/687



CRIMINAL PROFILE

MASIAK THREN IS A 13-YEAR-OLD WRAITH RAIDER, STANDING AROUND 5' 9" TALL. HE IS USUALLY EQUIPPED WITH SILVERBACK ARMOR/THERMAL SUIT, SCOUT HELMET, AND VARIOUS WEAPONS.

LAST KNOWN LOCATION

THREN'S LAST ATTACK WAS AGAINST MONARCH LAW ENFORCEMENT POST 5461 IN DOWNTOWN SUBLEVEL 5 WHERE HE TORE APART FIFTEEN LIGHTLY ARMED OFFICERS. OTHER ATTACKS IN THE GENERAL AREA HAVE LED PROFILERS TO BELIEVE THAT HE MAY BE HUNTING WITHIN THE GENERAL VICINITY.

M.O.A.

ODDLY, MASIAK THREN SHOWS NO PREFERENCE ON HOW HE DISPATCHES HIS PREY. IN SOME INSTANCES, HE WILL SNIPE TO ELIMINATE THREATS AND AT OTHER TIMES, HE CLOSSES WITH OPPONENTS AND DISPATCHES THEM WITH SWORD OR CLAW. LIKE THE WILD ANIMAL HE APPEARS TO HAVE BECOME, HE IS KNOWN TO DEVOUR HIS KILLS.

PROFILERS SUGGEST THAT HIS BEHAVIOR IS LARGELY INSTINCTUAL IN NATURE AND THAT HE IS STAKING OUT BOTH A TERRITORY AND HUNTING GROUND. IN SEVERAL INCIDENCES, HE HAS GONE TO GREAT LENGTHS TO CHALLENGE MALE WRAITH RAIDERS IN CLOSE COMBAT IN WHAT AUTHORITIES BELIEVE IS AN ACT OF DOMINANCE ("ALPHA WRAITH SYNDROME"). HIS REACTIONS TO FEMALE WRAITHS IN NON-COMBAT SITUATIONS HAVE ALSO LEANT SUPPORT TO THIS THEORY AND IT IS BELIEVED THAT HE IS ATTEMPTING TO CREATE A PACK. THE POSSIBILITY THAT HE MAY MANAGE TO LOCATE A SUITABLE MATE AND CREATE BRETHREN IS UNACCEPTABLE TO SLA AUTHORITIES.

OTHER COMMENTS

NONE.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: MAUSER

"Yeah, I used to know Colby, he was a good op. One of those guys who's got the balls to take Cannibal Sector based BPNs from day to day. He would take those Black ops that'd have him stuck in those damn places for months at a time. You could name anything walking around out there and Colby could spend an hour telling you stuff about them that you never knew before.

K'r'n Tck'r'n informed me recently that Colby had taken on a case tracking 'Mauser' in Cannibal Sector 4 and hadn't been seen for awhile.

I saw Colby last night in Lower Downtown.

Mauser was wearing him."

Operative Sel Doran (Wralth Raider) SCL 5a, report to Dept of Investigations, 3 /3 / 907 sd.

Criminal Portfolio:

This Manchine is truly the last of a kind, so much so that it is named after the original production line title - the "KRA 650 Mauser".

When SLA Industries set out to create the Manchine, a crude but effective morale destroyer on WarWorlds, there were a total of six different models designed to cover all forms of close combat. Mort's inhabitants are most familiar with the first and commonly produced version, the "KRA 239 SkullMan" whose numbers still stalk the Cannibal Sectors. The Mauser range was designed to be smaller and faster than the SkullMan line, leaning more towards a Stealth Manchine. For all intents and purposes, the Mauser was a sleeker, deadlier variant with a larger memory log fitted to encompass more enemy data, but it was also more prone to scramble than the KRA239. If the memory core broke down, the Mauser would lock onto a random target on the enemy list and hunt the entire race down relentlessly.

Over a five-year period, around 500 Mausers were prowling Mort in search of their designated enemy. The Mauser intent was to wipe out as many of a particular species as possible while also trying to integrate with the community. These somewhat naive concepts were doomed from the start since they exhibited all the characteristics of a normal Manchine. They continued to strip flesh and skin from targets to cover its carapace, which naturally became a mound of rancid, decomposing offal within a matter of days.

The difference between the Mauser and other models is that it had the ability to learn and adapt to better stalk its targets. For example, if a Mauser had targeted Wraith Raider, it would collate as much information as it could on how to exterminate then more effectively. The result was a far more lethal Wraithen assassin within a very short space of time.

SLA Industries quickly set about commissioning operative DeathSquads to track down and wipe out all rogue Mausers on Mort. The project took little over five years to eradicate them completely, or so SLA believed. One Mauser escaped the SLA cleansing project by going deep into Cannibal Sector 4 and shutting itself down for 400 years to evade detection. When the Mauser reactivated, it recommenced its mission but it is no longer functioning properly. Being unable to correctly realign its directives, it is now hunting some 150 different target profiles. The surviving Mauser has spent the last centuries gathering information on all of it's targeted species and the mass killings and skinings have begun again.

Hunter Sheet

NAME

MAUSER

SUBJECT CODE

LV98../939MC82279

DESCRIPTION

MANCHINE

CRIME

MURDER/SOCIAL DISORDER

DEPARTMENT CONTRACT

DEPT OF EXTERMINATION

STATION

ANALYSIS:



BOUNTY: 400C



3RD EYE CONTRACT

45650987 / 687



CRIMINAL PROFILE

MAUSER IS A 650-YEAR-OLD MANCHINE, STANDING 5'11 IN HEIGHT WITH A DARK METAL CARAPACE AND RED OPTICS. LIKE ALL OTHER MANCHINES, MAUSER IS CAKED WITH A THICK LAYER OF ROTTEN FLESH, HOWEVER IT WILL ALTER ITS SKIN ON A REGULAR BASIS DEPENDING ON ITS CURRENT TARGET. MAUSER IS NONETHELESS INSTANTLY RECOGNISABLE BECAUSE IT IS A GREAT DEAL SHORTER THAN THE STANDARD MANCHINE, AND THAT MUCH FASTER.

MAUSER HAS FIVE WEAPON ARMS IN TOTAL INCLUDING TWO STEEL CLAWED CONVENTIONAL ARMS, RETRACTABLE VIBRO BLADES MOUNTED ON EITHER SHOULDER, AND AN EXTENDIBLE CIRCULAR SAW BLADE BUILD INTO THE LOWER CHEST CAVITY.

LAST KNOWN LOCATION

MAUSER'S HUNTING GROUNDS ARE BASED IN AND AROUND CANNIBAL SECTOR 4 WHERE ITS STENCH AND HAGGARD APPEARANCE ARE BETTER CONCEALED. IF ITS TARGETING SYSTEM PROMPTS IT TO SEEK RARER VICTIMS, IT WILL TRAVEL INTO REGIONS OF DOWNTOWN TO HUNT ITS PREY.

M.O.A.

MAUSER DOES NOT ATTACK ITS OPPONENTS LIKE A CONVENTIONAL MANCHINE. IF IT ENTERS COMBAT WITH A TARGET RECOGNIZED IN ITS MEMORY BANK, IT WILL ADOPT THE BEST KNOWN MEANS TO ERADICATE IT. MAUSER IS ALSO CAPABLE OF OPTIMISING ITS TACTICS TO BETTER FIGHT THE GROUP AS A WHOLE.

MAUSER HAS BEEN KNOWN TO USE CONVENTIONAL FIREARMS IN COMBAT BUT IT HAS LITTLE UNDERSTANDING OF THEIR COMPLEX FUNCTION. HENCE IF A CARRIED RIFLE RUNS OUT OF AMMO, MAUSER WILL SIMPLY DISCARD IT AND SEEK OUT A NEW ONE. MAUSER TENDS TO CARRY WEAPONS OBTAINED FROM PREVIOUS VICTIMS SO OPERATIVES ARE ADVISED TO REMOVE ALL EQUIPMENT AND WEAPONRY. THE MAUSER IS ALSO FITTED WITH SURVIVAL PROGRAMMING, SO IF RECEIVES A CERTAIN LEVEL OF STRUCTURAL DAMAGE, IT WILL EVADE USING THE NEAREST AND BEST KNOWN ESCAPE ROUTE IN ITS MEMORY LOG.

OPERATIVES ATTACKING MAUSER ARE ADVISED TO USE SKILLS AND ABILITIES THAT CONTRADICT THE TYPICAL STEREOTYPE FOR THEIR RACE. IF POSSIBLE, IT IS RECOMMENDED TO FORCE THE MACHINE INTO UNFAMILIAR TERRITORY TO MAKE ESCAPE MORE DIFFICULT.

OTHER COMMENTS:

NONE.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: MR KIMBLE

"Look, so what? The Garney boys dropped the ball and I was just there to pick it up. You really think I want the rest of my days on that rainy shithole Mort? Get a grip! On Halo, I can make my money, get the power, all the things SLA said I'd get and lied about. Read between the lines pal, they're a mile fuckin' wide!"

Mister Kimble (owner of PowderKeg Inc.)

Criminal Portfolio:

Mr. Kimble is a SLA defector and should be terminated in as painful and excessive a method as possible.

Mr. Kimble was not employed by SLA Industries - he was created by it. Kimble started his life as a Xeno assassin trained in Kick Murder Package and operatives who worked with him on previous BPNs said he was not happy with his position within the company. The Xeno had aspirations to work in the Corporate Sector, and although this was not entirely impossible (his IQ and business aptitude ratings were far above average), his primary skills were in combat and he had been created specifically as an assassin.

Kimble was waiting for a mission like the Green BPN to come along and his choice of BPNs suggest that he had been scouting assassinations for several months prior. When the mission to assassinate the head of an established soft company organization on a pleasure world was offered, the Xeno took the BPN solo. Since Russell Helgrade, the head of PowderKeg Inc., was not a fighter and could provide no serious physical threat, this was a simple hit and too good an opportunity to pass up. Kimble went to Halo, killed the company head, and promptly proceeded to take over the company. He is now the sole owner of PowderKeg Inc., which supplies Dark Night and variety of other Soft Companies based on Halo. Its primary products are drugs and munitions and it was in operation for over five years prior to Kimble's arrival.

Currently, PowerKeg Inc. is comprised of 50 employees, nearly half of which are considered combat ready. Most of these individuals are ex-Dark Night and they often act as bodyguards or couriers. Kimble won't hire anyone without some training and experience and hires only the best because he knows that SLA Industries is hunting him.

Internal Affairs have reported that PowerKeg has a firm position on Halo due to strong connections with gangs and the criminal underworld, but strong rivals are known to exist. The soft company's policy is to sell good products at low prices, which has undercut many of his competitors and created significant tension. In defence, Kimble has developed and maintained a strong intelligence network to keep abreast of developments; any operative squad taking this BPN must keep this in mind when going after him and plan accordingly.

Kimble has taken great measures to hide from SLA and his base of operations is constantly on the move. He is known to relocate frequently along the length of the Garney Coast and occasionally inland to the major cities when the support of armed gangs is required. Kimble worked at SLA long enough to recognise the undercover work of Internal Affairs and if he thinks he's under scrutiny, he will instantly move location and bring his security to full alert.

Hunter Sheet

NAME

MR KIMBLE

SUBJECT CODE

LV98../567GH899654

DESCRIPTION

XENO STORMER

CRIME

CORPORATE SUBVERSION

DEPARTMENT CONTRACT

DEPT OF SUBVERSION

STATION

ANALYSIS:



BOUNTY: 1000C



3RD EYE CONTRACT

45650987 / 687



CRIMINAL PROFILE

MR KIMBLE IS A MALE XENO, TEN YEARS OF AGE, AND STANDING 7'1 IN HEIGHT. HE HAS GREY-BLUE SKIN, PALE ORANGE COMPOUND EYES, AND LONG WHITE HAIR. RELYING MAINLY ON HIS NATURAL ARMOUR, KIMBLE USUALLY WEARS A HIGH QUALITY BLACK SUIT, WHITE SHIRT, AND A VARIETY OF EXPENSIVE KARMA WAISTCOATS. SOME HAVE SUGGESTED THAT KIMBLE ATTEMPTS TO EMULATE THE STYLE OF MR SLAYER.

LAST KNOWN LOCATION

IT IS TOO DIFFICULT TO TIE AN EXACT LOCATION TO KIMBLE'S WHEREABOUTS AND OPERATIVES UNDERTAKING THIS HUNTERSHEET ARE ADVISED TO START ON THE GARNEY COAST, PRIMARILY SHORE CITY, TO COMMENCE WITH THEIR INVESTIGATIONS.

M.O.A.

SINCE SETTING UP POWDERKEG INC., MR KIMBLE LEAVES THE ACT OF COMBAT TO HIS BODYGUARDS -FIGHTING PRESENTS A BAD IMAGE FOR HIS BUSINESS REPUTATION. NONETHELESS, KIMBLE IS AN ACCOMPLISHED KILLER AND CAN EASILY REKINDLE OLD SKILLS IF HE FEELS THREATENED. HE ALWAYS HAS BACKUP OF AT LEAST TEN BODYGUARDS, USUALLY DRESSED IN HARD OR POWERCELL ARMOUR AND CARRYING FEN ARS. THERE IS ALSO AN UNSUBSTANTIATED RUMOUR THAT KIMBLE HAS HIRED AN EX THRESHER AGENT WHO STILL OWNS A SUIT OF CLOSE NITT ARMOUR.

IF ALL DEFENCES ARE WIPED OUT, THE XENO WILL ENTER COMBAT HIMSELF, USING EITHER TWIN BLA BLITZERS, OR ANY NUMBER OF POWERED HAND WEAPONS. HE IS TRAINED IN THE USE OF ALL CLOSE COMBAT WEAPONRY, BUT IS SAID TO FAVOUR A CHAINAXE ABOVE ALL ELSE. IF THE SITUATION BECOMES LIFE THREATENING, KIMBLE WILL DISCARD HIS SUIT, AND USE CAMOUFLAGE TO CONCEAL HIMSELF WITH HIS SURROUNDINGS IN AN ATTEMPT TO ESCAPE.

OPERATIVES WITH PREVIOUS EXPERIENCES WITH THIS XENO HAVE STATED THAT HE MAY "PLAY DEAD" TO DECEIVE HIS FOES, THEN SUDDENLY ATTACK WITH NEWFOUND FURY. IT IS ALSO BELIEVED THAT KIMBLE COULD BE ACTIVELY USING COMBAT DRUGS, STEPPING UP THE DOSAGE AND STRENGTH AS SLA INVESTIGATORS DRAW CLOSER TO CATCHING HIM.

OTHER COMMENTS

SLA INDUSTRIES ALSO WELCOMES MEDIA ASSISTANCE ON THIS PARTICULAR HUNTERSHEET AND WOULD LIKE TO SEE MR KIMBLE PUBLICLY SHAMED AND THEN KILLED PAINFULLY ON FILM. THIRD EYE HAS STATED THAT THEY ARE WILLING TO PAY A SUBSTANTIAL SUM OVER AND ABOVE THE PRICE QUOTED ON THE HUNTERSHEET FOR COLOURFUL EXCLUSIVE FOOTAGE DEPICTING THE XENO'S DEATH.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: SERA WINTERLONG

"I'm not a criminal, just a witness. I won't deny what I saw. It's become too important, and I know what this means. I may be killed any day now, but it doesn't really matter. What matters is that Mort sees SLA for what it really is! They will see and maybe this time they will understand!

I'm willing to die now, just to watch SLA Industries squirm."

Sera WinterLong, 6/ 3 / 908

Criminal Portfolio:

Sera WinterLong is a human with civilian status located on Mort where her subversive activities have been documented over the past two years. She runs 'ClearEye Network', a pirate television broadcast that promotes and discusses the downfall of SLA Industries. ClearEye airs for approximately two hours a day in certain sectors of Upper Downtown and occasionally in the Suburbs. Until recently, SLA had not regarded WinterLong's activities as a serious problem but prior to the "Shiver Shooting", ClearEye didn't receive a great deal of public support.

Three weeks ago, operative 'Hyde' (Stormer SCL 9b) fell into a dispute with a Shiver Sleeper unit in the Suburbs during a routine Street Maintenance BPN. Shiver Sergeant Canes would have been wiser to back down from the irate Stormer, however he continued to press the point that he was in control of the situation (the arrest of a small group of juveniles). The boys had allegedly insulted Hyde and he wanted to deal with them personally. Thirty seconds later Hyde ended the argument by exterminating the teenage gang, Sergeant Canes, and five other Shivers with a FEN Power Reaper. This rather embarrassing situation would have blown over in time and operative Hyde would have been reprimanded, but Sera WinterLong had caught the whole incident on film. Two hours later, Hyde's actions were televised along with blistering commentary and everything hit the proverbial fan.

Mobs of angry civilians flooded into the streets and Shivers in the associated areas breached contract and went on strike. Cloak division was called in to quell the disturbances and Third Eye released a statement that Hyde was a hero and had actually destroyed a group of traitorous Shivers who were in the process of selling 'illegal firearms' to gangs. Even though the media departments dubbed over the voices and altered the footage, the public wasn't convinced and the riot activity continued to escalate. Cloak Division's reactions grew harsher and Extermination Warrants were issued for the more determined protesters including several members of ClearEye. A number of instigators of the riots were apprehended and publicly stated that Sera was a Dark Night agent and had orchestrated the whole affair. The last of ClearEye were then exterminated, but WinterLong managed to slip out of Cloak's noose.

Several squads were commissioned to locate her on Yellow BPNs but have proved unsuccessful. Hence, SLA has forwarded a HunterSheet on Sera WinterLong to all departments. If discovered, she is to be exterminated immediately. Since the Shiver Shootings, it is suspected that other like-minded subversives have flocked to WinterLong and there is talk of a new ClearEye being set up. This network is rumoured to have collated more footage depicting SLA as the enemy of the people in the same manner as Channel Resistance. So far, WinterLong's footage has inspired bravery and rebellion among her civilian counterparts to such an extent that Internal Affairs has set up a sub departmental task force to snare the new ClearEye.

Any operatives investigating Sera and ClearEye are encouraged to contact Cloak Division for the full record and latest updates. Operatives are also cautioned to treat all media crews and reporters as suspicious until Sera WinterLong has been tracked down and exterminated. SLA believes that this particular focus of the public's attention will be diverted if she is removed from society.

Hunter Sheet

NAME

SERA WINTERLONG

SUBJECT CODE

LV98../734FD646371

DESCRIPTION

HUMAN

CRIME

SUBVERSION/DISORDER/DISSENTION

DEPARTMENT CONTRACT

DEPT OF MISINFORMATION

STATION

ANALYSIS:



475939200479189

BOUNTY: 650C



3RD EYE CONTRACT

45650987/687



CRIMINAL PROFILE

SERA WINTERLONG IS A FEMALE HUMAN, APPROXIMATELY 22 YEARS OF AGE AND STANDING 5'6 TALL. SHE HAS SHOULDER LENGTH BLACK HAIR, BROWN EYES, AND A TAN COMPLEXION. THE TARGET IS TYPICALLY DRESSED IN PLAIN CIVILIAN CLOTHING BUT HAS BEEN KNOWN TO WEAR A FLAK VEST. SHE ALWAYS CARRIES A BACKPACK CONTAINING VARIOUS ITEMS OF RECORDING EQUIPMENT.

WHEN TRAVELLING THE WALKWAYS OF DOWNTOWN, SHIVER REPORTS STATED THAT SOMEONE FITTING HER DESCRIPTION WAS SEEN TO BE WEARING A PONCHO WITH THE HOOD PULLED ACROSS HER HEAD. THE MEN ON DUTY RECOGNISED THE BACKPACK (AN EYEBALL INSIGNIA IS STITCHED ONTO THE BACK), BUT SHE EVADED CAPTURE.

LAST KNOWN LOCATION

MOST NEW ACTIVITY RELATED TO CLEAREYE HAS BEEN TIED TO CLOCKIN WALKWAYS, AN AREA OF DOWNTOWN THAT WAS RECENTLY HIT BY FLASHFLOODS AND HAS PROVEN DIFFICULT TO MAP AND PATROL. WINTERLONG'S NEW BASE OF OPERATIONS IS BELIEVED TO BE HERE, BUT NO SQUAD HAS LOCATED IT YET. IT SHOULD BE NOTED THAT THE PREVIOUS HEADQUARTERS OF CLEAREYE WAS WELL CONCEALED WITHIN THE RUBBLE OF A CONDEMNED BUILDING AND IT IS EXPECTED THAT WINTERLONG WILL HAVE FOUND AN EQUALLY WELL HIDDEN SPOT AMONGST THE NEW WARRENS IN THE AREA.

M.O.A.

SERA WINTERLONG IS BY NO MEANS COMBAT TRAINED, HOWEVER SHE MAY CARRY LIGHT FIREARMS SUCH AS CAF WEAPONRY FOR SELF-DEFENCE. IT IS ALSO QUITE POSSIBLE THAT SHE MAY HAVE HIRED SEVERAL SYMPATHETIC AND FORMIDABLE PROPS FROM THE DEPTH CHARGE SINCE THE RELEASE OF THIS HUNTERSHEET.

OTHER COMMENTS

OPERATIVES AND CONTRACT KILLERS HAVE BEEN WARNED TO ENSURE THAT THEIR ASSAULT ON WINTERLONG IS NOT FILMED. IF SHE BELIEVES SHE IS ABOUT TO BE FOUND, SHE MAY HOOK UP A LIVE BROADCAST, SHOWING HER ASSASSINATION TO PEOPLE ALL OVER DOWNTOWN AND THE SUBURBS, INSTIGATING FURTHER RIOTS.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: SERAPH

"Come closer. I've got something to show you..."

Snickkk

Rrrrrrrlllp

Splatter...

Criminal Portfolio:

The Vevaphon Stormer variant was created to be the ultimate tool for a number of roles, the most common being an assassin. With their abilities to reshape their bodies to become weapons, they are truly the ultimate killer and a grave threat to SLA's enemies. Unfortunately, one of our Vevaphons has gone rogue and turned against us. It is to be terminated with extreme prejudice.

Studio Prime or "the Studio" as it was called was a multi-million uni pharmaceutical factory facility built in lower downtown to offset the growing demand of Karma drugs such as Kick Start and Kick Start Plus. The facility was abandoned by SLA in 835

SD due to funding cuts and official reasons regarding structural instability, but was quickly occupied by a string of new tenants. The next sixty years saw the coming and going of several soft companies and scores of various squatters until the "Head on a Stick" Cognate slaughtered the inhabitants and took it for their own. In October 893SD, the facility changed hands again when Dark Night liquidated the serial killers and claimed it for their own.

Under the guidance of Dark Night Acquisitions Scout Mark "Reaver" Shane, Studio Prime was rebuilt to house one of the largest Shatter production labs on Mort. Combining refurbished SLA equipment with some of Dark Night's best bathtub chemists, the Studio pushed the creative envelope of pharmaceutical warfare. The most virulent strains of Shatter ever to hit Mort's streets came from this facility in amazing volumes, all marked with the distinctive "S" label on the vials. It wasn't long before SLA realized that a new source of this drug had appeared and a BPN was issued to locate and shut them down.

An Operative squad calling itself "Sanguine Tango" took the BPN and scoured downtown for the source. After several weeks of exhaustive investigative work, they traced the Shatter production to the old Studio Prime location. When S-Tango arrived onsite, they found a burnt out shell of the factory building, but no life signs beyond rats and roaches. Frustrated by the lack of results after several thorough searches, but sure they were in the correct location, the squad set up surveillance and waited. They captured several Studio staff members who were enroute to work and forced them to lead the way in, past the burnt out structure and into the lower levels that formed the actual factory. In restoring the facility, Shane had taken particular care with the security measures, making Studio Prime a well-protected fortress. Squad Sanguine Tango and their hostages were cut to pieces by the automated defense system before they even breached the perimeter.

One of the operatives had been equipped with a finance chip, which enabled Station-Analysis to relay an idea of the sort of defenses that were present and the info gathered from the interrogations of the DN prisoners. Cloak Division reviewed the information and decided that a stealth operation would offer their best option to shutdown the facility and terminate Shane. They immediately selected Seraph, one of the best Vevaphon Kick Murder operatives at their disposal.

Seraph was a reasonably young biogenetic, but still adequately skilled for the operation. He (as it prefers to think of itself) arrived onsite and ran a recon of the area to locate an alternate means of entry. Finding a vent to the air circulation system, Seraph entered the facility undetected and sought to fulfill the mission. The details of what transpired are unavailable, but a Station Analysis monitoring team reported that the street area over the facility collapsed several hours after the biogenetic's entry in conjunction with several explosions. It is likely that the Vevaphon was discovered during its mission and Shane or one of his subordinates triggered a destruction sequence that leveled the area. Even though the Vevaphon did not return to file an after action report, the mission was judged a success. Seraph's record was labeled as Destroyed in Action (DIA) and the BPN was closed.

Five weeks later, Seraph resurfaced in the Karma facility where it terminated three high-ranking members of the <D-Notice> team that were involved with the <D-Notice> project code named "Gentle Wrath". The Stormer miraculously escaped capture and has since terminated four prominent Karma scientists that were associated with the Vevaphon project. A review of the video of the attacks, all of which occurred in secure areas, show that the Stormer's form has been badly altered. It is suspected that substances encountered during the assault on the Studio Prime facility are responsible and it is unknown what effects these might have on its abilities and mindset.

Operatives taking this BPN are advised to take precautions to avoid potential contamination from close contact.

Hunter Sheet

NAME

SERAPH

SUBJECT CODE

LV98../339JA264721

DESCRIPTION

VEVAPHON

CRIME

MURDER/MUTINY

DEPARTMENT CONTRACT

DEPT OF EXTERMINATION

STATION
ANALYSIS:



475939200479189

BOUNTY: 500C



3RD EYE CONTRACT

45650987 / 687



CRIMINAL PROFILE

SERAPH IS A STANDARD VEVAPHON OF TWO YEARS OF AGE AND SKILLED IN CLOSE COMBAT AND COVERT ENTRY. ITS STANDARD FORM WAS ONCE SIMILAR TO ONE OF ITS LAB TECHS (A NONDESCRIPT YOUNG MAN) BUT IT NO LONGER SEEMS TO BE ABLE TO HOLD THIS OR ANY FORM WITH ANY CONSISTENCY. SERAPH FREQUENTLY APPEARS AS A RATHER SINISTER MELTING OLD MAN, BUT IS KNOWN TO BE ABLE TO MIMIC OTHER FORMS FOR SHORT PERIODS OF TIME.

LAST KNOWN LOCATION

THE LAST KNOWN LOCATION OF THE VEVAPHON WAS IN THE KARMA DORMITORY IN PROVIDENCE SQUARE WHERE MANY OF THE STORMER LAB TECHS ARE HOUSED. SERAPH SEEMS TO BE TARGETING THE STORMER VAT TECHNICAL STAFF, BUT HAS ALSO TERMINATED SEVERAL OPERATIVES AND 3RD EYE REPORTERS THAT HAVE DRAWN ITS ATTENTION.

M.O.A.

SERAPH IS AT ITS HEART, AN ASSASSIN AND AN AMBUSH KILLER. IT SELDOM ENGAGES IN AN OPEN COMBAT AND SPECIALIZES IN STALKING ITS PREY AND STRIKING WHEN IT HAS THE ADVANTAGE. UNLIKE MOST OF ITS KIND, IT SEEMS TO HAVE MASTERED SEVERAL FORMS IN ORDER TO GET CLOSE TO ITS VICTIMS. THESE INCLUDE A BEGGAR, A PROSTITUTE, AN OLD MAN NEEDING HELP, AND A KARMA TECH. IDENTITY OF THOSE ASSOCIATED WITH THE INVESTIGATION SHOULD BE CONFIRMED BEFORE LETTING ONE'S GUARD DOWN.

THE VEVAPHON IS ALSO HIGHLY SKILLED IN SECURITY SYSTEM PENETRATION AND STEALTH ENTRY, THUS GAINING MOST OF ITS KILLS WITHIN THE COMFORT OF ITS VICTIMS' HOMES. SERAPH IS ALSO VERY PATIENT AND VINDICTIVE, HAVING SHOWN A TENDENCY TO HUNT OPERATIVES WHO HAVE ATTACKED IT. SEVEN OF ITS NON-KARMA KILLS TO DATE HAVE BEEN OPERATIVES OR CONTRACT KILLERS WHO PREVIOUSLY ATTEMPTED TO COMPLETE THIS HUNTERSHEET AND A TOTAL OF NINETEEN PEOPLE HAVE BEEN TERMINATED BY THIS EX-OPERATIVE.

THE VEVAPHON IS SKILLED WITH A VARIETY OF MELEE AND FIREARMS, BUT SELDOM USES ANY WEAPON BEYOND WHAT IT CAN CREATE FROM ITSELF. THESE TEND TO TAKE THE FORM OF BLADES AND GARROTES, BUT AT LEAST TWO VICTIMS HAVE BEEN KILLED BY STRANGLING OR SMOTHERING. IT IS ALSO FOND OF TORTURE AND WILL DRAW OUT A KILL AS LONG AS POSSIBLE, SIMILAR TO A CAT PLAYING WITH A MOUSE.

ONE KARMA TECH IS QUOTED AS SAYING "IT'S FAR MORE BRUTAL THAN ITS CREATOR INTENDED IT TO BE. GOD HELP US ALL."

OTHER COMMENTS

NONE.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: SNIPER - D

"Okay, fuck this! FUCK THIS! The Dept of Investigations can kiss my ass! Get a Contract Killer to waste this freak! I tell you man, this is..I mean, that was my third squad on this BPN! That bastard just keeps killing 'em ... the fucker's just about got me in debt over this damn Grey BPN!

Look I don't know shit about snipers, alright? I thought I did, but I was wrong! There, fine! Dock my SCL! I don't give a ... a fuck, yeah?!"

Ted Mallgn SCL 7d, final report on Grey BPN (failed)

Criminal Portfolio:

The true identity of the Dark Night assassin, Sniper D, remains unknown. He is acknowledged and feared by his reputation and the strange custom Crackshot Armour he wears on hits.

While rival company snipers constantly torment SLA Industries, most never get so much as a mile close to their targets. This is not the case with the infamous Sniper D. In many respects, this professional operates like a Kick Murder Op with regard to his close assault work. Sniper D is a one-man team, however the remains of his victims give the impression that his victims were taken out by an entire op squad that was armed to the teeth. Most operatives have come to fear him for his superior arsenal of weapons and unique tools that seem to be custom designed and configured for specific missions.

Sniper D has been on the Dark Night payroll for almost five years, which makes him practically immortal in comparison to the countless subversive heroes that come and go throughout the World of Progress. He is cunning and resourceful with a bodycount of 1876 victims and has been listed on an active Hunter Sheet for the past three years. Operatives have come to know this as the Black Op Sheet - a sick nickname referring to the sheer number of operatives who have been slain in attempts to catch him. SLA initially commissioned a group of twenty expert scout/snipers to hunt him, but of these, eighteen were killed outright. The other two simply resigned from the mission and opted for Warworld service.

This Huntersheet's bonus for a live capture has been removed since SLA now regards Sniper D as an embarrassment that must be exterminated as soon as possible. The simple fact that he continues to survive is enough to cause serious repercussions, making him an icon that is drawing impressionable youths into Dark Night with aspirations of following in his footsteps.

Since Sniper D's motivation is entirely mercenary and he seems to have no strong emotional attachment to his kills, he has proven difficult to profile and even more difficult to track. Experts have compared him to the serial killer Halloween Jack due to his relentless assaults, although this may be an exaggeration. He is certainly an unpredictable, faceless foe that is coldly efficient and with just enough style to be memorable.

As yet, Sniper D has never failed a mission or assassination.

Hunter Sheet

NAME

SNIPER - D

SUBJECT CODE

LV98../323BT852147

DESCRIPTION

HUMAN (UNCONFIRMED)

CRIME

MURDER/SUBVERSION

DEPARTMENT CONTRACT

DEPT OF INVESTIGATION

STATION

ANALYSIS:



475939200479189

BOUNTY: 1200C



3RD EYE CONTRACT

45650987 / 687



CRIMINAL PROFILE

SLA RECORDS SUGGEST THAT SNIPER D IS A MALE HUMAN, ALTHOUGH ALL PHYSICAL CHARACTERISTICS ARE UNKNOWN SINCE HE HAS NEVER BEEN SEEN OUTSIDE HIS CRACKSHOT. THIS ARMOUR ITSELF IS HIGHLY UNIQUE, HAVING BEEN DESIGNED AND BUILT BY UNNAMED ARMOUR SPECIALISTS IN ORIENTA. IT STANDS APPROXIMATELY 5' 10" IN HEIGHT, IS LIGHT GREY IN COLOUR WITH AN ECM SKIN COATING THE OUTER LAYERS, AND ODD DREAD-LIKE TENDRILS SPROUTING FROM THE HELMET THAT ARE BELIEVED TO BE A COMPLEX NETWORK OF SENSORY EQUIPMENT SIMILAR TO A SCOUT HELMET. THIS HAS LED ANALYSTS TO BELIEVE THAT SNIPER D HAS ACCESS TO THE BEST OF CUSTOM CUTTING EDGE EQUIPMENT.

LAST KNOWN LOCATION

SNIPER D'S MISSIONS TAKE HIM ALL OVER THE WORLD OF PROGRESS, HOWEVER IT IS BELIEVED THAT HE RESIDES ON AND ORIGINATES FROM ORIENTA. THIS IS DUE TO THE ARMOUR HE WEARS AND HE RETURNS TO THE CITY FOR REPAIRS AND UPDATES.

M.O.A.

SNIPER D WILL ALWAYS CARRY THE CORRECT TOOLS FOR THE JOB AT HAND, USING THE DARK NIGHT EQUIVALENT OF A SUREKILL AND A 93 GAG. BOTH OF THESE WEAPONS ARE HIGHLY CONFIGURABLE AND CAN BE MODIFIED TO CARRY CLIP ON WEAPONS.

SNIPER D IS ALSO THE ONLY AGENT ON RECORD KNOWN TO USE A NEW INVENTION - GEL ROUNDS. THIS AMMUNITION CAN BE FIRED AT OPPONENTS, LEAVING A SMALL SMEAR OF REACTIVE GEL ON THE SKIN OR ARMOUR THAT IS USED TO TARGET INCOMING ORDINANCE. SNIPER D THEN FIRES OFF REPEATED ROUNDS OF GTMS (GEL TARGETING MISSILES) THAT ZERO IN ON THE TARGET WITHOUT FAIL. THESE MISSILES CAN BE LAUNCHED IN VOLLEYS, EFFECTIVELY HITTING MULTIPLE TARGETS WITH A SINGLE BARRAGE IF HE HAS MARKED THE VICTIMS OR A CENTRAL TARGET POINT WITH GEL ROUNDS. HE CAN ALSO LINK UP GEL WEAPONRY TO HIS SNIPER RIFLE ATTACKS, ALLOWING HIM TAKE OUT HIS TARGET WITH A HESH AND ALL SURROUNDING BODYGUARDS WITH THE FOLLOW UP BARRAGE OF GTMS. FOR THIS REASON, SNIPER D MAY ONLY GET IN CLOSE ONCE (TO MARK THE TARGET) AND ONLY PULLS THE TRIGGER ONCE PER MISSION.

OTHER COMMENTS

SNIPER D'S WEAPONRY HAS NOT BEEN REPLICATED BY SLA, DESPITE COUNTLESS FAILED ATTEMPTS BY FEN AND BLA. IF THE TARGET IS SUCCESSFULLY EXTERMINATED, ALL WEAPONRY AND EQUIPMENT ON HIS PERSON SHOULD BE RETRIEVED FOR EXAMINATION. OPERATIVES WILL BE SEVERELY PENALISED FOR WITHHOLDING THESE ARTEFACTS FOR PERSONAL USE.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: THE SILENT ONE

"He wasn't like the others, the Scavs I mean. This one was quiet, he didn't have the rattling croak they've all got. He don't make a sound 'til he pulls the trigger.

No, serious! The Scavvies are bad, but this guy's worse! He just knows something the others don't. He understands our fear - It's like he feeds on it. He comes sniffing it out, and when he finds you ... well, that's it. It's over.

Just like that Carrien Clave that tried to muscle in on his turf, The Silent One got his boys together and blew them apart. I heard it was raining blood and guts for over an hour down there."

Billy Radcliff (gang member / KrossTown Traffic).

Criminal Portfolio:

A Scav simply known as "The Silent One" has surfaced in Lower Downtown and created a growing feeling of hysteria throughout Heartland and the surrounding areas. After breaking out of the confines of Cannibal Sector One, he is working his way up through the sewers and walkways, systematically annihilating every enemy and obstacle that stands in his way.

Several of the smaller gangs a few civilian levels down from the KrossTown Traffic den have already been completely wiped out. Reportedly, the Silent One and his four accomplices are moving from gang hideout to gang hideout, slaughtering the inhabitants and pillaging their drugs, armour, and weaponry before moving on to the next skirmish.

SLA Industries expected the Silent One and his Scavs to be killed within a month of entering Downtown, but the gruesome reports of their activities are still coming in at Head Office. At first, they were ignored because they were inadvertently providing a service to SLA, but the opinion changed when a squad of Sleeper Shivers were added to the victims. The Silent One had taken everything but the corpses and began travelling throughout Downtown in a stolen Shiver APC. This same vehicle has been used to defeat an entire Carrien Clave that was unfortunate enough to try to raid one of their ammo dumps.

The Silent One and his Scavs have no plans to stop and it is possible that there could be a darker motive behind their actions. In several incidents, the Scavs have left the severed heads of their foes for SLA to find at the crime scene and in every case the number 8 was carved into the forehead. There is speculation that the Scavs have some grudge against the Shaktar race, but the Shaktar Council has not uncovered any solid information yet. The sudden animosity between Karma and the Shaktar Council is also rumoured to have something to do with the appearance of the Scavs, but neither party has been forthcoming concerning this matter.

The Silent One as yet has not been successfully challenged and every encounter with him has ended in fatality for SLA employees. SLA Industries suspect that if he is permitted to carry on his bloodlust, cult activity may form around him and elevate him into the status of an icon. If this is allowed to occur, the Silent One may end up being protected by the frightened civilians and gangs whose area they may have entered at the time. The Silent One and his band are dangerous enough without the armed support of Downtown undesirable and must be purged before any appears.

Hunter Sheet

NAME

THE SILENT ONE

SUBJECT CODE

LV98../791HV316761

DESCRIPTION

SCAV

CRIME

THEFT/MURDER

DEPARTMENT CONTRACT

DEPT OF EXTERMINATION

STATION

ANALYSIS:



475939200479189

BOUNTY: 700C



3RD EYE CONTRACT

45650987/687



CRIMINAL PROFILE

THE SILENT ONE IS A MALE 'SCAVENGER' AND LIKE ALL SCAVS, HIS FACE IS CONCEALED BENEATH AN ARMoured GAS MASK. HIS MASK IN PARTICULAR IS PALE BLUE IN COLOUR, SPATTERED WITH MUD AND GRIME AND HAS A RED ARROW POINTING DOWNWARDS ON THE FOREHEAD. BENEATH A THICK MILITIA-STYLE TRENCH COAT, THE SILENT ONE WEARS A SUIT OF PATCHWORK ARMOUR MADE UP OF HARD, CRACKSHOT, DOGEYBONE AND EXOSKELETON. HE TENDS TO USE AUTOMATIC RIFLES MOSTLY AND HAS BEEN REPORTED AS USING EX-WAR CRIM WEAPONRY. THIS HAS LED INVESTIGATORS TO SURMISE THAT HE MAY HAVE SERVED ON DANTE, OR IS AT LEAST POWERFUL ENOUGH TO TAKE OUT AN EX-WAR CRIMINAL. THE SILENT ONE STANDS 7'3 IN HEIGHT WITH A HEAVY BUILD AND HIS AGE IS UNDETERMINED.

LAST KNOWN LOCATION

THE SILENT ONE BEGAN THE KILLING ON THE PERIMETER WALL OF CANNIBAL SECTOR ONE AND HEADED UP THROUGH THE SOUTHEAST PASSAGES INTERLINING LOWER DOWNTOWN IN A ZIGZAG PATTERN. THIS COULD HAVE BEEN TO THROW OFF PURSUERS, BUT IT IS MORE LIKELY THEY FOLLOWED THE TRAIL THAT WOULD LEAD THEM CLOSEST TO ARMAMENT AND SUPPLIES.

THE LAST REPORTS OF THE SILENT ONE CAME FROM THE WALKWAYS SURROUNDING HEARTLAND AND IT IS EXPECTED THAT THE SCAVS ARE STILL RESIDING THERE.

M.O.A.

WHEN THE SILENT ONE INTENDS TO ATTACK, HE FIRST MOVES ALL HIS SCAVS INTO POSITION USUALLY TO SURROUND HIS PREY. ONCE COMPLETELY ENTRAPPED, THE SCAV SQUAD OPEN FIRE AND ANY ESCAPEES ARE PICKED OFF BY A SCAV IN AN ELEVATED POSITION ON A NEARBY BUILDING OR RUIN. THEY ARE KNOWN TO COMMUNICATE ORDERS AND STRATEGIES VIA A RUDIMENTARY SIGN LANGUAGE SIMILAR TO THOSE ADOPTED BY THE MILITIA ON WARWORLDS. WHEN THE SILENT ONE AND HIS GROUP ARE CAUGHT IN AN AMBUSH SITUATION, THEY GROUP TOGETHER AS A SINGLE UNIT, CHOOSE DIFFERENT TARGETS FOR RETURN FIRE, THEN RETREAT. WHEN THIS HAS TURNED THE TIDE, THEY QUICKLY CANCEL THE WITHDRAWAL AND ATTACK THE ENEMY WITH FULL FORCE.

OTHER COMMENTS

IF THE OPERATIVE(S) SHOULD FIND ANY WARWORLD MILITARY SURPLUS ON THE EXTERMINATED SCAVS, THESE ARE TO BE RETURNED TO SLA HEAD OFFICE IMMEDIATELY.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: TAM MCGOVAN

"Fuck 'em, I did what I had to do yeah fuck 'em."

Tam McGovan (In response to his actions).

Criminal Portfolio:

After the massacre of the Anderson family on 3/2/907, Tam McGovan has been referred to as a 'genocidal' serial killer by the Dept of Investigations and is a prime target for every Frother operative working on Mort.

McGovan is not believed to have any connections with Dark Night or any other rival company and the clan killings he has carried out are believed to be entirely personal in nature. Between the hours of 2.25 am and 3.15 am on the 3rd of February, operative Tam McGovan broke into the fort of Clan Anderson located in the Northern Sector of the suburbs called Granite Valley. He brutally massacred the entire family, comprised of 'Big Tex' Anderson, the father, and his two children Susan Josie and Scott William. Seven well-armed Frother guards were also slain before the alarm was raised and the killer made his escape through the extensive reservoir system beneath the fort.

The relationship between the Anderson and McGovan clans was tenuous at best because the McGovans had failed to support the Andersons in a bloody siege two hundred years previous on the war world 'Cross'. The enemy in question was Thresher Inc. and the attack on the Sinny Lake Base was vital if SLA were to take control of the planet. An alliance was formed between the two clans in which both would assault the rival base on the morning of 14 / 4/ 704 SD. The McGovans failed to show, and the Anderson were forced to attack the well-fortified outpost, despite being heavily outnumbered and outgunned. They succeeded with heavy losses only to learn that the McGovans had engaged a division of Sarge Units instead of backing them up. The McGovans made several attempts at reconciliation that were spurned and the bad blood has continued to the current day. Prior to Tam McGovan entering the picture, the friction had reached an all time low. When he and Susan Josie Anderson began an affair, the Frother community was thrown into chaos.

It was not simply the fact that Tam is a McGovan, he was also known as a psychopath, which was fairly extreme among Frothers. Tam's operative track record was equally unacceptable as he was always strung out on Ultra Violence and had a quick and wrathful temper that had him suspended on eight occasions. He had also failed three psycho evaluation tests and is listed as having sinister compulsions. The worst of these is the urge to drink the blood of his victims, which he believes gives him 'godlike powers'. This delusion made him a powerful operative (when he could feed his desire) and he was retained by SLA since he had no objection to taking Black BPNs. He had already completed four and his carnal nature seemed to be balancing out.

When the affair began between Tam and Suzy Jo, his true nature began to slip through. There were two months of relative harmony (the elder Andersons were not aware of the involvement during this time) before Suzy Jo began to see McGovan for what he truly was. She became nervous and tried to call it off, but was intimidated into staying. When he apparently tried to cut her chest and drink her blood, enough was enough and she broke it off. By this time Tam was in love and he wasn't going to be stopped.

In an act of desperation, Suzy Jo went to her father, 'Big Tex' Anderson for help. Big Tex knew of Tam's reputation and, after nearly hospitalising his daughter, filed for an extermination warrant. This was denied and Tam McGovan was sent a restraining order instead to restrict him from seeing Suzy Jo. McGovan is reported to have flown into a frenzy and witnesses confirm him stating that he would rather kill her than lose her. Within two days, he had struck and massacred the entire family.

Tam McGovan remains uncaptured and the Frother clans of SLA Industries are offering a substantial reward over and above the basic sum for his extermination.

Hunter Sheet

NAME

TAM M'GOVAN

SUBJECT CODE

LV98../348RG553529

DESCRIPTION

CLAN FROTHER

CRIME

MURDER/MUTINY

DEPARTMENT CONTRACT

CLOAK DIVISION

STATION

ANALYSIS:



BOUNTY: 600C



3RD EYE CONTRACT

45650987/687



CRIMINAL PROFILE

TAM MCGOVAN IS A MALE FROTHER, 28 YEARS OF AGE AND STANDING 6'2 IN HEIGHT WITH A HEAVY BUILD. HE HAS BLUE DREADS THAT REACH TO THE SMALL OF HIS BACK AND GREEN EYES. HE NORMALLY WEARS THE ATYPICAL FROTHER DRESS (MCGOVAN COLORS) COMBINED WITH CRACKSHOT ARMOUR AND IS RECOGNISABLE FOR THE PLASTER ACROSS THE BRIDGE OF HIS NOSE.

LAST KNOWN LOCATION

TAM MCGOVAN HAS NOT BEEN SEEN SINCE THE ANDERSON MASSACRE AND IT IS POSSIBLE THAT HE HAS BEEN KILLED IN DOWNTOWN. SINCE HE IS REGARDED AS WELL TRAINED, IT IS CONSIDERED UNLIKELY HE WILL HAVE FALLEN AT THE HANDS OF CARRIEN OR GANG MEMBERS AND THIS HUNTERSHEET REMAINS OPEN UNTIL CONFIRMATION IS RECEIVED.

M.O.A.

TAM MCGOVAN IS TRAINED IN DEATHSQUAD PACKAGE AND WAS SCL 7A PRIOR TO HIS ESCAPE. HE WOULD HAVE BEEN FAR HIGHER, BUT HIS CONTINUAL SUSPENSION PREVENTED HIM FROM REACHING ANY FURTHER THAN THIS. HIS FAVOURED WEAPON IS A TWO HANDED POWERCLAYMORE, ALTHOUGH HE IS KNOWN TO USE A BLA BLITZER OR A FEN FARJACKET FOR RANGED ATTACKS.

TAM MCGOVAN WILL GLADLY FIGHT TO THE DEATH AND WILL NOT DROP UNTIL DEAD DUE TO EXTENSIVE DRUG USE (ULTRA VIOLENCE). HIS DELUSION MEANS THAT HIS FIGHTING CAPABILITIES MAY NEARLY DOUBLE IF GIVEN THE OPPORTUNITY TO DRINK HIS OPPONENT'S BLOOD. CONVERSELY, HE MAY ALSO BE SUBJECT TO PANIC IF HE THINKS HE IS LOSING TOO MUCH OF HIS OWN.

OTHER COMMENTS

NONE.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: SILN VORTA

"Oh to hell with SLA Industries! They promote ambition and what could be more ambitious than an act such as this? Besides, why should the Ebon Race be the sole property of SLA? We are our own people, just as I am my own man, regardless of what Mr Slayer thinks. The days of those dreadful glyph cards are over and through EbbSource Inc., any Ebon or Eban can purchase a Deathsult, be the operative or feral. Let life be the teacher, not the Necanthropes and their sick old ways!"

Mr Vorta's first press release, 10 / 11/ 907sd.

Criminal Portfolio:

Siln Vorta is the owner of EbbSource Inc., a soft company that illegally sells stolen Dark Lament products such as Deathsuits to civilians and rival companies alike. Siln was once a SLA operative who worked mainly with the Corporate Sector and the Dept. of Ebb. He had strong aspirations to climb the corporate ladder and his angle was to make all Dark Lament products available to the public. Siln's argument was that they could increase the number of Ebon and Eban operatives working for SLA if civilians could purchase items such as the Deathsuit earlier in lives, making them stronger and more experienced by the time they were eligible to join SLA.

His suggestion to the department heads was blown off because the opportunity for feral gang members to get their hands on Deathsuits and join companies like Dark Night and Thresher Inc. or set up their own soft companies was simply too great. Vorta argued that the Ebon race was "too intelligent" to make such a foolish decision and the purchase of a Deathsuit was merely the first platform in the process of learning. For one to enjoy the whole benefits of Ebb abilities, they would have to join SLA, the most experienced school in its application.

Vorta was immediately taken in for psychological evaluation and certified delusional as a result of stress. Since his SCL was reasonably high (6d before dismissal), he was put on instant suspension for a six-month period. This was probably the worst decision SLA could have made considering the situation and his mindset. Two weeks later, Vorta was reported to have attacked a Gauss train shipping Dark Lament products from Mort Central to Meny. He had boarded the train as a passenger, but when it reached the routine checkpoint in Downtown, the train was besieged by a gang of fifty feral Ebons armed with Dark Night weaponry. Vorta and his band of thieves made off with the contents of five carriages and disappeared into the confines of Lower Downtown.

Several months after the raid, Vorta returned to the public eye as the boss of EbbSource, a soft company devoted to the theft and distribution of Ebb equipment. Using the armour and weaponry stolen from the first raid, Vorta and his employees (now trained and armed) continued their strategic attacks on Dark Lament shipments, and in the process, gathered greater support from juvenile Ebons and Ebans who were willing to join him on the promise of access to a Deathsuit. Dark Night has also been reported to have purchased stock from EbbSource and have now set about creating their own Ebon operative equivalent. The operations of Vorta's soft company have escalated, and if EbbSource is allowed to function any further, it is estimated that it could become a Suppressor Power within the space of two years.

Necanthrope society has set about destroying any EbbSource employees they find, including anyone seen to have purchased Ebb products from them. The manner of their assault has been particularly savage in an attempt to deter young Ebons from making the fatal decision of joining Vorta in his schemes. In the process, EbbSource's employment figures have faltered slightly and a large percentage of the stolen goods have been retrieved. Nonetheless, both the Dept of Ebb and the Dept of Investigation want the ringleader, Siln Vorta, brought in alive if possible. Dead will also suffice.

Hunter Sheet

NAME

SILN VORTA

SUBJECT CODE

LV98../127ES361821

DESCRIPTION

EBON

CRIME

THEFT/CORPORATE SUBVERSION

DEPARTMENT CONTRACT

DEPT OF SUBVERSION

STATION

ANALYSIS:



475939200479189

BOUNTY: 1100C



3RD EYE CONTRACT

45650987 / 687



CRIMINAL PROFILE

SILN VORTA IS A MALE EBON, 38 YEARS OF AGE, STANDING 6'1 IN HEIGHT WITH GREY HAIR AND WHITE EYES. HE WEARS A CUSTOMISED DEATHSUIT BRISTLING WITH A VARIETY OF EBB ARTEFACTS, MOSTLY STOLEN DURING HIS RAIDS. SILN WAS ORIGINALLY BORN ON CZARIA, AND EVEN NOW, THE CZARIAN ACCENT IS QUITE THICK. HE HAS A SLENDER BUILD AND NARROW FACE, INDICATING PURE BREEDING. HE HAS ALSO BEEN SEEN TO WEAR A CZARIAN STYLE TRENCHCOAT MELDED WITH HIS DEATHSUIT.

LAST KNOWN LOCATION

VORTA TRAVELS THE LENGTH AND BREADTH OF THE PERIMETER WALLS IN AN ATTEMPT TO SNARE DARK LAMENT SHIPMENTS. PATROLS AROUND THESE AREAS HAVE BECOME EVER MORE VIGILANT EVEN THOUGH HIS ATTACKS HAVE DWINDLED RECENTLY. IT IS LIKELY HE HAS GONE TO GROUND UNTIL THE ATTENTION IS DIVERTED ELSEWHERE.

M.O.A.

VORTA RELIES MAINLY ON HIS EMPLOYEES FOR DEFENCE BUT WILL USE A VARIETY OF EBB POWERS SUCH AS TELEKINESIS, BLAST, AND HEALING IF CORNERED. HE IS AWARE OF THE GRUESOME FATE THE SADA NECANTHROPES HAVE IN MIND FOR HIM AND WILL FIGHT TO THE DEATH RATHER THAN SURRENDER. THERE ARE ALSO RUMOURS THAT SINCE GOING ROGUE, SILN HAS LEARNED A GREAT DEAL CONCERNING REALITY FOLDING AND MAY USE THIS AS A MEANS OF ESCAPE GIVEN THE CHANCE. HE IS CHARACTERISTICALLY ARROGANT AND MAY OVERESTIMATE HIS POWER, STANDING TO FIGHT IF HE BELIEVES HE IS WINNING.

OTHER COMMENTS

NONE.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: FOSS

"You, the civilians of Mort, born of rain and gore. It is your right to shed blood, to end life! No punishment deserving, no motive required, the simple act of killing is yours to endure!

SLA denies you this right on the word called death, and I say to you, the bitter, wretched underlings of a faulty god to stand up, raise your blades. To toast the purpose of your being!

Give to those, the thing they withhold from you. The killing blow ..."

A passage from Foss's sermon.

Criminal Portfolio:

A Brain Waster arrived on Mort three months ago, his name is Foss. SLA Industries wants him terminated with extreme prejudice.

Foss's intentions are to create anarchy and dissension among the civilians of Lower Downtown and he has had a considerable effect so far. He preaches that all people, whether they are operative or civilian, have the right to kill freely and without the fear of punishment. It seems that he has the ability to amplify the darker urges of Mort's public and set them raging against SLA. His influence must be wiped from the purity of Mort.

Foss managed to gain entry onto Mort using a false ID and successfully impersonated a Kick Murder op on New Paris for nearly two years. After completing a Black BPN, he disappeared without a trace even though the mission had been a complete success. The BPN entailed the extermination of 20+ serial killers that made up one of the deadliest Cognates in New Paris. Of the six-man operative squad, Foss was the only survivor.

New Paris SLA authorities filed Foss as M.I.A. until a squad on a Yellow BPN to locate a missing off world corporate in New Paris were tripped up by a clerical error. Foss had been caught on 3rd Eye while inciting a riot and was temporarily misidentified as the corporate named "Fost". This resulted in the cancellation of the BPN and the inadvertent issue of a termination warrant for the innocent corporate. By the time Station Analysis recognized the mistake and correctly classified Foss as the subversive, the corporate had been terminated and Foss had vanished into downtown where he could do the most damage.

Within a short period, reports came through to the Department of Investigation that mobs of fifty to sixty civilians had been attacking and killing small divisions of Shivers. At first SLA put it down to gangland activity or bored and disgruntled civilians, but when well-trained operatives were being killed, it was time to examine things closer. The attacks were quickly connected to the rogue Ebon when squads found posters and graffiti plastering the walls of downtown.

Foss hadn't concerned himself with concealing his identity and knew that his power lay in his bravery and charisma. He spoke a language the people understood and appealed to their inadequacies, giving fuel to their desires. As far as the civis were concerned, it was time to pay back SLA for supposed harsh treatment and the riots began for the second time this year. They didn't last long since the words gave Foss power, but not his people. Once SLA's Death Squads were sent out and the killings began, Foss vanished and left his people to suffer the backlash. An estimated two hundred civilians lost their lives in the ensuing violence.

It is believed that Foss' real agenda was simply to wreak havoc and watch the impressionable die. This makes Foss not only a subversive, but a new breed of serial killer who must eradicated before he is capable of inspiring more senseless acts of violence.

Hunter Sheet

NAME
FOSS

SUBJECT CODE
LV98../628TB917346

DESCRIPTION
BRAIN WASTER

CRIME
MISINFORMATION/DISSENSON

DEPARTMENT CONTRACT
DPT OF INVESTIGATION

STATION
ANALYSIS:



BOUNTY: 1000C



3RD EYE CONTRACT
45650987/687



CRIMINAL PROFILE

FOSS IS A MALE BRAIN WASTER, 27 YEARS OF AGE, AND 6'0 IN HEIGHT WITH BLACK HAIR/DREADS JUST ABOVE SHOULDER LENGTH. HIS SKIN IS DARK BROWN AND HAS LIGHT CHARRING AROUND 'SKY BLUE' EYES. OTHER IDENTIFIABLE FEATURES INCLUDE THE TATTERED RELIGIOUS ROBES HE WEARS ABOVE A SUPER HEAVY DEATHSUIT WHICH HE IS CAPABLE OF INTERDERMALISING.

LAST KNOWN LOCATION

JEDLEY WALK IN LOWER DOWNTOWN - WHERE THE LAST UPRISING (AND SUBSEQUENT MASSACRE) OF HIS FOLLOWERS TOOK PLACE. IT IS UNLIKELY THAT FOSS IS STILL PRESENT, BUT ANY SURVIVING RIOTERS MIGHT HAVE CLUES TO HIS WHEREABOUTS.

M.O.A.

FOSS IS EXPERTLY TRAINED IN THE KICK MURDER PACKAGE BUT SPECIALIZES IN POLEARM, FLEXIBLE WEAPON AND RIFLE. HIS EBB ABILITIES ARE STRONGEST IN PROTECT, COMMUNICATION, AND RED THERMAL. HE OFTEN INITIATES COMBAT BY USING HIS COMMUNICATION POWERS TO TAKE CONTROL OF HIS OPPONENTS AND TURN THEM UPON EACH OTHER. AFTERWARDS, HIS FOLLOWERS WILL MOB HIS TARGETS AND TRY TO OVERWHELM THEM WITH SHEER NUMBERS.

HE IS CUNNING AND CAUTIOUS, ALWAYS SEEKING TO EVADE IF OUTNUMBERED OR OUTGUNNED AND LEAVE HIS FOLLOWERS TO DIE. HE IS ALSO KNOWN TO BE VENGEFUL AND WOULD DOUBTLESSLY UTILIZE EVERY MEANS AT HIS DISPOSAL TO STRIKE BACK AT ANYONE WHO CHALLENGES HIM. FOSS CANNOT BE REASONED WITH AND SUFFERS FROM DELUSIONS OF GRANDEUR WITH A DEEPLY SOCIOPATHIC OUTLOOK.

OTHER COMMENTS

IN THE UNLIKELY EVENT THAT FOSS SURRENDERS, IT IS STRESSED THAT OPERATIVE SQUADS AND CONTRACT KILLERS COMPLY AND TAKE HIM INTO CUSTODY. THE DEPARTMENT OF PSYCHOLOGY AND PSYCHOSIS WOULD LIKE TO ANALYSE THE SUBVERSIVE BRAIN WASTER AND WILL PAY AN EXTRA SUM FOR HIS CAPTURE.

INVESTIGATING OPERATIVES WOULD BE WISE TO KEEP IN CONTACT WITH THE DEPT. OF TRANSPORTATION SINCE RUMOURS ARE CIRCULATING THAT FOSS IS SEEKING TO JUMP PLANET AGAIN AND BEGIN HIS CRIMINAL ACTIVITIES ELSEWHERE.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: TODD CLERIK

"HAH! Go ahead and throw your best spell, you flower-eating, pointy-eared freak! I'll smite you where you stand! I'm wearing my +4 Raincoat of Holy Protection and this is a +7 Broadsword of Serious Hurt! You can't hurt me, you sub-human minion of evil, but I'm sure as hell gonna hurt you!"

Criminal Portfolio:

Todd Clerik was born the only son out of five children and was his Father's favorite, much to the dismay of his siblings. He grew up spoiled and abused, depending upon which family member he was around. His life lost the bright spots at the age of eight when his Father stopped coming home and he was left at the mercy of a dominating mother and four vindictive siblings who were bent on making his life hell. By the time he reached his teens, the family unit had deteriorated to the point that he was the only child left, although it is unknown what happened to the others. Interviews have revealed that memories from this period of his life are deeply painful and have been fully repressed. He speaks of his formative years with an odd smile, still clinging to rose-colored memories of a childhood that never was. Even from an early age, it is quite clear that something wasn't quite right about him.

Clerik's situation was the status quo in the Gossamer neighborhood he lived in where most of the children turned to gangs or other leisure activities to keep their minds off problems. He found a different release when one of his friends introduced him to something exciting and new - a board game of heroic fantasy set in a world without poverty, pain, or bad families. Everything was clear-cut (unlike his real life) and the players took the role of spectacular shining forces of good and waged a holy war against the snarling, despicable minions of evil. Todd finally got to be the strong, noble hero that he craved to be and represented the forces of Good as he smote evildoers and defended the righteous. Taking the escapism to heart, he slipped into a world of fantasy.

He enters SLA records at the age of nineteen where he stumbled upon two men attempting a rape and intervened. He beat both of them to death using debris in the alley, and then stayed with the woman until Shivers arrived to take her statement. The Shiver sergeant reported, "he was a nutter alright, even called me 'Sire,' but at least he was doing the right thing."

A week later, Clerik showed up again in the nearby "Sunfall" housing complex where he interrupted a squad's Red BPN to take down a soft company terrorist cell. This time he came armed (with a fire axe stolen from the building's maintenance locker) and declared that he was there to assist the "Good Knights in their quest to purge the catacombs of evil". He showed strong combat skills and reportedly killed the four subversives by himself, then commended the squad on their valiant effort. Taken somewhat off guard and amused, the squad allowed Clerik to leave the scene.

It was probably only a matter of time before Clerik came down on the wrong side of SLA law and this occurred two weeks later in the same complex with the same squad in another raid. Darla's Divas was an all-female cognate who targeted male humans and often baited their targets by posing as prostitutes. They had been traced to the tenement and labeled for extermination with a Red BPN that was picked up by the same operatives. When the squad (a mixture of humans and non-humans) arrived onsite, they found that the cognate had been alerted and was waiting for them. Clerik appeared again and this time, instead of greeting the squad as "Good Knights", declared himself the "Champion Protector of the Pure Damsels of Light". He was now equipped with some sort of crude home-made armor and a hefty blade, and stated that they had duped him previously. He swore to destroy them before embarking on a quest to slay their masters, the "Evil Sorcerer and his Necromancer Witch in the Yellow Tower".

Unwilling to waste time with the lunatic, a Shaktar in the squad removed his helmet and approached to engage Clerik, who suddenly became terrified and called the operative a "Brain Fryer". Not being sure what he meant, the Shaktar took this as a lame insult and charged. Clerik reportedly doused his blade with a flammable substance and ignited it, screaming "Mighty +3 Sword of Fire!" and fought back. He killed the operative with a single massive blow that shattered the Shaktar's breastplate, and the cognate attacked, tearing the remainder of the squad into shreds.

Clerik has since resurfaced throughout downtown to prevent 'crimes' and preach that he is there to save the people from "The Dark Lord". He claims to have been visited by the "Bright Lady of Goodness" and that he is both Her chosen servant and a holy instrument of justice. Clerik also claims to possess mystical abilities of his faith and states that it is his mission to purge all of the evil from Mort. In past weeks, three additional squads have attempted to locate and eliminate Todd Clerik, but all met with disaster. Details of the engagements are sketchy, but witness testimony states that the subversive appeared to be using some variation of Ebb abilities against operatives and is endowed with nearly superhuman attributes. Any squad taking on this Hunter Sheet should be aware of his fixation on this child's board game and prepare accordingly.

Hunter Sheet

NAME

TODD CLERIK

SUBJECT CODE

LV98../294LG118714

DESCRIPTION

HUMAN

CRIME

MURDER/SUBVERSION/DISORDER

DEPARTMENT CONTRACT

DEPT OF PSYCHOLOGY AND PSYCHOSIS

STATION

ANALYSIS:



475939200479189

BOUNTY: 1300C



3RD EYE CONTRACT

45650987/687



CRIMINAL PROFILE

TODD CLERIK IS A HEAVILY BUILT HUMAN

MALE, STANDING WELL OVER SIX FEET TALL WITH PIERCING BLUE EYES AND LIGHT BLONDE HAIR. HE NORMALLY APPEARS IN LOOSE FITTING COWL AND PRIEST-LIKE ROBES OVER CRUDE RIVETED ARMOR. CLERIK BELIEVES HIMSELF TO BE A HOLY WARRIOR PRIEST OF A FICTIONAL "GODDESS OF LIGHT" IN A CHILDREN'S BOARD GAME AND IS PROVING TO BE QUITE DANGEROUS IN CLOSE COMBAT.

CURRENTLY, GORE PRODUCTIONS HAS PRODUCED BOTH AN ACTION FIGURE AND BOARD GAME EXPLOITING THIS SUBVERSIVE'S ACTIVITIES. NO ACTION IS PLANNED AGAINST THE SLA SUBSIDIARY AT THIS TIME SINCE THE PROBLEM WILL BE ELIMINATED ONCE CLERIK HAS BEEN TERMINATED.

LAST KNOWN LOCATION

HIS LAST APPEARANCE WAS NEAR THE GANTRY WAYS OF SUB LEVEL 17 NEAR THE PARADISE LICENSED PROSTITUTION SECTOR, BUT HIS BASE OF OPERATIONS IS STILL BELIEVED TO BE IN THE SUNFALL TENEMENTS. OPERATIVES ARE ENCOURAGED TO REVIEW LATEST 3RD EYE REPORTS AND CANVASS THIS AREA TO FIND HIM.

M.O.A.

3RD EYE FOOTAGE OF CLERIK SUPPORTS THE THEORY THAT HE IS COMPLETELY DELUSIONAL, HAVING RECEDED INTO A FANTASY WORLD OF HIS OWN CREATION. OPERATIVES ARE OFTEN ADDRESSED BY WEIRD NAMES THAT SEEM TO CORRESPOND WITH THE EVIL SUB-HUMAN CREATURES FOUND IN THE BOARD GAME OF HIS YOUTH AND ARE ATTACKED WITH UNUSUAL AND SOMETIMES EFFECTIVE MEANS THAT CORRESPOND WITH SUCH CREATURES (I.E. 313 MALICE OPERATIVES CAN EXPECT TO BE CALLED A "TROLLER" AND HIT WITH FLAMING LIQUIDS). HE IS ALSO KNOWN TO REFER TO HIS RATHER MUNDANE EQUIPMENT WITH UNUSUAL TITLES AND A NUMBER CODE SUCH AS "SMELVISH GALOSHES OF WARDING +2" OR "PONCHO OF EVIL WARDING +6". DUE TO HIS RELIANCE ON THESE TEXTS, IT IS SUGGESTED THAT OPERATIVES TAKING THIS MISSION FAMILIARIZE THEMSELVES WITH THE MATERIAL TO BE BETTER PREPARED FOR THE ENGAGEMENT. HIS QUEST TO SLAY THE "EVIL SORCERER AND THE NECROMANCER WITCH IN THE YELLOW TOWER" DOUBTLESSLY REFERS TO A FUTURE PLANNED ASSAULT ON HEAD OFFICE AND MUST BE STOPPED TO AVOID DRAWING ANY POTENTIAL PUBLICITY TO THIS SUBVERSIVE'S CAUSE.

MORE DISTURBING THAN HIS DELUSIONS IS HIS DEMONSTRATION OF EBB LIKE ABILITIES THAT HE CREDITS TO HIS "BRIGHT LADY OF LIGHT" PATRON. CLERIK HAS PROVEN ABLE TO SHRUG OFF ASSAULT BY MANY EBB POWERS AND NECANTHROPES REPORT THE INABILITY TO APPROACH CLOSER THAN FIFTEEN FEET TO HIM OR HIS SERVANTS. THE EXISTENCE OF THESE "POWERS" HAS NOT BEEN COMPLETELY CONFIRMED, BUT OPERATIVES ARE ENCOURAGED PROCEED WITH CAUTION.

CLERIK IS ALSO KNOWN TO HAVE STRONG SUPPORT FROM THE DIVAS COGNATE, WHO HE REFERS TO AS "THE PURE DAMSELS OF LIGHT". WHILE IT WAS ORIGINALLY BELIEVED THAT THEY WERE SIMPLY EXPLOITING HIM FOR PROTECTION, THEY HAVE RECENTLY BEGUN TO ACCOMPANY HIM ON HIS QUESTS TO PREACH TO THE PEOPLE AND DISPATCH SERVANTS OF EVIL. LIKE HIM, THEY HAVE ALSO PARTICIPATED IN A NUMBER OF ASSAULTS ON RAPISTS, MUGGERS, AND OTHER SCUM, BUT EXERCISE FAR MORE BRUTALITY. IN AT LEAST ONE INCIDENT, COGNATE MEMBERS HAVE DEMONSTRATED EBB-LIKE ABILITIES SIMILAR TO HIS, CAUSING GREAT CONCERN FOR SLA AUTHORITIES.

CLERIK AND ALL OF HIS FOLLOWERS MUST BE TERMINATED BEFORE THEIR "RELIGION" SPREADS.

OTHER COMMENTS

AT NO TIME SHOULD ANY OF CLERIK'S OR THE COGNATE'S "MYSTICAL" ABILITIES BE FILMED OR DESCRIBED IN A REPORT THAT HAS NOT BEEN PREVIOUSLY APPROVED BY CLOAK DIVISION. SUCH UNAUTHORIZED ACTION WILL CARRY SEVERE PENALTIES.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

Name: DEITRIUS SADA

"I am made to crawl the sewers, made to live like a pig. Throughout my existence I have done what was asked of me and without question. When one fell out of favour with the Preceptor, I, Deitrius of House Sada would come calling.

I was his messenger and avenger.

Now they say I am nothing.

They are wrong.

I am real, and I will kill again."

Deitrius (formerly of House Sada).

Criminal Portfolio:

SLA Industries is desperate for the capture and extermination of the former Prime Executioner of Preceptor Teeth, the Necanthrope Deitrius Sada.

The concept of condemning a Necanthrope to a Hunter Sheet has fallen under great dispute with Necanthrope Society who regards a rogue or subversive sibling to be a "family matter". Since the disappearance of Deitrius, they have fought to keep this embarrassment as something they would deal with personally, but the one-year period allotted to Necanthrope Society to correct the situation has expired. As a result, the rogue Necanthrope has a universal Extermination Warrant on his head and can be hunted down by every SLA Operative working on Mort.

Deitrius Sada was once a powerful and respected member of the Necanthrope Society, so much so that he is still permitted to use his full title by his family House Sada: the Punisher. They still protest his innocence and loyalty to SLA, even after the acts of mass murder and sexual abuse, stating that Deitrius acts as his dark soul dictates. He is a Sada. He was born to shed blood.

When a Necanthrope violates the laws of the Society, he is punished accordingly. Some crimes are worse than others and the murder of another Necanthrope unsanctioned by Society carries one of the worst possible penalties. When a Necanthrope is to be executed, it is either the task of his union or the duty of a Sada Necanthrope. The Sadas were instructed to make their executions as brutal and merciless as possible and they are legendary in their proficiency.

Deitrius Sada set the best example.

So vicious was he in his duty that other Necanthropes lived in fear of him and he won the favour of the Preceptor himself. Thus he was blessed as the Prime Executioner - the union of one. It was a full 400 years of faithful duty later that he was sent to terminate a Necanthrope believed to be in league with one known as "The Walker". This was his first exposure to White Earth and marked his fall from grace.

Deitrius was sent to assassinate Crimson, a young Necanthrope of seven months of age. Prior to entering the White, she was an Ebon with a strong interest in interplanetary cultures and had hoped to be raised as part of House Rowan - the Teacher. Unfortunately, she was actually bidden to House Dean - the Seducer and was soon overwhelmed with conflicting drives. This created an unbalanced Necanthrope with an unquenchable thirst for knowledge and sex.

When it was discovered that she was connected to the Chi'en Cult and had been involved in a string of religious slayings, the Preceptor sent Deitrius to rectify the situation in the name of the Society. The full story on what occurred on the meeting of these two Necanthropes is unknown, other than that Deitrius butchered her in famously savage manner and that he took her place on the side of White Earth. What was offered to the Prime Executioner that would make him betray his beloved Society and become a Monitor for White Earth remains a mystery. Deitrius has never regretted his decision, and since slain 35 Necanthropes and countless other victims in the name of his new faith.

Hunter Sheet

NAME

DEITRIUS SADA

SUBJECT CODE

LV98../995HS131478

DESCRIPTION

NECANTHROPE

CRIME

MUTINY / MURDER

DEPARTMENT CONTRACT

DEPT OF EBB

STATION

ANALYSIS:



475939200479189

BOUNTY: 8000C



3RD EYE CONTRACT

>>NOT AVAILABLE<<



CRIMINAL PROFILE

DEITRIUS SADA IS A MALE NECANTHROPE AND IS 450+ YEARS OF AGE. HE STANDS 8'2 IN HEIGHT WITH A POWERFUL DEATHSUIT THAT IS DARK AND STAINED LIKE A CADAVER. THE FLESH AROUND HIS MOUTH HAS TORN AWAY TO EXPOSE YELLOW FANGS, AND LONG FLESHY CABLES SPROUT FROM HIS EYE SOCKETS. THIS FORM OF SELF-MUTILATION DOES NOT SEEM TO IMPAIR HIS SENSES OR MOBILITY.

LAST KNOWN LOCATION

DEITRIUS SADA HAS KILLED MOST OF HIS VICTIMS IN THE SEWER NETWORK ABOVE CANNIBAL SECTOR FIVE, BUT NECANTHROPE UNIONS WHO HAVE GONE IN SEARCH OF HIM IN THIS TERRITORY HAVE FOUND NO TRACE OF HIM, EBB OR OTHERWISE.

M.O.A.

SINCE DEITRIUS IS AN OLD AND POWERFUL NECANTHROPE, LOWER SCL OPERATIVES ARE ADVISED TO AVOID HIM AT ALL COSTS AND NOTIFY SLA INDUSTRIES OF HIS LOCATION AS SOON AS POSSIBLE. DEITRIUS IS KNOWN TO KILL ANYONE HE BELIEVES TO BE IN LEAGUE WITH MR SLAYER WITHOUT HESITATION.

HE HAS A WIDE ARRAY OF EBB ABILITIES FOCUSED HEAVILY ON GORE CANNON, PROTECT, ENHANCEMENT AND TELEKINESIS FOR WHICH HE IS PARTICULARLY FEARED. HIS SIGNATURE ATTACK (CALLED THE "RAIN OF BLOWS") CAN REDUCE EVEN A CRACKSHOT WEARING OPPONENT INTO AN UNDEFINABLE MESS. HIS DEATHSUIT IS HEAVILY ENHANCED AND CONTAINS A VAST AMOUNT OF FLUX THAT IS LIKELY TO OUTLAST MOST DEATHSUITS IN COMBAT. SQUADS ENGAGING HIM ARE ADVISED TO DISPENSE WITH "HIT AND RUN" TACTICS SINCE DETRIUS CAN REPLENISH FLUX TOO QUICKLY. THEY SHOULD GO FOR THE KILL SOON AS HE IS DISCOVERED.

OTHER COMMENTS

OPERATIVES HUNTING DEITRIUS WILL FIND NO INFORMATION FORTHCOMING FROM NECANTHROPE SOCIETY. IT IS ADVISABLE TO AVOID NECANTHROPES ALTOGETHER SINCE THEY MAY CHOOSE TO HINDER OPERATIONS.

PROPERTY OF THE DEPARTMENT OF INFORMATION
A SUBSIDIARY OF SLA INDUSTRIES

NAME: ELLIOT RAIK

"Your blood. I smell it. Give it to me."

Criminal Portfolio:

SLA Industries has labelled Raik as 'human', but only for the sake of classification. His personality is as monstrous as his appearance and, to date, Raik has accumulated an official bodycount of 79 agents, ranging from inexperienced Operative squads to three individual Necanthropes who underestimated his abilities. His civilian tally is thought to be several orders of magnitude higher. Little is known about Raik's background, and most of the information gathered regarding his history and whereabouts is from Shivers and gang members who were bold enough to discuss their experiences with the Investigative teams.

Raik has gathered surprising public support, especially among the anti-SLA factions within southern areas of Downtown, although he does not appear to have any connections to Dark Night or other subversive companies. He was initially viewed as a charismatic serial killer with an unusually large junior Cognate of followers, but this classification has been subsequently revised, and Raik has been upgraded to Sect Leader status.

Raik is certainly a prodigious killer; his first serious attacks involved the death of hundreds of victims, often all located within one building. Initial classification as a moderate to large cognate was called into doubt, as trophies were not removed from corpses and mode of death was generally unusually utilitarian, although the complete absence of blood on any victim did hint at obsessive tendencies. After fifty similar incidents during one three-month period, SLA knew they were dealing with something more serious than another persuasive madman.

>>SCL LOCK (SELF-INCLUSIVE): 6+, FOR OPERATIVE EYES ONLY<<

The Downtown Cults on Mort have become an increasing problem that SLA Industries has had difficulty resolving. Certain fanatics reap benefits from their faith and have become a serious threat to civilians and SLA employees and operatives alike. One such is Elliot Raik, self-styled Bishop of the South Sewers.

Over the last three years, Raik has risen to one of the high positions in the Chi'en Blood Cult. Since the incarceration of infamous cult leader 'Rot' in Bethlehem Asylum, Elliot has been regarded as one of the most active and savage worshippers of the White Earth religion on Mort.

Chi'en Blood Cultists are rare. A fair percentage are simply insane and do not pose a significant threat. In most cases, Chi'en cultists will simply butcher a score or more civilian victims and then disappear back into the lower levels after another failed attempt at summoning a 'demon from White Earth'. Elliot Raik is a very different case, and he has demonstrated conclusively that the powers of the Blood Cult include a dangerous new weapon not available to the Ebon race.

Raik's power lies in his ability to utilise blood from his followers and victims as a source of supernatural energy. The only close comparison to this unnatural trait is the use of Ebb, but that is a very poor likeness. Only 400 apparently genuine cases involving this so called 'magical power' have been reported to the Dept of Investigation in the fifteen years since the first case.

Once Raik's status as a serial killer was called into question, Investigators were alarmed to find that the Chi'en Blood Cult insignia was scalded onto the surface of the heart of each victim, even though there was no penetrating wound to reach it. At first, investigators thought that the mysterious killer may have been a rogue Necanthrope, but Downtown informants were remarkably insistent that the killer was a Cultist named Raik.

Since then, seven Operative squads have been issued Grey BPNs to hunt down and kill Raik, but the results have been unsatisfactory. Five of the squads' remains have been recovered from various sites in the sewers leading to Cannibal Sector Three, but the other two teams remain AWOL.

Elliot Raik's motives are unclear, but rumours circling southern sectors of Lower Downtown indicate that he and his disfigured followers plan to summon some form of entity from White Earth, and unleash it on the walkways of Mort.

This Hunter Sheet has been issued so that individuals who believe that they have the required combat abilities may choose to pursue this particular foe. This extended profile -- both its contents and its existence -- is strictly Eyes Only, and carries a double D-Notice with regards to Contract Killers (and their informants).

>>END SCL LOCK<<

Hunter Sheet

NAME

ELLIOT RAIK

SUBJECT CODE

LV98../968BH811243

DESCRIPTION

HUMAN (UNCONFIRMED)

CRIME

MURDER/MISINFORMATION/SUBVERSION

DEPARTMENT CONTRACT

STIGMARTYR

STATION
ANALYSIS:



BOUNTY: 10,000C



3RD EYE CONTRACT

>>NOT AVAILABLE<<



CRIMINAL PROFILE

CULT LEADER. EXTREMELY DANGEROUS. ELLIOT RAIK HAS A VAGUELY HUMAN APPEARANCE MARRED BY HORRENDOUS MUTILATION TO THE FACE AND NECK. IT IS REPORTED THAT ALL FLESH AND SKIN SURROUNDING THE MOUTH AND CHIN HAVE BEEN TORN AWAY, LEAVING A GRIMACE OF CROOKED, OVERSIZED TEETH. HIS EYES ARE MILKY GREY, NOT UNLIKE THAT OF AN EBON, AND APPARENTLY SWIMMING WITH FLECKS OF BLOOD. HIS HEAD IS SHAVED. RAIK IS APPROXIMATELY 31 YEARS OF AGE, AND STANDS 6'2 WITH A HEAVY BUILD. HE HAS NEVER BEEN KNOWN TO WEAR ARMOUR OR CARRY FIREARMS, BUT IS EXPECTED TO HAVE ONE OR MORE BLADES DEPENDING ON THE RITUAL HE INTENDS TO PERFORM. HE IS ALWAYS DRESSED IN A DIRT AND BLOOD SPATTERED TRENCHOAT, A BLACK MUSCLE VEST, GREY JEANS AND OLD MILITIA GUNBOOTS. RAIK HAS NO INTEREST IN PERSONAL HYGIENE AND THE ODOUR OF OLD, DRIED BLOOD IS SAID TO PRECEED HIS ARRIVAL.

LAST KNOWN LOCATION

RAIK HAS BEEN SEEN REPEATEDLY IN THE UNDERGROUND NETWORK OF SEWERS NEAR CANNIBAL SECTOR THREE - PARTICULARLY THE NETWORK OF TUNNELS CENTRED ON THE FORTY-LEVEL SUMP JUNCTION UNDERNEATH MILTON SECTOR - AND ACROSS LOWER DOWNTOWN THROUGHOUT THE REGION. HE KNOWS THIS AREA WELL AND USES IT TO HIS ADVANTAGE, HENCE HIS CHOSEN TITLE OF "BISHOP OF THE SOUTH SEWERS".

M.O.A.

WHILE RAIK IS ALWAYS ACCOMPANIED BY AROUND A DOZEN WORSHIPPERS, RECOGNIZABLE BY THE OBSCURE "PINHEAD" MUTATION FOUND IN CERTAIN AREAS OF LOWER DOWNTOWN. REGARDLESS OF NUMBERS, THEY ARE NOT CONSIDERED A SIGNIFICANT THREAT. WHEN RAIK IS ATTACKED, THESE PEOPLE FANATICALLY THROW THEMSELVES INTO THE WAY, WHICH OFTEN BOILS DOWN TO SIMPLE SUICIDE.

OTHER COMMENTS

RAIK HAS DEMONSTRATED AN INEXPLICABLE RESILIENCE TOWARDS EBB ATTACKS AND EFFECTS.

Stats, Rules and GM Info

ps buy milk and feed the damn cat Mr
Corporate bigshot, back at 6 xxx

SUPER STICKS™ - ISSUED BY THE DEPARTMENT OF STATIONERY, SLA INDUSTRIES.
NOT FOR UNAUTHORISED USE

GM ADVICE ON BRINGING GUTTERFLY INTO THE GAME

"LITTLE SISTER"

GUTTERFLY IS BEST INTRODUCED INTO THE GAME AS ONE OF THE HOMELESS LIVING IN THE AREA THAT THE SQUAD TENDS TO FREQUENT. SHE IS SEEN REGULARLY BY THE CHARACTERS AND GRADUALLY APPROACHES TO PROVIDE INFO ON DOWNTOWN AND TRIES TO BUILD A FRIENDSHIP WITH ONE OR MORE OF THE CHARACTERS. GUTTERFLY, OR ERA AS SHE WILL IDENTIFY HERSELF, WILL IMPLY THAT THE SKIN TRADE TOOK HER AT AN EARLY AGE AND THAT SHE DOESN'T REMEMBER HER PARENTS. SHE ATTEMPTS TO INSINUATE HERSELF INTO THEIR LIVES, BOTH FOR PROTECTION AND THE COMPANIONSHIP OF THOSE SHE CONSIDERS KINDRED SOULS.

IN THE MEANTIME, GUTTERFLY CONTINUES HER MURDER SPREE AND ALWAYS MANAGES TO ESCAPE OR TERMINATE THOSE WHO COME AFTER HER. EVENTUALLY, THE SQUAD LEARNS OF THE HUNTER SHEET AND MUST MAKE A DECISION ON WHAT TO DO. IF ERA DISCOVERS THAT THEY ARE AWARE OF HER IDENTITY, SHE WILL PLEAD WITH THEM FOR HELP BUT TURNS VIOLENT IF SHE IS ABOUT TO BE BETRAYED. IF SHE IS ALLOWED TO GO TO GROUND IN THE BLANKER'S TERRITORY, SHE WILL HAVE SUPPORT WHEN SHE COMES BACK FOR REVENGE ON THE SQUAD.

GUTTERFLY

RACE: BRAIN WASTER

STATS:

STR 7 DEX 9 DIA 9 CONC 5 CHA 7
PHYS 8 KNOW 7 COOL 10 HITS 15
FLUX 25 SUIT FLUX 20

ADVANTAGES:

COOL (+9).

DISADVANTAGES:

SOCIOPATH (-6), ALLERGY-MOLD (-3).

SKILLS:

MARTIAL ARTS 5, BLADE 1H 5, BLADE 2-H 4, ACROBATICS 6, PISTOL 3, SNEAK 6, HIDE 4, INTIMIDATE 3, EVALUATE OPPONENT 4, EXTREME VIOLENCE 3, FORENSICS 2, SLA INFO 3, RIVAL COMPANY INFO 1, STREETWISE 5, ELECTRONIC LOCKS 2, COMPUTER SUBTERFUGE 2.

EBB SKILLS:

BLUE THERMAL 8, ENHANCEMENT 9, FORMULAE 3, HEALING 3.

EQUIPMENT:

VIBRO SABRE, FEN AR, CUSTOM BODY BLOCKER ARMOUR (PV 5, HEAD 10 TORSO 16 ARMS 12 LEGS 14). MAY HAVE ACQUIRED A DEATHSUIT THAT IS CURRENTLY NOT ENHANCED.

BLANKER GANGERS

STR 7 DEX 6 DIA 4 CONC 5 CHA 5 PHYS 7
KNOW 5 COOL 7 HITS 14

SKILLS:

DETECT 5, INTIMIDATE 5, STREETWISE 4, CONNECTIONS 3, PISTOL 3, UNARMED COMBAT OR MARTIAL ARTS 4, ANY MELEE SKILLS 5.

EQUIPMENT:

STANDARD BODY BLOCKER ARMOUR, STOLEN WEAPONRY OF ANY MANUFACTURE, VARIOUS MELEE WEAPONS.

GM ADVICE FOR BRINGING BAAL KRONIS INTO THE GAME

BAAL KRONIS AND HIS TEAM REPRESENT ONE OF THE MOST DANGEROUS COMBAT ENCOUNTERS IN THIS SELECTION OF HUNTER SHEETS AND MAY BE TOO MUCH FOR EVEN A WELL-ARMED SQUAD TO HANDLE. THERE REALLY ISN'T MUCH OF A CHANCE OF ANY REAL ROLEPLAYING INTERACTION WITH KRONIS OR HIS SUBORDINATES UNLESS A COVERT APPROACH IS USED.

"INFILTRATION"

IF THE SQUAD IS WELL SUITED TO UNDERCOVER WORK, THEY CAN ATTEMPT TO INFILTRATE THE THRESHER UNIT BY EXPLOITING STREET CONTACTS AND PASSING THEMSELVES OFF AS SOFT COMPANY SOLDIERS OR EX-OPS. THE TIME FRAME MAY BE TOO LONG FOR SLA'S EXPECTATIONS, BUT IT COULD OFFER SOME INTERESTING ROLEPLAYING DEPENDING UPON THE PLAYERS AND GM'S IDEAS. THE DOWNSIDE IS THAT IF THE SQUAD'S COVER IS BLOWN, KRONIS GETS TO EAT THEM.

KRONIS AND HIS THRESHER TEAM HAVE MADE THEIR BASE WITHIN AN OLD TEXTILES WAREHOUSE ON SUBLEVEL 12 NEAR THE CS 3 WALL AND HAVE BEEN NAVIGATING THE SEWER SYSTEM TO REACH THEIR TARGETS. TRACKING THE TROOPS INTO THE SEWERS IS FAIRLY HAZARDOUS DUE TO THE LARGE NUMBER OF BOOBY-TRAPPED TUNNELS THEY'VE CREATED FOR THE PURPOSE OF DESTROYING PURSUERS. THESE INCLUDE GAS POCKETS THAT CAN BE REMOTELY DETONATED, CLAYMORE STYLE MINES, AND TUNNELS RIGGED TO COLLAPSE. IF PURSUERS MANAGE TO TRACK THEM TO THEIR BASE, THEY WILL HAVE TO DEAL WITH KRONOS, ANY OF HIS SURVIVING TROOPS AND A WELL-ARMED SUPPORT CREW.

BAAL KRONIS

RACE: MAKO

STATS:

STR 14 DEX 12 DIA 5 CONC 8 CHA 2
PHYS 13 KNOW 7 COOL 15 HITS 27

(NO PHYS ROLLS, HALF DAMAGE FROM ALL NON EBB ATTACKS).

ADVANTAGES:

REPUTATION (FEARSOME 7), CONNECTIONS 4 (THRESHER)

DISADVANTAGES:

LOOKS, HORRIFYING (-5), BAD SPEECH -4.

SKILLS:

BLADE 1-H 9, UNARMED COMBAT 11, PILOT POWERSUIT 6,
AUTO/SUPPORT 10, TACTICS 4, LEADERSHIP 5, DETECT 7,
EXTREME VIOLENCE 6, STREETWISE 6, WEAPON MAINTENANCE 6.

WEAPONS AND EQUIPMENT:

CUSTOM THRESHER ARMOUR (PV 18, HEAD 100 TORSO 240,
ARMS 170, LEGS 200) WITH JUMP JETS, VAPH III CANNON,
OTHER WEAPONS AS NEEDED. HE CAN ALSO BITE FOR PEN 2
DMG 4 AD 0.

BAR SINISTER

RACE: HUMAN

STATS:

STR 11 DEX 9 DIA 6 CONC 5 CHA 5
PHYS 10 KNOW 6 COOL 5 HITS 21

ADVANTAGES:

NONE.

DISADVANTAGES:

DEATH WISH 10, BAD SLEEPER -2.

SKILLS:

DETECT 7, SNEAK 6, BLADE 2-H 7, MELEE WEAPON (ANY) 5,
MARTIAL ARTS 9, SLA INFO 5, RIVAL COMPANY INFO 3,
STREETWISE 4, INTIMIDATE 5, PISTOL 5, AUTO/SUPPORT 7,
RIFLE 4, MARKSMAN 7, ENGINEERING -COVERT 5.

WEAPONS AND EQUIPMENT:

VARIES PER ASSIGNMENT BUT IS USUALLY: CRACKSHOT
ARMOUR, CUSTOM CHAIN AXE (INCREASED PEN), POWER
REAPER OR FEN 203, GRENADES (ANY TYPE), BLA BLITZER,
OTHERS AS NEEDED.

GETTING BAR SINISTER INTO THE GAME

"OPEN CONTRACT"

BAR SINISTER CAN BE EASILY INTRODUCED INTO TO THE
PCS LIVES WHEN THEY SEE HIS "TRASH TALKING"
SOUNDBYTES DURING CHANNEL RESISTANCE
INTERRUPTIONS OF THEIR FAVORITE PROGRAMS. THEY
ALSO MANAGE TO CATCH SOME OF THE RESPONSES BY
SLA CONTRACT KILLERS AND MAY HEAR ABOUT THE
OPEN HUNTER SHEET ON HIM. HE SEEMS TO BE A PRIME
TARGET FOR ANYONE WITH A PRO-SLA AXE TO GRIND
AND THEY ARE WELCOME TO JOIN IN THE HUNT, SIGNING
ON TO THE HUNTER SHEET IF THEY LIKE.

DURING THE COURSE OF THEIR NORMAL OPERATIVE
WORK, THEY WITNESS ONE OF THEIR FAVORITE
CONTRACT KILLERS DISPATCHING HIM IN A
SPECTACULAR FASHION, POSSIBLY EVEN GETTING
AUTOGRAPHS AS A BONUS. A FEW DAYS LATER, BAR
SINISTER POPS UP AGAIN NO WORSE FOR THE WEAR,
WHICH IS SURPRISING SINCE SUBVERSIVES CAN'T GET
LAD. AS THE SQUAD HUNTS HIM, THEY MANAGE TO KILL
HIM SEVERAL TIMES, BUT HE KEEPS COMING BACK FOR
MORE. ALSO, THE HUNTER SHEET IS NEVER CLOSED,
REGARDLESS OF THE EVIDENCE PROVIDED THAT SHOWS
HE WAS KILLED. THE ONLY WAY THE SQUAD CAN
PREVENT HIS RESURRECTION IS TO LEAVE THE BODY IN
SUCH A CONDITION TO PREVENT LAD RECOVERY (I.E. 0
POINTS LEFT IN HEAD AREA). IF THIS HAPPENS, ONE OF
THE PCS IS APPROACHED AND "ENCOURAGED" TO TAKE
HIS PLACE.

GAME NOTES FOR BAR SINISTER:

THERE ARE A NUMBER OF INACCURACIES IN THIS HUNTER SHEET. THE FOLLOWING 'TRUE' ACCOUNT IS FOR GM EYES ONLY.

A MEDIA CORPORATE NAMED CHRIS BRONSON (GOREZONE) FELT THAT THE CURRENT CONTRACT CIRCUIT AND "BLOODSOAKED TV" AS HE CALLED IT HAD REACHED A PLATEAU AND WAS BECOMING STAGNANT. THE PUBLIC REGULARLY SAW SO MUCH DEATH THAT THEY WERE BECOMING IMMUNE TO IT AND HIS RATINGS WERE SLIPPING. THE BEST WAY TO REINVIGORATE THEIR INTEREST, HE DECIDED, WAS TO GIVE THE PUBLIC A VILLAIN THAT THEY'D LOVE TO HATE AND THAT THEY'D TUNE IN RELIGIOUSLY TO SEE DIE. AFTER SEVERAL PHONE CALLS AND PALM GREASING, OPERATIVE WILLIAM CARLIN'S NAME ARRIVED ON HIS DESK AS SOMEONE SLATED FOR TERMINATION BY CLOAK DIVISION AND CURRENTLY CLASSIFIED AS A DISPOSABLE RESOURCE. BRONSON TOOK POSSESSION OF THE WARRANTY AND BULLIED CARLIN INTO A RESTRICTIVE CONTRACT THAT WOULD KEEP HIM ALIVE. UNFORTUNATELY CARLIN DIDN'T REALIZE THE RAMIFICATIONS OF THE CONTRACT AND WAS FORCED INTO BECOMING BAR SINISTER, GOREZONE'S NEW PUBLIC ENEMY #1. SUPPORTED BY CLOAK DIVISION, EXECUTIVE BRONSON HAS HAPPILY WATCHED HIS RATINGS RISE ABOVE THE COMPETITION.

SINISTER'S CONTRACT REQUIRES HIM TO MAKE PUBLIC APPEARANCES, ATTEMPT TO TERMINATE DESIGNATED SLA TARGETS OF ALL SORTS, AND BASICALLY PLAY THE ROLE OF THE ULTIMATE BAD GUY. HE IS FULLY KITTED OUT WITH KARMA ENHANCEMENTS, STATE OF THE ART ARMOR, AND ANY WEAPON HE CAN CARRY REGARDLESS OF LEGALITY. HE'S ALSO RECEIVED EXTENSIVE RETRAINING BY CLOAK DIVISION AND IS FULLY COVERED FULLY BY LAD. IN SUCH A LINE OF WORK, MANY WOULD CONSIDER LAD A FANTASTIC GIFT, BUT CARLIN CONSIDERS IT DAMNATION.

EVERY TIME CARLIN DIES, HIS BODY IS RECOVERED AND RESUSCITATED, AND THEN HE'S BACK ON THE SHARP END AGAIN. HIS DOWNTIME IS NEVER MORE THAN A FEW DAYS AND THE FACT THAT HE IS FORCED TO DIE AGAIN AND AGAIN SIMPLY FOR RATINGS IS COSTING HIM HIS SANITY. HE'S VERY CLOSE TO GIVING UP COMPLETELY, BUT STILL UNWILLING TO TAKE HIS OWN LIFE. CARLIN PRAYS THAT SOMEONE WILL KILL HIM IN A WAY THAT HE CAN'T BE BROUGHT BACK, BUT SO FAR HASN'T GOTTEN HIS WISH. DARK FINDERS FOLLOW HIM DISCREETLY ANYWHERE HE GOES AND MAKE SURE THAT EXACTLY THAT DOESN'T HAPPEN. THEY ARE THE ONES RESPONSIBLE FOR THE DEATHS OF THE OPERATIVE SQUADS THAT HAVE GOTTEN TOO CLOSE TO EITHER PREVENTING LAD RECOVERY OR FIGURING OUT WHAT HE IS (HIS ID IS D-NOTICED, SCL 4).

CARLIN KNOWS THAT AS LONG AS HE'S POPULAR, HE'LL NEVER BE ABLE TO REST IN PEACE. EVEN IF HE DID, THE CHARACTER OF BAR SINISTER WILL LIVE ON BECAUSE EXECUTIVE BRONSON WILL ALWAYS BE ABLE TO FIND ANOTHER STOOGUE TO FIT THE ARMOR AND DIE ON QUEUE. WITH CLOAK DIVISION'S ASSISTANCE, HE MAY EVEN ENLIST THE CHARACTER THAT FINALLY TAKES BAR SINISTER'S HEAD.

M'TCL'MTH NT'SCTHHHCH

RACE:

SHAKTAR, 8TH MOON PRIEST

STATS:

STR 16* DEX 13* DIA 8 CONC 7 CHA 10
PHYS 15* KNOW 8 COOL 12* HITS 31

ADVANTAGES:

CONNECTIONS, HIGH PAIN TOLERANCE 12*.

DISADVANTAGES:

ARROGANT 5, SOCIOPATH 3, SHATTER ADDICT, REGENERATION (2 POINTS/RD)*.

SKILLS:

DETECT 5, UNARMED COMBAT 8, BLADE 2-H 8, BLADE 1-H 4, SNEAK 5, WILLPOWER 5, AUTO/SUPPORT 5, PISTOL 4, SLA INFO 3, RIVAL COMPANY INFO 6, EVALUATE OPPONENT 5, HIDE 4, TORTURE 4, PERSUASION 9.

*DENOTES AN EFFECT OF SHATTER.

EQUIPMENT:

CUSTOMIZED DARKNIGHT POWER ARMOR (PV 11 HEAD 20 TORSO 60 ARMS 45 LEGS 55), 2-H VIBROSWORD, FEN BLITZER, ITB MUTILATOR FIST, OTHER WEAPONS AS NEEDED FROM BLACK MARKET, SUPPLY OF SHATTER.

GM ADVICE ON BRINGING M'TCL'MTH NT'SCTHHHCH INTO THE GAME

"PILGRIMAGE"

A WEEK AGO, THE ROGUE SHAKTAR RECEIVED INFORMATION THAT THE TOMB OF THE SHAKTAR WARRIOR M'TARTTCH S'DDDTH HAD BEEN FOUND ON PROVIDENCE, A RICH RESOURCE WORLD ON THE EDGE OF THE WORLD OF PROGRESS. BELIEVING THAT THE WARRIOR'S BLADE WOULD GIVE HIM UNTOLD POWER, THE FALLEN PRIEST HAS TEMPORARILY LEFT MORT VIA HIS DN CONTACTS TO RECOVER IT. IN RECENT MONTHS, THE RESOURCE WORLD HAS EXPERIENCED ESCALATING VIOLENCE BETWEEN SLA FORCES AND DN GUERRILLA TEAMS AND COULD BECOME A FULL-SCALE WAR WORLD AT ANY MOMENT. WITH THIS IN MIND, THE PRIEST COULDN'T AFFORD TO HESITATE AND JOINED THE DN FORCES IN THE JUNGLE.

M'TARTTCH S'DDDTH WAS A LEGENDARY SHAKTAR HERO, KILLED IN ACTION ON AN UNIDENTIFIED RESOURCE WORLD WHILE ON A GREEN BPN. INSTEAD OF TRANSPORTING THE BODY BACK TO THE HOMEWORLD, HIS SERVANTS OBEYED HIS WISHES AND ENTOMBED HIS REMAINS WITHIN ONE OF THE AREA'S ANCIENT STRUCTURES. FOR TWO HUNDRED YEARS, THE SITE HAS REMAINED UNDISTURBED, BUT A RECENT MORTAR ATTACK UNEARTHED THE TOMB'S ENTRANCEWAY AND DREW SLA'S INTEREST. A SLA ARCHEOLOGICAL TEAM AND A WELL-ARMED PLATOON OF JUNGLE MILITIA CURRENTLY OCCUPY THE RUINS, WHILE DARK NIGHT GUERRILLAS STAGE NIGHTLY ATTACKS.

SQUADS CAN HITCH A RIDE ON A MILITARY TRANSPORT TO PROVIDENCE, OR JOIN THE SLA ARCHEOLOGICAL TEAM AS SECURITY AS THEY ATTEMPT TO BREACH THE WARRIOR'S TOMB. THERE WILL BE A LOT OF POTENTIAL FOR COMBAT, BOTH WITHIN THE RUINS, THE TOMB, AND THE SURROUNDING JUNGLE AGAINST WELL-ARMED DN SOLDIERS. IF M'TCL'MTH NT'SCTHHHCH MANAGES TO FIND THE BLADE, HE WILL TAKE IT BACK TO MORT. IT HAS NO MYSTICAL ABILITIES, BUT REPRESENTS A FURTHER SLUR AGAINST SHAKTAR HONOR. IF THE HUNTER SHEET DOES NOT QUICKLY PRODUCE RESULTS, THE SHAKTAR HIGH CHIEF WILL SEND A SELECTION OF WARRIORS UNOFFICIALLY TO REMEDY THE SITUATION.

FELIS CARO

RACE:

NECANTHROPE, FORMERLY OF HOUSE VIRGIL

STATS:

STR 16 **DEX** 14 **DIA** 11 **CONC** 17 **CHA** 1
PHYS 15 **KNOW** 11 **COOL** 14 **HITS** 31
FLUX 120 **SUIT FLUX** 30.

ADVANTAGES:

NONE.

DISADVANTAGES:

SADISM (-4), SOCIOPATH (-6), ARROGANCE 6, RACISM 9.

SKILLS:

DETECT 13, AUTO/SUPPORT 12, PISTOL 10, POLEARM: FLICK SCYTHE 14, MARTIAL ARTS 10, INTIMIDATION 13, TRACKING 13, EVALUATE OPPONENT 12, SLA INFORMATION 10, STREETWISE 7, SNEAK 11, HIDE 5, WILLPOWER 16, THROW 9, RIVAL COMPANY INFO 9, INTERVIEW 5, BLADE 1-H 12, BLADE 2-H 11,

EBB SKILLS:

FORMULAE 13, DETECT 13, PROTECT 11, BLAST 14, ENHANCEMENT 13, BLUE THERMAL 15, HEALING 9, FOLDING 15, PROTECT 14, EMOTIONAL INTRUSION 5, VOICE CONTROL 4, HIGH PAIN THRESHOLD 6.

WEAPONS AND EQUIPMENT:

HEAVY LEVEL DEATHSUIT (PV 12 HEAD 35 TORSO 65 ARMS 45 LEGS 50), CUSTOM FLICK-SCYTHE, VARIOUS FIREARMS.

TYPICAL FOLLOWERS*

(*HE CALLS THEM VASSALS)

STATS:

STR 6 **DEX** 7 **DIA** 7 **CONC** 6 **CHA** 5 **PHYS** 5
KNOW 6 **COOL** 5 **HITS** 11

SKILLS:

DETECT 5, STREETWISE 7, TACTICS 2, AUTO/SUPPORT 4, PISTOL 3, UNARMED COMBAT 6, ANY MELEE WEAPON SKILL AT 4, SNEAK 3, HIDE 4

EBB SKILLS:

ANY AVAILABLE VIA GLYPH CARDS.

EQUIPMENT:

VARIOUS WEAPONS INCLUDING FLINTLOCKS, FIREARMS, BLADES, SCAVENGED DEATHSUITS, BODY ARMOR. ALSO, MOST WILL HAVE A SET OF GLYPH CARDS AND BE PROFICIENT IN THEIR USE.

GM ADVICE FOR BRINGING FELIS CARO INTO THE GAME

"FOOL'S CRUSADE"

FELIS CARO IS SEARCHING FOR WHAT HE CONSIDERS "TRUE EBONS", IN OTHER WORDS EBONS AND BRAINWASTERS WHO ARE AS RACIST, DEMENTED, AND VIOLENT AS HE IS. WHILE HE BEGAN WITH SIMPLE FERAL MERCENARIES, HIS INFLUENCE IS STRONG ENOUGH TO HAVE SWAYED EVEN OPERATIVES TO HIS SIDE. THOSE NEAR HIM ARE BECOMING INCREASINGLY MORE LIKE HIM AS TIME GOES ON, DISTANCING THEMSELVES FROM THEIR FAMILIES AND THE "CORRUPT SOCIETY" IN A WAY SIMILAR TO A CULT.

AN EBON OR BRAINWASTER WHO IS CLOSE TO ONE OF THE PCs (OR ONE OF THEIR PATRONS) HAS FALLEN UNDER CARO'S INFLUENCE, TURNING VIOLENT AND ANGRY, THEN RUNNING AWAY TO JOIN CARO IN HIS WANDERINGS THROUGH LOWER DOWNTOWN. IT'S ONLY A MATTER OF TIME BEFORE THE ENTIRE CULT (AS IT IS BEING CALLED) IS ORDERED DESTROYED AND THE SQUAD IS ENCOURAGED TO INTERVENE, EXTRACTING THE UNWILLING EBON/BRAINWASTER BEFORE SLA DROPS THE HAMMER. ALTERNATELY, A PC COULD BE CONVERTED BY CARO THROUGH GOOD ROLEPLAY AND AGREEMENT BY THE PLAYER AND GM. IN THIS CASE, THE SQUAD CAN EITHER INTERVENE AND ABDUCT THEIR FORMER FRIEND OR TAKE THE EX-OPERATIVE DOWN WITH THE REST OF CARO'S FOLLOWERS.

GORNE

RACE:

MUTATED GREATER CARRIEN

STATS:

STR 50 DEX 16 DIA 8 CONC 8 CHA 1
PHYS 33 KNOW 8 COOL 15 HITS 83

ADVANTAGES:

GOOD HEARING (+7), GOOD SENSE OF SMELL (+8),
FEARLESSLY COOL (+8).

DISADVANTAGES:

MINOR SENSITIVITY TO SUNLIGHT (-1).

SKILLS:

UNARMED COMBAT 11, WILLPOWER 18, TORTURE 7,
DETECT 13, TRACK 9, AXE 10, SURVIVAL 8,
WRESTLING 9, THROW 8.

EQUIPMENT:

NEARLY ANY SORT OF FIREARM OR MELEE WEAPON
THAT HE CAN SCAVENGE. GORNE HAS NATURAL
ARMOR OF PV 6. COAT MADE UP OF ARMOUR SCRAPS
PV 8 Torso Id: 45

NOTES:

GORNE IS TOO LARGE TO EFFECTIVELY USE FIREARMS,
BUT HE CAN THROW HUGE CHUNKS OF MASONRY AND
DEBRIS TO GREAT EFFECT, OCCASIONALLY GRABBING
HIS ADVERSARIES AND THROWING THEM AT EACH
OTHER. IN COMBAT, HE WIELDS A FREEWAY GIRDER
WITH BOTH HANDS, CRUSHING MOST ARMOUR LIKE
TISSUE PAPER.

THROWN BOULDER

RANGE: 30M
PEN 10
DMG 25
AD 10

GIRDER

PEN 15
DMG 30
AD 20

GORNE HAS NATURAL ARMOUR OVER HIS TORSO AND
HEAD AS A RESULT OF YEARS OF CONTINUAL
MUTATION, PV 12, AD 40 HEAD, 100 TORSO



THE GORNE HORDE

STR 30 DEX 10 DIA 8 CONC 5 CHA 3
PHYS 20 KNOW 8 COOL 16 HITS 50

SKILLS:

UNARMED COMBAT 9, PISTOL 2, AUTO/SUPPORT 2,
THROW 6, TRACK 9, SURVIVAL 8, DETECT 7, MELEE
(ANY) 5.

NOTES:

THESE CREATURES ALSO HAVE A NATURAL ARMOR OF
PV 3. LIKE GORNE, THEY WILL USE ANY WEAPON
THEY CAN SCAVENGE.



GM ADVICE FOR BRINGING GORNE INTO THE GAME

"SEARCH AND RESCUE"

THREE DAYS AGO, A SELECTION OF POPULAR CONTRACT KILLERS
(AS NOMINATED BY GOREZONE'S VIEWING AUDIENCE) LED A
CAMERA CREW ON A WIDELY PUBLICIZED HUNT INTO CS 4 TO TRACK
AND TERMINATE GORNE. UNFORTUNATELY, THE GIANT AND HIS
HORDE PROVED TO BE TOO MUCH FOR THEM AND THEY WERE
OVERWHELMED AND BELIEVED TO BE DEAD. AS SUCH, ONLY A
PORTION OF THE FOOTAGE WAS SUITABLE FOR GENERAL RELEASE
SINCE SLA CANNOT AFFORD TO HAVE ITS BEST WARRIORS GETTING
ROYALLY THRASHED ON TELEVISION. THE LOST REVENUE AND
DAMAGE TO THE CONTRACT KILLER CIRCUIT'S REPUTATION WOULD
BE IRREPARABLE.

STATION ANALYSIS RECENTLY RE-ESTABLISHED AN UPLINK TO ONE
OF THE MEDIA CREW'S HELMET CAMERAS AND BELIEVES THAT ALL
BUT ONE OF THE CONTRACT KILLERS IS STILL ALIVE AND BEING
HELD PRISONER. IT IS IMPERATIVE THAT THE SURVIVORS ARE
LOCATED AND EXTRACTED AS SOON AS POSSIBLE DUE TO PENDING
PUBLIC APPEARANCES. IN THE MEANTIME, SUPPLEMENTARY
FOOTAGE HAS BEEN PREPARED USING STAND-INS, BUT THE ANXIOUS
PUBLIC CAN ONLY BE HELD OFF FOR SO LONG.

GORNE AND THE HORDE ARE HOLDING THEIR PRISONERS WITHIN THE
BURNED OUT RUINS OF WHAT USED TO BE CRAWLEY'S PORK
PROCESSING CENTER # 5, PUTTING THE DEEP HOG STALLS TO GOOD
USE. EVEN THOUGH THE CENTER HAS BEEN FORTIFIED WITH A WALL
AND LOW TOWERS MADE OF CRUSHED ROCK AND EMBEDDED WITH
SPIKES, A COVERT ENTRY IS STILL POSSIBLE. IF THE SQUAD IS
PATIENT, THEY CAN TAKE ADVANTAGE OF THE HORDE'S ROAMING
AND SNEAK IN WHILE FEWER CARRIEN ARE PRESENT. WHILE THE
ALARM WILL PROBABLY STILL BE RAISED, THE CHANCES OF THE
SQUAD AND THE PRISONERS GETTING OUT ALIVE ARE MUCH
GREATER. IF AN AIR EXTRACTION IS NOT AVAILABLE, THE SQUAD
WILL HAVE TO EVADE THE ENTIRE HORDE THROUGH THE RUINS
UNTIL REINFORCEMENTS ARRIVE.



15:22 EBB WARDING ACTIVE

START

MAMA KRUTCH

RACE:

HUMAN (SHATTER-MUTATED)

STATS:

STR 15* DEX 9* DIA 8 CONC 10*
CHA 3 PHYS 12* KNOW 9 COOL 11*
HITS 27

ADVANTAGES:

CONNECTIONS, NATURAL WEAPONS*, NATURAL ARMOR*, HIGH PAIN TOLERANCE*, COOL (+9)

DISADVANTAGES:

SHATTER ADDICT, SADIST 6, SOCIOPATH 8, UGLY (AS SIN) 8

SKILLS:

INTIMIDATE 10, INTERROGATE 6, TACTICS 4, LEADERSHIP 8, STREETWISE 8, UNARMED COMBAT 3, EVALUATE OPPONENT 6, BLADE 1-H 3, PISTOL 2, RUNNING 4, SWIM 2, THROW 4, PICK LOCK 6, PICK POCKET 6, TORTURE 4, PSYCHOLOGY 4.

EQUIPMENT:

RAGS, TOUGH LEATHER LIKE SKIN (PV 4)*

*DUE TO SHATTER MUTATION.

WEAPONS:

CRUDE RUSTY KNIFE (PEN 0 DAM 3 AD 1), FINGERNAILS (PEN 0 DAM 1 AD 0, USUALLY ENVENOMED AND WITH INCREASED CHANCE OF INFECTION)

ADDITIONAL GM NOTES ON KRUTCH'S SHATTER MUTATION:

AFTER YEARS OF SHATTER ABUSE, MAMA KRUTCH CAN BARELY BE CONSIDERED HUMAN. THIS FACT IS CONCEALED BY THE HEAVY RAGS SHE NORMALLY WEARS, BUT ANY SQUAD ENGAGING HER IN HAND TO HAND WILL QUICKLY REALIZE THAT THE OLD WOMAN IS STRONGER, FASTER, AND MUCH HARDER TO KILL THAN THIS HUNTER SHEET INDICATES.

HER BODY FRAME AND SPINE HAVE WARPED AND STRETCHED, BRINGING HER FULL STANDING HEIGHT (OUT OF HER NORMAL CROOKED POSTURE) TO WELL OVER SEVEN FEET. THE TEXTURE OF HER SKIN IS SIMILAR TO BOILED LEATHER AND COVERED WITH BOIL-LIKE SORES, BONE-LIKE RIDGES, AND TUMOURS WHILE HER HANDS HAVE MUTATED TO BECOME LONG JAGGED CLAWS. THESE, ALONG WITH THE NUMEROUS OPENS SORES, CAN BE USED TO INFLECT WOUNDS THAT ARE INFECTED WITH ANY NUMBER OF DISEASES. KRUTCH ALSO POSSESSES AN INHUMAN PAIN TOLERANCE THAT WILL ALLOW HER TO FIGHT WITHOUT IMPAIRMENT UNTIL DEAD, REGARDLESS OF HER WOUNDED STATE.

TYPICAL MAMA'S BOY/GIRL

STR 5-9 DEX 4-8 DIA 4-6 CONC 4-6 CHA 4-7
PHYS 5-8 KNOW 3-5 COOL 8-10 HITS 10-17

SKILLS:

PICK POCKET 6, STREETWISE 5, PICK LOCK 5, ELECTRONIC LOCKS 4, ENGINEERING COVERT 2, INTIMIDATION 2-6, UNARMED COMBAT 406, PISTOL 2-4, ANY MELEE SKILL AT 3.

EQUIPMENT:

VARIOUS THIEVING TOOLS, SACKS, MELEE WEAPONS. POSSIBLY A STOLEN FIREARM OR TWO.

NOTES:

MAMA KRUTCH'S LITTLE BAND OF PSYCHOPATHS IS LITTLE MORE THAN A VICIOUS PACK OF RATS PLAGUING DOWNTOWN. WORSE YET, SOME OF THEM HAVE STARTED TO ABUSE SHATTER AND MAY HAVE UNDOCUMENTED ABILITIES LIKE THEIR MENTOR.

GM ADVICE ON BRINGING MAMA KRUTCH INTO THE GAME

"MY NAME AIN'T FAGIN"

THE SQUAD RETURNS HOME AFTER A TOUGH BPN TO FIND THAT THEIR APC, CAR, OR APARTMENT HAS BEEN THOROUGHLY LOOTED AND TRASHED. ANYTHING WITH A RESALABLE VALUE THAT CAN BE EASILY CARRIED OFF HAS BEEN TAKEN ALONG WITH ANY DISTINCT SIGNATURE ITEMS (CHERISHED HEIRLOOMS, AUTOGRAPHED SOUR BLOOD POSTERS, ETC.) THAT WILL REALLY GET AT THE PCS. IF THE SQUAD DECIDES TO MAKE A FORENSICS ROLL (PAYING FOR THE LAB BILL THEMSELVES), THEY GET SEVERAL MATCHES FROM SLA'S DATABASE. PRINTS RECOVERED INCLUDE SAMMY "THE FREAK" GILMORE (SEE ABOVE) AND BILL WHITAKER (A CANNIBAL) THAT WERE ONCE INTERNED AT THE "LADY OF ANGELS" ASYLUM IN DOWNTOWN. NEITHER HAS A CURRENT ADDRESS OR PLACE OF EMPLOYMENT AND THEIR RECORDS END AFTER THE ASYLUM WAS CLOSED.

REVIEWS OF SIMILAR ROBBERIES, INTERVIEWS WITH NEIGHBOURS OR WITNESSES (WHO DIDN'T CALL THE SHIVERS), AND A USE OF STREET CONNECTIONS CAN POINT THE SQUAD TOWARDS KRUTCH'S GANG. THEY ARE BASED WITHIN THE WARRENS, A CROWDED SECTION OF INTERTWINING STREETS THAT IS USED AS A 24/7 DOWNTOWN MARKET. IF THE SQUAD GOES THERE TO FIND THEM AND PERHAPS RECOVER THE STOLEN HEIRLOOMS/EQUIPMENT, THERE IS A CHANCE THAT ONE OF KRUTCH'S SMALLER CHILDREN WILL ATTEMPT TO PICKPOCKET THEM. THE GROUP MAY BE ABLE TO FIND THEIR BASE OF OPERATIONS AND ENCOUNTER KRUTCH, WHO WILL BE FAIRLY CALM WHEN SPEAKING WITH THE SQUAD (AS CALM AS A SHATTER ADDICT CAN BE). KRUTCH WILL ONLY BE SO COOPERATIVE AND BOTH HER AND HER GANG WILL VIOLENTLY RESIST ANY ATTEMPT TO SEARCH THE PREMISES OR MAKE ARRESTS.

GM ADVICE ON BRINGING MASIAK THREN INTO THE GAME

THERE ARE A NUMBER OF WAYS TO INCORPORATE MASIAK THREN INTO AN ONGOING CAMPAIGN, TWO OF WHICH ARE PRESENTED HERE.

"LOOKING FOR LOVE"

THIS ONE WORKS WELL IF ONE OF THE PCs IS A WRAITH, PARTICULARLY IF THE CHARACTER IS FEMALE. DURING THE SQUAD'S REGULAR OPERATIONS, THREN WITNESSES THE WRAITH PC IN ACTION AND TAKES A LIKING TO THEM BECAUSE OF THEIR HUNTING PROWESS. IF THE CHARACTER IS FEMALE, THREN DECIDES SHE WOULD MAKE A GREAT MATE AND SETS ABOUT WOING HER IN TRADITIONAL WRAITH FASHION. IF THE CHARACTER IS MALE, THREN DECIDES HE WOULD MAKE A GOOD PARTNER AND TRIES TO RECRUIT. EITHER WAY, THREN TRIES TO IMPRESS THE TARGET PC BY WATCHING OVER HIM/HER IN THEIR OPERATIONS AND POSSIBLY LEAVING "GIFTS" - FRESH KILLS OF DANGEROUS PREY, ON THEIR DOORSTEP. EVENTUALLY THREN APPROACHES THEM DIRECTLY AND EXPLAINS HIMSELF. IF THEY REFUSE, HE IS IRRITATED AND THE PC BECOMES THE SUBJECT OF THE NEXT SUGGESTION.

"A HARD TARGET"

THREN WITNESSES THE SQUAD IN ACTION AND ADMIRES THE COMBAT SKILL OF ONE OF THE CHARACTERS (RACE IS UNIMPORTANT). HE DECIDES THAT THIS PC WOULD OFFER A NICE CHALLENGE AND MAKE A FINE TROPHY, SO HE CONTACTS THE UNFORTUNATE PC TO COMPLIMENT THEM AND LETS THEM KNOW HE IS ABOUT TO START HUNTING THEM. IT IS A GAME AND THREN WILL GIVE THEM A COUPLE HOURS TO PREPARE BEFORE HE STARTS. THE COMBAT WILL CONTINUE UNTIL ONE OF THE TWO IS KILLED OR THE PC MANAGES TO LOSE HIM FOR SEVERAL CONSECUTIVE DAYS.

MASIAK THREN

RACE: WRAITH RAIDER

STATS:

STR 6 DEX 12 DIA 6 CONC 10 CHA 8
PHYS 9 KNOW 8 COOL 8 HITS 15

ADVANTAGES:

ACUTE SMELL (SIGHT, HEARING, AND SMELL) +7.

DISADVANTAGES:

DRIVEN BY INSTINCT / DELUSIONAL 5 / ARROGANT

SKILLS:

DETECT 7, UNARMED COMBAT 6, TRACK 9, SNEAK 6, AUTO/SUPPORT 5, MARKSMAN 6, PISTOL 4, THROW 4, BLADE 2-H 6, SLA INFO 4, EVALUATE OPPONENT 3, HIDE 7, FIRST AID.

EQUIPMENT:

SILVERBACK ARMOR/THERMAL SUIT EQUIPPED WITH SCOUT HELMET. FEN SURESHOT, VIBRO SWORD.

MAUSER

RACE:

KRA 650 MAUSER MANCHINE

STATS:

STR 12 **DEX** 18 **DIA** 15 **CONC** 8 **CHA** 0
PHYS 15 **KNOW** 12 **COOL** 20 **HITS** 27

ADVANTAGES:

N/A.

DISADVANTAGES:

N/A.

SKILLS

BLADE 1-H 10, BLADE 2-H 10, UNARMED COMBAT 9,
AUTO/SUPPORT 5, PISTOL 4, RIFLE 5, THROW 4, TORTURE
7, RUNNING 5, CLIMB 6, INTIMIDATION 7, DETECT 11,
TRACK 8, SNEAK 7, READ LIPS 4, EVALUATE OPPONENT 8,
ENGINEERING - COVERT 6, XENO BIOLOGY 7,
PSYCHOLOGY 3.

WEAPONS AND EQUIPMENT:

MAUSER HAS FIVE WEAPON ARMS IN TOTAL INCLUDING
TWO STEEL CLAWED CONVENTIONAL ARMS (PEN 2 DAM 3
AD 1), RETRACTABLE VIBRO BLADES MOUNTED ON EITHER
SHOULDER (PEN 4 DMG 4 AD 2), AND AN EXTENDIBLE
CIRCULAR SAW BLADE (PEN 6 AD 3 DAM 5) BUILT INTO
THE LOWER CHEST CAVITY. IT IS ALSO ARMoured ON ALL
LOCATIONS (PV 8, ID 25). THE UNIT MAY BE EQUIPPED
WITH ANY FIREARM IT HAS MANAGED TO SCAVENGE.

GM ADVICE ON BRINGING MAUSER INTO THE GAME

MAUSER IS EASILY INCORPORATED INTO AN ONGOING
CAMPAIGN AND IF PLAYED WELL, CAN CONVINCE THE
PLAYERS THAT A HUMAN SERIAL KILLER IS STALKING THEIR
CHARACTERS.

"ERADICATION"

THE SQUAD IS ASSIGNED A WHITE BPN TO TRACK AND
ELIMINATE A PARTICULARLY EFFECTIVE DARK NIGHT CELL
THAT HAS BEEN WAGING A BOMBING AND SNIPING CAMPAIGN
AGAINST LOCAL SHIVERS. GOOD INVESTIGATIVE WORK AND
STREET CONTACTS LEAD THE SQUAD TO THE DN CELL'S
BASE OF OPERATIONS, A MULTI-FLOORED FLOPHOUSE IN
DOWNTOWN'S SUB-LEVEL 7. THE AREA IS FILLED WITH
INNOCENTS THAT PANIC AND GET IN THE WAY THE MOMENT
THE SHOOTING STARTS, MAKING THE SITUATION CHAOTIC AT
BEST. SOMEWHERE DURING THE COMBAT, THE SQUAD FINDS
SLAUGHTERED INTERCEPTORS THAT THEY DIDN'T KILL -
SOMEONE ELSE IS PRESENT IN THE COMBAT AND STALKING
THEM ALSO.

MAUSER WAS FOLLOWING ITS LATEST TARGET PROFILE (DN
INTERCEPTOR IN DARK ARMOR, PROFILE #12223D2) AND
HAD ENTERED THE FLOPHOUSE FROM ABOVE SEVERAL
HOURS BEFORE THE SQUAD ARRIVED. SATISFIED WITH
STALKING THE INTERCEPTORS AT ITS LEISURE, IT REALIZES
THAT ITS HUNT HAS BEEN INTERRUPTED AND ACCELERATES
ITS ATTACK. WHEN MOST OF THE TARGETS ARE DEAD, IT
ESCAPES INTO THE SEWER BELOW THE HOUSE BUT ONLY
AFTER IT HAS RECORDED A GOOD VIEW OF ONE OR MORE OF
THE CHARACTERS. SINCE THE PREVIOUS TARGET TYPE HAS
BEEN TERMINATED, IT CHANGES TO ITS NEXT PROFILE,
WHICH CORRESPONDS TO THE OPERATIVES IT SAW. AN HOUR
LATER, THE HUNT RESUMES WITH THE SELECTED TARGET
AND ANY OF ITS KIND AT THE TOP OF THE LIST.

MR. KIMBLE

RACE: XENO CLASS STORMER

STATS:

STR 12 DEX 15 DIA 9 CONC 9 CHA 6
PHYS 14 KNOW 9 COOL 12 HITS 26

ADVANTAGES:

GOOD EYESIGHT 5, GOOD HEARING 4, FINANCES GOOD 5.

DISADVANTAGES:

DRUG ADDICT 2

SKILLS:

LEADERSHIP 7, HIDE 8, TRACK 7, MARTIAL ARTS 10, BLADE 1-H 10, BLADE 2-H 9, DETECT 8, CLIMB 8, SLA INFO 7, AUTO/SUPPORT 10, PISTOL 8, BIOFEEDBACK 6, WILLPOWER 11, HIGH FASHION 7, DIPLOMACY 5, INTERVIEW 6, TACTICS 6, EXTREME VIOLENCE 6.

WEAPONS AND EQUIPMENT:

SHOCK TENDONS, ADVANCED SKELETAL ENHANCEMENT: QUILLS, MAUL CLAW & TEETH ENHANCEMENTS (CLAW PEN 2 DMG 3 AD 1, TEETH PEN 1 DMG 4, AD 1). STYLISH BUSINESS CLOTHING, ANY WEAPON DESIRED, AND BOOPA WITH COMBAT DRUGS (UV, KS+, SHATTER). HE ALSO HAS THE STANDARD XENO FEATURES OF NATURAL ARMOR, REGENERATION, AND CAMOUFLAGE.

TYPICAL ENFORCER/BODYGUARD

STR 7 DEX 8 DIA 7 CONC 6 CHA 5
PHYS 8 KNOW 4 COOL 9 HITS 15

SKILLS:

DETECT 7, STREETWISE 5, TACTICS 6, AUTO/SUPPORT 7, PISTOL 8, MARTIAL ARTS 6, ANY MELEE WEAPON SKILL AT 5.

EQUIPMENT:

HARD OR POWERCELL ARMOR, FEN AR,
ANY MELEE WEAPON

GM ADVICE ON BRINGING MR. KIMBLE INTO THE GAME

THE TASK OF GOING AFTER THE ROGUE XENO IS BEST ACCOMPLISHED WITH STEALTH, BUT THEY'LL SOON FIND OUT THAT KIMBLE HAS A NUMBER OF COMPETITORS WHO WOULD LOVE TO TAKE HIM OUT OF THE MARKET. IN THEIR OPINION, A WELL-TRAINED OPERATIVE SQUAD IS THE PERFECT ASSASSINATION TOOL.

"A BULL MARKET"

THE CHARACTERS ARRIVE ON HALO (HOPEFULLY COVERTLY) TO TERMINATE KIMBLE AND HIS OPERATION AND ARE APPROACHED BY REPRESENTATIVES FROM A MAN NAMED HARKINS SHORTLY AFTER THEY START ASKING QUESTIONS. HARKINS IS AN ARMS DEALER WHO HAS WATCHED HIS PROFITS ERODE DUE TO KIMBLE'S CUTTHROAT PRICING AND IS DETERMINED TO STRIKE BACK. HE AND ANOTHER ARMS DEALER (MARLA HINSON, WHO SPECIALIZES IN CHEMICAL AND BIO WEAPONS) HAVE TEMPORARY JOINED FORCES TO TAKE CARE OF THE PROBLEM AND OFFER JOINT SUPPORT AND INFORMATION TO THE SQUAD. ONCE KIMBLE IS OUT OF THE WAY, THEY TURN ON EACH OTHER TO FILL THE MARKET VOID AND THE FIGHTING QUICKLY EXPLODES INTO A MAJOR CIVIL DISTURBANCE, RESULTING IN THE DECLARATION OF MARTIAL LAW. THE SQUAD MAY BE CALLED UPON TO HELP INTERVENE AT THE GM'S DISCRETION SINCE THEY COULD BE CONSIDERED RESPONSIBLE. IMMEDIATELY, BOTH HARKINS AND HINSON ATTEMPT TO PERSUADE THE SQUAD TO HELP THEIR SIDE THROUGH BRIBERY OR INTIMIDATION, BUT WILL TURN TO BLACKMAIL (THEY HAVE UNOFFICIALLY BEEN IN THE EMPLOY OF SUBVERSIVES HAVEN'T THEY?) IN A HEARTBEAT.

IF THE PLAYERS ARE LOOKING FOR A WAY TO HAVE THEIR CHARACTERS LEAVE SLA INDUSTRIES, THERE ARE AMPLE OPPORTUNITIES TO HAVE THEM JOIN ONE OF THESE SOFT COMPANIES AS SOLDIERS OR EVEN TRY TO FILL THE VOID LEFT BY KIMBLE'S DEATH THEMSELVES.

GM ADVICE ON BRINGING SERA WINTERLONG INTO THE GAME

"LIVE AT ELEVEN...AND TWELVE... AND ONE..."

MOST SUBVERSIVES THAT ARE HUNTED BY SLA GO TO GROUND, BUT A FEW LIKE WINTERLONG ARE TOO HEADSTRONG OR TOO STUPID TO RUN. IN WINTERLONG'S CASE, SHE HAS DECIDED TO TAKE THE FIGHT TO SLAYER'S BEST IN THE ONLY WAY SHE CAN. HAVING BEEN APPROACHED BY DARK NIGHT, SHE IS NOW ENJOYING THEIR DIRECT SUPPORT AND CLEAR EYE IS ABOUT TO GO FULLY OPERATIONAL TWENTY-FOUR HOURS A DAY. ADVERTS ARE ALREADY APPEARING ON CHANNEL RESISTANCE AND THE "GO LIVE" DATE IS LESS THAN A WEEK AWAY. IN THE MEANTIME, WINTERLONG AND HER DN ASSOCIATES ARE RUNNING DOWN EVERY POSSIBLE INSTANCE OF SLA ATROCITIES TO BROADCAST ALL AT ONCE. SHE KNOWS THAT SLA WILL DROP THE HAMMER QUICKLY, SO EVERY SECOND OF AIRTIME HAS TO COUNT. WHILE OTHER TEAMS ARE LEFT TO GO FOR SIMPLE MATTERS LIKE SHIVER CORRUPTION OR TOXIC WASTE DUMPS IN THE WATER SUPPLY, WINTERLONG IS GOING RIGHT FOR A TARGET CLOSE TO THE SQUAD'S HEART - THE CONTRACT CIRCUIT.

BACKED UP BY A SELECTION OF TOUGH PROPS, WINTERLONG HAS DECIDED TO INTERCEPT SOUR BLOOD (THE "PEOPLE'S CHAMPION") DURING ONE OF HIS CAROUSING ROUNDS, ABDUCT HIM, AND THEN INTERVIEW HIM UNDER TORTURE. IF SHE SUCCEEDS, HE'LL BE FORCED TO SPILL HIS GUTS (LITERALLY AND FIGURATIVELY) ABOUT THE CIRCUIT'S TRUE OPERATIONS, CAUSING IRREPARABLE HARM DURING THE TWO HOURS IT TAKES THE NORMAL SLA MASSES TO FORGET. CHANNEL RESISTANCE WILL OF COURSE CONTINUE TO BROADCAST THE MATERIAL INDEFINITELY UNTIL THEY FIND SOMETHING MORE DAMAGING TO USE.

THE SQUAD CAN ENTER THIS AS BODYGUARDS FOR SOUR BLOOD WHO ARE NEAR WHEN THE ATTACKS BEGIN. THE ASSAULTS WILL OCCUR UNTIL EITHER WINTERLONG'S MERCENARIES TAKE TOO MANY CASUALTIES, THE ABDUCTION SUCCEEDS, OR SOUR BLOOD IS ACCIDENTALLY KILLED. THE SQUAD WILL BE IMMEDIATELY ASSIGNED TO LOCATE THE PERP RESPONSIBLE AND BRING THEM TO JUSTICE AS PER THIS HUNTER SHEET. IF THE ABDUCTION SUCCEEDS, THEY WILL ALSO HAVE TO RESCUE THE CONTRACT KILLER WITHOUT MEDIA ATTENTION.

THE SQUAD COULD ALSO STUMBLE UPON WINTERLONG'S PLOT WHEN THEY FINALLY LOCATE CLEAR EYE'S OPERATION AND TRY TO SHUT IT DOWN. IT'S FILLED WITH WELL-ARMED INTERCEPTORS AND DN SPONSORED PROPS, BUT ONE OF THE SURVIVORS TELLS THE SQUAD WHAT WINTERLONG IS UP TO. IT'S UP TO THE CHARACTERS TO PREVENT A PR NIGHTMARE AND SAVE SOUR BLOOD FROM HIS HORMONES.

SERA WINTERLONG

RACE: HUMAN

STATS:

STR 5 DEX 7 DIA 9 CONC 9 CHA 8
PHYS 6 KNOW 9 COOL 10 HITS 11

ADVANTAGES:

COOL (+5).

DISADVANTAGES:

NONE.

SKILLS:

SNEAK 5, DETECT 6, HIDE 5, CLIMB 3, STREETWISE 7, INTERROGATION 3, INTERVIEW 7, RUNNING 5, PISTOL 3, PHOTOGRAPHY/AV 6, COMPUTER USE 3, COMPUTER SUBTERFUGE 3, SLA INFO 3, SOFT COMPANY INFO 3, SURVIVAL - DOWNTOWN 5, CULT INFO 3, TELEGENICS 5, WILLPOWER 5, PERSUASION 6, READ LIPS 5, INTIMIDATE 4.

EQUIPMENT:

BACKPACK WITH EYE SYMBOL FILLED WITH CAMERA/RECORDING EQUIPMENT. FLAK VEST, CAF PISTOL.

PROP BODYGUARD

(IF WW VET, STATS AND SKILLS WILL BE HIGHER)

STR 10 DEX 11 DIA 5 CONC 5 CHA 4
PHYS 11 KNOW 5 COOL 10 HITS 21

SKILLS:

DETECT 7, STREETWISE 7, TACTICS 3, AUTO/SUPPORT 5, PISTOL 4, MARTIAL ARTS 5, ANY MELEE SKILL AT 6.

EQUIPMENT:

HARD OR POWERCELL ARMOR, ANY AUTO WEAPON (FEN AR, POWER REAPER, FEN WARMONGER, ETC.), PISTOL, GRENADES, POWERED MELEE WEAPON.

SERAPH

RACE:

VEVAPHON

STATS:

**STR 11* DEX 14* DIA 9 CONC 10 CHA 5
PHYS 13 KNOW 10 COOL 11 HITS 24**

ADVANTAGES:

VEVAPHON SHAPE-CHANGING ABILITIES.

DISADVANTAGES:

SHATTER MUTATION (CANNOT HOLD ANY FORM FOR MORE THAN 20 MINUTES), CELLULAR DETERIORATION (DUE TO SHATTER EXPOSURE), SADISM 5, SOCIOPATH 5.

SKILLS:

DETECT 7, MARTIAL ARTS 9, WILLPOWER 7, TORTURE 8, TRACK 9, SECURITY SYSTEMS 8, SNEAK 7, AUTO/SUPPORT 5, PISTOL 4, THROW 4, VARIOUS MELEE 7, SLEIGHT 3, SLA INFO 4, LOCK PICKING 5, EVALUATE OPPONENT 6, HIDE 7.

EQUIPMENT:

VERY LITTLE IN TERMS OF EQUIPMENT IS CARRIED, ALTHOUGH SERAPH IS KNOWN TO SCAVENGE FROM SLAIN FOES FOR BOTH EQUIPMENT AND TROPHIES.

GM ADVICE ON BRINGING SERAPH INTO THE GAME

"JAILBREAK - BREAKJAIL"

THE CHARACTERS PICK UP A SILVER BPN TO GUARD MELISSA FALLON, A POPULAR MEDIA STAR OF "SLA 2-DAY" ON HER INVESTIGATION OF THE SHIVERS AT STATION 534 IN DOWNTOWN. IT WAS ISSUED AFTER REPORTS OF CORRUPTION REACHED CLOAK DIVISION AND THE DECISION WAS MADE TO SEND IN EXPENDABLES TO TEST THE WATERS. CLOAK KNOWS THAT THE DEPARTMENT HAS BEEN INFILTRATED BY DARK NIGHT, BUT DO NOT KNOW TO WHAT DEGREE. IN REALITY, THE STATION HAS BECOME AN INDEPENDENT SOFT COMPANY WITH HEAVY SUPPORT FROM DN.

FALLON IS A TOUGH REPORTER AND PLANS TO BE AGGRESSIVE IN HER DEALINGS WITH THE SHIVERS. SHE IS NEARLY IMPOSSIBLE TO INTIMIDATE AND DEMANDS TO HAVE HER WAY, BARGING IN ON THE SHIVER CAPTAIN HIMSELF. THE SQUAD IS MET WITH OUTRIGHT HOSTILITY AND MS. FALLON PUSHES IT TO THE POINT THAT THE SHIVER CAPTAIN ORDERS HER AND THE CAMERA CREW ARRESTED AS PER "ORDERS FROM CLOAK DIVISION" THAT THEY REFUSE TO PRESENT. AS THE SQUAD TRIES TO SORT THIS OUT, BEING THE VOICES OF REASON, SERAPH MAKES HIS MOVE AND KILLS THE MAIN AND BACKUP GENERATORS. ALL HELL BREAKS LOOSE IN THE DARKNESS UNDER THE FLICKERING EMERGENCY LIGHTS.

BILL LOUIS, A KARMA TECH WHO WAS ASSIGNED TO THE SAME STORMER BATCH THAT PRODUCED SERAPH, KNEW THAT SOMEONE WAS OUT TO GET HIM. SEVERAL OF HIS FELLOW TECHS AND SUPERVISORS HAD BEEN KILLED IN UNUSUAL WAYS BEFORE THE VEVAPHON ATTACKED HIM IN HIS APARTMENT (IT HAD CONCEALED ITSELF IN HIS BED). NARROWLY ESCAPING, BUT WITH THE STORMER IN CLOSE PURSUIT, LOUIS RAN INTO A SQUAD OF SHIVERS FROM STATION # 534 AND ATTACKED ONE TO GET ARRESTED. THE VEVAPHON WATCHED PATIENTLY AS THE TECH WAS CARTED AWAY AND HAS CHOSEN THIS MOMENT TO ENTER THE STATION TO GET HIM. LOUIS HAD FOUGHT HARD ENOUGH THAT THE SHIVERS WILL RECOGNIZE HIM ON SIGHT, SO WHEN SERAPH ENTERS THE BUILDING IN HIS HUMAN FORM (WHOSE LIKENESS IS BASED UPON LOUIS), A SERIOUS DISTURBANCE STARTS. THE SHIVERS ON DUTY TRY TO TEACH HIM A LESSON (AGAIN) AND THROW HIM BACK INTO A CELL, BUT ARE COMPLETELY UNPREPARED FOR WHAT THEY'RE ABOUT TO TANGLE WITH. SERAPH IS INTENT UPON KILLING ANYONE IN HIS WAY TO THE COWERING TECH, WHICH INCLUDES THE SHIVERS, THE MEDIA TEAM, UNDERCOVER DN INTERCEPTORS, AND ANY CHARACTERS GETTING IN THE WAY. IF THE VEVAPHON ESCAPES, THE SQUAD IS OFFERED THE HUNTER SHEET TO BRING IT DOWN.

15:22



EBB WARDING ACTIVE

START

SNIPER D

RACE:

UNKNOWN BUT BELIEVED TO BE HUMAN.

STATS:

STR 7 DEX 11 DIA 9 CONC 10 CHA 6
PHYS 9 KNOW 10 COOL 10 HITS 16

ADVANTAGES:

COOL 10, CONNECTIONS (DARK NIGHT) 7

DISADVANTAGES:

NONE.

SKILLS:

TRICK SHOT 9, BIOFEEDBACK 7, ENGINEERING - COVERT 9, WILLPOWER 7, TACTICS 10, HIDE 9, DETECT 12, SNEAK 9, RIFLE 10, PISTOL 7, AUTO/SUPPORT 10, MARKSMAN 11, THROW 8, INDIRECT FIRE 8, DEMOLITIONS 9, FIRST AID 5, SLA INFO 6, SOFT COMPANY INFO 9, WEAPON MAINTENANCE 10, SURVIVAL 6.

EQUIPMENT:

CUSTOM CRACKSHOT (PV 20 HEAD 30 TORSO 90 ARMS 65 LEGS 75), GTM LAUNCHER (GEL TARGETING MISSILES ROF 10, MAGAZINE 20, PEN 12 DMG 18 AD 10 BURST RADIUS 15). HE ALSO IS EQUIPPED WITH TWO DARKKNIGHT CUSTOM SNIPER WEAPONS: A "TERMINATOR" SNIPER CANNON (17 MM CLIP 10 ROF 1 RCL 15 RANGE 540M WITH RECOIL BAFFLING 2 LVLS AND MUZZLE BRAKE) AND A DN "PROJECT 4" SNIPER RIFLE (12MM CLIP 10 ROF 1 RECOIL 8/7 RANGE 75M WITH RECOIL BAFFLING AND MUZZLE BRAKE). A BACKUP WEAPON IN THE FORM OF A 10 MM PISTOL IS USUALLY PRESENT ALSO, BUT SELDOM USED.

GM ADVICE ON BRINGING SNIPER D INTO THE GAME

"HUNTERS"

THE CONTRACT KILLER GODFALL ROSE THROUGH THE CIRCUIT RANKINGS BY SPECIALIZING IN THE TERMINATION OF SOFT COMPANY SPONSORED CONTRACT KILLERS AND ENFORCERS. HAVING TOTALLED OVER FIFTY-EIGHT HUNTER SHEET BASED KILLS, SIX RED BPNs, AND TWO ANT-DN BLACK BPNs, HE HAS BECOME A WELL-PUBLICIZED THREAT TO MORT'S SUBVERSIVES AND A GOREZONE FAVORITE. SNIPER D HAS BEEN ASSIGNED TO PUT HIM IN HIS PLACE, BUT GOOD WORK ON THE PART OF INTERNAL AFFAIRS LET SLA KNOW HE WAS COMING.

THE SQUAD IS ASSIGNED THIS HUNTER SHEET TO BRING DOWN SNIPER D BEFORE HE HAS AN OPPORTUNITY TO TERMINATE GODFALL ON CAMERA. SINCE THE CONTRACT KILLER IS REGISTERED TO PARTICIPATE IN NEXT WEEK'S "GOREZONE -SEVEN DAYS OF SLAUGHTER MARATHON", THE ATTACK WILL PROBABLY COME THEN WHEN HE IS MOST VISIBLE. THE CHARACTERS WILL HAVE TO CANVASS THE ARENA AREA FOR THE SNIPER AND NEUTRALIZE HIM BEFORE HE CAN TAKE THE SHOT. THIS INVOLVES A LOT OF ROOFTOP STALKING AND COMBAT, WHICH WILL BE BAD IF A CHARACTER IS SUFFERING FROM AGORAPHOBIA OR ALTOPHOBIA. ONE WILDCARD THAT THE CHARACTERS MAY NOT COUNT ON IS THE CONTRACT KILLERS THEMSELVES. MANY OF THEM ARE AWARE OF SNIPER D'S REPUTATION AND MAY PUT OFF THEIR INFIGHTING AND ATTEMPT TO TAKE HIM DOWN DURING THE BROADCAST. THIS INCLUDES TERMINATING ANYONE (COMPETITOR OR OPERATIVE) WHO GETS IN THEIR WAY TO THE TARGET.

THE SILENT ONE

RACE: SCAV

STATS:

STR 16 DEX 16 DIA 9 CONC 8 CHA 7 PHYS 16
KNOW 9 COOL 13 HITS 32

ADVANTAGES:

COOL (+5), HIGH PAIN TOLERANCE.

DISADVANTAGES:

NONE.

SKILLS:

SNEAK 10, DETECT 8, HIDE 5, TACTICS 6, AUTO/SUPPORT 11, PISTOL 7, MARKSMAN 5, POLE ARM 9, AXE 7, POWERSUIT PILOT 3, BLADE-1H 11, BLADE 2-H 12, UNARMED COMBAT 9, ENGINEERING -COVERT 4, DEMOLITIONS 3, BLIND FIGHTING 5, WILLPOWER 9, TORTURE 5, ANIMAL HANDLING 3, WEAPON MAINTENANCE 5, SLA INFO, TRACKING 5, HIDE, CLIMB 5, RUNNING 6, SURVIVAL 7

EQUIPMENT:

TRENCHCOAT OVER PATCHWORK POWERED ARMOR (PV 16, HEAD 40, TORSO 100, ARMS 70, LEGS 65), VARIOUS WAR WORLD WEAPONS INCLUDING A FEN WARMONGER OR POWER REAPER, VARIOUS MELEE WEAPONS INCLUDING A CHAIN AXE.

SCAV SQUAD STATS

STR 11 DEX 11 DIA 5 CONC 5 CHA 4
PHYS 11 KNOW 5 COOL 10 HITS 22

SKILLS:

DETECT 5, SNEAK 7, HIDE 5, TACTICS 5, AUTO/SUPPORT 6, RIFLE 7, PISTOL 3, AXE 5, BLADE 1-H 5, BLADE 2-H 4, WILLPOWER 6, TORTURE 4, TRACKING 5, RUNNING 5, MARKSMAN 6 (SNIPER ONLY).

EQUIPMENT:

PATCHWORK ARMOR (PV 16, HEAD 25, TORSO 60 ARMS 40 LEGS 40), VARIOUS MELEE WEAPONS, AUTO/SUPPORT WEAPONS INCLUDING WAR WORLD ORDINANCE, ONE WILL BE EQUIPPED WITH A SNIPER RIFLE.

GM ADVICE ON BRINGING THE SILENT ONE INTO THE GAME

"BATTLEGROUND"

COMPANY ANALYSTS HAVE TRACKED THE SILENT ONE'S TREK THROUGH DOWNTOWN AND HAVE A GENERAL IDEA THAT ONE OF HIS POSSIBLE COURSES WILL TAKE HIM THROUGH THE SERENDIPITY BLOCK, HOME FOR THE DHARMA INSTITUTE FOR THE CRIMINALLY INSANE. SIMPLY USED AS AN OVERFLOW FACILITY FOR BETHLEHEM, DHARMA CURRENTLY CONTAINS A FEW DOZEN MODERATELY DANGEROUS INMATES THAT ARE CONSIDERED VALUABLE ENOUGH TO PROTECT FOR RESEARCH PURPOSES. CONSIDERING THE SILENT ONE'S PREVIOUS ACTIONS, THERE IS NO DOUBT THAT HE'LL PROBABLY PUT THE PLACE TO THE TORCH AND SLAUGHTER EVERYONE WITHIN. THE SQUAD IS ASSIGNED TO PROTECT THIS FACILITY FROM HIS RAMPAGE AND TERMINATE HIM AND HIS SOLDIERS IF AT ALL POSSIBLE.

DURING THE THREE DAYS IT TAKES FOR THE SCAVS TO STRIKE, INMATES MAKE IT A POINT TO HARASS, TEASE, AND TAUNT THE CHARACTERS AS MUCH AS POSSIBLE. THE PHYSICIANS AND ORDERLIES AREN'T MUCH BETTER AND SEEM TO ENJOY HARASSING THE SQUAD TOO, BUT IN MORE SERIOUS WAYS (I.E. LOCKING THEM INTO WARDS, DRUGGING THEIR FOOD WITH HALLUCINOGENS, ETC.). BY THE TIME THE SCAVS ARRIVAL, THE ATTACK MAY COME AS A SOURCE OF RELIEF.

INSTEAD OF APPROACHING FROM THE STREET, THE SILENT ONE AND HIS SCAVS ENTER THE FACILITY BY BREAKING THROUGH THE FLOOR IN THE BASEMENT FROM ONE OF THE SEWERS AND ENTER ONE OF THE GENERAL WARDS. IF NO CHARACTERS ARE GUARDING THE INSIDE OF THE FACILITY (A STRONG POSSIBILITY CONSIDERING THE ENDLESS HARASSMENT), THE ENSUING MAYHEM SHOULD SERVE AS A SUFFICIENT ALARM. FOLLOWING IS A PITCHED BATTLE ACROSS THE FACILITY WITH MANY INMATES JOINING IN AGAINST EITHER SIDE. IF THE SCAVS ARE DEFEATED, THEY WITHDRAWAL BACK TO THE SEWER AND THE SQUAD IS ISSUED THE HUNTER SHEET TO GO AFTER THEM.

15:22 EBB WARDING ACTIVE

START

TAM MCGOVAN

RACE: CLAN FROTHER

STATS:

STR 11 DEX 10 DIA 6 CONC 8 CHA 7
PHYS 11 KNOW 7 COOL 9 HITS 22

ADVANTAGES:

NONE.

DISADVANTAGES:

DRUG ADDICT 6, SHORT TEMPERED, SOCIOPATH 4,
ARROGANT 4, DELUSION 6.

SKILLS:

DETECT 6, SNEAK 6, BLADE 2-H 9, UNARMED COMBAT 8,
SLA INFO 5, RIVAL COMPANY INFO 5, STREETWISE 7,
INTIMIDATE 8, WILLPOWER 7, PISTOL 6, AUTO/SUPPORT 7,
RIFLE 6, TACTICS 5, FIRST AID 4.

WEAPONS AND EQUIPMENT:

CRACKSHOT ARMOUR, POWERED CLAYMORE, 3
FRAGMENTATION GRENADES, BLA BLITZER, OTHERS AS
NEEDED.

GM ADVICE ON BRINGING TAM MCGOVAN INTO THE GAME

"HELL'S BRINK"

MCGOVAN MANAGED TO ESCAPE AFTER HIS RAID ON THE ANDERSON COMPOUND, BUT RAN INTO A STRING OF BAD LUCK AFTERWARDS. HE STUMBLED INTO COMBATS WITH A CARRIEN CLAVE, A WELL-ARMED SCAVENGERS HUNTING PARTY, AND THE INFAMOUS "BAD NOOSE" COGNATE AMONGST OTHERS, BARELY ESCAPING WITH HIS LIFE. WHILE UNDER CARE BY HIS PRIVATE PHYSICIAN A COCKTAIL OF KICKSTART, ULTRAVIOLENCE, AND SHATTER, MCGOVAN IS RECUPERATING WELL AND TRYING TO KEEP A LOW PROFILE. IN HIS MORE LUCID MOMENTS, HE TRIES TO PLAN HIS REVENGE BUT IS SHORT OF IDEAS BEYOND GOING AFTER HIS FORMER CLAN HEADMAN.

THE FROTHER HAS HOLED UP IN A BAR/FLOPHOUSE CALLED "HELL'S BRINK" THAT IS KNOWN AS A SAFE DOWNTOWN HAVEN FOR ALL TYPES OF SUBVERSIVES. THERE ARE OVER A HUNDRED SUCH INDIVIDUALS, INCLUDING A VARIETY OF EX-SLA OPS ON THE RUN FROM CLOAK, THE LAST MEMBERS OF THE "GREEN WRENCH" SOFT COMPANY, AND THE EX-DARKFINDER/CONTRACT KILLER "THRILLUH" WHO IS A PARANOID SCHIZOPHRENIC. BUILT IN THE SHELL OF A FORMER MENTAL HEALTH FACILITY, IT IS CHARACTERIZED BY WIDE HALLWAYS, HEAVY DOORS, AND RATHER GOOD SECURITY.

MCGOVAN CAN BE LOCATED THROUGH THE GOOD USE OF STREET CONNECTIONS, BUT GETTING INTO HELL'S BRINK WITHOUT BEING MADE WILL REQUIRE GOOD ROLEPLAYING. WHILE THE RESIDENTS HAVE LITTLE LOYALTY TO EACH OTHER, THEY WILL WORK TOGETHER TO AGGRESSIVELY DEFEND THEIR HOME FROM INVADERS. IF THE CHARACTERS CAN'T CONVINCE THE PATRONS THAT THEY ARE ON THE RUN FROM SLA, THE ALARM IS SOUNDED AND THEY WILL HAVE TO FACE A WELL-ARMED AND HALF-CRAZED ANTI-COMPANY MOB. MCGOVAN WILL USE THE ENSUING CHAOS TO ESCAPE SINCE HE IS SURE THE SQUAD WAS AFTER HIM.

GM ADVICE ON BRINGING VORTA INTO THE GAME

"EVICTION"

THE CHARACTERS ARE ASSIGNED A BLUE BPN TO KEEP THE PEACE IN THE HARVEST STREET AREA OF DOWNTOWN DURING A PUBLIC SPEECH BY A REPRESENTATIVE FROM THE DEPT. OF HOUSING. THREE SQUADS OF SHIVERS ARE PRESENT TO RELUCTANTLY BACK THEM UP, BUT THE OPERATIVES WILL BE CALLING ALL THE SHOTS. EVERYONE EXCEPT THE PCs KNOWS THAT THE HOUSING REPRESENTATIVE IS ABOUT TO ANNOUNCE THE EVICTION OF THE HEAVILY POPULATED TWO-BLOCK AREA AND THE GATHERING CROWD IS TENSE. WORSE YET, BOTH THIRD EYE AND AN UNDERCOVER CHANNEL RESISTANCE CREW ARE PRESENT TO PUT THEIR OWN SPIN ON THE ENSUING CHAOS.

VORTA HAS SEEN THIS AS A GREAT OPPORTUNITY TO BRING EBBSOURCE INTO THE PUBLIC EYE AND HAS SENT A LARGE GROUP OF WELL-ARMED FERAL EBONS/EBANS TO DISRUPT THE PROCEEDINGS. ONCE THE ANNOUNCEMENT IS MADE, HIS PEOPLE ATTACK EVERY SLA EMPLOYEE IN SIGHT AND MAKE THE STATEMENT THAT "DOWNTOWN BELONGS TO THE PEOPLE" FOR THE BENEFIT OF THE CAMERAS. IT IS UP TO THE SQUAD'S ABILITIES AND LEADERSHIP TO PREVENT A ROUT OF THE SHIVERS AND QUELL THE RIOT BEFORE MUCH DAMAGE IS INFLICTED. IF THE ASSAULT IS SUCCESSFUL, EBBSOURCE WILL GAIN VISIBILITY IN THE PUBLIC EYE AND DRAW MORE RECRUITS.

ONCE THE BLUE IS COMPLETED, THE SQUAD IS OFFERED THE HUNTER SHEET TO GO AFTER VORTA AND HIS ORGANIZATION. EBBSOURCE IS BELIEVED TO BE BASED NEAR THE RESERVOIR AT THE CS3 WALL AND GETTING THERE ENTAILS THE NORMAL HAZARDS OF DOWNTOWN TREKS. THIS INCLUDES A MANCHINE, THE CANNIBAL COMMUNITIES POPULATING "THE SWAMPS", AND FINALLY VORTA'S EBB CAPABLE PATROLS. IF THE ROGUE EBON IS NOT KILLED IN THE RAID, HE WILL RESURFACE AGAIN WITHIN A FEW WEEKS AND RESUME HIS OPERATIONS.

SILN VORTA

RACE: EBON

STATS:

STR 8 DEX 10 DIA 10 CONC 12 CHA 8
PHYS 9 KNOW 11 COOL 8 HITS 17
FLUX 25 SUIT FLUX 20

ADVANTAGES:

NONE.

DISADVANTAGES:

ARROGANT 7.

SKILLS:

DETECT 4, PERSUASION 5, COMMUNIQUÉ 5, TACTICS 6, LEADERSHIP 7, INTIMIDATE 5, INTERROGATE 3, BUSINESS FINANCE 6, SLA INFO 7, RIVAL COMPANY INFO 7, LITERACY 9, INTERVIEW 6, STREETWISE 5, AUTO/SUPPORT 3, PISTOL 6, HIDE 4, RUNNING 5, PSYCHOLOGY 5.

EBB SKILLS:

TELEKINESIS 14, BLAST 12, HEALING 7, REALITY FOLDING 9, SENSE 10, ENHANCE 8.

EQUIPMENT:

MEDIUM DEATHSUIT (PV 7 HEAD 10 TORSO 20 ARMS 15 LEGS 17), TWIN FLINTLOCKS, ANY OTHER DESIRED WEAPONS.

BODYGUARDS

STR 6 DEX 9 DIA 5 CONC 5 CHA 3
PHYS 5 KNOW 4 COOL 7 HITS 11

SKILLS:

DETECT 5, STREETWISE 4, TACTICS 2, AUTO/SUPPORT 5, PISTOL 4, MARTIAL ARTS 5, ANY MELEE SKILL AT 4.

EQUIPMENT:

DN 00985 BODY ARMOR, DN 100 ASSAULT RIFLES, ANY MELEE WEAPON.

Foss

RACE: BRAIN WASTER

STATS:

STR 8 (10) **DEX** 10 (12) **DIA** 9 **CONC** 11
CHA 8 **PHYS** 9 (11) **KNOW** 10 **COOL** 7 (9)
HITS 21 **FLUX** 48 **SUIT FLUX** 30

ADVANTAGES:

NONE.

DISADVANTAGES:

SOCIOPATH (-4), SHORT TEMPERED -3, BAD SLEEPER -3,
 DELUSIONAL - 8

SKILLS:

MARTIAL ARTS 9, AUTO/SUPPORT 6, RIFLE 9, POLEARM 9,
 PISTOL 8, FLEXIBLE WEAPON 10, CULT INFO, DETECT 6,
 INTIMIDATION 7, LEADERSHIP 10, PERSUASION 8,
 COMMUNIQUÉ 4, ACROBATICS 10, CLIMB 6, FORMULAE 7.

EBB ABILITIES:

PROTECT 16, COMMUNICATION 20, RED THERMAL 12,
 HEALING 6, ENHANCEMENT 11.

EQUIPMENT:

SUPER LEVEL DEATHSUIT (PV 13 HEAD 20 TORSO 80
 ARMS 60 LEGS 70).



GM ADVICE FOR BRINGING FOSS INTO THE GAME

FOSS THRIVES ON THE CHAOS HE CREATES AND IS COMPLETELY UNCONCERNED WITH THE LIVES OF HIS FOLLOWERS. THIS GIVES A GM ONE OF THE BEST WAYS TO MOTIVATE THE SQUAD TO GO AFTER HIM. MAKE IT PERSONAL FOR EITHER THEM OR IN THIS CASE, A POWERFUL SPONSOR.

"MOB RULE"

DURING ONE OF FOSS'S PUBLIC SPEECHES, A RIOT BROKE OUT AND THREE RESTAURANTS AND FOOD SHACKS OWNED BY A MAN NAMED DAVID TSUNG WERE GUTTED. UNABLE TO GAIN ANY REAL COMPENSATION AND SUSPECTING THAT SOMEONE IS USING THE RIOTS TO TARGET HIS ESTABLISHMENTS, TSUNG USED HIS RATHER POWERFUL CONNECTIONS TO HAVE A HUNTER SHEET PUT OUT FOR THE ONE RESPONSIBLE. ANYONE WHO TAKES THE SHEET WILL RECEIVE HIS PERSONAL THANKS AND THE APPRECIATION OF AN UNDERWORLD CONNECTION. THE DOWN SIDE IS THAT SEVERAL TRANG ENFORCERS, SEEKING TO IMPRESS THEIR BOSS, HAVE INDEPENDENTLY STARTED GUNNING FOR FOSS. THEY WILL ATTEMPT TO INTIMIDATE ANY COMPETITION, BUT QUICKLY RESORT TO VIOLENCE WHEN THIS DOESN'T WORK.



GENERIC FOLLOWERS

STR 5 **DEX** 5 **DIA** 4 **CONC** 3 **CHA** 5
PHYS 5 **KNOW** 4 **COOL** 4 **HITS** 10

NOTES:

WILL FIGHT AGAINST SLA FORCES UNTIL FOSS IS GONE, BUT BY THEN IT'S TOO LATE FOR THEM. IN GENERAL, NO SKILL SHOULD BE OVER 3 SINCE THESE ARE LARGELY NORMAL PEOPLE WHO WERE WHIPPED INTO A FRENZY.



TODD CLERICK

RACE: HUMAN

STATS:

STR 14* **DEX** 9 **DIA** 9* **CONC** 8* **CHA** 11*
PHYS 13 **KNOW** 9 **COOL** 15 **HITS** 27*

ADVANTAGES:

NONE.

DISADVANTAGES:

DEATH WISH 6, PHOBIA: DEATH 3, BAD SLEEPER -2.

SKILLS:

DETECT 4, WILLPOWER 7, SNEAK 3, BLADE 2-H 8, BLADE 1-H 5, UNARMED COMBAT 6, STREETWISE 6, INTIMIDATE 6, PISTOL 2, RIFLE 4, BOARD GAME TRIVIA 9, PERSUASION 5.

WEAPONS AND EQUIPMENT:

HOME MADE RIVETED PLATE ARMOR (PV 7 HEAD 10 TORSO 35 ARMS 20 LEGS 25), VIBRO BROADSWORD (PEN 6 DMG 6 AD 4), THREE VERY WORN GAME RULEBOOKS (MAIN RULE BOOK, CREATURE FEATURE FOLIO, AND GODS & DEVILS), VARIOUS RELIGIOUS TALISMANS (FROM GAME), OIL, LIGHTER.

SPECIAL NOTES

CLERIK HAS BEEN IMBUED WITH SOME VERY UNUSUAL POWERS:

AURA OF GOOD:

MAKES ANY EBON OR BRAINWASTER WHO COMES WITHIN 15 FEET OF HIM UNCOMFORTABLE (ROLL AGAINST CONC) AND PUTS THOSE WITHIN 10 FEET IN EXCRUCIATING PAIN (CONC -5 TO REMAIN CLOSE). NECANTHROPES ARE UNABLE TO APPROACH CLOSER THAN 15 FEET. THIS ABILITY IS ON ALL THE TIME. WHEN HE CONCENTRATES ON AN INDIVIDUAL, EBB USERS OF ALL KINDS ARE FILLED WITH INESCAPABLE TERROR, AND ARE COMPELLED TO FLEE CLERIK'S SIGHT. THIS CONCENTRATION PROHIBITS ANY OTHER ACTION. NECANTHROPES MAY NOT COME BACK WITHIN CLERIK'S LINE OF SIGHT FOR 24 HOURS.

BLESSING:

ANY WEAPON OR ITEM BLESSED BY CLERIK IN THE NAME OF HIS PATRON AND WIELDED BY A BELIEVER INFLECTS +2 DAM +2 AD AND +1 PEN. THE WOUND REQUIRES TWICE THE AMOUNT OF TIME OR EFFORT TO HEAL (KICKSTART AT HALF EFFECT, EBB HEALING DOES NOT WORK). SCIENCE FRICTION MATERIALS PROVIDE NO PROTECTION AGAINST THESE WEAPONS, EFFECTIVELY REDUCING ANY EBB ARMOUR (INCLUDING TELEKINESIS) TO PV 0, ID 0 FOR THE PURPOSES OF CALCULATING DAMAGE."

BRIGHT LADY'S FAVOR:

THIS ABILITY ALLOWS CLERIK TO SURVIVE POTENTIALLY FATAL EVENTS UNSCATHED WHILE THOSE AROUND HIM ARE MASSACRED. THIS COUNTS AS 10 LEVELS OF GOOD LUCK.

ENHANCEMENT:

SOME OF CLERIK'S ATTRIBUTES HAVE BEEN INCREASED BY HIS "GODDESS'S" INTERVENTION. THESE ARE DENOTED WITH AN * IN THE STAT LINE. THIS ABILITY IS ON ALL THE TIME.

HEALING:

THIS ABILITY REMOVES UP TO 6 POINTS OF DAMAGE UPON CONTACT UP TO THREE TIMES PER DAY. IT ALSO WILL INSTANTLY HALT ANY INFECTION OR DISEASE, ALTHOUGH THE PROBLEM WILL REOCCUR WITHIN 48 HOURS.

HOLY BLAST:

THIS IS A RANGED, "EBB BLAST"-LIKE ABILITY THAT DOES A SINGLE PEN 10 DAM 15 AD 4 STRIKE ONCE PER TWO ROUNDS. IT IS ACCOMPANIED BY A FLASH OF LIGHT AND A CLAP OF WHAT SOUNDS LIKE THUNDER.

HOLY SMITE:

THIS ABILITY CAN BE USED ONCE PER TURN AGAINST ANY ENEMY OF CLERIK'S AND IMBUES A STRIKE WITH +5 DAM, +5 AD, AND +2 PEN.

MYSTIC WARDING:

REDUCES THE EFFECT OF ANY EBB ATTACK BY ½. THIS ALSO DOUBLES THE FLUX COST OF ANY EBB POWER USED WITHIN 20 FEET OF HIM. THIS ABILITY IS ON ALL THE TIME.

15:22



EBB WARDING ACTIVE

START

GM ADVICE FOR BRINGING TODD CLERIK INTO THE GAME

CLERIK CAN BE BROUGHT INTO THE SQUAD'S LIFE AS ONE OF THE MANY CRAZY BUT MOSTLY HARMLESS PEOPLE LIVING NEAR THEIR HOUSING ASSIGNMENT. PERHAPS HE EVEN BEGINS A FRIENDSHIP WITH ONE OF THE CHARACTERS AND MAY EVEN SHOW UP TO HELP WHEN THE SQUAD IS ON A BPN. AT FIRST, HE APPEARS MOSTLY NONVIOLENT AND IS QUITE A LADY'S MAN (COMMONLY SEEN WITH ANY OF A DOZEN BEAUTIFUL WOMEN - DARLA'S DIVAS), BUT CERTAIN SUBJECTS SUCH AS THE SKIN TRADE OR SERIAL KILLERS BRING OUT HIS FIERY ASPECTS AND HINT AT A MORE DANGEROUS NATURE. HE BEARS WATCHING, BUT HAS NO CRIMINAL RECORD. SHORTLY AFTERWARDS, HE HEARS HIS CALLING AND GAINS HIS ABILITIES AND THE FULL COOPERATION OF THE DIVAS.

"TRADE WARS"

THE SQUAD RETURNS TO THEIR TENEMENT ONE NIGHT TO SEE A GROUP OF WELL-ARMED MEN CLOSING ON CLERIK. THESE ARE SKIN TRADE ENFORCERS WHO WERE SENT TO PAY HIM BACK FOR HIS RECENT VIGILANTE ACTIONS (RESCUING DAMSELS IN DISTRESS). THE SQUAD WITNESSES THE FIGHT, INCLUDING CLERIK'S "MAGICAL" ABILITIES AND GETS MARKED AS TARGETS IF ANY ENFORCERS SURVIVE. CLERIK TRIES TO RECRUIT THEM TO HIS CAUSE AND WHEN THE HUNTER SHEET IS ISSUED, THE PCs HAVE TO MAKE A DECISION. REGARDLESS OF WHETHER THEY SELL HIM OUT OR DECIDE TO PROTECT HIM, THE TRADE ENFORCERS KEEP COMING UNTIL CLERIK AND HIS SUSPECTED BODYGUARDS ARE DEAD.

ONCE CLERIK IS OFFICIALLY SLATED FOR TERMINATION, HE AND THE COGNATE START THEIR WORK AS EMISSARIES OF THEIR "BRIGHT LADY." HE BEGINS BY SPENDING A LOT OF TIME IN THE PARTIALLY FLOODED BAY MALL COMPLEX WHERE THEY HEAL THE MOBS OF SICK HOMELESS AND DESTROY MONSTERS IN THE CATACOMBS (HE CALLS CARRIEN "MANOTORS"). IT IS CONSIDERED JOHANNAS TERRITORY AND ANY OPERATIVES ENTERING THE AREA CAN BE SHOT ON SIGHT, BUT CLERIK AND HIS FRIENDS ARE NOT CONSIDERED A THREAT BY THE GANG AND ARE ALLOWED TO STAY.

DARLA'S DIVAS COGNATE

TYPICAL MEMBER (12 WOMEN)

STR 9 DEX 10 DIA 6 CONC 6 CHA 9 PHYS 6
KNOW 5 COOL 8 HITS 15

ADVANTAGES:

NONE

DISADVANTAGES:

SOCIOPATH 7, DELUSION 4 (AND GROWING)

SKILLS:

DETECT 7, BLADE 1-H 7, BLADE 2-H 8, PISTOL 6, AUTO/SUPPORT 5, THROW 5, UNARMED COMBAT 6, SNEAK 5, HIDE 6, SEDUCTION 6, PERSUASION 4.

SPECIAL SKILLS:

HOLY BLAST (PEN 5 DAM 6 AD 2), MYSTIC WARDING (RANGE IS 10 FEET), AURA OF GOOD (RANGE IS 10 FEET MAX), BLESSING (+1 DAM ONLY), HEALING (3 POINTS TWICE PER DAY).

WEAPONS AND EQUIPMENT:

WHITE ROBES CONCEALING VARIOUS ARMOR TYPES (SILVERBACK OR POWERCELL ARE NOT UNUSUAL), ANY FIREARM OR MELEE WEAPON THEY MANAGED TO STEAL, VARIOUS COMBAT DRUGS (UV, SHATTER).

WEeping LASH

IN ADDITION TO HIS GORE CANNON AND FORMIDABLE EBB ABILITIES, SADA ALSO RETAINS THE WEEPING LASH, WHICH WAS HIS SYMBOL OF OFFICE. THE LASH IS A HEAVY CAT-O-NINE TAILS STYLE FLAIL MADE OF BLACK SCIENCE FRICTION MATERIAL USED TO INFLICT HORRIBLE PUNISHMENTS UPON VICTIMS. IT IS POSSESSED OF A SENTIENCE THAT CAN ONLY BE DESCRIBED AS PURE EVIL. ANY CREATURES BUT A NECANTHROPE WITH A DARK NATURE IS VERY UNCOMFORTABLE AROUND IT AND THE WEAPON IS KNOWN TO ONLY OBEY ONE MASTER. IT DELIGHTS IN FULFILLING ITS DUTY AND SURPRISINGLY, THERE DOES NOT APPEAR TO BE ANY RIVALRY BETWEEN IT AND SADA'S GORE CANNON (ALSO SENTIENT).

THE LASH CAN BE USED TO SLASH OR ENTANGLE SEVERAL OPPONENTS AT ONCE, PROVIDED THAT THEY ARE REASONABLY CLOSE TOGETHER. ANY VICTIM STRUCK IS SUBJECT TO A SINGLE PEN 10 DAM 12 AD 5 ATTACK IN ADDITION TO THE WEAPON'S SPECIAL AFFECTS. THOSE TOUCHED ARE STRUCK BY ANY OF SADA'S EBB ABILITIES SUCH AS FLESH FRICTION, PSYCHO-VIRUS, EMOTIONAL INTRUSION, OR EVEN BLAST. THE LASH ALSO POSSESSES THE ABILITY OF GORE CANNON: DRAIN AT 15 AND AUTOMATICALLY ATTACKS UPON CONTACT, HAPPILY PULLING BLOOD AND EBB FROM THE VICTIMS.

WHEN A VICTIM IS ENTANGLED, THE EFFECTS ARE FAR MORE INTENSE AND TERRIFYING INDUCING A STRESS OF AS4 AND PS 5. THE TENDRILS OF THE WEAPON BECOME FLUID SHADOWS, FLOWING ACROSS ANY ARMOUR OR CLOTHES TO SEEK OPENINGS, AND THEN GOING FOR ORIFICES SUCH AS THE NOSE AND MOUTH. ONCE THEY HAVE ENTERED THE VICTIM, THE NECANTHROPE'S EBB ATTACKS ARE AT +8 AND THE LASH'S DRAIN ATTACK IS AN AUTOMATIC SUCCESS. FEW HAVE SURVIVED THE ASSAULT OF THIS WEAPON AND THOSE THAT HAVE, ARE OFTEN LEFT FLAYED TO THE BONE AND CRIPPLED.

DEITRIUS SADA

AKA THE PRIME EXECUTIONER, AKA
SADA THE PUNISHER

RACE: NECANTHROPE

STATS:

STR 26 DEX 28 DIA 18 CONC 17 CHA 15
PHYS 27 KNOW 18 COOL 18 HITS 53
FLUX 200 SUIT FLUX 30.

ADVANTAGES:

GOOD HEARING (+5), GOOD VISION (+8), GOOD LUCK (+2), AMBIDEXTROUS.

DISADVANTAGES:

SADISM (-4), SOCIOPATH (-6), MAJOR ENEMY (THE PRECEPTOR, -10),

SKILLS:

TORTURE 18, AUTO/SUPPORT 12, DETECT 15, SWIM 9, MARTIAL ARTS 16, INTIMIDATION 13, TRACKING 13, EVALUATE OPPONENT 13, SLA INFORMATION 10, STREETWISE 8, SNEAK 15, BIOFEEDBACK 11, BLIND FIGHTING 14, FLAIL 12, WILLPOWER 14, THROW 9, CULT INFO 10, RIVAL COMPANY INFO 10, INTERVIEW 5, BLADE 1-H 14, BLADE 2-H 16, PISTOL 12, FORMULAE 16.

EBB SKILLS:

DETECT 14, GORE CANNON 19, PROTECT 18, BLAST 18, ENHANCEMENT 18, BLUE THERMAL 15, TELEKINESIS 20, HEALING 12, PROTECT 14. FOLD 17, EMOTIONAL INTRUSION 9, VOICE CONTROL 7, HIGH PAIN THRESHOLD 10,

WEAPONS AND EQUIPMENT:

ANGEL LEVEL DEATHSUIT (PV 22 HEAD 85 TORSO 175 ARMS 105 LEGS 125), GORE CANNON (SENTIENT), CLAWS (PEN 6 DMG 10 AD 4).

15:22



EBB WARDING ACTIVE

START

BRINGING SADA INTO THE GAME

"A LIVING LEGEND"

DEITRIUS SADA IS A DARK LEGEND AMONGST EBONS AND BRAINWASTERS, MANY OF WHICH HAVE GROWN UP HEARING ABOUT HIM AND HIS EXPLOITS. TO MANY, SADA HAS ASCENDED INTO SUPERSTITION TO BECOME SOMETHING FAR MORE SINISTER THAN A ROGUE NEC ON A HUNTER SHEET - HE'S THE ULTIMATE CHILDHOOD BOGEYMAN. HUMANS AND OTHER RACES WILL MOST LIKELY NOT HAVE HEARD OF HIM, BUT THE FEAR IN THE EYES AND HUSHED WHISPERS OF THOSE VERY FEW EBONS WILLING TO INVOKE HIS NAME SHOULD GIVE THEM AN IDEA OF WHAT THEY'RE DEALING WITH. LEGEND HAS IT THAT HE KNOWS WHEN HIS NAME IS SPOKEN AND OFTEN CALLS UPON THE BLASPHEMER TO CONSUME HIS/HER SOUL. EVEN IN THE MODERN WORLD OF PROGRESS, THE SQUAD TAKING THE HUNTER SHEET WILL RECEIVE NO ASSISTANCE AT ALL FROM THE EBN/BRAINWASTER COMMUNITY WHICH HAS PROVEN SURPRISINGLY SUPERSTITIOUS.

MEETING HIM PROVIDES A STRESS OF AS 4 AND PS 3 FOR THOSE WHO KNOW HIS REPUTATION, BUT EBONS/BRAINWASTERS MAY SUFFER AN ADDITIONAL +1 AS/+2 PS AT THE GM'S DISCRETION.

THE HUNT

FINDING SIGNS OF SADA WITHIN THE SEWER NEAR CS 5 IS NEARLY IMPOSSIBLE UNLESS HE IS ACTIVELY HUNTING, BUT THEY MAY FIND EVIDENCE OF HIS PASSING IN THE FORM OF DECIMATED COGNATES OR CARRIEN CLAVES. IT IS ALSO POSSIBLE THAT THE SQUAD COULD STUMBLE ACROSS HIM AS HE'S DESTROYING AN OPPONENT AND BE ABLE TO INTERVENE.

SETTING A TRAP WITH AN EBN OR BRAINWASTER IS THE SUREST WAY TO FORCE A CONFRONTATION, PARTICULARLY IF THE VICT -ER VOLUNTEER MAKES A POINT TO BLASPHEMY THE NEC'S NAME AND HOUSE SADA. IF THE NECANTHROPE BECOMES AWARE OF THIS, HE WILL RESPOND IMMEDIATELY AND ENGAGE THE SQUAD BY FOLDING BEHIND THEM AND USING HIS RAIN OF BLOWS AND THE WEEPING LASH. ALTERNATELY, HE MAY FOLD IN NEAR A SQUAD MEMBER (PROBABLY THE EBN PLAYING BAIT), ENSNARE HIM WITH THE LASH, AND THEN FOLD AWAY TO HIS LAIR WITHIN SEWER LEVEL 9. WANTING TO PUNISH THE SQUAD FOR THEIR INSOLENCE, HE WON'T LET THIS ATTACK GO. AT THE GM'S DISCRETION, SADA WILL EITHER EXTRACT THE SQUAD'S IDENTITIES FROM THE VICTIM AND BEGIN HUNTING THEM OR LEAVE A FORMAL CHALLENGE (A TRADITIONAL HOUSE SADA "PURGE CERTIFICATE") ON THE GROUND WITH DIRECTIONS TO ANOTHER AREA MORE FAVOURABLE TO HIM THAT IS DEEP WITHIN DOWNTOWN. EITHER WAY, THE SQUAD HAS BECOME PREY AND SADA WILL SEEK TO HUNT EACH OF THEM DOWN AND PUNISH THEM AS HE ONCE DID AS PRIME EXECUTIONER.





GM NOTES:

THE CHI'EN BLOOD CULT IS VERY DANGEROUS. RAIK IS MONSTROUS, AND THAT'S THE WAY IT SHOULD BE; HE'S A VEHICLE TO DEMONSTRATE WHAT THE CULT IS CAPABLE OF, NOT SOMEONE TO STICK UP AS AN END-OF-SESSION ENCOUNTER (AND IF YOU THINK HE'S BAD, YOU SHOULD MEET ROT SOME TIME, EVEN LOCKED IN HIS GLASS PILLAR IN BETHLYHEM ASLUM...) ALMOST ANYONE JUST STUMBLING INTO HIM AND HAVING A GO IS LOOKING TO BE SLAUGHTERED. THIS BLOKE TAKES DOWN NECANTHROPES, FOR GOD'S SAKE. DON'T USE HIM AS SOME SORT OF RANDOM THREAT MOOK. HE CAN BE DEFEATED - BUT IT TAKES PLANNING, INSIDE INFORMATION ON HOW TO MAKE HIM WEAK, LOTS OF BACK-UP, MAYBE SPECIAL TALISMANS... IE, A FAIRLY HEFTY STORY ARC. IF YOU WANT A GENERAL BLOOD CULT PRIEST, SLASH RAIK'S STATS, GIVE THE BLOKE ONE OR TWO BLOOD CULT ABILITIES, AND TONE IT ALL CAREFULLY TO YOUR GROUP'S LEVEL.

ELLIOT RAIK'S PRIMARY ATTACK IS THE MANIPULATION OF BLOOD, USUALLY OBTAINED FROM A RECENT VICTIM. BETWEEN COMBATS, HE ALWAYS ACTIVATES HIS FIRST BLOOD POWER, SO IT WILL ALWAYS BE ACTIVE WHEN HE IS FIRST ENCOUNTERED. HIS FIRST ACTION UNDER THREAT IS TO USE HIS BLOOD ARMOUR ABILITY, PROVIDING PROTECTION, AND ENHANCING HIS SPEED, STRENGTH AND FEROCITY. THIS ARMOUR ALSO ALLOWS RAIK TO MANIFEST BLADED WEAPONS FORMED FROM BLOOD AT WILL. HE IS ALSO CAPABLE OF TAKING CONTROL OF AN ATTACKER'S OWN BLOOD, IF HE CAN MAKE PHYSICAL CONTACT AND DRAW BLOOD - (REQUIRES A SUCCESSFUL HIT AND 1PT OF DAMAGE AFTER ARMOUR). HIS MOST HORRIFIC POWER IS FLESH WELDING, IN WHICH HE WARPS AND MELTS CORPSES OF VICTIMS INTO AN UNWHOLESOMELY STRONG ABERRATION THAT HE CAN CONTROL AND COMMAND. RAIK NORMALLY USES AT LEAST TEN CADAVERS TO PERFORM THIS ABILITY. INJURIES TEND TO AMUSE HIM. IF HE IS IN SERIOUS DANGER, HE WILL DO WHATEVER HE CAN TO GET AWAY -- USING BLOODY MESS, LEAVING FLESH WELDED CREATURES TO SLOW OPPONENTS, WHATEVER.

ELLIOT RAIK

BISHOP OF THE SOUTH SEWERS

STATS:

STR 10* DEX 10* DIA 7 CONC 8* CHA 9
PHYS 10* KNOW 8 COOL 9* HITS 20*
ENERGY POINTS 200

*DENOTES AN ATTRIBUTE REGULARLY ENHANCED BY CHARACTER'S BLOOD MANIPULATION ABILITIES.

ADVANTAGES:

RESISTANCE TO EBB EFFECTS (CONC ROLL AT -EBB POWER RANK: SUCCESS NEGATES EFFECT), PAIN FETISH (WOUND PENALTY IS INSTEAD APPLIED AS A BONUS). [NEITHER OF THESE ADVANTAGES ARE AVAILABLE OUTSIDE THE BLOOD CULT, OBVIOUSLY]

DISADVANTAGES:

SOCIOPATH (-7), GENERAL POOR HYGIENE (-4)

SKILLS:

BLADE 1-H 9, BLADE 2-H 6, FLAIL 7, AXE 6. UNARMED COMBAT 5. PISTOL 2, DETECT 9, STREETWISE 8, INTIMIDATE 9, HIDE 7, TORTURE 8, TRACK 4, MEDICAL 3, LEADERSHIP 6, CULT INFO (CHI'EN) 10, WILLPOWER 10, BIOFEEDBACK 6

RAIK'S EQUIPMENT:

RAIK NORMALLY ONLY CARRIES A SIMPLE KNIFE USED FOR UTILITY PURPOSES.

NOTES:

RAIK IS CURRENTLY BASED WITHIN AN ABANDONED SEWER RELAY NEXUS UNDER LEVEL 8 OF MILTON SECTOR. IT IS MORE THAN FORTY LEVELS DEEP (PROVIDING LAIRS FOR ALL SORTS OF HORRORS) AND FEEDS TO CS 3. IT IS A MASSIVE STRUCTURE COMPRISED OF A WEB OF CRAMPED TIERS AND RUSTED WALKWAYS, BUILT OVER DEEP CYCLING VATS FILLED WITH FLOWING SEWAGE AT THE VERY BOTTOM. THE AREA IS LOOSELY PROTECTED BY A SMALL NUMBER OF SIMPLE TRAPS, BUT THE UNSTABLE WALKWAYS AND RUSTED SUPPORTS POSE MORE OF A THREAT TO SOMEONE IN HEAVY ARMOUR. THERE ARE APPROXIMATELY 80 CHI'EN CULTISTS OF VARIOUS SKILL LEVELS LIVING HERE AND THEY WILL MOBILIZE WITHIN MINUTES OF AN ALARM BEING SOUNDED. STEALTH IS THE BEST ENTRY METHOD TO GET TO RAIK, AND THE FIGHTING WILL BE IN CLOSE QUARTERS.

CHI'EN CULTIST

STR 10 DEX 11 DIA 6 CONC 11 CHA 4
PHYS 11 KNOW 9 COOL 12 HITS 21

ADVANTAGES:

HIGH PAIN THRESHOLD, MILD RESISTANCE TO EBB MENTAL ATTACKS (1/2 EFFECT OR DAMAGE, +2 TO SAVE AGAINST COMMUNICATION OR SENSES USAGE).

DISADVANTAGES:

PSYCHOSIS 7, SOCIOPATH 5, DELUSIONAL 3.

SKILLS:

BLADE 1-H 6, BLADE 2-H 7, AXE 5, PISTOL 4, AUTO/SUPPORT 4, DETECT 4, TORTURE 5, CULT INFO 3, WILLPOWER 6, INTIMIDATE 4, STREETWISE 6.

EQUIPMENT:

KNIVES, MELEE WEAPONS, VARIOUS FIREARMS.

NOTES:

ANY MEMBER OF THE CHI'EN BLOOD CULT MUST BE APPROACHED WITH EXTREME CAUTION DUE TO THEIR FANATICAL MINDSET, UNUSUAL ABILITIES, AND THE CONSIDERABLE THREAT THEY PRESENT. ANY SQUAD ENCOUNTERING THESE INDIVIDUALS MUST SUBMIT TO AN INTERVIEW AND QUARANTINE BY INTERNAL AFFAIRS.

BLOOD MAGIC NOTES

WHILE ANY CULTIST IN THE WORLD OF PROGRESS CAN REPRESENT A SIGNIFICANT THREAT, RAIK'S UNWORLDLY ABILITY TO MANIPULATE THE BLOOD OF HIS VICTIMS MAKES HIM FAR WORSE. THE FOLLOWING ABILITIES REPRESENT THE CORE OF THE BLOOD CULT POWERS, BUT THEY ARE NOT EXHAUSTIVE. WITNESSING ANY OF THESE ABILITIES IN ACTION REQUIRES AN APPROPRIATE STRESS ROLL AS LISTED BELOW.

THESE EFFECTS ARE HIGHLY PECULIAR, FRIGHTENING AND HORRIFIC -- EVEN TO EBB USERS -- AND THE GM IS ADVISED TO APPROACH THEM WITH THE PROPER EMPHASIS ON HORROR. IT IS LIKELY THAT THE CHARACTERS WILL NEVER HAVE EVEN HEARD OF ANYTHING LIKE THIS BEFORE, AND WILL BEAR DEEP MENTAL SCARS FROM THE ENCOUNTER IF THEY SURVIVE. PLAY UP THE VISUAL ASPECTS.

BLOOD CULT RITUALS REQUIRE ALL OF RAIK'S ACTIONS TO CARRY OUT, BUT ATTACKS, WOUNDS &C DO NOT DISTRACT HIM OR SPOIL THE RITUAL. MOST OF THEM INVOLVE RAIK CUTTING SPECIAL DESIGNS INTO HIS OWN FLESH, AND/OR CHANTING STRANGE, GUTTURAL PRAYERS.

CHI'EN BLOOD MAGIC

HARVEST SUFFERING

COST: FREE

RITUAL LENGTH: N/A (CONSTANT)

STRESS: AS 3 PS 3

THIS ABILITY ALLOWS RAIK TO CHANNEL BLOODSHED AND PAIN INTO ENERGY FOR ATTACKS. ANY POOLS AND SPATTERS OF BLOOD AND OTHER BITS OF GORE IN THE AREA ANIMATE AND FLOW BUBBLINGLY TOWARDS HIM, SLIDING QUICKLY UP HIS BOOTS AND UNDERNEATH HIS JEANS. THIS PROVIDES HIM WITH 1 POINT OF ENERGY FOR EVERY 3 POINTS OF DAMAGE INFLICTED WITHIN TEN FEET OF HIM, UP TO FIVE MINUTES EARLIER. HE ALSO GAINS 1 POINT OF ENERGY FOR EACH POINT OF DAMAGE HE PERSONALLY TAKES. THERE IS NO UPPER LIMIT TO HOW MUCH HE CAN HARVEST, ALTHOUGH THE POINTS ARE LOST WITHIN 12 HOURS IF NOT SPENT. RAIK HABITUALLY ENSURES HE HAS AT LEAST FIVE ENERGY POINTS AVAILABLE.

FIRST BLOOD

COST: 3 ENERGY POINTS

RITUAL LENGTH: 5 MINUTES

STRESS: PS 4

THE NEXT SUCCESSFUL ATTACK MADE AGAINST RAIK PASSES THROUGH HIS BODY, WHICH RIPPLES AND STIRS AS IF IT WERE MADE OF FOG. THE ATTACK DOES NO DAMAGE.

BLOOD ARMOUR

COST: VARIABLE

RITUAL LENGTH: 1 PHASE, BUT CAN ONLY BE USED ONCE WITHIN A GIVEN SCENE.

STRESS: AS 5

BLOOD WELLS UP WITHIN RAIK'S EYES AND SWIFTLY POURS DOWN HIS CHEEKS AND THEN FLOWS OUT OVER HIS BODY, COATING HIM IN A THICK, GLISTENING SHEEN OF GORE, AND OBSCURING HIM COMPLETELY. THIS BLOOD WHISPERS AND RUSTLES AS RAIK MOVES, AND ANYONE CLOSE BY WILL BE DIMLY AWARE OF THE SOUNDS OF TORTURED SCREAMS, INSANE GIBBERING AND DAMNED MOANS COMING FROM IT. THE BLOOD ABSORBS DAMAGE -- UNLIKE ARMOUR, IT EFFECTIVELY FUNCTIONS AS RAIK'S BODY, SOAKING UP ATTACKS. FOR EVERY ENERGY POINT RAIK SPENDS, THE ARMOUR WILL ABSORB FIVE POINTS OF DAMAGE AND ADD 0.2 TO HIS RUNNING SPEED. POINTS USED BY RAIK IN THIS MANNER CANNOT BE REGAINED FOR TWELVE HOURS.

CHI'EN BLOOD MAGIC

BLOOD WEAPON

COST: VARIABLE, BUT HAS TO BE PAID EVERY ROUND

RITUAL LENGTH: CAN BE USED FREELY WHILE BLOOD ARMOUR IS ACTIVE, THE WEAPON GROWING OVER 1 PHASE.

STRESS: AS 1

RAIK CAN ALSO USE HIS STORED ENERGY OFFENSIVELY, CREATING WEAPONS AND APPENDAGES SIMILAR TO THAT OF A VEVAPHON, BUT WITH FAR MORE POWER. THESE WEAPONS AUTOMATICALLY PENETRATE ARMOUR, SPLASHING THROUGH JOINTS AND BUBBLING THROUGH LAMINATE TO TEAR AT TARGETS. THE WEAPONS EXTRUDE FROM THE BLOOD ARMOUR. A ONE-HANDED WEAPON (DAM 4 AD 2) CAN BE CREATED BY SPENDING ONE POINT OF ENERGY AND A TWO-HANDED WEAPON (DAM 10 AD 3) WILL COST THREE POINTS. ADDITIONAL EFFECTS ARE AVAILABLE FOR AN ADDITIONAL COST, EXAMPLES INCLUDING: OSCILLATION (+2 DAM +4 AD, COST +2PTS), FLESH FRICTION (+5 DAM, COST +4 PTS), AND DRAIN (SUCKS BLOOD OUT OF THE VICTIM -- SAME EFFECT AS ADDING AN EXTRA FOUR WOUNDS PER HIT, COST +2PTS).

BLOOD CONTROL

COST: 5 POINTS

RITUAL LENGTH: 1 PHASE

STRESS: AS 2, PS 4 FOR OBSERVERS; AS 9 FOR VICTIM

UPON SUCCESSFULLY WOUNDING A TARGET, RAIK CAN ATTEMPT TO TAKE CONTROL OF THE VICTIM'S BODY THROUGH FORCE OF WILL. ON A SUCCESSFUL ROLL OF HIS CONC (+ ANY EXTRA ENERGY POINTS SPENT, - CONC OF THE TARGET) VS. A TARGET OF 11, HE CAN USE THE VICTIM'S BODY AS IF IT WERE A CRUDE PUPPET, ALTHOUGH HE HAS TO MAINTAIN CONCENTRATION. ANY ATTACKS MADE BY RAIK IN THIS MANNER ARE AT A -2, AND USE HIS SKILL LEVELS. HE MUST SPEND A MINIMUM OF 1 POINT OF ENERGY (OR 5 POINTS OF THE CONTROLLED VICTIM'S HITS) PER PHASE TO EXERCISE THIS ABILITY.

BLOODY MESS

COST: 10 POINTS

RITUAL LENGTH: 1 PHASE

STRESS: 6 AS

A MEANS OF ESCAPE, THIS ABILITY ALLOWS RAIK TO SIMPLY DISSOLVE SLOWLY INTO A POOL OF BOILING BLOOD. IT STARTS AS SPECKS OF BLOOD LEAKING OUT OF HIS PORES, BUT THIS QUICKLY ACCELERATES TO FULL ON HAEMORRHAGE, AND THEN HE SEEMS TO SAG INWARDS, COLLAPSE IN ON HIMSELF, AND DISSOLVE. IT'S A VERY DISTRESSING SIGHT. THIS POOL IS MOBILE, AND CAN SLIDE AT A REASONABLE JOGGING SPEED. IT CAN SLIP THROUGH CRACKS WITHOUT BLINKING, SQUIRT THROUGH PIPES, AND EVEN SEEP THROUGH SOLID STONE. THE ONLY MATERIAL IT CANNOT PASS THROUGH IS GLASS. TO KILL RAIK IN THIS FORM, ALL OF THE BLOOD WOULD NEED TO BE DESTROYED - HE CAN RECONSTITUTE HIMSELF FROM EVEN A SMALL PORTION, ALTHOUGH IT GENERALLY TAKES HIM SEVERAL HOURS TO PULL HIMSELF BACK TOGETHER, SO TO SPEAK.

REGENERATION

COST: VARIABLE

RITUAL LENGTH: INSTANT

STRESS: AS 2

RAIK MAY USE ENERGY TO INSTANTLY HEAL ANY INJURY THAT HE RECEIVES ON A ONE ENERGY POINT FOR TWO HITS BASIS, THE DAMAGE IS CAUSED, BUT INSTANTLY HEALED, IF RAIK IS RENDERED UNCONSCIOUS OR DEAD BY THE HIT, HE WILL BE UNABLE TO USE THIS ABILITY TILL CONSCIOUSNESS HAS RETURNED.

CHI'EN BLOOD MAGIC

ENHANCE ATTRIBUTES

COST: VARIABLE

RITUAL LENGTH: 2 PHASES

STRESS: 0

RAIK CAN ENHANCE HIS STATISTICS BY USING THE ENERGY HE HAS STORED, ALTHOUGH THERE ARE NO OUTWARD SIGNS OF HIS INCREASED PROWESS. FOR EACH POINT HE SPENDS, CAN ADD 1 POINT TO HIS STR, DEX, CONC, PHYS OR COOL, OR 3 POINTS TO HIS HITS. THIS INCREASE LASTS FOR SEVERAL HOURS. RAIK GENERALLY KEEPS HIS STATS ENHANCED BETWEEN 12 AND 15, AND HIS HITS AROUND 50 OR 60.

CREATE BLOOD DEMON

COST: 8 ENERGY POINTS

RITUAL LENGTH: FOUR HOURS

STRESS: 2 AS, +4 PS IF YOU KNEW THE VICTIM

IF RAIK DOES NOT WISH TO SIMPLY HARVEST A VICTIM'S BLOOD FOR ENERGY, HE CAN OPEN THE CORPSE FOR USE AS A VESSEL BODY FOR AN ENTITY FROM WHITE EARTH BY SPENDING 8 ENERGY POINTS. THE INCORPOREAL CREATURE ONLY HAS ACCESS TO THE VICTIM'S BASIC MEMORIES -- NAMES OF FRIENDS, WHAT JUST HAPPENED, COMBAT ABILITIES -- BUT NOT ANY ADVANCED SKILLS OR SECRETS. ITS STAY IN THE BODY IS USUALLY SHORT LIVED BECAUSE IT IS UNFAMILIAR WITH THE FORM'S TOLERANCES AND TENDS TO DESTROY IT THROUGH NORMAL ACTIVITY. IF CAREFUL OR EXPERIENCED, THE ETHEREAL CAN REMAIN IN THE BODY UNTIL IT FULLY DECAYS; IT MAY ALSO BE ABLE TO DELAY THE DETERIORATION AND MAINTAIN THE BODY FOR LONGER PERIODS. IT MAY KNOW ONE OR TWO BLOOD MAGIC POWERS. THE DEMON WILL BE WELL-DISPOSED TOWARDS RAIK, BUT WILL NOT OBEY HIM PARTICULARLY; ITS MAIN CONCERN WILL BE TO DESTROY ALL OF SLAYER'S MINIONS AS QUICKLY AS POSSIBLE BEFORE BEING DISPATCHED.

STR 12 DEX 18 DIA 8 CONC 11 CHA 4
PHYS 15 KNOW 10 COOL 14 HITS 27

BLOOD DEMONS STRIKE WITH BLOOD WEAPONS (AS PER THE ABOVE ABILITY) TWICE PER ROUND WITH AN EFFECTIVE SKILL OF 5

FLESH WELDING

COST: 8 ENERGY POINTS PER VICTIM

RITUAL LENGTH: FIVE MINUTES OR SO

STRESS: AS 6 TO SEE JUST THE RESULT; AS 10 TO WATCH THE RITUAL

THE MOST HORRIFYING ABILITY THAT RAIK HAS DEMONSTRATED IS THE ABILITY TO COMBINE LIMBS, HEADS AND OTHER PIECES OF RECENTLY KILLED OR DYING BODIES INTO AN ABHORRENT COMBAT MONSTROSITY THAT IS UNDER HIS CONTROL. THE MERE SIGHT OF ONE OF THESE ABERRATIONS -- A GROTESQUE JUMBLE OF OBVIOUSLY-DEAD CHUNKS AND PIECES, DRIPPING WITH BLOOD, ROLLING AROUND MOANING AND HOWLING -- IS ENOUGH TO SHAKE ONE'S SANITY (AS 6) BUT THE "WELDING" RITUAL IS ENOUGH TO DESTROY THE FRAGILE MIND OF A WITNESS (AS 9). THIS COSTS RAIK 8 POINTS OF ENERGY PER VICTIM AND TAKES APPROXIMATELY FIVE MINUTES. THE CREATURE HAS THE FOLLOWING ATTRIBUTES, BASED UPON THE NUMBER OF VICTIMS WELDED:

STR +8/VICTIM DEX +4/VICTIM HITS +10/VICTIM

ATTACKS:

UNARMED FLAILING: KILL LEVEL 5 (AS PER HUMAN UNARMED COMBAT, DAMAGE BONUS CALCULATED NORMALLY). A SUCCESSFUL HIT HAS A STRESS VALUE OF PS 2, AS THE VICTIM CAN FEEL THE MONSTROSITY TRYING TO SUCK IT IN.

ENGULF: ON FIVE CONSECUTIVE HITS OR ONE SUCCESSFUL GRAPPLE, A VICTIM IS PULLED INTO THE CREATURE AND ADDED TO ITS MASS (AS 10 IF THIS HAPPENS TO A FRIEND). THE VICTIM IS COMPLETELY DESTROYED IF NOT EXTRICATED IN ONE TURN.

THREAT ANALYSIS >>THE KRELL<<

In 905 SD, the weekly report from the Industrial/War World Xaime to SLA Industries caused quite a stir at Head Office. It was reported that 'unidentified opponents' had laid siege to the Northern Sector, effectively wiping out all ten military outposts and leaving only a handful of survivors who were able to relay information back to Mort.

When asked by Cloak Division what had attacked them, the escapees were at a loss to describe the threat. Several likened the attackers to Stormers, others who had done tours in the Cannibal Sectors of Mort suggested they were Sector Mutants sophisticated enough to use firearms. Another prominent fact was that the 'creatures' used laser weaponry, which was practically unheard of, even on the War Worlds.

The upper echelons at Head Office knew who the invaders were. It wasn't surprising that the surviving militia could not identify the threat; it was an ancient alien race that had been extinct for almost a thousand years. Yet the Krell had returned to the World of Progress, returned to their home world- Xaime, and had began to force out all unwanted occupants.

A hundred years before SLA Industries established the World of Progress, Intruder subjected himself to the Deathwake device in order to create the Stormers. His memories and nightmares of the Conflict Age would conjure and shape the biogenetic host, and his darkest thoughts were of the Krell, an ugly brutal race that seemed to epitomize the bloody nature of the times. When the 313 Malice was created, one could not help but see the resemblance between the alien and the Stormer.

Before the fall of the Conflict races, the Krell had overthrown numerous civilizations and star systems. While they could not match the might and technological advancements of other warring factions, the Krell's sheer numbers and relentless savagery could overpower most adversaries.

The Krell soldier, (or 'WarPig' as they were once nicknamed) stood approx six feet tall. He had shriveled, leathery skin that was as black and shiny as an oil slick. The fiery insane eyes practically shone, darting left and right, strained with frenzy till they bulged from their sockets. His oversized tusk-like teeth spilled from his jaws and he drooled constantly, but the most terrifying memory that would stay with all who met the Krell was the earsplitting screech they made as they went into battle.

What made the Krell such terrifying opponents were their incredible powers of regeneration, they would heal wounds almost as quickly as they were inflicted. Yet, for all their rabid warmongering it seemed impossible that such an animalistic race could ever get organized, let alone come as far as they had.

The power behind the Krell was the females of their race, whom lacked the lust for war and had busied themselves with more cerebral matters- such as the total domination of the Known Universe.

The female Krell (or Krella) were vastly more intelligent than the males and took control of the armies, manufacture of weapons and the complexities of space travel. Krella were no less vicious than the men, only theirs was a lust for power. They would abuse every aspect of their species, the male's inherent madness would be utilized in war and the WarPig's were encouraged to rape female opponents. The Krell's sperm had a high risk of mutating the host egg. The hybrid offspring of such an encounter would often be used as a slave race, or if the results had potential they would be used as shock troops.

MORE>>



"The Conflict Age, over a thousand years ago now, yet the images still seem as clear as though it were yesterday. In those countless years the Kilneck fought alien races so uncompromisingly cruel, it were as if they'd been conjured from some dark fairy tale. The Heracleum, The Root Dogs, the Darol Ragen were among the worst. But for sheer ferocity, and the desire for ceaseless bloodlust the Krell were unrivalled."

Intruder's War Diaries, 760 SD.

KRELL STATS

STR: 10 **DEX:** 10 **DIA:** 5 **CONC:** 5
CHA: 0 **COOL:** 10 **PHYS:** 10
KNOW: 5 **HIT POINTS:** 20
Head: 6 **Torso:** 20 **Arms:** 10 **Legs:** 10

MoveRate

Walk: 1 **Run:** 2 **Sprint:** 3

Skills:

Auto/Support - 5, Blade 1H - 3, Climb - 4,
 Detect - 5, Drive Military - 4, Extreme
 Violence - 5, Intimidate - 8, Pistol - 8,
 Rifle - 8, Running - 5, SLA Info - 5

Disadvantages:

Psychopathy Rank 10
 Major Enemy (SLA Industries) 10

Krell Regeneration

The Krell WarPig can regenerate 5 hit points/wounds every three phases. When the Krell's hit points reach zero he will die, however, he will regenerate and regain consciousness if he has not gone below half his hit points after zero.

S.L.A.
INDUSTRIES

ref/data:46586799709745///456.c
 subject code: 768679755454234235 - classed e79007565
 issue cord: 234256409

SUBJECT DATA: 5413284ar.//123548d

SPECIES: KRELL

Restricted Access:

THREAT ANALYSIS

ARMOR DATA

Surveillance reports have stated that Krellish armor has been upgraded since the Conflict Wars. It is possible the Krell are now using some form of ablative compound to reduce the danger of their own weapons being used against them.

Krell saliva contains a deadly virus known as 'The Laughing Death'. Beware of spit attacks.



POWERCELL
FEEDBACK

WEAPON DATA

This weapon is a Krellish Auto-Laser. It is the standard firearm of the Krell WarPigs. The Auto-Laser is a highly prized weapon on the verges of the World of Progress as it combines subsonic sound and a high G and is not prone to breakdown.



ref:56679-37960-675
**VIRAL
RESOURCE**

subject cord: The Laughing Death
 contact: Dept of Toxicology///679784335

vs./ _____
 6gtd./ _____
 r.t./ _____

LAST KNOWN LOCATION:

- Industrial/War World - 'Xaime' (W.O.P verges)
- Density Rating: 5a
- Cultural Manipulation: (Classed- Sci 4+)



15:22 EBB WARDING ACTIVE

START

THREAT ANALYSIS >>THE KRELL<<

<<BACK

A Krell invasion was not simply limited to the attacking WarPigs; the saliva of the Krell contained a deadly virus known as 'The Laughing Death'. This disease was highly contagious and the Krell would infect their prey by spraying their spit at them or biting them since the virus had the most potency when transferred to the bloodstream.

The infected victim would gradually be thrown into an irrepressible rage, attacking anyone not affected with the virus. The disease would cause the carrier to laugh uncontrollably, foam at the mouth and claw furiously at self inflicted wounds, inanimate objects and hallucinatory images. The final stages of illness left the victim physically ravaged, and most victims would die from blood loss as it gushed from their mouths, they would literally laugh themselves to death.

The Laughing Death proved a worthy ally in their planetary invasions, if the WarPigs didn't kill or rape you, the virus in their saliva certainly would...

SLA Authorities have taken the Krell threat very seriously, putting Cloak Division on high alert. As soon as the video footage was verified as Krell invaders, Head Office sent four battalions from the Black Chapter to eradicate the Conflict Aliens.

Internal Affairs have commissioned numerous operative teams to Xaime and several of the surrounding backwater planets to investigate their sudden arrival and to confirm that no Krell escaped the Black Chapter sweep of the home world.

THE LAUGHING DEATH

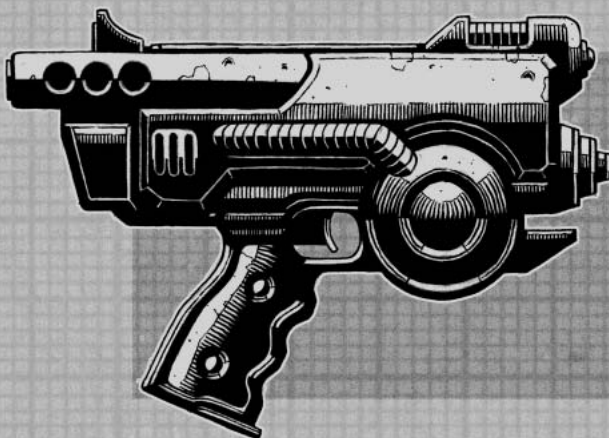
The Laughing Death is a highly contagious virus carried in the saliva of the alien race - the Krell. No other known species has been known to carry it without suffering the symptoms. The disease can infect the host by contacting bare skin or entering the blood stream. The first stage occurs immediately with the host bursting into a fit of uncontrollable laughter (the victim is unable to execute any coherent task).

The second stage occurs in approx five phases resulting in psychopathic fits, and foaming at the mouth. The infected host will attack any healthy targets in an attempt to either physically harm them or infect them with the Laughing Death.

The victim will remain in this state for a number of days equal to half his/her PHYS (rounding down).

The third and final stage begins with the infected host bleeding in the throat and mouth. Without medical attention the victim will laugh himself to death, losing one wound per phase till he reaches zero hits and dies.

Vector: Krell Saliva. **Stage:** Exposure **Infect:** -7 **Treat:** Heal 13
Effects: Psychopathy Rank 10 in 5 phases, death through blood loss after no. of days equal to half PHYS. One wound per phase after final day.



Krell Equipment

Krellish AutoLaser

Size: R **Clip:** 300 **Cal: /**
ROF: 10/5 **Recoil: /**
Range: 50m **Weight:** 3kg

Laser bolt (Single Blast)

DMG: 8 **PEN:** 8 **AD:** 2

The Krell AutoLaser is the standard firearm of the WarPigs. It cannot be bought on the Black Market but may be acquired from dead Krell if completing a BPN on Xaime.

Krellish Ablative Armor

PV: 8 **Head:** 20 **Torso:** 40
Arms: 25 **Legs:** 30

(half AD from Laser Weaponry)

A Tide of Darkness

S·L·A
INDUSTRIES

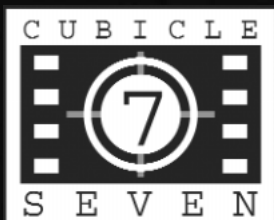
A Realm without Light

The Failure of SLA Industries

Outside the walls of Mort city is an environment that nothing should be able to survive in and yet it does. From the cannibals and carrien, to the manchine and the scavs, some of the greatest threats to SLA industries lie just outside the city's perimeter.

The latest book for SLA industries covers all the things that operatives are likely to find within CS1, the most dangerous of all the cannibal sectors. This book has a full listing of new training packages, new hazards, listings of all the creatures in the sector, new rules and errata, and optional rules for playing lower level campaigns as well as guides to how to best capture the atmosphere of SLA industries.

**Cannibal Sector 1 -
available now!**



www.cubicle7.co.uk

PASS

S·L·A
INDUSTRIES

Enforcer McCormick
Status: Critical
Operational Budget Exceeded
Abort
Issue Hunter Sheet
Target: Deitrius Sada



MONITORING CUBICLE #7



IT'S A FRICKIN NECANTHROPE+++ (UNIDENTIFIABLE SOUNDS)+++ OH MY GOD IT'S GOT MCCORMICK. ABORT ABORT. NO GET BACK AAAAGH(sp?)+++ (UNIDENTIFIABLE)

+++++ OPEN TRANSMISSION +++++
+

THIS CORPORATE DOCUMENT IS TO BE
ASSIGNED TO SANCTIONED OPERATIVES
WITH THE REQUIRED INVESTIGATIVE AND
COMBAT SKILLS. PLEASE FIND ENCLOSED
20 HUNTERSHEETS TO BE DISTRIBUTED
ACCORDINGLY. ALL 20 SUBVERSIVES
ARE TO BE EXTERMINATED WITH
EXTREME PREJUDICE, AND THEIR
REMAINS RETURNED TO SLA HEAD
OFFICE FOR IDENTIFICATION BEFORE
ANY PAYMENTS ARE ISSUED.

+++++
"WE MUST LEAD BY EXAMPLE, MAKE
THE TARGETS SUFFER BEFORE THEY DIE."
- MR SLAYER

+++++
+++++ END TRANSMISSION +++++
+

ISBN 978-0-9555423-1-2



HOSTILE: 1 FRIENDLY: 1 UNKNOWN: 0

Enforcer
K McCormick
SCL 4B ID-450/JF2K4



PS 07 BLA046M
BB 03 0004
KS 00 GA9442
0017
DRUGS LOW AMMO LOW