

Hunter Sheets

ISSUE TWO





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Hunter Sheets Issue Two

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SCL: (D.NOTICE/D.NOTICE)

ref code:: //6769r76456476578763321224ra.7098-ac..09



Erebus (War World) - 15 /01/ 908sd.

Subject strand: KKJCGHFY////567575GGDW232ERT//.- (SLA/43Q87)

Relaying Message from Operative SCL 2.z
'Intruder' to Codename: 'Tide'.

We never wanted this day to arrive, but I'm afraid it's here. I can now authenticate that the assailants that attacked our forces here on Erebus are indeed Groshak in nature and design. I was half hoping that the Herd might be specimens left over from the Brevis Campaign, and that the Krell had deposited them here while en-route to Xaime, but it's just not possible. Besides, based on Rannoch's testimony and the rape bomb attacks, this could only be the work of the Root Dogs.

Nothing else was found, just the Herd corpses. I didn't find any Darol Ragen or even Vada Hinn. This has to be a warning shot, Slayer. Erebus has been a blasted out husk for more than 175 years and there's nothing here that's worth pillaging. Not for the Root Dogs anyway.

I'm going to fill out the necessary Extermination Warrants, but I urge you to send a detachment from Cloak Division as a clean up squad in the event that there's something I may have missed. I'm booking a fold ship to Nena 5a; it's the next Industrial System along from Erebus. Threat Analysis will tell you that they're heading south to Lucia 8b, but they're wrong. The Grosh want our attention, and now they've got it they're going to hit the most densely populated worlds within their reach.

Bitterness is behind this. I can't prove it yet, but he's involved somehow. It doesn't seem possible that the Root Dogs would ally themselves with White Earth, but their Birthing Ships broke through into SLA space without us even noticing; just like the Krell.

We need to face facts. Cloak Division has just about had its day. The Erebus Invasion was openly, openly discussed on Channel Resistance airwaves, and now they're looking into Akheterop Settep. Things are starting to slip, Slayer.

The truth is coming out, and far too rapidly. It's only a matter of time before I20 is found.

It's time to initiate Codename: Whistling Bridge.

Message Terminating 4 ... 3 ... 2 ... 1 ...

Message Received and filed. 15 /01/ 908sd.



I BAD BLOOD

"Yeah, great. Thanks. SLA finally gets its ass in gear and sorts out a HunterSheet for our resident axe-wielder – DangerDog. The neighbourhood is like, yeah baby, at last! Then this Death Squad pulls up in one of those new APCs and muscles into the block. It takes them two weeks to kill the serial killer. In the intervening time they take over a brothel, kill the boss pimp and two of his girls who 'got mouthy', then beat down a local gang and set them up as a protection racket in our block!"

Now the residents have to pay out ten unis a week to these kids or they snap our legs! I never thought I'd miss a serial killer..."

Jim Wilson (Unemployed) Midas Block.

Huntersheets are still a relatively new concept within SLA Industries, and with its instant successes come all its inherent excesses. As a result the company is still at pains to 'iron out' all the errors and misuses that come from such a lucrative business as the HunterSheet.

It has become the most popular choice among Contract Killers and Contract Hunters alike, since in many cases the Sheet requires very little investigation and quite often very little trouble either.

Therefore, it is not surprising that Death Squad Ops have proved the most worthy candidates for such missions. Unfortunately, when these specialist Operatives group together to form actual Death Squads they can be more of a menace than the original threat itself. There is the tendency to abuse the parameters and quotas set down by the Sheet; squads literally disappear for months at a time under a false premise that they are on a particularly difficult HunterSheet (having chosen a target whose base of operations is very deep into Downtown with activities that stretch over an especially wide area) only to return with heavily questionable reports on the area and quite often a corpse that isn't even the target. If they are pulled up on the task, they will invariably plead ignorance – 'well, you should have sent in an Investigation Team then, we're just grunts, aren't we?'

In the months away, the Death Squad read through Threat Analysis reports to find a particularly vulnerable area of Downtown and bully their way in – seizing small, independent businesses with no affiliations to SLA Industries, living it up and smashing up civilian property and their occupants.

The Death Squads were most common in the period of SLA history dated 85 – 110sd when the company experienced heightened unrest among civilian and political quarters. The Death Squads were sanctioned to perform pogroms and acts of mass genocide in order to restore order in the World of Progress.

Until recently, the Death Squad concept had been reduced to a form Operative training but, with the advent of the HunterSheet, combat oriented Ops are banding together to get the most out of the topline Sheets. In turn, the true Death Squads are coming back, but instead of quelling uprisings, they're causing them.

SLA's opinion on this matter is somewhat divided. While there are some who are of the attitude Death Squad activities should be halted and the perpetrators punished, there are also those who believe and maintain that if a reign of terror should descend on Downtown, it should be a SLA Industries affair. It is felt, however, that SLA has lost control of the streets and walkways and that the Shiver Units patrolling have given up Downtown to the influx of gangs, soft companies and Cognates.

Difficult times have birthed these extremist opinions, and it should be noted also that the participants of these crimes are not vigilantes or brave crusaders fighting for the honour of SLA Industries, rather the actions of the Death Squads are intently self-serving and, if left unchecked, the spontaneous acts of racketeering, theft, extortion, rape and murder can only increased.

"Well, you've got to make ends meet, haven't you? I mean, what if you're not media friendly, or actually got the smarts to track down that oh-so-elusive serial killer? What if you're only trained to blow things up or to throw your weight around?"

You do exactly that.

You go so far into the pits of Downtown that the Shivers won't even go there. You take on some totally impossible HunterSheet as your cover story, and live like a fucking king. It's all there for the taking, and believe me – SLA does not care."

Jimmy Fiend, SCL 8b, Blue Aces Squad



“Subject has demonstrated advanced mimicry of human behaviour in a variety of fields. With further training and cognitive enhancement, the probability is high that some of the Carrien race could be rehabilitated and put to productive use as low-level workers, such as cleaning and maintenance staff, cannon fodder or call centr-ACK NO NOT IN THE FACE! ARGH!”

Recording found in remains of Department of Psychology & Psychoses laboratory, 9 / 1 / 908 SD

CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..09

Seven years ago, Rover crawled out of a sewer in Lower Downtown. A Shiver patrol found him and beat him to within an inch of his life, but Rover hung on long enough to be found by researchers looking into the new ‘Advanced Carrien’ mutant strain. Rover was taken to a laboratory and ‘civilised’. He was a template for the education of other Advanced Carrien and he absorbed SLA culture and civilisation like an ugly bone-armoured sponge.

Five years ago, the research team assigned to Rover was disbanded. He was clearly ready to be released into society. The Advanced Carrien had passed all psychological tests and learned everything they could teach him. When Rover was informed of this, he broke out of his cell, slaughtered all but one of the researchers and vanished, never to be seen again.

Three years ago, Shiver units in Cannibal Sector 4 reported an unusual level of organisation among the Carrien clans there. The vermin had better equipment and weaponry, better tactics and, worst of all, vastly better communications. An Operative team would attack one clan, only to be attacked by a dozen packs acting in concert. Analysts speculated that DarkNight were supporting Carrien packs in the region.

The truth was discovered only by accident. An Operative Team was forced to take shelter in a ruined office building deep in CS4. When they entered the building, they heard a flurry of scrambling and scratching in the walls as if thousands of rats were fleeing. The building had officially been abandoned centuries ago, but the Operative team found that a dozen floors of offices were in active use. They found desk after desk of files and phones, meeting rooms, weapons caches, boardrooms and even a cafeteria. There was an active generator in the basement and a communications transmitter on the roof. Only the stench of Carrien and the ruined landscape outside distinguished these offices from any other Soft Company.

Having learned all that SLA had to teach him, Rover had created his own corporate-style organisation for Carrien. Normally, Advanced Carrien are unable to gain power in the pack structure, as they are driven out by the stronger Greater Carrien. Rover’s genius was in sidestepping that. Instead of trying to take over packs, he turned them into franchises for his company. He provided franchisees – all Advanced Carrien - with weapons, technology and training, allowing them to start their own packs. In return they gave him a cut of their stolen goods and meat. The franchise structure keeps individual packs from destroying each other. With the added co-ordination and support given by the company, packs led by Advanced Carrien have been much more successful at winning territory from Scavs and Cannibals.

Rover has even been able to expand his operations, and now trades salvage from the Cannibal Sectors for Soft Company weapons and equipment. The office block discovered by the SLA Operatives was only one district office for the company – Rover’s HQ is a closely guarded secret, and employs teams of Advanced Carrien.

Rover left one researcher, Mari Laine, alive when he escaped SLA. She has continued to research Rover’s activity in the Cannibal sector, and fears that he may be planning to ‘sell’ his ready-made Carrien army to DarkNight or another rival of SLA Industries.

**STATION ANALYSIS**

issue cord:: 697098098//.ca/90

NAME:**Rover****DESCRIPTION:****Advanced Carrien****CRIME:****Subversion****DEPARTMENT CONTACT:****Dept Press and Publicity****BOUNTY:****350c****I CRIMINAL PROFILE**

ref code:: //6769r76456476578763321224ra.7098-ac.09

With the exception of his attire, Rover is an unremarkable, average-sized Advanced Carrien with the characteristic yellowish grey skin and bright yellow eyes. He wears a communications headset and monacle computer interface, and is constantly chattering on the phone. During his time with SLA Industries, Rover was trained in the use of body armour and heavy weapons, but he is now believed to favour business suits - four fashionably dressed SLA executives have been attacked and stripped naked by Carrien in the last year.

I LAST KNOWN LOCATION

Rover's base of operations is in the northern quadrant of Cannibal Sector 4. Operatives encountering Carrien clones with an unusually high level of organisation are to report their locations should they survive, in the hopes of locating the heart of Rover's company. A current map will be made available on accepting the mission showing landmarks and clones as reported by recent Squads that have taken this HunterSheet. Additional reports from previous missions can also be provided on request.

I METHOD OF ATTACK

Rover is trained in basic Kick Murder techniques and in the use of numerous firearms and weapons, especially the Gash Vibro Fist. Still, Rover on his own should pose little danger to a full Operative squad or experienced Contract Killer. However, the chances of encountering Rover solo is remote - he is believed to be protected by a pack of heavily armed Greater Carrien at all times. These Carrien Guard have been trained by Rover himself and should not be underestimated in terms of their capabilities or hardware.

I OTHER COMMENTS

Rover is not to be terminated without direct approval from the Department of Subversion. Up until now, Carrien pack organisation collapsed when the Carrien alpha died. This meant that strong Carrien alliances lasted only as long as the leader survived. Dr. Laine theorises that the company built by Rover has enough structure to survive the death of its 'alpha', which would be an alarming change in Carrien behaviour. To avoid this, Rover must be terminated in such a way that it will cause his franchise managers to turn on each other.

“That ain’t no pig any more than I’m a fucking Shaktar! You think I’m making this shit up but no way. Go see for yourself. All spikes and scales and glowing eyes he is. Only reason I’m still here is I was washed through a sewer drain hole after that bastard bit my leg off.”

Stumpy, Human downtowner and habitual drug user.

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..09

The carnivorous pig named by locals as Grunt, has been haunting the sewers around upper downtown for approximately two months. His extermination has been issued for murder and destruction of SLA property.

First reports were of a crazed pig running amok feeding on the bodies left behind after the televising of Gorezone 46. He initially disappeared into the sewers and was not seen for a week. It was assumed that no more would be seen of him. Now, with what appears to be a taste for human meat, Grunt has been making regular forays out of the sewers and into the lower levels of downtown killing civilians. Evidence of Grunt’s attacks are characterized more by the lack of remains than actual bodies, limbs are removed and eaten by Grunt. Often only the head and abdominal organs remain; the exception is the liver which is invariably eaten.

Initially, the victims were ‘junkies’ but he has recently caused chaos in two downtown apartments with excessive damage to property and significant loss of life. The current theory on Grunt is that he ingested a significant amount of unmetabolised drugs when he fed on the remains of the Ops, Props and Contract Killers appearing at Gorezone 46. Through this ingestion, it is believed he has developed a certain degree of addiction and has begun searching the sewers looking for his next ‘fix’. This has now extended into the streets of Downtown where, if reports are correct, he now attacks every 48 hours or so.

Whether it is his extremely sensitive sense of smell or some other animal instinct, Grunt seems aware of any drugs, particularly combat drugs, in a person’s system. He appears to target any users of such drugs and is able to identify them from some distance. This explains why he has killed a larger number of habitual drug users than any other victim type. At last known count, over 30 Downtown civilians with drug habits have been killed and partially eaten by Grunt and of the 9 Ops he has killed, 6 were Frothers. Eye witness accounts of these attacks suggest that Grunt appeared to single out the drug users, ignoring closer civilians. In another report, Grunt attacked the vehicle of a local drug dealer. After Grunt smashed his way into the car, the dealer and driver fled. Grunt did not pursue them but when the dealer later returned to his car, his drugs had gone. He assumed they had been stolen by kids in the local gang.

Of more concern is the possibility that Grunt may now have an addiction to Shatter. At least one of his victims was known to have used the drug and SLA is currently investigating rumours of a Mesha unit in Sector 23. If Grunt has indeed developed an addiction to Shatter, his attacks are likely to become more ferocious and more frequent. The potential mutations from this ingestion, rather than being detrimental to him may in fact cause physical changes making him more difficult to exterminate. Photographic evidence suggests some mutation has already occurred.

The risk assessment for this Hunter Sheet has recently been increased. Three previous attempts to exterminate Grunt by low level Op squads have proven unsuccessful. In particular the Frother Squad McAttack were reported to have come to a particularly grisly demise, with Grunt simply tearing through them with unnatural fervour. A portion of this attack was captured on vidcam by their ‘medic’ who, despite not actively attacking Grunt, was most definitely targeted by the pig. The significant difference being that the medic, while killed, was not eaten. Footage of this attack is available on request from 3rd Eye News. Accordingly, inexperienced squads are advised to think carefully before attempting the sheet.

**STATION ANALYSIS**

issue cord:: 697098098//.ca/90

NAME:**Grunt****DESCRIPTION:****Carnivorous Pig****CRIME:****Public Disturbance & Murder****DEPARTMENT CONTACT:****Dept of Biogenetics****BOUNTY:****400c + Bonus****I CRIMINAL PROFILE**

ref code:: //6769r76456476578763321224ra.7098-ac.09

The carnivorous pig known as Grunt is an oversized mutation of a standard carnivorous pig with large, razor sharp protruding tusks and thick hard hooves. Originally observed as slightly larger than normal, he is reported to have grown significantly since Gorezone and is now estimated to weigh well over half a ton. It is believed that the ingestion of unmetabolised drugs, including Shatter, has contributed to this size increase and mutation.

His skin has taken on a dark, greyish hue and areas of scarring, of which there are many, appear as hardened silver skin. While his hide is reported to be far tougher than normal pig hide, the scars look like large reptilian scales and it does seem that these areas have a protective effect not unlike natural armour plates. Spines, thought to be mutated hairs, have also developed across his body and down his legs. Up to 1cm wide, these spines vary in length from 2cm – 10cm and are both resilient and sharp.

I LAST KNOWN LOCATION

In the last 3 weeks all sightings have been within the same half mile radius near the Sector 23/24 boundary. It is possible that Grunt has created a den of sorts and has established a territory in which to hunt.

I METHOD OF ATTACK

Like most carnivorous pigs, Grunt primarily attacks with his teeth. The spines, particularly those on his legs, have also been known to cause damage when he kicks or lashes out with his front legs.

He has little fear of humans and will invariably charge when confronted, and it should be noted Grunt has unnatural speed and strength relative to regular carnivorous pigs. It must also be remembered that the carnivorous pig is a hunter and adapts well to the sewer environment. Despite his size, Grunt is also capable of remarkable stealth and there are reports of him making surprise attacks on inexperienced squads.

I OTHER COMMENTS

The risk assessment for this Hunter Sheet has recently been increased. Three previous attempts to exterminate Grunt by low level Op squads have proven unsuccessful. In particular the Frother Squad McAttack were reported to have come to a particularly grisly demise, with Grunt simply tearing through them with unnatural fervour. A portion of this attack was captured on vidcam by their 'medic' who, despite not actively attacking Grunt, was most definitely targeted by the pig. The significant difference being that the medic, while killed, was not eaten. Footage of this attack is available on request from 3rd Eye News. Accordingly, inexperienced squads are advised to think carefully before attempting the sheet.

It has also been noted that even superficial wounds caused by Grunt's attacks are very susceptible to infection, and without appropriate medical attention can result in serious illness. Failure to treat the wounds correctly has resulted in 2 reported cases of amputation and one case of liver failure.

:SUZI TIC-TOC

ref code;; //6769r76456476578763321224ra.7098-ac..09

"It's just a gun. With legs. A remote-controlled toy that can kill people, sure, but a toy first and foremost. SLA won't care, really. Not really. I'll be fine. I'm Sure."

Suzi Tic-Toc (aged 29) Tek Trex Design Engineer.

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..09

Suzi Tic-Toc (born Marcie Suzanna Elancia) is the last of the surviving Tek Trex engineers following the recent successful operation to bring the company to justice. She's responsible for motor-control circuit design and hardpoint location on the smaller line models. Her published work on haptic feedback in small-scale robotics is regarded as seminal and she published a considerable amount of work on response triggers in autonomic systems.

She is the last remaining person with access to the design manifesto and portfolio of the weapons and drone manufacturer Tek Trex and is the only person capable of making drones like the Vito and Buzzard. Her designs have been responsible for the deaths and injuries of several operatives and for the loss of monitoring equipment throughout the World Of Progress. She is to be treated as armed and dangerous, capable of committing horrendous terror attacks at any time. It is not known precisely how many drones she has direct influence over, but she is most likely creating a drone army with which to seriously disrupt SLA Industries infrastructure or law-enforcement.

This subversive is a woman with access to lethal remote drones and other esoteric armaments. Evidence is available showing her using unusual concealed weapons including small-bore firearms in what appears at first to be personal jewellery or 'flair'.

She is to be considered a terrorist and it should be assumed that she is armed at all times, even when she appears not to be. Her control and programming of small-scale mobile artillery should never be overlooked. Even when she does not have access to electronics, it is to be assumed that she can control her devices in a line of sight through subtle hand and facial movements.

She is believed to have a calm temperament and emit confidence when in her comfort zone with potential to succumb to nervousness when she is in unfamiliar or high-risk situations. She considers herself a thinker and technician as opposed to a great warrior or athlete, but her most recent recorded infringement is available as a video dataslug and it clearly shows her as one of the instigators of a drone attack against Shivers three years ago. While there were no casualties, this was due entirely down to the actions of the Shiver Commander's quick thinking and leadership. Her involvement as a drone controller in the recorded attack is clear evidence of her role as an active terrorist as opposed to a back-room tech that doesn't get their hands dirty.

During the more public phase of her association with Tek Trex, while she didn't shy away from publicity images and videos, she didn't use her above average looks to pursue a more public career as a spokesperson, most likely due to her stutter, as described in her profile documentation.

She has no known surviving relatives and she is believed to have socialised mostly within the Tek Trex organisation. She is not known to own any form of personal transportation, and was known to always take mass transit systems to travel.

The danger this woman represents cannot be overstated and the final eradication of Tek Trex and all its technologies rests with her. She has access to the last remaining set of design documents for the smaller drones and SLA Industries needs these to be recovered and destroyed.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

Suzi Tic-Toc

DESCRIPTION:

Human

CRIME:

Subversion and Terrorism

DEPARTMENT CONTACT:

Dept of Extermination

BOUNTY:

600c



I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac..09

Female, 5'6", petite build, russet/sienna tuber-dreads, pierced left-nostril, green eyes, no known scars or hallmarks.

She usually wears a winter flight cap with the peak pinned up with an assortment of Tek Trex badges and buttons. She may be wearing an engineer's jumpsuit or body armour covered in a battered long coat. This will be complemented with cartoonish renderings of her drone designs. This look is slightly at odds to her more design-related career, but this is not known if this is as a means of forcing under-estimation or as a desire to fit in with the mechanically apt.

She has a very slight speech impediment (stutter) that is noticeable when she's stressed, although she was undergoing speech therapy so this may no longer be audible in normal conversation.

Suzi has a reputation for customising to resemble taxis from her childhood neighbourhood of Lower Downtown 83.

I LAST KNOWN LOCATION

It is reported through informants that she has been 'laying low' in Downtown, peddling her wares to DarkNight arms dealers and other gun-runners. The last positive ID was made at the Crash Limits bar, Lower Downtown 254.

Details of three remaining Tek Trex safe-houses are available on request; these safe-houses have been known since the last major undertaking of Tek Trex eradication, but they have deliberately been left untouched. As these are located in Lower Downtown 253, it is suspected she may be living in one or more of them.

I METHOD OF ATTACK

Like all Tek Trex employees, Suzi Tic-Toc basic combat training but is unlikely to enter into single combat. Initially, the target will likely try to escape when approached by operatives, covering her tracks with the use of lethal drones. She will most probably have six to eight personal protection stealth drones within close proximity. Her engineering skills and contacts will ensure that she has top-of-the-line equipment designed to avoid discovery by even the latest drone detection hardware.

I OTHER COMMENTS

SLA Industries is counting on you to eradicate the Tex Trek menace from the World of Progress. An example must be made.

"I am sending my prodigal son, the fruit of The Process, to challenge SLA's best, brightest and finest. The proof of the superiority of my techniques will be understood in the power of his fists, the toughness of his body and the trail of destruction he leaves behind him. You laughed and you won out with your prettified techniques and your unadventurous science but we shall see who laughs now when your contract killers and your operatives are bankrupted by the damage this subject can cause. This is a warning; there will be more."

Message left behind by the evil 'Dr. P.H.' at the scene of Blacklight's first massacre.

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..0a

Blacklight is a seven foot, shambling but unstoppable hulk of cancerous, rippling, rotting muscle and sinew interlaced with crude machinery that appears to augment its already formidable physical prowess. There is no finesse to Blacklight's fighting techniques or to the damage it causes. Blacklight is all brutality and trauma, like an organic bomb, creating levels of damage that rival even Thresher Engineering in sheer scale of destruction.

Blacklight first emerged interrupting a Contract Killer match in downtown, brutally killing and then partially eating both contestants (Jonny Razzle and R'thnc) before escaping pursuit by leaping from an overpass deep into downtown, disappearing from view. It was seen sporting the distinctive logo for Dead Cat Inc, a recent upstart Soft Company offering an alternative to L.A.D's Life After Death programme. This company is run by Dr Phinneas Helbreat, a scientist whose genius is only matched by his arrogance. It is believed Blacklight is one of Doctor Helbreat's foul, 'undead' creations, unleashed upon SLA to demonstrate his genius, advertise his wares and take petty revenge upon SLA by humiliating their operatives and contract killers. Blacklight is sent out, seemingly at random, wherever Helbreat thinks that he can maim, kill and otherwise make a bloody spectacle in the media or simply slaughter as many of SLA's best resources as he can.

Since his first attack, Blacklight has re-emerged several times from Downtown to assault Shiver units and Operatives and to interrupt Contract Killer matches as well as engaging in media-grabbing massacres in housing blocks. It attacks from surprise with full and absolute force, willing and able to take enormous physical damage before retreating, often by flinging himself off tall buildings, down lift shafts or even down layers of the city itself in order to lose his pursuers.

Blacklight is seemingly invincible. Woundable certainly, but the armoured body and unnatural flesh seems able to shrug off what should be mortal wounds, even to Stormers and Cannibal Sector mutants. The rotting flesh is interlaced with various crude devices, mostly knock-offs of SLA equipment produced by Soft Companies operating deeply within Downtown. Amongst these are the imitation twin GASH fists that Blacklight uses, as well as an armoured faceplate that appears to have sensors built into it and a network of cabling and piping attached to a backpack unit of some sort, plugged directly into the flesh.

Blacklight is a crude but gory fighter, smashing a target into a pulp with its fists and often gorging on the remains; something that is making it a hit on the Contract Killer circuit. The Department of Press and Publicity are concerned that this mute, brutal hulk is showing SLA up too much and they desire a public termination of its existence to put paid to this subversion of SLA's bloodsports.

Previous encounters suggest that Blacklight is impervious to pain or electrical shock and uncaring about any but the most debilitating physical damage. In previous combats, whole chunks of flesh have been blown clean off Blacklight's bones but when it comes around again it is whole, if somewhat scarred. Current theories favour the hypothesis that Blacklight is a new breed of Scav or a Downtown mutation but these speculations remain unfounded.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

Blacklight

DESCRIPTION:

Augmented Human/Mutant

CRIME:

Subversion and Murder

DEPARTMENT CONTACT:

Dept of Extermination

BOUNTY:

600c**I CRIMINAL PROFILE**

ref code:: //6769r76456476578763321224ra.7098-ac.0a

A gigantic humanoid body some seven feet tall with no discernible, original features. His skin is deathly pale with lips peeled back to reveal stone coloured teeth. Those who have been in his close proximity and lived report a foul stench surrounding his body. Blacklight appears to be crudely implanted with mechanical devices and armour with interconnecting tubes pumping black ichor into his flesh. He has been seen dressed in a long, black armoured coat of biogenetic design as well as customised heavy boots. The flesh appears to be rotten or rotting which suggests extreme mutation but Blacklight also displays numerous unhealed wounds suffered in previous assaults, to no apparent ill effect.

I LAST KNOWN LOCATION

Blacklight's last known location was the Tri-Bridge killzone where it emerged as the only survivor, escaping into Downtown. He has so far appeared in four different killzone locations several Sectors apart from each other. It is not known how he is able to traverse such distances in such a short period of time. For this reason it is to be assumed that Blacklight may appear at any Downtown location where media coverage of combat is scheduled to occur.

I METHOD OF ATTACK

Blacklight relies on a brutal and crude physical assault using a pair of Downtown knock-off GASH fists, apparently welded to the flesh. These weapons, backed by superhuman strength, while unsubtle, have been enough to finish off all its opponents thus far. Blacklight has never been known to hide, track an opponent or lure a target into ambush. On sight of its target it will charge directly into battle, proclaiming its arrival with animalistic hissing and grunts of challenge. In the event of combat turning against it, Blacklight will produce, seemingly from nowhere, a shotgun that it will unload indiscriminately.

I OTHER COMMENTS

Blacklight is an unknown quantity but an apparent challenge to SLA authority and expertise. A public and competent takedown is required to re-establish company morale. If this can be accomplished using only close-combat techniques, the payout for the elimination of Blacklight will be doubled.

"I just don't believe it! Those morons! Is there never a moment's peace? Kill, kill, kill, never a second to myself. All those hungry eyes. YOU! Yes, you! I've seen you following me. Stop it! I want a few moments to myself. No you fool, don't charge me, just fuck off. Oh, what the hell.

<slice>

Right. Now, where was I? What now? There must be twenty of the bastards. That's hardly fair! I'd better get the hell... No, don't come this way. Oh Shiiiiit..."

Socko

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..09

Jim "Socko" Pannon is a relative newcomer to the ranks of Mort's serial killers. Ten days ago, he broke into the apartment of elderly Mary White in Enton Sector, cut her throat, and wrote his name on the wall in her blood. His inexperience was clear. Although he wore his striped blue and white sock mask, he was caught on surveillance cameras both entering and leaving the apartment, and left personal trace DNA evidence (hairs). He was also clearly heard in neighbouring apartments. Neighbour Molly Brayford said that the killer laughed loudly in a clearly theatrical manner, and announced "I am Socko!" Ms. Brayford thought her neighbour was unimpressed, as she heard Mrs. White reply "You can bugger off and all."

Socko has murdered another 12 victims since then, all in Enton and the surrounding sectors. These include three further old ladies, a public librarian, two infant school teachers, a pizza delivery girl, two accountants and a cab driver. In each case, the victim has had their throat slit, and Socko has written his name on a nearby wall in their blood. He has been recorded talking to himself somewhat histrionically on several occasions, and four separate witnesses have attested to his grandiose laughter. He has also killed seven would-be assailants, all civilians of low physical prowess.

Prior to starting his new career as a serial killer, Jim Pannon was a fairly ordinary print-shop worker in Suburbia. Former friends and colleagues have been unable to offer any particular insights into the reason behind his rampage. "He was pretty unremarkable," said Bill Squires, Hatton's former boss. "Seemed like a decent enough bloke. Ate sandwiches for lunch usually. Karma-Ham and tomato. With a bit of mustard. Does that help? Oh. Interests? He's a fan of Sour Blood and Captain Contract, plays those video game things, likes to have a drink every now and again. He does talk to himself as he works – like he was someone else, you know? – but then so do most printers. We're all a bit barmy, really."

Clearly, Socko is of little danger, comparatively. Normally, he would be a perfect candidate for a basic White BPN. SLA Industries, however, has considered the issue, and decided that there is a possible role for more accessible Hunter Sheets. It is hoped that offering comparatively easy targets may lead to more efficient removal, without necessarily tying up the resources involved in an Operative investigation. Socko's generous elimination bonus reflects this, and all interested citizens are encouraged to take an active interest in apprehending this despicable, cowardly and somewhat unimpressive killer.

One complication that has arisen in the hunt for Socko is the emergence of a kind of Socko fan club. Civilians have been seen sporting t-shirts and badges for both factions, a person declaring their allegiance with either a "Kill Socko" or "Save Socko" design. Local businesses have also voiced their satisfaction at the amount of extra trade they are getting with the influx of people hoping to get their hands on the inept killer.

In addition it has been noted that there has been a significant increase in the number of Carrien attacks in the Sector. This may simply be due to civilians venturing into unsafe areas where they would normally never go in an attempt to find Socko's lair. Nevertheless, this potential danger should be noted by any Operatives who choose to undertake the HunterSheet.

**STATION ANALYSIS**

issue cord:: 697098098//.ca/90

NAME:**Socko****DESCRIPTION:****Human****CRIME:****Murder****DEPARTMENT CONTACT:****Station Analysis****BOUNTY:****350c+****I CRIMINAL PROFILE**

ref code:: //6769r76456476578763321224ra.7098-ac. 09

Socko is a human male, 36 years of age. He wears a tubular mask with blue and white vertical stripes and a cut-out mouth section, decorated with square metal-lined eyeholes somewhat reminiscent of spectacles, and ornamental spikes at each ear. His dark ginger hair is of medium length, and protrudes from the top of his mask like a brush. Although he is not particularly strong, he is reasonably fit, and has demonstrated a talent for running.

In addition to the mask, Socko typically wears a long, thick overcoat and uses two MAC knives as his preferred instrument of torture. He is also thought to have some backup weaponry for combat situations, probably a FEN 603 and a vibrosabre.

I LAST KNOWN LOCATION

It is presumed that Socko is hiding somewhere in Enton Sector, possibly in the sewers or in some derelict building. Although he has proved to be fairly poor at evading surveillance during his murders, his natural speed has enabled him to avoid pursuit and escape without being followed to his lair. He was last seen earlier today in Bowles Sector, adjacent to Enton, running down a major thoroughfare. He was being hotly pursued by some thirty assorted civilians waving assorted weapons – including four chefs, three Shiver units, half a dozen KT gangers and a disgruntled-looking traffic warden. Analysis of 3rd Eye coverage suggested that he was alternately laughing, shouting obscenities, and gibbering in terror.

I METHOD OF ATTACK

As far as we can ascertain, Socko prefers to make note of the home address of physically unimpressive victims who live alone, then break in during the night. Once access to the victim has been obtained, he is thought to declare his presence theatrically before cutting the victim's throat with his MAC knives. He has been heard doing so several times. Despite his best efforts, he does not appear to be a particularly frightening figure. His recent media exposure has done little to rectify this, which is thought to be adding to his frustration.

I OTHER COMMENTS

Gambling stations have reported that spread betting on the number of days Socko survives has become extremely popular in the last couple of days. Some groups even appear to be cheering the fleet-footed coward on, possibly out of a natural tendency to support the underdog. Socko's rapid elimination is encouraged.

“Come on, we’re going to play a game. I love games. It will make you happy, I promise. I love to be happy. That’s why I have this big smile. Because I’m always happy. There’s so much unhappiness down here, and we have to do everything we can to fight against it.

So, let’s play. Let’s fight against the unhappiness, and show them they can’t make us sad. You’ll love this game. It’s my favourite. It’s called Red, Red Robin.”

Binky

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..09

The Harrington Sector Deity Fan-Club was a perfectly normal teenage fan association with seven members, six of them female. Four months ago, one of their number was murdered and her severed head left, face up and mouth open, in the family’s toilet bowl. Before she died, the killer scored a thin, spiral line into her flesh, starting at the top of her head and winding down tightly to her feet. Two days later, two more of the club were killed, their bodies locked together, groins and torsos cut open and peeled back so that their blood and organs could intermingle as they died.

The next morning, a fourth member of the club informed local Shivers that she had been chased by a knife-wielding maniac in a smiley-face mask. She shouted at the duty Sergeant, and was duly dismissed as a hysterical attention seeker. Her naked corpse was found the next morning, impaled around a flag pole, her mouth cut into a big grin. Surveillance footage from the area caught sight of an individual matching the description she had given to the Shivers, confirming that the killer was indeed a member of the Snuff Bunnies; a group of video artists infamous for killing victims in front of a camera. The surviving three members told concerned parents that they were going into hiding. Two days after that, their charred bodies were discovered, meticulously burnt to a crisp, inch by inch, as if by a blow-torch. Dental records confirmed identities. A note and an artificial flower were left on the middle corpse. The note thanked the club for the fun they had all had together, and was signed ‘Binky’.

Since then, the killer’s name has become something of a media staple. Some efforts linked to the name by the press have obviously been copy-cat attempts, but the more notorious confirmed incidents include the Ranton School-Teacher Massacre, Bus 18, the Mrs. Elliott murders, and the Infected Kick-Start Tragedy that claimed so many Operative lives.

The Snuff Bunnies are notoriously difficult to apprehend because of their widely distributed geographical spread, lack of formal gang or cognate structure, and the absence of distinguishing features. Unsurprisingly, Binky’s mask and clothing are the same as those of all the other Snuff Bunnies. It is only the habit of leaving hand-written thank-you notes that has allowed for a definitive list of Binky’s kills to be assembled.

Several investigation operations have been undertaken, but have met only with partial success. One possible former lair has been discovered, in an abandoned apartment in Suburbia, but there was no useful evidence or information that could be obtained from the site. As yet, Binky’s identity remains lamentably unconfirmed. Street and gang sources do not seem to have any deeper information than Operatives have been able to unearth. As the Snuff Bunnies do not maintain close ties with each other or share details of identity or habits, infiltration and interrogation of other members has proven useless. The other Snuff Bunnies maintain much lower profiles, but that means little, and there is concern that Binky’s example could spur the entire group to much greater efforts.

Binky has demonstrated considerable competence in obtaining access to reasonably secure environments, evading cameras, and tracking down chosen victims who try to flee. Close analysis of several pieces of audio footage suggests that Binky has been shot several times, and not just with civilian weapons – although obviously little if any damage has been caused.

In the absence of any real hard data regarding this killer, it is recommended that potential apprehenders approach Binky with caution.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

Binky

DESCRIPTION:

Human

CRIME:

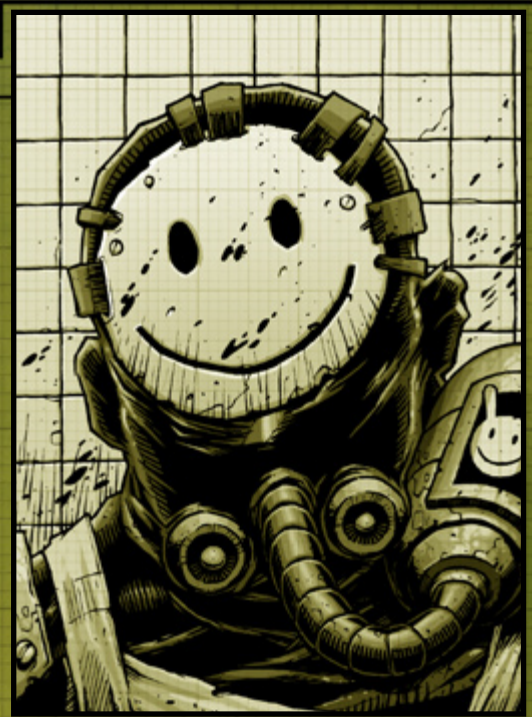
Murder and subversion

DEPARTMENT CONTACT:

Dept of Investigations

BOUNTY:

400c



I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac.09

Binky is just under 6' in height, and wears a masked oxygen cowl and blue dungarees over HARD armour. Race and sex remain uncertain, although lack of body mass rules out a Shaktar or Stormer. Binky has yet to be engaged in open combat, and so the question of favoured weaponry is also uncertain. Victims often show evidence of blade-work, but whether this indicates a preference for bladed weapons is still open to question.

I LAST KNOWN LOCATION

Binky's area of operation is fairly wide, but recent activity seems to be centred on Downtown's Silton sector, near to the Suburbia wall. Some possible corroborating evidence has been obtained from surveillance footage in the sector. It is recommended that hunters start their search in that area.

A map showing the specific locations of Binky's attacks will be provided on accepting the Hunter-Sheet.

I METHOD OF ATTACK

Binky demonstrates considerable inventiveness and creativity in kills. There appears to be no coherent target profile, little or no trophy accumulation, and widely different methods of both torture and murder. The killer has made use of everything from asphyxiation to zapping with electricity. Surveillance footage is sporadic, leading to paranoid suspicion in some circles that Binky has contacts within Cloak Division. The little footage that has been recovered indicates that Binky exhibits a playful, joyous personality. Psychological profilers have suggested that this indicates a highly disturbed individual, possibly suffering from some form of infantilism or fixation with childhood.

I OTHER COMMENTS

Binky's hands will be required for positive identification as well as the head, so do not destroy them. Some limited bounty may be available if another Snuff Bunny is accidentally brought in.

“Dispatch, this is Skullbaby. Come in dispatch. Skullbaby reporting for duty, proceeding to first location to eliminate targets. Request media presence to confirm kill count, over.”

Skullbaby

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..09

Skullbaby began his killing spree a few minutes after the Shiver shift change at 6am this morning. He began by making a forced entry to a suburban home and gunning down the family of two parents and two children inside with a Blitzer revolver. He then continued to the surrounding homes with the same M.O.

Skullbaby continued with this methodical slaughter until interrupted by the arrival of a Shiver squad upon the scene. At this juncture he took the children from the fifth house he had assaulted hostage, and used them to blindside the Shiver squad which suffered 100% casualties in his continued assault. He then finished off his hostages and continued his progression, stopping to enter the Werner Centre For Advanced Learning at 6:45am when the Hunter Sheet was issued.

Skullbaby's identity is unknown but he signed on through Shiver dispatch under the callsign 'Skullbaby' at shift change and has reported his kills and engagement with the Shiver squad, even calling for backup. Skullbaby appears to think he is an Enforcer Shiver and is on a mission of some kind, sanctioned by the company. All Shivers in the Sector are in the process of being contacted in an attempt to determine Skullbaby's identity. Currently all Shivers scheduled for duty within the Sector have reported for work and approximately 70% of the off duty Shivers have identified their whereabouts.

The Werner Centre For Advanced Learning contains twelve staff and some three-hundred pupils of varying ages from eleven to sixteen. There was Monarch law enforcement assigned to the Centre, but Skullbaby has already eliminated the m as the only threat – however remote – to him in controlling the building. Skullbaby has not reported any more combatants killed in the last few minutes and it seems likely he is holing up with hostages to wait for the inevitable assaults upon his person. He appears to fight with a veteran's skill and experience and operatives are advised to be cautious in approaching the siege.

There is a strong possibility that Skullbaby's radio signals have been intercepted by news media, both legitimate and underground. It is paramount he be taken out quickly and with as little media coverage as possible as his killing spree will reflect poorly on the Shiver department and may negatively effect already low public confidence in the Shivers.

Ops are encouraged to work closely with the local Shiver Units in order to end this siege. In addition, any footage of the Shiver Units successfully rescuing any hostages or assisting with Skullbaby's capture or execution would be beneficial in counteracting the adverse publicity surrounding this situation. There is the possibility of bonus creds being paid if quality footage is obtained.

**STATION ANALYSIS**

issue cord:: 697098098//.ca/90

NAME:**Skullbaby****DESCRIPTION:****Human Shiver****CRIME:****Mutiny and Murder****DEPARTMENT CONTACT:****Dept Shiver Unit Organisation****BOUNTY:****1000c****I CRIMINAL PROFILE**

Skullbaby is believed to be an, as yet unidentified, Enforcer Shiver. During all communications with Shiver units he uses regulation terminology and call signs. This suggests either Shiver training and experience or an advanced knowledge of Shiver protocol and procedure.

He measures around six feet in height with an augmented physique and PP8 Heavy Exo Armour with a customised paint job. The front of his helmet has been painted with the image of a skull giving it a deathmask appearance which goes beyond the Shiver regulation acceptable modifications. He is armed with standard issue Enforcer Shiver equipment and a FEN AR 10mm assault rifle and BLA 046M Blitzer.

I LAST KNOWN LOCATION

Skullbaby was last spotted entering the Werner Centre For Advance Learning, a private school at the junction of 0997 Maple and 0493 Birch in suburbia. The Centre is well fortified with high walls, strong gates and a great deal of internal security, more to keep an eye on the students than to protect them from outside interference. Unlike many other schools in the area the Werner Centre is surrounded by covered recreational areas. This, coupled with their security system, makes approaching the building unseen extremely difficult.

I METHOD OF ATTACK

Skullbaby is insane and unpredictable and appears to be a spree killer. While concentrating on body count Skullbaby has, in an encounter with first-response Shivers, shown a willingness to use hostages to his advantage and has shown that he does not value the lives of these hostages at all.

While Skullbaby's motives remain unclear, he appears to believe that he is on a mission and that he is acting under orders, reporting his progress to dispatch as he goes. However, in reports from other Shiver units, he has been overheard making threats to inanimate objects as well as his human victims, in one instance screaming at, kicking over and shooting a chair. For this reason Ops are advised to take extreme care as Skullbaby's behaviour can in no way be predicted.

I OTHER COMMENTS

Media are to be denied access to Skullbaby's termination, a bonus of 100c will be paid if this can be managed.

“The Blind Witch? Yeah I seen her go nuts once. She killed a guy. He tried to steal her bag and she blew him up. He just exploded. Afterwards she was like nothing ever happened. She’s not dangerous though, just a bit... well she’s old and folk try to take advantage of her. People should help her more. She doesn’t do anyone any harm if you just let her be. You would do well to just let her be.”

Spark, Feral Ebon, age 16

CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..0a

Baba Naga is fairly well known in the areas that she frequents and no one can remember when she first arrived, she has just always been around. Due to her milky white eyes she is known locally as “The Blind Witch”, but she is not in fact blind. She is actually a exceptionally old Ebon.

Most folk keep a respectful distance from her, only interacting with her if she approaches them and offers to tell their fortunes with her cards. Local feral Ebons and Ebans appear to have a degree of affection and respect for her, paying a few Unis to have their fortunes told or regularly leaving clothing and food out in places where she is guaranteed to find them. Others inhabitants of downtown see her as unstable and dangerous and are not so kind, calling Shivers to move her along as soon as she is sighted in the Sector.

If left alone Baba Naga will generally keep to herself, only approaching people to ask them if they would like their fortunes told. Although, if threatened she will lash out at whoever is nearby, not necessarily just at the person who initially upset her. According to somewhat questionable witnesses, she has been known to fly into rages and suffer panic attacks for no apparent reason. On the rare occasion when this has occurred around groups of people she has injured several and destroyed a great deal of property - resulting in the Hunter Sheet being issued - giving her a poor reputation in some areas. However, these instances have been rare and it seems that when truly threatened in these situations, she simply disappears - apparently reality folding to locations unknown. It is never long until there are sightings of her again in one of her regular locations.

Despite the fact that she has never been trained or employed by SLA Industries, Baba Naga is proficient in use of the Ebb and, being an Ebon of some age, is now quite powerful. As she does not appear to have a death suit as such, it is believed that she draws her power from Glyph cards - the same cards that she uses for her fortune telling. Judging by the level of destruction she has caused in previous attempts at her capture, Baba Naga is extremely adept with the cards, using them in various combinations with deadly effect. She has also been witnessed causing Ebb effects hitherto unknown by Ebons and even the Necanthropes on Mort. This, combined with her sometimes erratic nature, makes her particularly unpredictable and dangerous.

Information regarding Baba Naga’s glyph cards is being analysed by Dark Lament. They are currently attempting to formulate 4 of the symbols that they have images of but without success. For this reason it is preferred that Baba Naga be captured alive along with the Glyph cards. It is hoped that through her interrogation the department will be able to glean vital information about the cards. The origin of the cards is currently unknown. It is also unknown as to why the cards are not destroyed on use.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

Baba Naga

DESCRIPTION:

Ebon

CRIME:

Theft, Social Disorder

DEPARTMENT CONTACT:

Dept of Ebb

BOUNTY:

3500c

I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac.0a

At first look Baba Naga appears to be a bag lady or tramp, dressed in a collection of whatever she can find. She wears all her clothes at once and they vary in condition, from relatively new to threadbare, always with her hair covered by a scarf of some description. Age has resulted in her slipping into senility and, as she wanders about the alleys and streets alone, she is often heard talking to herself in a language believed to be Czaran. Her only accessory is a dark bag made of an unusual leather-like substance which she guards vehemently. In this bag, along whatever she has collected that day, is her most prized possession - a set of cards that she uses to tell fortunes.

I LAST KNOWN LOCATION

Baba Naga has no known residence and no regular pattern to her movements. She can regularly be found in one of three locations. Sector 23, 189 and 3 in lower downtown. How she travels across the large distances between these Sectors is not known but it is believed she reality folds. The longest duration she has ever been seen daily in the one location, before disappearing for a period of time, is approximately 3 weeks. The longest period she has been absent from one of her three favoured sectors is 2 months.

I METHOD OF ATTACK

The Glyph Cards are at the heart of all Baba Naga's attacks. Card combinations vary and it appears that she pulls them out at random as there is no pattern to Baba Naga's attacks when she is provoked. Explosions, vapourisation, crippling pain and permanent madness have all been witnessed. Her reaction time is uncanny and despite having no obvious death suit seems to be able to create some sort of force field barrier around her. In addition she has also been seen using her bag as a blunt weapon to great effect and the impact appears to do significantly more damage than expected.

I OTHER COMMENTS

Baba Naga must be captured alive. There will be a full inquiry should she be killed during the operation. Creds will also be deducted from the bounty if the cards are not recovered.

"It's all just supply and demand, supply and demand."

Hans Deltoid, 6 / 4 / 897 SD

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..0a

The problem began in the Karma-run A Better You gym in Uptown. Four young FEN Armaments executives were sitting around in the lounge after a work-out, discussing their respective departments. One complained that armour sales on Mort were dropping because all the gangs were using CAF pistols and so Operatives didn't need heavy armour. Another pointed out that ammunition sales were down 20% because of a lack of demand. A third complained about the number of second-hand FEN603s flooding the market.

The fourth executive in the gym that day was Hans Feutt, and he had an idea.

Feutt convinced the other three to help him smuggle guns to DownTown gangs. It was a perfect vicious circle. Once they had guns, the gangs needed to buy ammo. Once they had ammo and guns, they were a bigger threat to SLA Ops, Shivers and other gangs, all of whom had to invest in better armour. Better armour meant the gangs had to upgrade their weapons again.

A year later, those four gym rats were sporting expensive Nuke Tendon implants beneath their tailored suits. Hans Feutt – or Hans Deltoid as his cronies nicknamed him – had made them all rich and successful. Hundreds of levels below, hundreds died as heavily armed Operatives clashed with equally heavily armed criminals. The syndicate expanded their operations, smuggling weapons from other companies to more gangs. Hans began spending more time in Downtown, establishing connections with the crime lords and Soft Companies.

During this time, Deltoid's balck market empire expanded, as did his personal fortune, giving him a taste of the high life. He became a big fish in a pond of his own making. Wine, women, song and an inordinate amount of hardware were all at Deltoid's disposal.

In SD899, the Necanthrope Rimilin was wounded by a serial killer using a SLA-made FEN sniper rifle. Infuriated, Rimilin tore the sniper's mind apart and followed the weapons back up the supply chain. He traced the weapons smuggling to the A Better You gym, and apprehended three of the four members of the syndicate. Deltoid escaped into Downtown.

Since then, Deltoid has continued to funnel weapons and ammunition from SLA Industries factories to gangs, Props and even ex-War Criminals. The original syndicate is long gone (Rimilin is unforgiving, even for a necanthrope), so Hans uses ambitious or greedy supplies in other companies. He has a knack for finding fresh sources of weaponry - the Department of Investigation believes that Hans has informers within SLA, or backdoor access into SLA's computers, or both.

Worse yet, Hans is one of the best protected people on Mort. So many gangs are dependent on his contacts and supply routes that they consider him an asset worth fighting for. If the gangs learn of an impending SLA attack on Deltoid, then they immediately cease hostilities until Hans is safe once more. Currently, his primary 'honour guard' consists of thugs from the Dog Simple gang, who also act as couriers and security for his weapons dealings.

A covert assassination mission may be the only way to eliminate Deltoid.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

Hans Deltoid

DESCRIPTION:

Human

CRIME:

Corporate Subversion

DEPARTMENT CONTACT:

Dept Firearms Regulatory Service

BOUNTY:

900c

I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac..0a

Hans Deltoid is a tall, but otherwise unremarkable human. An athlete's body with an accountant's grey face. He has become somewhat overweight since fleeing to DownTown, where he subsists on a diet of junk food. He has no combat skills to speak of, but thanks to his biogenetic musculature enhancement he is somewhat tougher and stronger than average.

Deltoid is known to have a considerable stockpile of weapons, but is untrained in their use. He favours clothing that allows him to blend in with the rest of the DownTown dole scum, especially thick sweaters that can conceal a bullet-proof vest.

I LAST KNOWN LOCATION

Current reports state Deltoid has gone to ground somewhere in Sector 3 of Lower Downtown. He tends to move his base of operations regularly between Sectors 3, 7 and 14, and SLA speculates that the bulk of his stock of weapons is kept on constantly rolling trucks or cargo trains to avoid detection.

Terminating Deltoid without gathering intelligence about his weapons stores will be considered breach of contact. Deltoid is just a man – what's dangerous is the cumulative effect of the weapons he has brought to Downtown.

I METHOD OF ATTACK

Deltoid's is aware of his limitations and will not risk open combat. His tactic when attacked is to fire his Reaper Cannon indiscriminately in the direction of the threat. Once he has emptied the clip of ammunition he will retreat, hiding wherever possible while a host of angry gang members and Props overwhelm any enemies. He has no combat skills, just a lot of allies and contacts. His current hosts, the Dog Simplex, have packs of killer hounds injected with combat drugs and black-market Stormer biogenetics, which are trained to hunt and attack enemies.

I OTHER COMMENTS

Rimilin of Dark Lament has a special interest in the case, and wishes to speak to any Operative teams or Contract Killers involved in terminating Deltoid.

The Department of Subversion has a spy within the Dog Simplex, but she has had to go into deep cover and has not made contact with her handlers in several months.

:HOSTILE - 4

ref code;; //6769r76456476578763321224ra.7098-ac..06

“Mom, I saw the scary thing at my window again! The monster with the teeth! The teeth! It snarled and pointed at me, I swear! No, no I’m not telling stories! I could see blood on its lips... it wants to eat me!”

Bernadette Walsh (aged 6) Downtown civilian. (Reported Missing).

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..06

Hostile – 4 came to the attention of SLA HQ through the frequent Shiver reports coming up from the extensive area of Downtown known as Trenchland. This region is situated very low in the recesses of the Northern Sectors, and runs along the top levels of Lower Downtown. There is a lot of aggressive activity in Trenchland, ranging from marauding Carrien Hunting Bands, to the recent Mesha Cult encounters.

Hostile – 4 does not fit within these parameters, it is neither a Sector Mutant as the initial reports may suggest, nor is it a Mesha serial killer as the creature’s M.O.A. does not adhere to the cult’s murder patterns. It is another Conflict Alien that has appeared on Mort, and slipped into the deep corridors of Downtown.

The assailant has not stated any name, so SLA Industries has branded it as Hostile – 4. Nonetheless, when SLA Threat Analysis received descriptions of its weaponry, armour and general appearance, the department was swift to issue a bulletin stating that the creature was not a random mutation, but a Darol Ragen invader. Only specific details regarding its fighting capabilities were mentioned in the report, while carefully omitting historical details and facts about the alien, and the race it was a part of.

SLA Industries has no interest in the capture of this creature, it merely wants it executed, and its remains immediately destroyed. Head Office expects the Operatives taking on the HunterSheet to ask no further questions regarding the Darol Ragen, or its origins, or possible employers. Everything that is required can be found the existing bulletin.

Hostile – 4 came to light after a recent spate of child murders throughout Trenchland. Being mere low level citizens beneath Work Age status, the crimes were ignored. It was most likely the work of opportunistic Carrien picking off the weak and helpless for food. These suspicions seemed vindicated when the remains of twelve children were found half eaten and scattered about the entrances to sewer tunnels and air ducts throughout Trenchland.

The fact that it was the young and defenceless that were being targeted, the local citizens were in uproar, and besieged the resident Shiver stations. Shiver HQ subsequently dispatched one patrol unit to investigate the last known whereabouts of the 6 year old Bernadette Walsh. That unit has not been seen since, and finally SLA Industries took notice.

Hostile – 4 was becoming the bogeyman for adults as well as children, especially when the next Shiver unit dispatch caught sight of what was preying on Mort’s children. It had no fear of taking on whatever came its way, whether it was Shivers with browbeaters, or simply an angry mob of concerned parents. By day the Darol Ragen is believed to be hiding in the service tunnels, but at night it emerges to stalk the walkways in search of children to feed its hunger. Hostile-4 will either enter through the window and drag them from their beds, or simply blast its way through the apartment, slaying the parents and taking the child by force. Either way, the victim is spirited away with scant resistance and then feasted upon.

Why Hostile – 4 preys on children, instead of adults which would obviously provide more meat remains unknown as yet, and while it sticks mainly to the sewers and tunnels to avoid detection, it isn’t making a very good job of concealing its identity. It also leaves a chewed flesh and bullet ridden devastation wherever it goes, lending to the theory that it is relaying a message, rather than simply satisfying its basic needs for survival.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

Hostile – 4

DESCRIPTION:

Unclassified

CRIME:

Murder, Social Disorder

DEPARTMENT CONTACT:

Dept Cloak Division

BOUNTY:

2500c

I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac.06

Hostile – 4 is a conflict era alien being from the Darol Ragen race. It stands around 6.5 feet in height and has a lean, muscular physique which is grey/blue in colour. It has 5 narrow grooves running across the face replacing what would conventional eye sockets. Hostile-4 wears a type of organic armour that has the ability to regenerate when sustaining damage. The most noticeable feature of this armour are the tendril-like sensors sprouting from the shoulders.

Hostile – 4 carries an uncategorised firearm which appears to be grafted to its palm and wired into the forearm. This SMG is similar in appearance to the organic armour.

I LAST KNOWN LOCATION

Hostile – 4 has been seen all over the entire region of Trenchland, which covers a 30 mile radius. It was last seen slipping into a sewer vent close to McCammy Street, but that was 4 days ago and it is almost certainly far from there by now. It is, however, a frequent visitor to more densely populated areas so the Operatives are advised to position themselves at Shiver HQ and await sightings.

I METHOD OF ATTACK

Hostile – 4 fights like a Death Squad Operative. It will immediately open up with its firearm, and spray the area in a wide arc of bone fragments. The Darol Ragen will then specifically attack what it deems the weakest opponent. It will base this evaluation on pure visual appearance (weaponry, physical size and build) rather than actual skill or proficiency. If the chosen target falls it will immediately focus on the next weakest assailant until it exterminates the whole squad or is killed itself.

It will not attempt to evade combat and will fight to the death, regardless of the odds against it.

I OTHER COMMENTS

If Hostile – 4 is slain, the body must be completely destroyed. It must not be studied, or moved from the area of detection. Any Shiver agents at the scene are to report to Cloak Division, or await a departmental representative at their designated barracks. Any civilian witnesses at the scene or eye witnesses questioned during the course of investigation are to be exterminated, and their remains destroyed. 5 Kill Creds per Civilian.

:RED STAR JACK

ref code;; //6769r76456476578763321224ra.7098-ac..0a

'You call that a gun? THIS is a gun.' Klik-BOOM

Black Box recording of Op Team Cautionary Example

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..0a

Red Star Jack's presence on Mort can be blamed on budget cuts and outsourcing. Rather than hire trained Operatives out of Meny, an executive in the Department of Transportation decided to recruit from offworld.

Specifically, they recruited from the Casualty World of Odessa. Casualty Worlds are what War Worlds become when the fighting's over and the survivors crawl home – planetary corpses, pockmarked with craters and swimming in poison. The corporate fighting stopped on Odessa centuries ago, so when the Department of Transportation vessel Thaya arrived, the only people left on the planet were the descendants of the toughest, meanest and most heavily armed survivors.

Red Star Jack was one of the last to be recruited by SLA Industries from Odessa. The fact-finding team from Thaya found him in a fortress with a pile of supplies and a harem of slaves. However, even the life of a successful barbarian warlord on a Casualty World is short and painful. The supplies were canned foodslops dating back to the Conflict Era, and the harem was composed mainly of mutants. Jack was a king by the standards of his homeworld, but he still leapt at the chance to leave Odessa.

For a brief time, Red Star Jack and the other veterans of Odessa were a grand success. They were battle-hardened, highly skilled and willing to work for cheap. Soon, the Department of Transportation was able to hire them out to other departments and Red Star Jack enjoyed a brief career as a Contract Killer.

Then the explosions began.

'Collateral damage' is an essentially meaningless concept on a Casualty World. Every inch of the planet has been bombed a dozen times over already, so it really doesn't matter if you blow it up again a few times. Jack and the other warlords fought using left-over weaponry from the wars, and thought nothing of blowing up a few square kilometres of terrain in every skirmish. In the densely-packed urban landscape of Mort, that attitude leads to a lot of civilian casualties.

Red Star Jack really caught the attention of certain oversight committees during the Hijacking of RT989. A group of terrorists managed to infiltrate Mort spaceport and attempted to steal a cargo shuttle. Jack was the first Department of Transport agent on the scene, and he dealt with the terrorists in his own signature style – by blasting the shuttle's engines with a hail of rocket fire.

The fact that the shuttle crashed into an exclusive Uptown district was unfortunate.

The fact that it was packed with explosives destined for a War World was very unfortunate.

By the time the Extermination team had arrived to kill Red Star Jack, he'd already vanished into Down-Town.

Since then, Jack has tried to rebuild the sort of life he had back on Odessa, only with better food and prettier women. DarkNight recruited him in SD906, but he doesn't play well with their clandestine operations. Subtlety is not Jack's strong point. DarkNight continues to fund Jack to irritate SLA Industries, but he is functionally an independent mercenary.

Jack's famously flamboyant combat style has only become more destructive with time. His last bunker was located atop a gas refinery, and the Contract Killer sent to eliminate him succeeded only in causing the biggest DownTown fire in twenty years. Those assigned to terminate Red Star Jack should have the most comprehensive insurance policy in known space.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

Red Star Jack

DESCRIPTION:

Human

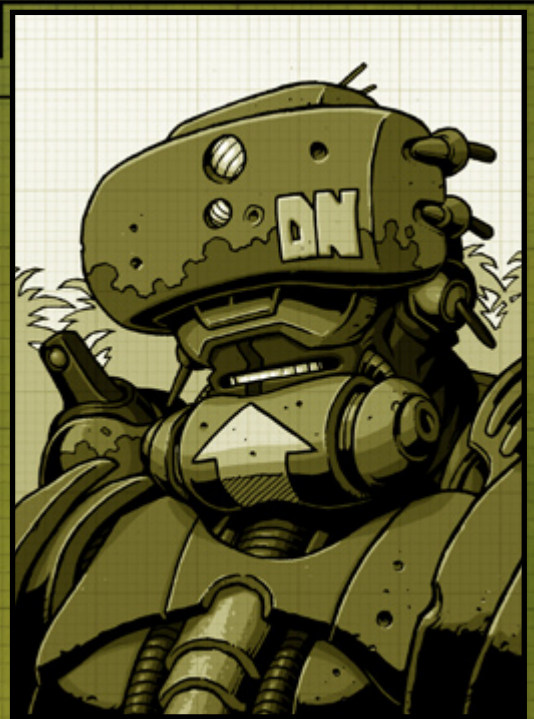
CRIME:

Destruction SLA Property

DEPARTMENT CONTACT:

Dept of Warrants

BOUNTY:

600c

I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac.0a

Jack has no formal military training, but his bloody upbringing and lengthy career as a barbarian warlord makes him extremely dangerous. His combat armour is an outdated PP55 SuperHARD model in moderately good repair. He carries an assortment of weapons supplied by DarkNight as well as home-made knives and spears.

In his last three sightings, he has been accompanied by a sewer alligator, apparently named Rosie. The animal appears to be a tamed pet, and video retrieved from the finance chips and guncameras of the Cautionary Example team suggests that that Jack has slathered the animal's hide with Karma 'Ebon White' brand facial cream to prevent it from drying out in combat.

If he holds to his previous behaviour patterns, he will establish a fortress or bunker somewhere in DownTown, stocked with weapons, ammo, traps and concubines. He may also have a throne, or at least a toilet sprayed with gold paint.

I LAST KNOWN LOCATION

Red Star Jack's last known location was at Mort Fire Department Ongoing Incident #447 (the Jensen Gas Refinery). Since then, he has been sighted in several other sections of Lower Downtown, apparently trying to form a new gang or tribe.

I METHOD OF ATTACK

Jack combines his hunter's instincts and trap-making skills with a taste for overkill – the 'tripwire connected to a nuclear bomb' approach. He commonly plants demolition charges to bring buildings down on pursuers, and uses incendiaries to create blazing infernos and death-traps.

As suggested by his preferred choice of weapons, Jack would rather not engage in one to one combat, preferring the percussive resonance of his MAL Assault cannon to the subtlety of a chain axe.

Rosie is well trained enough to attack specific targets, and is surprisingly stealthy, with a taste for Wraith Raider sniper meat.

I OTHER COMMENTS

There is an ongoing investigation into the Department of Transport officials who imported Jack and the other thugs from Odessa. Any Operatives with information should contact the Department of Firearms Regulatory Service.

:THE EMISSARY

ref code;; //6769r76456476578763321224ra.7098-ac..09

"Yeah I'm pretty lucky. All of a sudden it was just there in front of me saying, "I am The Emissary. I offer you a gift". I'm not sure how I survived. I got this scar on my shoulder right here from where his spike went into me... there was only a trace of blood but you could really smell it... such a strong smell of blood. Actually can I talk to you later? I'm suddenly really hungry and fancy a bite to eat. You can join me if you like."

Rod Starling, Shiver, talking to 3rd Eye News.

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..09

The Emissary has recently caused a great deal of fear in Downtown Sector 45 despite having only made two attacks. Its sheer size and appearance is terrifying enough for the population but the unpredictable nature of its attacks has caused panic in some zones within the Sector. There is no pattern to its choice of victims with all ages being attacked and no gender targeted. One victim was just 8 years old but fortunately escaped with a minor wound.

In the last week, The Emissary has been responsible for a number of deaths and injuries throughout Sector 45 of downtown. So far there are reported to be 23 dead and at least 6 injured as a result of direct assault. There may be additional attacks that have not been reported. While the end results of each assault vary, the method of attack is always the same; The Emissary enters the streets and seemingly at random pierces its victims with the spiked finger. When pierced, providing no vital organs or vessels are penetrated, a small number of victims simply have a small wound about 1cm in diameter. These wounds heal remarkably quickly and on inspection at the scene often do not appear to be very deep at all.

However, in the greater majority of cases, upon being pierced the victim instantly begins to mutate into a grotesque monstrosity. Reports describe victims with tentacles growing out of their mouths and orifices. Other reports are of huge boils erupting over the victim's body. Another describes the mutation of a victim into a hideous beast with spikes and scales. Whilst mutated, the victims begin destroying everything and anything in their immediate vicinity – property and people. They do not seem to have any awareness or human consciousness at all. The only Shiver unit to have responded in time to see the evidence from the second attack reported that standard weapons seem to have little or no effect on these abominations.

The chaos caused by these aberrations is invariably short lived. Unfortunately for these victims, the changes always result in death; the longest surviving aberration lived for just 4 hours. The mutations and growths continue unchecked until all that remains is a gelatinous mound of debris.

What causes the mutations in some people and not in others is still unknown. Small amounts of residue have been obtained from around the wounds of surviving victims which, when analysed, show an unknown protein based compound that may have hormonal properties. Samples of the gelatinous debris from the aberrations contain no recognisable DNA strands of the victim or any human DNA at all for that matter. Karma is currently making research into these substances a top priority, and the acquisition of any additional samples may result in additional bonuses being paid.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

The Emissary

DESCRIPTION:

Unclassified

CRIME:

Murder

DEPARTMENT CONTACT:

Dept of Investigation

BOUNTY:

450c

I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac..09

The Emissary is nothing like anything ever before seen in the downtown area. It stands between 7 and 8 feet tall with abnormally extended, spindly limbs. Its face is also similarly elongated compared to the rest of his body but its skull is grossly enlarged, bulbous and misshapen. It is dressed in a blue coat that appears to have a 'uniform' design to it, although it is quite ragged. On its right shoulder is a distinctive symbol that has been embossed into its clothing. This symbol is not affiliated with any known group although a similar logo has been linked to The Stepfather (see related Hunter Sheet).

One other distinctive characteristic is in its spider-like hands. The centre digit on the right hand is elongated with a sharp spike on the tip. It is not clear if this spike is on an extra joint or is a mutated fingernail.

I LAST KNOWN LOCATION

There have been only two sightings of The Emissary. Both sightings were within 200 meters of one another in Sector 45 of downtown, just 5 days apart and involved multiple attacks. In both instances it was initially seen emerging out of, and retreating into, the sewer drains. In each case, The Emissary was only on the streets for 30 minutes. These drains are currently under constant surveillance.

It is considered too early to tell if The Emissary has any sort of base and the sewer maps for this Sector have not been reviewed for 10 years.

I METHOD OF ATTACK

The Emissary works alone and attacks in only one manner – by piercing its victim through the torso with the elongated centre digit on his right hand. With lightning speed, The Emissary will lunge and grab at the victim, clutching them with one hand while he pierces them with the other. As quickly as it pierces its victims it discards them, apparently waiting just long enough to see whether its victim begins to mutate or not.

I OTHER COMMENTS

None

“Only One.....”

Only recorded words of Nucleus, spoken to each Clan head before death.

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..0a

Wanted in connection with the deaths of seven of twelve Frother clan leaders, the warrior known as Nucleus has been operating in Downtown for several months. His origins have been traced to Czaria, specifically one of the specialist workers known as the Rabochih. Originally baseline humans, over centuries of exposure to the environments and chemicals fed to them by their masters, they have steadily become stronger and more powerful, including all their other senses. This, however is at the expense of their sight; the Rabochih have become blind. In general they are not well suited for roles beyond the mines. The drugs that give them their prodigious strength and endurance also lower their aggression levels and independence, and with their parents and grandparents coming from similar backgrounds, it is a rare individual who transcends the bonds of slavery and emerges from the mines.

Nucleus is the ultimate evolution of the Rabochih. Raised from birth on the enhancement chemicals regularly fed to the workers there, he spent much of the early parts of his life in the mines in the same way as most of the Rabochih, but in him was the capacity for far more than the average miner. From an early age, Nucleus displayed a penchant for violence and the pain of others that the drugs should have suppressed, and even with greater amounts of tranquiliser in him, he still needed to fight and win; to feel his opponents breaking underneath his fists. Many suspect now that Nucleus' father was not one of the designated Rabochih breeders, but an outsider who somehow entered the breeding pens and fathered an abomination.

After years of trying to break him down, the masters of Czaria saw that the fury of Nucleus could be better directed against their enemies. Naturally blind, but possessed of the immense enhanced sensory abilities of the Rabochih, Nucleus does not see in the conventional sense of the word, and came to understand at an early point in his training that his weakness was such that he would have to be the best there was in the combat arts that he could practise. For more than ten years he was trained by the best instructors within Darknight. From there, he was released onto several smaller SLA worlds, where he perfected his techniques against live opponents.

In time, Nucleus came to know of the Frothers, SLA's own chemically enhanced warriors, and in them, he found his purpose. Returning to his masters, he outlined his plan to enable the destruction of the Frother Clans, both to satisfy his own need to be the best, and to serve the purpose of his masters in the process. He was brought to Mort at some point in the early 900s, and spent many months familiarising himself with the ways of the enemy before making his first move. He knew that the fierce pride of the Clans could be turned against them, that no Frother truly worthy of the name would have lost their skill with a blade, and that any of the Clan leaders would be forever shamed and removed from their position if they refused a direct challenge from an equally armed opponent to a fight of honour.

It is this particular pride that has allowed him to be so effective in what he has been doing, but whether the clans choose to continue their honourable fight against this creature, or not, is a matter of some discussion in the higher echelons. In addition to the six clan leaders he has slain in single combat, Nucleus may also be responsible for the deaths of up to three hundred clan warriors in skirmishes and ambushes and continues to elude the best of their attempts to find him. He chooses his engagements carefully, ensuring that those looking for him only see him when he is ready for them to do so.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

Nucleus

DESCRIPTION:

Human

CRIME:

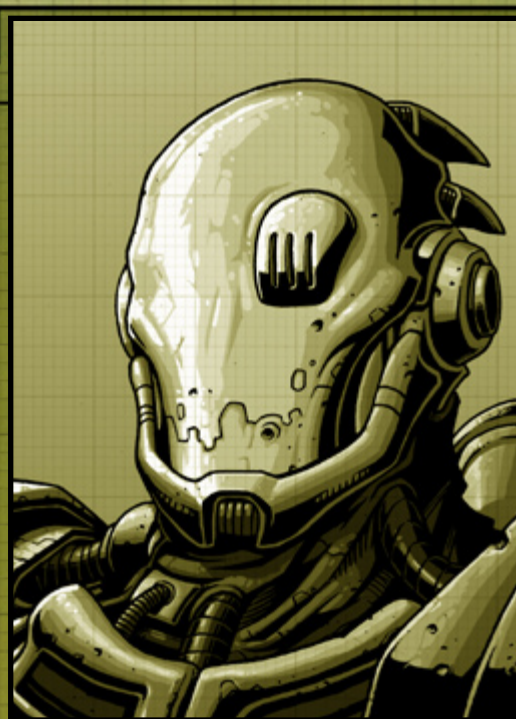
Murder, Espionage

DEPARTMENT CONTACT:

Dept of Extermination

BOUNTY:

1000c



I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac.0a

Nucleus has never been seen out of his armour, although footage from one of his fights where the armour was damaged has shown the skin underneath to be grey and lacerated in appearance. He stands over seven feet tall and is as broad as a Stormer, wearing armour that has been patched together from the conquests of those he has slain, each one adding to the colours upon him, so that it is known which Clans he has defeated, and which have yet to be visited by him. The armour is fully sealed, and carries heavy reinforcement around the ears and neck as well as a variety of antennae protruding from the rear, the purpose of which is as yet unclear.

I LAST KNOWN LOCATION

Nucleus only surfaces when on a hunt. The closest anyone has come to tracking him is the edge of CS2, as once over the wall, all further attempts to find him are confounded by the contents of the sector. Nucleus is believed to have several safe houses within CS2 and reportedly receives regular supplies and equipment from his masters to allow him to continue his private war. Each of the locations he maintains are covered in traps that are obvious to him, but extremely difficult for others to see.

I METHOD OF ATTACK

Nucleus always attacks at close range, fighting with his twin custom chainswords in a style that has not been seen in the world of progress since the beginning of the conflict era. While a ferocious and capable fighter, Nucleus is not without intelligence, and will retreat if the odds become stacked against him or the tide turns in the favour of the enemy. The only exception to this is in single combat with a likewise armed opponent, in which case he would rather die than flee a superior opponent.

I OTHER COMMENTS

Nucleus operates in very specific environments. He will not be drawn to open areas or locations where those with long ranged weaponry could get the drop on him, and he will not engage in ranged fire of any sort. If fired upon from a range that he cannot reach within a single phase, he will seek to disengage and move to ambush tactics to remove the ranged threat.

"We will prevail. Nothing SLA can do to us compares to the sights I have seen"

Criss Cross

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..0a

When Criss Cross was just 9, she started The Crosses. She promoted herself as a visionary and it was not long before older children from across the sector heard of this gang and wanted to join. Criss Cross was giving them something to believe in. This soon resulted in the formation of an organised outfit that includes training sessions in the use of weapons and educating members about SLA.

Initially the targets were businesses in the sector that were sympathetic to or affiliated with SLA. Vandalism, arson and theft were the most common petty crimes. This was soon extended to SLA property such as Shiver vehicles. For about a year, they were tolerated as being troublesome but not enough to warrant any action by SLA. This changed when two Shivers leaving their shift were attacked by a group of children wearing the Criss Cross insignia. While neither Shiver was killed, both were left permanently injured. The Crosses was targeted by SLA and the violence escalated.

One year on, Criss Cross is feared within her territory and has a formidable reputation within her gang. Believing that through her visions she "has a purpose", Criss Cross will do almost anything to increase the power of the gang within downtown and is seemingly unfazed by any threats made against her. Anything that might prevent her from obtaining her current goals is destroyed by any means necessary. Businesses have been ruined and people mercilessly killed to advance her cause.

She will also do whatever is required to indoctrinate and initiate youngsters that she feels have potential into the gang. This could be as simple as offering a new member a place to live, or it may be the elimination of any people that could hold a new member back, including family or friends. Such executions will usually look like an 'accident' but if there is any doubt as to the new recruit's loyalty is not uncommon to have the gang member informed, adding to Criss Cross's intimidating reputation.

Similarly, The Crosses does not have any ex-members as such. No one leaves on a voluntary basis and subversion is not tolerated. Any members that attempt to leave are invariably hunted down and killed.

Despite this, Criss Cross tends to prefer to maintain leadership by non-violent means and there is a measured control to all she does. Renowned for her chilling calm, those that have come in contact with her comment on how she seems to be simultaneously distant but also inside your head and that she knows if you are lying, often already having all the information she wants from you before she even asks any questions. The most likely cause of this is her extensive intelligence network and her ability to sift through and process all information given to her in moments. Criss Cross herself is not without combat abilities, although she is not one to openly display them. However, she has in the past personally, publicly and very brutally killed 4 people in order to reaffirm her position. Two of these were members of The Crosses and she killed the first when she was one week short of her 10th birthday.

There has never been a challenge to her leadership.

The members of The Crosses, despite all being under 17 years of age, are proficient combatants and frequently well armed. Weaponry used is predominantly blades, however a number of the gang are armed with various guns acquired from the black market or off the bodies of their victims. The gang itself is expanding rapidly and is estimated to number close to 250 and they cover the entire sector. Despite being unpopular with all neighbouring gangs, who see the constant Criss Cross expansion as a threat to their territories and interests, there are few gangs who will openly challenge them. The possibility of starting an open war with them or inviting the ire of Criss Cross herself is far too risky. She takes any affront to her and the gang very seriously and, while retaliation may not be immediate, it will be complete. Criss Cross never forgets.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

Criss Cross

DESCRIPTION:

Human

CRIME:

Subversion, Murder, Social Disorder

DEPARTMENT CONTACT:

Dept of Psychology and Psychosis

BOUNTY:

1250c

I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac.0a

Criss Cross is a 12 year old girl with long blonde/white hair and steel blue eyes highlighted by two black crosses tattooed over each one. She is often seen wearing a variety of quite fashionable street clothing over the top of which sits a pair of tattered costume fairy wings. She will also frequently wear a style of home made body armour unique to The Crosses. The body armour is marked with the The Crosses' insignia. Many gang members will also similar body armour bearing the emblem.

I LAST KNOWN LOCATION

Throughout Sector 45 of Downtown, sightings of gang members are frequent as they do not need to keep a low profile. Criss Cross herself is often seen at "The Hot Shot", which is her favourite café, or visiting the fashion store "Cutting Edge", where it is believed some of the gang's distinct body armour is fashioned.

Despite being easily recognised and well-known throughout the sector, acquiring accurate information as to her exact whereabouts can be difficult, as many are loathe to risk repercussions from the gang. In addition, she and the gang know every inch of their territory and have easily evaded more than one Op or Shiver Squad, often leading the more naive ops into ambush situations.

I METHOD OF ATTACK

While able to take care of herself, Criss Cross is invariably well protected and accompanied despite often being seen out 'alone'. She is watched over by a select group of gang members, a kind of inner circle, one of whom is believed to be her brother. Getting to her is likely to be difficult as it will mean taking on most of the gang, in particular the inner circle, who are skilled combatants.

When The Crosses go on the attack, ambush is their preferred method. Their unparalleled knowledge of the sector can have them seemingly just disappear. Rapid communication lines can result in 5 gang members turning into 50 in a matter of just minutes. All The Crosses are skilled with a blade, flexible weapon and hand to hand. While they do have guns, few are highly proficient with them.

I OTHER COMMENTS

There are rumours that Criss Cross has visions that come to her in dreams. She also has a reputation of having a level of insight into people. Gang members feel she is able to read their minds. While the Dept of Investigation does not believe either of these reports to be true, Criss Cross is thought to have exceptional intelligence and a degree of SLA knowledge well beyond that of the average downtowner. She has been heard to say that it is the visions that give her the purpose she talks of.

It is generally accepted that without Criss Cross's leadership the gang would rapidly disintegrate. For this reason SLA wants Criss Cross removed from power. However, her skill in combat, tactics and leadership far beyond her years, coupled with her abnormally high intellect, makes her desirable as an employee of SLA rather than someone to be eliminated.

No bounty will be paid if Criss Cross is killed.

: JAKOB BARROW

ref code;; //6769r76456476578763321224ra.7098-ac..0a

“Bow down. Bow down! Pray with me now, for they are coming! They are the inheritors, the creators – the shape of things to come. Now gaze up with me, to the stars and call back the blessed Grosh, and share in their vision of the future!”

Jakob Barrow, High Priest of the ‘Star Children’ Cult.

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..0a

In July, 907sd a Class 4 meteorite struck the eastern perimeters of Cannibal Sector 4. The impact, and subsequent shockwave, was sufficient to topple 3 city blocks. Needless to say it drew the attention of the resident cannibal clans, and then SLA Industries.

The joint Departments of Cloak Division and Investigation were quick to respond and keen to know the origin of the meteor, but the legions of cannibals drawn to the massive crater had already claimed the rock as their own.

After the Cloak Division Dark Finders had shot down the last of the defending clans, they found the mineral surface of the meteor had been cracked open, discovering that the interior of the rock contained a complex metal harness. Cloak Division swept the entire perimeter, scanned four miles of the Sector Wall, and interrogated the local Matriarch. Whatever was inside the capsule was gone. Scrogg Barrow, the head of the Blue Skull Clan, said that a large, spidery creature had stepped out the meteor and, after surveying the on-lookers, headed straight for the Sector Walls. Many of the cannibals were in complete awe of the beast, and took off in its direction. Scrogg’s beloved son – Jakob Barrow, was among them.

Scrogg became the subject of a standard Extermination Warrant and the steaming remains of the meteor pod were packed and airlifted back to SLA Head Office for further examination. Cloak Division purged the area of devastation while Investigation assigned Op squads made a thorough search of the Sector Wall vents and low level sewer passageways. No trace of the alien visitor or its cannibal companions were found.

In October, 907sd, a new cult symbol had been seen in the northern regions of Downtown and lower civilian areas close to CS4. It was an odd, criss-cross pattern set on the image of a black sun. The cult had made appearances in heavily populated areas to preach strange gospels of the ‘Star Children’ and pressgang new members for their cause. Such activities are quite common for downtown cults but the zealots of the Star Children Cult were more monstrous and deadly than even the Downtowners had come to expect, particularly their High Priest – Jakob Barrow.

The Cultists looked as though they’d undergone some form of primitive operation, that their limbs had been messily replaced with that of other species. All had long crooked scars on their shaven heads, suggesting some horrendous brain surgery. They all seemed less, and worse, than human.

Barrow himself had been augmented into a hulking brute, complete with an extra set of limbs, that thrashed about as he bellowed commands, ordering that the ‘initiates’ be dragged down to the canals of Lower Downtown to ‘receive the light’.

It seems that Jakob Barrow is just the mouthpiece for the alien visitor, who is as yet unseen by anybody outside the Star Children Cult. SLA has a great interest in both these perpetrators, and while they would prefer this otherworldly surgeon be brought in alive, Head Office will be content with Barrow’s brain and augmented extremities alone. SLA will provide Operatives with the necessary containers in which to transport the organs.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

Jakob Barrow

DESCRIPTION:

Human

CRIME:

Subversion, Kidnapping

DEPARTMENT CONTACT:

Dept of Subversion

BOUNTY:

1200c



I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac.0a

Jakob Barrow is a Grosh-altered cannibalistic human being but his size and stature are more akin to that of a Frother. He has a deep tan-coloured skin that is pitted and as tough as biogenetic armour. Two large alien arms sprout from Barrow's shoulder blades giving him the appearance of an organic Manchine. He is bald and appears to have suffered a crude form of brain operation, increasing his intelligence, the cranium having been fastened back in place with large metal staples.

Jakob has not been seen to wear any type of external armour and is typically garbed in civilian clothes, covered over by a black, shaggy robe.

I LAST KNOWN LOCATION

Jakob Barrow was last seen at The Revvick Bar in Downtown near the Tolcross Civilian Block. He was collecting offerings for The Skinner – the name Jakob uses to refer to The Start Child itself. During this sighting a disturbance broke out and Jakob was seen retreating in the direction of the Sector wall.

I METHOD OF ATTACK

Jakob Barrow is always accompanied by 6 to 10 cultists, and he will order them into combat while he attempts to evade combat and injury, returning to The Skinner to act as a last line of defence. If the defending cult members are eliminated, or escape is impossible will retaliate either by pummeling his foes with his alien arms, or with a huge sewer pipe or beam wrenched from a nearby wall.

I OTHER COMMENTS

None.

:UNCLE BERTIE

ref code;; //6769r76456476578763321224ra.7098-ac..0a

"Why are you arresting me? What did I do? It's not my fault that I have these urges, ask my brain-care specialist! Look, the fault isn't mine; I was approached by Strange Behaviour after word of my last indiscretion got out. They came to me and they offered me exactly what I wanted. The price was steep, sure, but you have to appreciate that she was perfect ... the only mistake was using the rubbish-masher I guess."

Klytus Tyrell, former Karma Executive.

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..0a

Strange Behaviour is one of the longest lived and most powerful Skin Trade syndicates to be found throughout the SLA worlds. Despite its lack of overall size, Strange Behaviour is so successful due to the uncanny knack that its leader, 'Uncle' Bertie Touchenfant has for understanding people, their twisted tastes and kinks, then supplying precisely what they desire, selling it in such a way as they would give up their own souls to taste the product that he is offering.

Touchenfant is such a good salesman because he knows his own product; by all accounts he is a lecher and a bon vivant on a scale that puts even the wildest media stars to shame. There is no vice that Touchenfant has not been connected with and no limit to his indulgence. This brings him close to his customers by making him 'one of them' and his understanding of the human condition also brings him close to the victims of his syndicate and his employees.

The appellation 'Uncle' has come about due to his personal and professional preference for younger flesh, kidnapped and conditioned to order, but also because of the familial bond and loyalty he inspires, not only in his employees but also in his victims. Strange Behaviour, under his direction, appears to have perfected a mind-breaking technique that induces its victims to regard Touchenfant as they would a beloved family member and this misguided loyalty runs so deep that the Department of Psychology & Psychosis is often unable to undo the bond. Even Blue Scream torture techniques can only extract the barest of information from those individuals rescued from Strange Behaviour's clutches.

Touchenfant is believed to come from a Downtown family of New Parisian extraction, though his public record appears to have been expunged in the recent past by a bribed or manipulated records officer. Strange Behaviour typically operates out of abandoned or gang-ridden buildings deep within Downtown or from higher class safe houses garnered through the blackmail of regular clients.

Bertie Touchenfant is wily enough to hide his personal involvement behind a screen of intermediaries, lackeys, hirelings and employees but his personal involvement in the psychological breaking and conditioning of Strange Behaviour's abductees, while apparently necessary for the process to work, has also allowed sufficient evidence to accrue to justify his termination warrant and the issue of this Hunter Sheet. While the gathering of further information about Strange Behaviour's client list and psychological techniques would be a considerable bonus to any action taken against Touchenfant, the primary aim is termination with extreme prejudice to make a solid example for other Skin Trade cartels, demonstrating that none of them are untouchable and that a grisly end awaits them if they continue their business.

Strange Behaviour appears to have no central headquarters, instead relying on a chain of agents upon and throughout the SLA worlds, concentrating on the core planets where wealth and decadence are in greater supply. Bertie Touchenfant is the keystone for this entire enterprise, limiting its size and scope and rendering it vulnerable to direct action in a way many Skin Trade cartels are not.

Touchenfant is typically guarded by between two and ten personal bodyguards at all times. These guards have been known to be anything from veteran gang members to Props and Soft Company personnel. Even some kidnap victims, once sufficiently broken and bonded to Touchenfant, have been known to have been employed as guards by him, perversely willing to end their lives to protect the very man who has enslaved them.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

Uncle Bertie

DESCRIPTION:

Human

CRIME:

Corporate Subversion

DEPARTMENT CONTACT:

Dept of Warrants

BOUNTY:

350c



I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac.0a

Touchenfant is a 42 year old male of New Parisian descent. He stands around five feet two inches tall and is of stocky build and pale complexion with short black hair and a broken nose. He typically wears a moustache and slicks back his hair. Another distinctive feature is his mismatched eye colour, his paler right eye thought to be an implant. He dresses in modest Downtown appropriate clothing or underground New Paris fashions. He is accompanied at all times by armed guards, typically Props or veteran gang members hired as mercenaries.

I LAST KNOWN LOCATION

Touchenfant has been spotted both in the suburbs of New Paris and within the deeper levels of Downtown on Mort within the last month. His method of travel between these locations remains unknown and is a secondary priority of any action taken against him.

I METHOD OF ATTACK

Touchenfant is an inveterate coward who avoids direct physical conflict at all costs, instead he sub-contracts his protection to gangs, Props, Soft Companies and Suppressor Powers and seemingly has the necessary budget to go to great lengths for his own protection. He always has an escape plan and a backup escape plan for any conflict. However, it should be assumed that he is armed as he has favoured a pistol in the past and there is intelligence to show that he has purchased assorted kinds of 10mm pistol ammunition on several occasions.

I OTHER COMMENTS

Touchenfant and Strange Behaviour's success have made enemies of many other groups involved in the Skin Trade, which may be a weakness.

RADIO CLASH

ref code;; //6769r76456476578763321224ra.7098-ac..0a

"I offer freely a release from your shackles and bindings, I fear you lack the strength to hold such a gift"

Radio Clash, recorded during single combat against the Necanthrope Union Gevalt (All missing, presumed KIA)

CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..0a

Radio Clash learned his trade through many decades of warfare. Starting on Dante and from there, through the contract circuit and on to greater challenges off world, he constantly learned as he did so, ever despairing that there was nothing that could challenge him in the manner he needed to make him feel alive again. His prowess brought him the best of everything that the World Of Progress could offer, weapons capable of destroying any enemy, physical implants and upgrades that made him the physical equal of any creature, born or made. As he improved his despair deepened, despite all of his achievements he still lacked a true purpose. He came to understand that the only things in the world that could challenge him would be the very beings he served faithfully. Still he persevered, always seeking a greater challenge until he was called to pacify the world of Genmel, an agricultural world of no military might, whose only resource was the rich and fertile ground that the indigenous inhabitants had worked throughout all the centuries previous. SLA had ordered that he bring the world to heel, taking the ground for their own and making sure that the vast food stockpiles went straight back into the stores of SLA, where they could be better distributed.

It was to be an error that SLA would not have chance to rectify.

Upon setting foot on the world, Radio Clash was struck by the simplicity of the life that the Genmellians lived, how they had no concept of war or suffering, and how their lives had been improved in the not knowing of it. He learned from the elders of the world how such a life could easily be his for the taking, if only he had the strength to lay down his arms. Unbeknownst to SLA, he began learning the creed of the Genmel, and in doing so, found peace from a lifetime of war. Knowing that SLA would never turn back from conquering this world, with a heavy heart Radio Clash took up his weapons again and endeavoured to set up protection for his new home, sabotaging the attacks from the SLA forces, always "arriving" just in time to see the destruction of the forces he was sent to save.

In late 904, footage from orbital cameras showed Radio Clash engaged actively in the destruction of SLA forces, and he was declared insane by the department of war, with a huge bounty laid upon him. Several of the more prominent contract killers journeyed to Genmel, where each of them was laid to rest or converted to Radio Clash's cause within days of their arrival. As time went on, SLA Industries realised that there was something else to Radio Clash. No human, no matter how skilled, could hope to survive against the odds that were being levelled against Genmel, but day by day, Radio Clash was not only holding back the tide, but starting to turn it around.

By late 905, Radio Clash had converted SLA's entire legions on Genmel to his cause and set up defences and bases able to repel almost anything. His adopted world now safe from the attacks of SLA, Radio Clash returned to Mort and, from his new base in CS1, announced his arrival, ensuring that all knew of his return and where to find him. Since then, Radio Clash set up shrines near his base, dedicated to the worship of the god who brought him peace. Each day he holds Mass there, in plain view, and every week, the forces of SLA come to the shrines, some to join him, some to kill him.

None Return



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

Radio Clash

DESCRIPTION:

Human

CRIME:

Mutiny, Treason

DEPARTMENT CONTACT:

Dept of Exterminations

BOUNTY:

6000c



I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac.0a

Radio Clash is hardly ever seen out of his Widowkiss battlesuit, a massive powersuit of ancient construction, wielding the twin weapons of Charon and Garm. The only footage of him out of the armour is from several decades ago, in his appearances on the circuit, as a tall (over seven foot) man, fair of skin and hair, with clear, sapphire blue eyes. His skin bulging and stretched over the massive number of augmentations and implants within him from his time on Dante, he became the darling of the circuit. Widowkiss battlesuits over ten feet tall and built to humanoid proportions, albeit with even heavier armour than that seen on Thresher powersuits, with sensor rods protruding from the back and shoulders, allowing Radio Clash to be ever aware of his surroundings.

I LAST KNOWN LOCATION

Radio Clash makes no attempt to conceal his location. He resides within a small fortress just out of range of the wall artillery of CS1, but close enough that employing any sort of orbital artillery would cause catastrophic damage to the wall itself. He holds council there every day, unless out on one of his frequent missions against SLA, venturing into the City by means unknown and returning by the same manner. His armour blocks out direct viewing by cameras and Station Analysis, tracking only possible via the loss of camera sight within an area. His whereabouts are only ever known by the destruction he leaves behind.

I METHOD OF ATTACK

A consummate professional, Radio Clash operates a single hit, single kill policy wherever possible. His weapons are lethal in the most extreme, and the skills with which he wields them are beyond the realms of anything merely human. His preferred method of death is by massive trauma to the head, preventing any possibility that he will have to face the same opponent twice. He can use both weapons simultaneously, but usually conserves his ammunition, choosing the best weapon for the job and ensuring that the target is beyond recovery before moving on to the next. If any target other than his current adversary becomes more of a threat, he will switch his attentions immediately, always prioritising the greatest threat first. If Radio clash believes that an opponent could be converted to his cause, he will try to take them alive and return them to his base to increase his power in the area.

I OTHER COMMENTS

None

“Her. Yes her – the one with the flaxen hair. Strip her clothes off... yes, she is adequate. Take her to my villa. Don’t beat her, you stupid pig! Idiot! I want her skin unblemished before I begin.”

Legatus Dorot Binzwald, Screaming Death Legion – Kollstadt (Main Square), Krieger 906sd

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..0a

When the Krell invasion of Xaime took place 905sd, other planets in the outlying system had already fallen to the Krell soldiers known as War Pigs. One such planet was Krieger – a grey, muddy world of stormy skies and cold, hard mountains. Being a remote, low-resource natural world it had acted as a scientific research centre, and as such was not heavily defended. Unknown to the resident scientists and their maintenance crew, the planet had once been a Krell Home World. It had retained its original name – Kriege, and even the facilities they had inherited had at one point been used by the Krella and their allies.

SLA Head Office received the Krieger SOS call at around the same time that the War Pigs were assaulting Xaime.

The ‘Screaming Death Legion’, headed by the Legatus Krella – Dorot Binzwald, had descended upon Krieger and destroyed the opposing forces in a matter days. The occupation of Krieger was fast and brutal, and those who chose to surrender to the War Pigs would quickly come to regret it.

Even among the Krella, Binzwald was regarded as ‘disturbed’. She was fascinated with human women, particularly healthy, pretty young women. Such girls were to be taken to her newly acquired Villa in the hills above the capital city of Kollstadt. In the days that would follow, Dorot would fulfil her darkest desires, torturing her subjects until they screamed for death. Their corpses would be dumped around the various rooms in the Villa, whereupon Dorot would hold imaginary conversations, and arguments with the lifeless, rotting bodies. Some days she would be seen marching through the Main Square of Kollstadt wearing a scarf made from human skin. She also found it amusing to set her prize Krell Hounds on an unsuspecting passerby and let them tear the hapless victim to shreds. Binzwald deemed it as ‘good morale for the men’.

The insane Krella was not sent to Krieger to simply indulge in her perverse sexual desires. The High Command valued her skills as a Legatus (a Krellish Military Commander) and organiser. They intended to reman the research centre outside of Kollstadt, and others situated across the surface of Krieger, for scientific studies of their own.

These research centres exist today, and intelligence reports state that the Krella are performing a series of horrific studies on the citizens of Krieger. The Krell have been gone from what is now the World of Progress for over nine centuries and wish to know more about the people that inhabit it.

The research centre at Kollstadt is more akin to a concentration camp however. Once inside, the captives from the neighbouring city and town are subjected to horrendous experiments involving brutal surgery, subjection to test phase poisons, gasses and weaponry and forced sexual liaisons with Krell soldiers to create hybrid offspring.

Kollstadt itself has now been overrun with the Krell War Pigs who are now housed throughout the majority of the city, while the original citizens have been either dragged off to the varying research centres or segregated in newly designated ‘ghettos’ at the low end of Kollstadt. It will not be long before these ghettos are liquidated and the remaining hostages are either exterminated or relocated to the camps.

All this is overseen and managed by the Legatus Dorot Binzwald. Her subordinates are known as the Ma-trons, an extensive organisation of scientific Krella who maintain the research centres. The Krell soldiers patrol the city and camps and quell any riots and resistance with ruthless efficiency.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

Dorot Binzwald

DESCRIPTION:

Krella

CRIME:

Conflict Crimes

DEPARTMENT CONTACT:

Black Chapter

BOUNTY:

10000c

I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac.0a

Dorot Binzwald is a conflict era alien being from the Krell race. She is Krella (female), and considerably more sophisticated than her male brethren, although facially there is little to separate the two sexes. She stands around 5'7" in height and has a slim but athletic build. Like all Krella, she has a series of long, thin flesh cords running down from the back of her scalp. Dorot wears an adapted suit of Ablative Armour that shares many similarities to the 112 Silverback Armour from Power Projects. This armour is concealed beneath her Krellish Uniform of black leather trenchcoat and jackboots.

Dorot Binzwald carries a Krellish Laser Pistol firearm and 'Razor Crop' stick which she uses more as tool for obedience than an actual weapon for combat.

I LAST KNOWN LOCATION

Dorot Binzwald never leaves the safety of the main compound or her Villa on the hill. While doing her inspection of the camp or of the Kollstadt ghetto she will be accompanied by no less than 20 - 25 fully armed War Pigs. This number can increase to 50 if she is in the city. If assassination operatives are to have any chance of killing Binzwald it must be while she is in her home. This is when security is at its weakest as Dorot prefers privacy when she is torturing her slave girls. It is believed there are only between 3 - 5 Krell War Pigs guarding the cellar when she is engaged in such activities.

'Hansel and Gretel', her two Krell Hounds never leave her side. Even during her torture sessions they are chained to an adjacent wall or participating in the act.

I METHOD OF ATTACK

If Dorot Binzwald finds herself in a combat situation, she will immediately shout out 'Havoc!' and let slip her two Krell Hounds to attack her assailants, then retreat as quickly as her Blitzkrieg suit will allow. If escape is not possible, she will return fire with her Laser Pistol. She will only surrender if her hit points drop to 5 or less, or her extensive bodyguards are all killed. Binzwald is a highly skilled combatant, but she will not fight to the death.

I OTHER COMMENTS

Intruder is offering 1500c. for the severed head of Binzwald which he would like for his collection.

:THE STEPFATHER

ref code;; //6769r76456476578763321224ra.7098-ac..0a

“Suffer the Little Children to come unto me, of such is My Kingdom. And they bring young children to Me, that I should touch them. Do not rebuke those mothers that bring them for when I see this, I am much displeased, and say unto them, suffer the little children to come unto Me, and forbid them not: for of such is My Kingdom”

Scrawled on a note left at The Stepfathers fourth murder scene, source unknown.

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..0a

The Stepfather has come to the attention of the media in the last few months although it is believed that he may have been acting for much longer. Born William Jonathon Winfield, this 39 year old has had what appears to be an unremarkable life in downtown terms. Born to a single mother and unknown father he lived at home until the death of his mother when he was 32. Until this time he held a variety of low-paying jobs including kitchen work, deliveries and later as a base level lab assistant in a pharmaceutical production plant for Karma, a job he remained in, without advancement, for 10 years. He was dismissed when he was 32 for entering a restricted area, although interrogation revealed that he had not accessed any confidential data.

Two months later, the body of his mother was found at his home, her death apparently due to natural causes. With the flat registered to his mother and with no way to pay rent, William was evicted. At this time William Winfield disappeared. Throughout the next 5 years there were reports of sexual assaults and rape in the surrounding areas and the basic MO was similar in all cases. Over time the brutality of the attacks increased but always with the same distinctive characteristics. It is suspected that this attacker was in fact William Winfield.

Around that time, witnesses reported a vile looking man in the area, his face partially obscured, surrounded by up to half a dozen children. This man had been previously seen around Sector 11 and was given the name of The Stepfather by locals who believed he was a benevolent homeless man caring for orphaned street kids. Often considered to be slightly mad, no one questioned his involvement with the children as they all appeared healthy and had such great affection for him. None of them seemed to be held against their will.

In the light of recent events, Shivers have gone undercover to collect fingerprints from the man known as the Stepfather and they match those in the Karma database for William Winfield. If this is indeed the case, The Stepfather is responsible for the past 5 years of attacks and the current crimes of The Stepfather indicate a sickening escalation of brutality to an appalling level.

Current assaults on women have progressed to specifically target pregnant mothers or mothers with small children. The women are tortured for sometime before being killed. On autopsy there is little evidence of resistance from the women killed and there is trace evidence of sedative drugs in the blood, so it is believed that at least initially the women are drugged into submission. However, it is thought that they are allowed to regain consciousness prior to torture taking place. Wounds on the body vary and include puncture marks, bruising and burns. Excrement has been found in the stomachs of all the women as well as evidence of force feeding. Death is by exsanguination, secondary to disembowelment. The abdomen is opened from sternum to pelvis with a single cut and the uterus and ovaries subsequently removed. The woman bleeds out from the ovarian and cervical arteries.

The children of the victims are not found after the attack. Their fates remain unknown.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

The Stepfather

DESCRIPTION:

Human

CRIME:

Murder

DEPARTMENT CONTACT:

Dept of Investigation

BOUNTY:

1000c

I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac.0a

The physical appearance of The Stepfather is worse than you would expect of even the most deprived homeless individual. His clothes are stained and unwashed, his hair is unkempt and greasy and his hands filthy with dirt and dried blood under his nails. Repeated use of the drug Shatter has resulted in disfigurement of his face, with lips shrunk back leaving his mouth in a permanent grimace. Any other disfigurements that exist are hidden under a long coat.

The Stepfather is always surrounded by groups of 10-15 small children from toddlers to 12 year olds where ever he is seen. It is difficult to tell if it is the same children with him at each sighting as they all wear identical masks, protecting their identities.

I LAST KNOWN LOCATION

The Stepfather and his children are often sighted in the lower reaches of downtown in the high-rise areas of Sector 11 and anywhere that very small children are seen in this sector is considered tempting to The Stepfather.

No permanent home or base is known, although one must exist, and there is no pattern to the sightings. It is likely that The Stepfather uses the sewer network to move between high rise apartments. Within the network in this sector there are also entrances to abandoned buildings in the lower levels, any of which are potential bases for him.

I METHOD OF ATTACK

The Stepfather does not use guns at all. He is exceptionally proficient in the use of blades and has a sound knowledge of anatomy, enabling him to strike with precision at vital points on the body. He is also a known drug user and does not hesitate to use chemicals to subdue opponents. His training at Karma in pharmaceuticals makes it possible for him, with the right equipment, to manufacture his own chemicals specifically for that purpose. In addition he has his brood with him at all times and these children are as ruthless as the Stepfather himself. They will defend him to the death, biting and clawing at any threat. If any of the Stepfather's brood are attacked, The Stepfather will fly into a frenzy, almost like a berserker state, to kill the person responsible. It is the only time that he will set out to kill anyone other than an intended victim.

:GENERAL SIDI GEJKTA

ref code;; //6769r76456476578763321224ra.7098-ac..09

"I am a Matanwan, born and raised on the banks of the Black Delta. I am the people, and the people are in me. We are one! When I was three years old, the great King Vulture came down and told me I was destined to rule, and liberate all Matanwans! King Vulture has spoken! I living god, and all that that entails!"

General Sidi Gejkta, Seventh head of the Hydra, Saviour and Butcher, Beloved of the People, Protector of Matanwa, 905sd.

I CRIMINAL PORTFOLIO

ref code;; //6769r76456476578763321224ra.7098-ac..09

Sidi Gejkta originates from one of SLA's natural resource worlds – Matanwa. As a distant backwater planet, Matanwa remained largely unnoticed by SLA Industries until around 880sd, when it began trading mineral resources in return for trained Death Squads to neutralise civilian rebels who were fighting to overthrow the main government in the capital city of Nosana.

Within one year, the rebel faction had been mostly eradicated, with its few surviving members retreating into the vast hills. SLA Industries opted to keep the deployed operatives on Matanwa as a surrogate police force. Within 16 months the rebels had garnered more followers, and were rising up against the oppressive regime set down by SLA's new militia in Nosana and the surrounding towns and villages.

In 882sd SLA decided to take full control of Matanwa, sending in 10 military battalions, and a diplomatic SLA 3 Ps contract team to take over the planet. The company set about strip-mining the planet and began organising its own corporate government in Nosana.

It was around this time that SLA began enlisting some of Matanwa's most aspiring and talented individuals for operative training. Among them was a near-feral Wraithen called Sidi Gejkta. Out of all the Matanwan candidates for employment in the company, Wraithen was already extraordinarily skilled with a rifle and at close quarters fighting, especially for one so young. He was ambitious and supremely confident in his own abilities and future prospects

Sidi Gejkta was sent to Orange Crush for Death Squad education, but showed considerable interest in corporate politics and war world training. His potential did not go unnoticed and his instruction was extended by a further year, adding diplomacy skills to his already accomplished combat training. When he graduated, with honours, Sidi was attached to an advisory command squad and shipped to the war world Cross.

It was two years into a four-year tour that Sidi Gejkta slaughtered his squad and disappeared from the war world. An investigation team was sent to Cross to find out what had caused Sidi to turn his back on SLA. Soldiers who had known Sidi during his tour said that they felt he had always harboured subversive leanings and borne a secret grudge against SLA Industries. Others who were closer went as far as to say Sidi was insane – exclaiming that a great bird god had come to down his village and told Sidi he would bring his people out from the poverty and hardships enforced by Matanwa's government and, latterly, SLA.

Numerous reports flooded through from Matanwa that it was under attack. Sidi Gejkta, along with 1000 fully armed Ex-War Criminals, had finally returned home to rule. A bloody war broke between SLA forces and Sidi's army of war world veterans and supported Matanwa rebels who had fallen in alongside them.

It is now 907sd, and General Sidi Gejkta rules over Matwana with a same sort of dictatorship regime that he had initially fought so hard so remove. The defeat of SLA ground forces seemed all too easy, and in Sidi's absence an unseen faction was gaining supporters and infiltrating the established government. The 'King Vulture' figure appears to be more than just a myth and may be an actual person who had orchestrated the military coup from the shadows over a number of years.

Today, Matanwa is a ravaged world, and in as much of a state of chaos as it has ever been in its history.



STATION ANALYSIS

issue cord:: 697098098//.ca/90

NAME:

General Sidi Gejkta

DESCRIPTION:

Wraithen

CRIME:

Corporate Subversion

DEPARTMENT CONTACT:

Cloak Division

BOUNTY:

8000c



I CRIMINAL PROFILE

ref code:: //6769r76456476578763321224ra.7098-ac.09

Sidi Gejkta is a middle aged (32 years old), male Wraithen. He has a distinctive 'Southern Hemisphere' physiognomy – thick, coarse fur covering a shorter, stockier build. Typically of Southern Wraithen, his eyes are positioned down closer to his snout, and his teeth are much thicker and longer than the common Wraithen on Mort.

Sidi is always dressed in military attire, even when he is secluded in his forest mansion. When he is attending public events and ceremonies he wears either Crackshot Armour or heavier Dogeybone Armour (depending on the threat levels).

His armour of choice is always fitted with an assortment of KK Weaponry, and a custom Chain Axe; his preferred weapon for close quarters fighting.

I LAST KNOWN LOCATION

Sidi is almost constantly on the move, staying within numerous safe havens throughout Matanwa's main provinces. When SLA descends on the planet they will send SLA Military Forces directly to the capital city of Nosana and face the brunt of the rebel forces. Gejkta will not be found there and is more likely to be hiding in a secret base in the hills outside the city. Operatives will have to bribe or interrogate the locals residing in the city outskirts for clues as to his whereabouts. Some of the more downtrodden villagers will be more helpful, as they want 'this maniac' removed from office, and ultimately Matwana itself.

I METHOD OF ATTACK

If Sidi sees that his life is any kind of danger, he will quickly suit up in his Dogeybone Armour, inject a phial of Blaze UV and seek out his assailants. He will immediately open up with his shoulder mounted GAK 19, focussing on what he thinks are the most deadly adversaries. If he runs out of ammunition, he will spray the area with a KK30 Ripper. As a last resort Sidi will draw his Chain Axe and advance upon the remaining foes. Sidi Gejkta will fight to the death.

I OTHER COMMENTS

None.

I ROVER: GAME NOTES

ref code:: //6769r76456476578763321224ra.7098-ac..09

Race: Advanced Carrien

Stats:

STR: 7

DEX: 9

DIA: 10

CONC: 8

CHA: 7

PHYS: 8

KNOW: 9

COOL: 7

HITS: 15

Head: 5

Torso: 25

Arms: 7

Legs: 8

Phases: 1,3,5

Walk:2 Run: 4 Sprint: 7

Armour:

Custom Exoskeleton (or business suit)

PV: 7

Head: 10 Torso: 20 Arms: 15 Legs: 17

Weaponry:

Fen 603 10mm Automatic

Size: P Clip: 20 CA: 10mm ROF: 3/1 Recoil: 3

Range: 12m Weight: 0.5kg

DBP Gash Fist

PEN: 4 DMG: 4 AD: 2

Skills:

Unarmed Combat – 4, Martial Arts – 6, Sneaking – 5, Hide – 5, Pistol – 4, Running – 3, Climb – 5, Rifle – 3, Auto/Support – 3, Leadership – 7, Interview – 5, Communique – 6, Persuasion – 5, Computer Use – 5, Bribery – 5, Electronic Locks – 5, Business Administration – 10, Business Finance – 9, Computer Subterfuge – 5, Survival – 6, Streetwise – 8, Evaluate Opponent – 8, Literacy – 7, SLA Info – 6

Advantages:

Good Hearing – 6, Good Info - 7

Disadvantages:

Dependent – 6 (Mari Laine), Compulsion (SLA Executive) - 6

Equipment:

Carrien Exoskeleton, Stolen Business Suit, Filo-fax, Comm, Fen 603, 3 x clips, Gash Power Fist, Business Cards.

I ROVER'S BODYGUARDS

Rover is accompanied everywhere he goes by his staff – a pack of six Greater Carrien who are fanatically loyal to their boss, and a dozen gophers, secretaries, advisors and sycophants. These Carrien are equipped with salvaged armour and weapons. To avoid SLA assassins, Rover sometimes ‘promotes’ one of his staff to ‘vice-president’ and has them pretend to be him for a few days. Unless the whole pack is wiped out, there is no guarantee that Rover is dead.

I ROVER IN THE GAME

On his own, Rover’s going to be rapidly smeared across the landscape by a half-way competent team of SLA Ops, which is why he’s never encountered on his own. Rover has a whole Soft Company structure backing him up. He’s the grey-suited secret master of the Carrien packs, the power behind the alpha. Have the characters run into well-equipped Carrien packs supplied by Rover long before they get close to Rover himself. The whole experience should be a bizarre parody of life in SLA – have the Carrien bitch about low pay, the price of ammo and the incompetence of middle management even while they snack on the liver of some unfortunate Operative. The characters might get attacked by a pack of Carrien assassins, and when they kill their assailants, they find a ragged knock-off of a BPN naming them as targets. Rover’s company could even do corporate branding for Cannibal gangs. A mission involving Rover’s corporate ambitions should have a very surreal vibe to it.

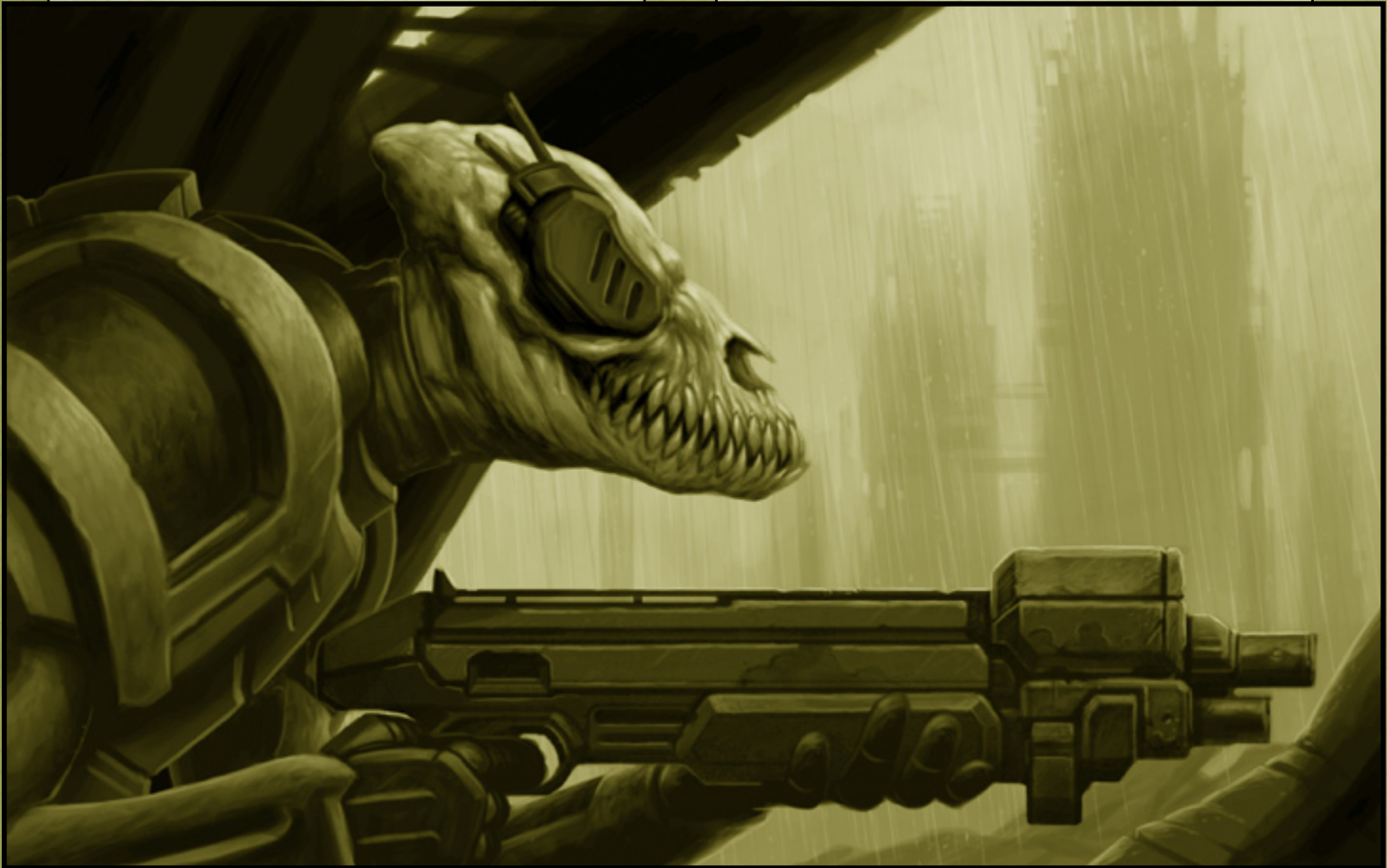
Mari Laine, the researcher who Rover spared, is secretly working for the Carrien. She and Rover are lovers – she got much too involved with her work – and she is experimenting with the creation of Carrien-human hybrids using Rover’s DNA. She will present herself as an expert if the characters are investigating Rover, and pass on any information she gets back to her Carrien boyfriend. They’re the power couple of CS4.

I HOSTILE TAKEOVER

Rover is an ambitious monster. His time with SLA taught him the importance of forward planning, of long-term strategy, and of cold hard cash. He doesn’t want to be the baddest Carrien or even the most feared warlord of Cannibal Sector 4. He wants to be rich and fat and powerful. He wants to be a SLA Executive, sitting at the head of a department.

Even with Rover’s Soft Company support, the Carrien aren’t the most dangerous things in the Cannibal Sectors. There are worse things out there – War Criminals, Manchines, Scavs, mutants, terrorists and cultists. What the Carrien do

44



have, though, is numbers and knack for worming their way in where they're not wanted. No matter how thick the walls around the Cannibal Sectors are, the Carrien always seem able to find their way though the barricades into Mort itself.

Rover's plan is to exploit this knack. His agents will make contact with the nastiest things in the Cannibal Sectors and offer them a way through into Mort. The Carrien will lead them through the back alleys and the sewer pipes and the hidden passageways to get them past the defences, and then let them wreak havoc on Downtown. After a few weeks of carnage and security breaches, Rover will make his power play. He'll contact SLA Industries through Mari Laine and make them an offer – if they buy his Carrien company and make it a legitimate part of SLA, then he will put an end to the Cannibal Sector breakouts. If they don't, well, the attacks will continue until their offer improves.

The player characters are assigned the mission of bringing Rover and his company down. As they investigate the Carrien cell network, they learn of Rover's plan to open the floodgates and hold Mort to ransom using the worst of the Cannibal Sector. Better yet, if they don't take Rover down in time, then he'll become a SLA Executive and become untouchable. The only thing worse than

an ambitious Carrien with delusions of promotion is a predatory high-SCL exec who knows you just tried to kill him ...

I GRUNT: GAME NOTES

ref code:; //6769r76456476578763321224ra.7098-ac..09

Race: Carnivorous Pig

Stats:

STR: 15

DEX: 9

DIA: 6

CONC: 6

CHA: 2

PHYS: 12

KNOW: 6

COOL: Does not make cool rolls

HITS: 27

Head: 7

Torso: 27

Legs: 14

PHASES: ALL

Walk: 2 Run: 2 Sprint/Charge: 6

Advantages

Good hearing – 5, Good sight – 5, Running – 4, Swim – 4, Climb -1, Detect – 6, Tracking – 6

Disadvantage
Drug Addiction - 5

Special Notes
Addiction rules apply – any drug will quell addiction temporarily.

Armour
Natural Armour
PV: 10
Head: 20 Torso: 50 Legs: 40

Weaponry:
Tusk
PEN: 4 DMG: 7 AD: 3

Bite :
PEN: 3 DMG:5 AD: 3
Note – Phys roll for infection if not treated within 1 hour.

Spikes
PEN: 1 DMG: 1 AD: 1

Hooves
PEN: 1 DMG: 2 AD: 0

GM NOTES

Grunt can be introduced to a squad as a simple ‘hunt’, a random encounter or an investigation into the minor cover up linked to Grunt.

Grunt has been known to SLA even before his first sighting at the Gorezone location. Initially an experiment by Karma to test the effect of a new combat drug, the lab bred carnivorous pig was intended to be involved in the Gorezone to improve the ratings. It was to be injected with the new drug and released at the peak of the slaughter. However, the release was delayed after he turned on his handlers killing them both. Accordingly, the pig reached Gorezone after all the combatants had been killed, leaving no one to kill the pig or even confine it. It subsequently escaped into the sewers – something that was never intended.

Initial attempts to capture Grunt failed but Karma soon realized that Grunt could be almost as much use to them in the field. All reports of sightings and attacks of Grunt are being compiled by Karma, as is all the photographic and video evidence. Body tissue and blood samples are analysed and the changes to Grunt’s metabolism and DNA are being mapped out. Each attack and victim provides Karma with more data, so even though they are stating that time is an imperative, in reality Karma benefits from almost any outcome.

The only failure from Karma’s viewpoint is the loss of Grunt’s body. An extra bounty has been put on the recovery of all Grunt’s glands, but in reality they are most interested in his sperm which could remain viable for up to 48 hours after death. It is Karma’s intention to continue with progeny from Grunt if possible; if not through artificial insemination then through DNA splicing.

Killing Grunt should not be as simple as just filling him full of bullets. The scarred areas of his body are highly mineralized and have a high PEN rating. Shatter mutation has also given him a degree of regenerative power, healing almost in front of the players’ eyes. Should any attempt by the squad be made to sedate Grunt, they will find it has the opposite effect creating a hyperexcitable state. Grunt may either frenzy attack or run in that instance. As reported, he also has established a den in the sewers and is familiar with the tunnels in a one mile radius.

An incidental NPC that the squad may encounter on this mission is Hush, a low level Wraithen. The only surviving member of his squad after an encounter with Grunt, he has made it his personal quest to hunt Grunt down. He feels a degree of shame that he failed in killing Grunt the first time while his squad died in the attempt; the way hunters should. He would prefer to kill Grunt alone but may attach himself to another Squad should they offer it. The conflict will arise as they get close to capturing Grunt, at which point Hush will serve only his own interests, potentially disrupting any plan the squad may have to fight hand to hand with Grunt.

SUZU TIC-TOC: GAME NOTES

ref code:: //6769r76456476578763321224ra.7098-ac..09

Race: Human

Stats:	
STR:	4
DEX:	7
DIA:	9
CONC:	6
CHA:	7
PHYS:	5
KNOW:	9
COOL:	5
HITS:	9
Head:	3
Torso:	9
Arms:	4
Legs:	5

Relevant Skills:
Pistol - 3, Martial Arts - 2, Blade 1H - 1, Flexible Weapon -1, Hide - 7, Detect 8, Computer-Use - 6,

Electronics, Industrial - 9, Mechanics, Industrial - 9, SLA Info - 4, Streetwise - 6, Robotics - 9. Bad Speech - 1

Equipment:

DA80 pistol and 120 rounds. CAF "Steel Death" backup with 8 rounds, Homing beacon for Vito and Buzzards to find her. Small tool kit. Body Armour equivalent to DarkNight 00985.DN. Generic combat knife.

Drones:

6 Vito drones modified for stealth.
4 Buzzard drones.

Suzi has a homing beacon with a panic button that summons her drones to come and save her from trouble. It has two buttons: Intimidate and Kill. Kill will summon the drones to kill anything that looks like it's threatening her whereas Intimidate will merely show up with armaments bristling. The Vitos have a sound board that can imitate the sound of several different firearms being made cocked, powered up or drawn whereas the Buzzards have louder than usual chain axes. Intimidation is Suzi's favourite survival tactic. The modified Vito drones have Stealth - 7 skill and will usually try to position themselves optimally before announcing their "Click hello".

GM ADVICE

This mission should be offered if the squad do something to make them stand out as photogenically brutal or exhibit a propensity towards over-kill.

SLA will brief the squad on Suzi Tic-Toc and make her out to be much more of a threat than she actually is, over-paying for the mission and promising media coverage if the operatives commit to providing a messy and decisive end to Tek Trex.

There should be a lot more fanfare than a simple extermination mission should normally have. Every person helping out should ramp up the mission a little bit, leading to what SLA Industries really wants; a graphic, brutal and final end to Tek Trex.

Advice they will be given by their handlers should contain gems like "destroy her hands with small arms fire before approaching her so she can't signal her army of robotic killers!" and "question her before she expires to make sure you've got all the data; promise her you'll let her live, offer her hope."

Needless to say, the actual danger is significantly less than promised, but that's not to say that it is risk-free. While Suzi Tic-Toc will assume

she is too small to be a threat and that therefore she will be able to bargain with the operatives, she's not that stupid that she won't have a few basic security plans, like the drones listed above.

The documents will be stored in a satchel at a remote location; a hotel room where Suzi hides out. Operatives will be tasked with their destruction and proof of this must be presented for bonus payment; Filming of operatives comprehensively destroying them is acceptable, as would be the recorded destruction of the building housing them. SLA has no interest in the contents and every interest in no-one else having them.

BLACKLIGHT: GAME NOTES

ref code: /6769r76456476578763321224ra.7098-ac..0a

Race: Augmented Human/Mutant/Corpse

Stats:

STR	16
DEX	11
DIA	4
CONC	4
CHA	1
PHYS	14
KNOW	4
COOL	11

Hits	56
Head	20
Torso	56
Arms	28
Legs	28

Phases: 1,3,5

Walk:1 Run:2 Sprint:3

All damage done to Blacklight is halved, rounding down. Blacklight regenerates one hit point to every location, every turn and does not suffer from wounds. Blacklight can only be killed by having both his head and his spine destroyed.

Armour: Fused armour plating.

PV: 10

Head: 20 Torso: 60 Arms:30 Legs:30

Blacklight's armour is fused to his body and cannot be removed, even the faceplate. The plating, combined with the natural toughness of flesh that comes with The Process makes Blacklight's body as tough as some forms of power armour.

Weaponry:

GASH Fists

DMG: 9 PEN: 3 AD: 2 Weight: 1kg.

These are knock-off GASH fists, bought from a soft company factory deep in downtown. They are crude and less effective than properly constructed GASH fists. Should Blacklight knock out or kill an

operative with a proper GASH fist it will tear off its own bonded GASH fist and replace it with the stolen, more effective item.

Skills: Auto/Support: 2, Blade 1-H: 4, Blade 2-H: 4, Climb: 4, Club 1-H: 4, Club 2-H: 4, Detect: 4, Evaluate Opponent: 4, Hide: 4, Intimidate: 2, Rifle: 2, Rival Company: 3, SLA Info: 1, Sneaking: 4, Streetwise: 1, Swim: 2, Tactics: 4, Unarmed Combat: 12.

Advantages: Exceedingly Cool

Disadvantages: Bad Sight: 2, Bad Speech: 2, Bad Vision: 2, Psychopathy: 8, Ugly: 10.

Equipment:

Twin GASH fists, flesh-melded armour plating, implanted tanks of stormal hormone inside both arms and both legs (destroying these tanks – by destroying the limbs – prevents Blacklight from regenerating). Blacklight’s faceplate allows him to see in low-light conditions and to view via thermographics, seeing heat, even through other – thin – objects and walls. Backup weapon 10-10 Bullyboy Shotgun.

BRINGING INTO THE GAME

Operatives might run into Blacklight almost anywhere, even in the middle of a seemingly innocuous investigation, though Helbreat prefers to set Blacklight loose during high profile media events where operatives might be at their most vulnerable and where Blacklight’s presence can create the most impact and carnage.

Blacklight is transported to likely locations for operative or contract killer involvement by truck, backed up by a pair of Dead Cat scientist-technicians and a pair of Dead Cat Corpse Guards; reanimated bodies that they find useful.

Operatives are most likely to run afoul of Blacklight while engaged in their own investigations and duties and Blacklight can be used to ‘liven up’ a BPN that has gotten staid, boring or stuck by placing the operatives in jeopardy and giving them a distraction. While a contract is currently issued on Blacklight, BPNs are also available in a constant stream, following up every lead and responding to every attack in the hopes of eliminating Blacklight, so a more conventional investigation might also be available to ambitious operatives who aren’t afraid of getting their hands dirty or being bludgeoned to death by a hulking, armour-plated zombie.

Blacklight is kept on the move within an armoured truck, transported back and forth around downtown. In order to access the higher levels a

compressed air cannon fires an ascent cable to the upper levels, which Blacklight ascends in order to secure his targets. The scientists within the truck can direct Blacklight, albeit crudely, through stimulation of his rotting brain electronically – a means by which the truck might be found while Blacklight is active. Otherwise, the truck is sealed and secure, resupplied only when absolutely necessary by other Dead Cat operatives.

Blacklight is not capable of meaningful speech, limited to a few groans and grunts and hissing through clenched teeth – wired shut. His body is interlaced with tubes, wires and cables along with canisters of fluid extracted from stormal corpses that are forced into circulation along with the strange fluids that The Process also imbues into his dead flesh.

ADDITIONAL NOTES

Corpse Guards:

Rotting corpses, animated by Doctor Helbreat’s unnatural ‘Process’, known as Corpse Guards are the foot-soldiers and defenders of Dead Cat, the soft company that offers the only alternative to SLA’s ‘Life After Death’ insurance policy. The process is incredibly risky and dangerous, and most of those resurrected are little more than mindless hulks, useless for continuing a meaningful life – what they believed they were paying for – but perfect to secure and defend Dead Cat so that it can continue to prey upon people’s desire to live forever.

Stats:

STR	10
DEX	5
DIA	3
CONC	3
CHA	3
COOL	9
PHYS	8
KNOW	3

Hits: Corpse guards can only be killed by having their heads and spines destroyed.

Armour

PV: 4
Head:12 Torso:36 Arms:18 Legs:18

Skills: Club 2-H 3, Club 1-H 3, Detect 3.

Weapons

Sledgehammer:
DMG: 6, PEN: -1, AD: 1

Dead Cat Technician:

Soft company technicians, educated by Doctor Helbreath, are fiercely loyal members of the company and are interested in seeing Blacklight cause as much destruction as possible. Once destined to be faceless, downtown scum, they have been lifted out of their situation and given jobs by the 'good' Doctor, opportunities that they otherwise would never have had.

Stats:

STR	7
DEX	8
DIA	7
CONC	6
CHA	5
COOL	6
PHYS	8
KNOW	7

Hits	15
Head	5
Torso	15
Arms	7
Legs	8

Skills: Biogenetics: 4, Blade 1-H: 2, Dead Cat Re-animation 3, Detect: 2, Hide: 2, Medical Surgery: 7, Pistol: 2, SLA Info: 3, Sneak: 3, Streetwise: 4, Unarmed Combat: 4.

Weapons:

DN74 Pistol

Clip: 20, Cal: 10mm, ROF: 3/1, RCL 3, Range: 12m, Weight: 0.5kg.

The Dead Cat scientists carry a single spare clip of standard ammo for their pistols, relying on flight rather than combat to deal with any situations they find themselves in.

SOCKO: GAME NOTES

ref code:: /6769r76456476578763321224ra.7098-ac.09

Race:	Human
Height:	6'2
Weight:	10st 6
Build:	Scrawny

Stats:

STR:	6
DEX:	10
DIA:	6
CONC:	5
CHA:	8
PHYS:	8
KNOW:	6
COOL:	3

HITS:	14
Head:	4

Torso:	14
Arms:	7
Legs:	7

Walk:	1
Run:	5
Sprint:	6

Armour

CAF Padquill

PV: 3

Head: - Torso: 8 Arms: - Legs: -

Weaponry

FEN 603

Size: 10mm Clip: 20 ROF: 1 Recoil: 3 Range: 12m Weight: 0.5kg

Vibrosabre

PEN: 4 DMG: 4 AD: 2

MAC Knife

PEN: 1 DMG: 4 AD: 1

Skills

Blade 1H - 8, Pistol - 4

Running - 9, Acrobatics - 8, Sneak - 1, Hide - 2, Drive Motorcycle - 7, Tracking - 3, Sports: Parkour - 6

Detect - 9, Evaluate Opponent - 7, Lock Picking - 4, Computer Subterfuge - 3, SLA Information - 4, Intimidate - 1

Streetwise - 8, Killan - 7, Wraith - 3, Printing Press Operator - 7, Literacy - 8.

Advantages

Good Hearing 6, Vehicle 3, Good Luck 3

Disadvantages

Bad Luck 3

Equipment:

Rush x8, Kick Start x4, HP 10mm x3 clips, HEAP 10mm x3 clips, Mac Knife x3, Civilian motorbike

GM NOTES

Socko has been having a rather hard time of it over the last week. He's an unimpressive serial killer at best, a nobody who decided to take his frustrations out on people too feeble to stop him. There are plenty of others like him, unimportant people who get driven to murder as a way of achieving some sort of relevance before they die. Unfortunately for Socko, he's just not frightening,

even waving knives around. He's scrawny and hesitant, with an apologetic voice. He can just about manage some theatrical campness, but it's really not scary.



The main frustration in Socko's life is his domineering, unpleasant elder sister, Babs. She bossed him around mean-spiritedly throughout their childhood, and has continued to interfere, nag and generally depress him as an adult. Her behaviour has quickly scared off both of his dreary girlfriends. Socko loathes her, but it's compounded with familial guilt and genuine fear, so he's taking it out on little old women, wimps, and losers. If the ops talk to her, she'll be disparaging about him, and she has no idea where he is holed up.

Socko's boss is a decent enough guy; no great shakes in the brain department, and always keen to find short-cuts on a client's job, but basically OK. He's baffled about Socko's breakdown. He's been charging civs and amateur Socko-hunters for information, but he'll talk to the Ops for free. He knows which bars Socko used to drink in regularly, and might even remember the name of a drinking crony or two. Socko's work locker contains some porn, some cigarettes, a signed photo of the Contract Killer 'Pig Man', and a slashed-up picture of his sister's glum wedding.

Socko's preferred dive is a bar called Merlin's Magic Staff. He has a few regulars he drinks with, and they're the nearest he gets to close friends. They know that Pannon's main entertainment is the Contract Circuit, and that he admires Pig Man for not giving a shit, and for 'keeping it real' by (supposedly) living in the sewers. Make them feel important -- and buy them drinks -- and they'll keep talking about Socko for hours. Some of it will even be true. They know where he lived; the apartment has a fridge with weak beer, a vid set to the Circuit

channel, pizza boxes, a stack of porn, and half a dozen showy (but poor-quality) knives.

So, in other words, Socko is very similar to a bunch of petty murderers. What is different, however, is that he has been well and truly shafted. He hasn't done anything impressive or interesting to warrant a Hunter Sheet. SLA are trying out a new strategy -- pick some useless shmuck and make his life hell with a generous bounty. If it discourages other killers, great; in the mean time, it's a really cheap news frenzy, and lots of people will get some good exercise chasing the poor sap. Socko happened to be on the top of the pile when the idea was suggested. He never expected this much attention, and it's driven him barking mad.

He's managed to survive this long simply because he's good at running away, particularly when he's terrified. Which he is. His fear, a head for heights, and a certain amount of natural agility have made him a quick, resourceful coward. He's picked up the basics of Parkour, or urban gymnastics, so he's surprisingly good at scaling walls, bouncing off things to gain height or slow falls, taking ludicrous risks with jumps, and so on. On the other hand, he's about as stealthy as a brick.

Everyone knows how useless Socko is, so it feels like half of the sector have come out to hunt him. That bounty could change someone's life, and plenty of people are determined to claim it. 3ird Eye has scattered drone cameras all over the district, and any time they catch sight of the killer, would-be hunters are on him in minutes. When Operatives start turning up, the amateurs are going to be furious. There's a whole heap of KT bikers, cash-hungry SHIVERS, knife-wielding civs and other nutters after Socko, and they'll all be very keen indeed to see any Ops out of the picture. There are even some pro-Socko fans, mostly people who have bet on him surviving a decent length of time, who will be keen to see competent Ops misdirected, trapped or killed. 3ird Eye news crews know all this, and will follow the squad around, trying to get interviews, and hoping to catch an attack on film.

As if that wasn't enough to contend with, the large crowds of intrepid fools have started attracting Carriens. So far, only a few isolated individuals have been picked off, but there's a large group massing for a major snatch-n-grab under the direction of an Advanced Carrien called Pinky. He has assembled more than twenty individuals, and plans to use a dumb Greater Carrien to distract a crowd, then send his Carrien in from behind to gather up as much meat as they can escape with.

Socko himself is laired up in an old sewer maintenance barn. A minor collapse blocked it off years ago, but with a bit of dextrous Parkour, he finds it fairly accessible. He's strung up some basic traps with trip-wire grenades, and there's a deadfall trap full of sharp bits of metal waiting too, but his backup plan is to escape into the sewers if the hideout is breached. Of course, he doesn't know that they're crawling with Carriens at the moment...

BINKY: GAME NOTES

ref code: //6769r76456476578763321224ra.7098-ac.09

Race: Vevaphon

Stats

STR: 10
DEX: 10
DIA: 6
CONC: 10
CHA: 6
PHYS: 10
KNOW: 8
COOL: 7

HITS: 20
Head: 7
Torso: 20
Arms: 10
Legs: 10

Walk: 1 Run: 2 Sprint: 4

PP10 HARD Armour

PV: 10, Head: 20 Torso: 50 Arms: 40 Legs: 45

BLA 046M Blitzter

Size: 12.7mm Clip: 6 ROF: 1 Recoil: 7 Range: 20m

Flick Scythe

PEN: 5 DMG: 5 AD: 2

Mutilator Glove

PEN: 5 DMG: 3 AD: 3

Skills: Unarmed - 8, Blade 1H - 8, Polearm - 9, Auto-Support - 6, Pistol - 8, Martial Arts - 3, Rifle - 4, Marksman - 4, Acrobatics - 3, Climb - 6, Detect - 5, Disguise - 8, Intimidate - 7, Hide - 6, Sneak - 8, Business Admin - 4, Communique - 3, Computer Use - 7, Computer Subterfuge - 7, Dance - 9, Diplomacy - 6, Electronics (Industrial) - 5, Forensics - 5, Interview - 8, Literacy - 6, Photography - 10, SLA Info - 6, Streetwise - 4, Surveillance - 9

Advantages: Major Friend: 6, Natural Apt.: Polearm, 6



Equipment: Blaze UV x8, Bass x6, 12.7mm HESH x6 clips, Blitzzer, Flick Scythe, Mutilator Glove, Drone Camera x5, Frag Grenade x3, Smoke Grenade x3, Tool Kit

IGM NOTES

Despite common opinion, the Snuff Bunnies are not serial killers. Yes, they maim, torture and murder, prodigiously, but they have loftier goals in mind than just death. They are a collective, and they exist to make the best snuff movies in existence. Snuff Bunny films aim to be viler, crueler and more utterly horrible than any other snuff movies in the World of Progress. Occasionally, they succeed. Their practice of capturing footage from the daily lives of targets before abduction is one of their greatest strengths, adding a horrid poignancy to the terrible fate that follows. The final, 14-hour print of the Deity Fan Club event is one of the most highly-regarded movies in the entire field.

The snuff film industry is extremely well-hidden, of course. There are no shops, or pretty movie cases, or general dealers. Films are passed from fan to fan, unmarked and uncredited, disguised in amongst innocuous fluff, often highly encrypted. For the Bunnies, it is a calling, a matter of artistic pride and integrity; the people that matter know the truth, and that is enough. Binky has let the accolades get to its head, but then, the great auteurs are often temperamental. If and when it is killed, others will continue the work; until then, it is enjoying its time in the spotlight.

If the Ops go digging with sufficient persistence, they'll discover that a precious few of the sector's seedier low-lives have heard rumours of the Deity Fan Club video. None of the victims' families have any idea. Collectively they suspect someone from the social club that several of the deceased used to go to, but the only lead there is a hint that local bad people may know something.

More importantly, Binky will quickly know that it has visitors. It has a source of information inside Station Control, a well-informed operator who has several monitor programs running. This operator will monitor what the Ops are up to, and feed the information back to Binky, so it can keep several steps ahead of them. It would of course be scandalous to suggest that Binky's contact is helping it at the request of Karma. Why would Karma want to help a rogue Vevaphon make great snuff films?

Binky is highly trained, well outfitted, creative, playful and utterly callous. Its specialties include covert operations, surveillance and strategic

planning. By combining its natural shape-shifting with traditional disguise techniques, it has been able to convincingly set up a number of apparently regular lives, both around Silton and elsewhere. Several of these personae have homes, and a few even have jobs, and they span age, sex and even racial options. It is perfectly prepared to throw hunters off the scent by leaving clues to one identity and then adopting a radically different one. It may even decide to chat to the Operatives in person, to find out what they know, or just to get some good footage. It is a skilled interviewer.

Once the Ops are in the sector, Binky will prepare them an impressive surprise corpse and leave it somewhere showy, partly to unsettle them, and partly to divert them. Someone they got on well with would make a tempting victim. Binky loves misdirection and mind games. One possible tactic is to appear to be hunting a certain firm, bar, school or whatever, so as to lure the Ops into an apparent confrontation on what they think are their own terms. From there, any poor patsy in a Snuff Bunny outfit can be prepared as a fall guy. If that leaves Binky scope for coming back to stalk, play mind games with, maim, and otherwise bedevil the Ops later -- possibly much later -- then so much the better. It could be a whole new masterpiece in the offing.

If it is forced into a direct fight, Binky is still a very dangerous opponent. It has significant combat skills and huge reserves of natural deviousness. With a dose of Bass and its natural vevaphon abilities, Binky is capable of boosting its STR or DEX to 21 -- should it need to batter down a steel door, throw motor cycles around, slash someone to ribbons in an eyeblink, or dance along a row of railings. It is a very good dancer. Binky's greatest asset is that no-one knows it's a vevaphon, and it will go to great lengths to ensure that knowledge is protected.

SKULLBABY: GAME NOTES

ref code: //6769r76456476578763321224ra.7098-ac..09

Race: Augmented human

Stats:	
STR:	10
DEX:	10
DIA:	6
CONC:	8
CHA:	8
PHYS:	10
KNOW:	7
COOL:	8
HITS:	20
Head:	7
Torso:	20

Arms: 10
Legs: 10

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

Armour: Custom PP8 Heavy Exo Armour.
PV: 10
Head: 20 Torso: 40 Arms: 30 Legs: 35

Weaponry:

FEN AR

Clip: 25, Cal: 10mm, ROF: 5/1, RCL 8/2, Range: 20m, Weight: 3.5 kg.

Skullbaby has three remaining full magazines of standard ammunition for the FEN AR and a single clip of armour piercing. The FEN has an under-slung, three shot shotgun, with no spare ammunition.

BLA 046M

Clip: 6, Cal: 12.7mm, ROF: 1, RCL 7, Range: 20m, Weight: 1.5kg.

Skullbaby has three reloads for the Blitzer, all HESH rounds.

Gauss Rifle

Clip: 300, Cal: BB, ROF: 20, RCL 0, Range: 15m, Weight: 2.4kg.

Skullbaby has a single additional clip for the Gauss rifle.

Pacifier Baton

DMG: 8, PEN: 0, Weight: 1 kg.

Skills:

Auto/Support: 5, Climb: 2, Club 1-H: 4, Detect: 4, Drive Military: 4, Evaluate Opponent: 4, Gymnastics: 4, Intimidation: 5, Literacy: 1, Paramedic: 2, Pistol: 5, Rifle: 8, Rival Company: 1, SLA Info: 4, Streetwise: 4, Tactics: 4, Unarmed: 4.

Advantages: Good Hearing: 5, Good Vision: 5.

Disadvantages: Psychopath: 8, Delusional: 8.

Equipment: Standard issue Enforcer Shiver equipment, biogenetic implants.

SKULLBABY IN THE GAME

Skullbaby has taken up position, with hostages, inside the Werner Centre and as the SLA Ops are called in the clock is barely striking 7.00am, though it'll take them some time to reach the Centre. He has gathered his hostages in the Centre gymnasium and has sealed the staff into shrink-bags, standing them up near vulnerable windows to use

them as human sandbags; protection against any assault. The children who attend the Centre have been gathered up into the gymnasium and rigged with smoke grenades – though they believe them to be deadly explosive grenades – which will go off if they're disturbed.

Skullbaby is in a stand off four units of Shivers and their APCs that are surrounding the building and holding a line while they wait for the operatives. Thus far the media blackout seems to have held, though Skullbaby continually calls over the Shiver frequency for backup, reporting the Shivers holding the line as a soft company with stolen equipment.

The SLA Ops will have to infiltrate the building in order to take Skullbaby out, while simultaneously ensuring that the media don't get wind of what's going on. To complicate matters there's a squad of enforcement Shivers stationed in a nearby building waiting to move in the moment Skullbaby is eliminated or captured; to take him or his body away before anyone can seriously interrogate or examine him.

Skullbaby has tapped his helmet into the building cameras to get views of the rooms and corridors, ready for any assault. For his part he's moving between the rooms in a random patrol pattern, stalking, constantly monitoring the cameras for any interlopers and making ready to ambush anyone who does make it into the building.

Hallways: Skullbaby has dragged over lockers, blocked sanitation facilities and flooded the corridors with water and junk. Negotiating these areas will be difficult and noisy for the SLA Ops once they penetrate the building. The internal lights are also all off, plunging the interior into darkness. Many of them have been smashed so that they cannot be turned back on. Skullbaby has left himself some pathways through the junk for himself, but they're not easily discernible in the darkness.

Classrooms: The classrooms are overturned, tables and chairs strewn around, cabinets dragged in front of the windows and teaching materials scattered all over the ground. They're dark and enclosed and perfect spaces for Skullbaby to ambush unwary teams as they explore.

Main Hall: The main hall is where Skullbaby has secured the majority of the hostages though others are gagged, bound and hidden in strategic points around the building so that he can grab them if he needs extra protection to ward off attackers. The main body of the students are here, bound together and strung up with around a half-dozen smoke grenades, rigged to go off if they move or pull at their bonds.

Roof: The roof has a communication relay on it which could be re-purposed to jam Skullbaby's radio signal, with a little modification. There are no cameras up here but, being suburbia, there are skylights which while grimy, do offer a way to look in and a means for Skullbaby to look out.

ADDITIONAL NOTES

Skullbaby can be contacted via his radio but is so deep into his delusional state of mind that he considers any contact to be coming from a gang or soft company that he thinks he is attacking. Immediately following any attempts to contact and negotiate he'll radio through to control and report the change in the situation. The only way he might listen to anyone talking to him is if they offer to surrender and follow his orders exactly, which will only lead to their execution.

Skullbaby's tactics are simple, to lay in wait, to use hostages to ward off attacks upon his person and to try and pick off anyone who comes after him one by one. His tactic of last resort is to set off the smoke grenades around the hostages and to try and escape past the Shivers in the confusion.

Should he be captured or killed, the enforcement shiver unit will move in quickly to secure his armour, weapons and person orbody. They have the paperwork for a transfer of prisoner or remains and will brook no argument.

This may just be the beginning of a spate of shooting sprees, all from relatively new inductees to the enforcement Shivers and all suffering from similar psychoses.

BABA NAGA: GAME NOTES

ref code;; //6769r76456476578763321224ra.7098-ac..0a

Baba Naga creates her Glyph Cards herself. This means that Baba Naga as a character can be integrated easily into a high level campaign as her abilities are almost infinite.

Many years ago Baba Naga was known as Lumina, a young and extremely gifted Ebon, she was responsible for the creation of some of the most powerful Glyph Cards with Dark Lament. With the development of the Death Suit and the prohibition of the cards her services were no longer required. At the time that cards were banned many with the power to create Glyph Cards were killed to prevent illegal cards flooding the black market. Rather than face death Baba Naga chose to enter the White. She never came out, or so it was believed. Reality folding to a place still unknown she remained in exile until she felt no one would remember her existence.

During that time she worked on creating her Fortune Cards, creating some of the most intricate and complex glyphs and effects. She developed formulae to slow time effectively extending her life and see into the future, enabling her to avoid harm. In addition she developed the skill to use glyph cards without causing

their destruction. Ironically the power to do this comes from a glyph and she has this tattooed on her body (along with several other glyphs), channeling the skill each time she uses a card.

Over time, the original identity of Baba Naga has been forgotten by Dark Lament. The only one possibly able to identify her now being Preceptor Teeth. However, she has not forgotten them, or how they treated the Ebons in her department. Now back on Mort she spends at least some of her time teaching Ferals how to use glyph cards and control the Ebb. This is not in any sort of attempt to exact some revenge on Dark Lament or undermine SLA. With the years that have passed she has gone beyond the need to satisfy urges of recrimination. She simply wants to help those of her kind ignored by SLA fulfill at least some of their potential. She knows that Dark Lament can be as guilty of forgetting the living as they are the dead.

As a result, Baba Naga has gained the respect of many Ferals in her favoured Sectors, When witnessed paying to have their fortune told they are in fact paying for Ebb and Formulae lessons. Accordingly these Ferals will protect Baba Naga if they can. They will also spread misinformation in order to direct Ops away or warn her if they know she is being sought. None of them are under her control and this unofficial protection network is not of her design, the Ferals simply want to keep from harm the only elder of their kind who has any sort of belief in them. They are not truly aware of just how powerful Baba Naga truly is.

Dark Lament are not so ignorant. They are acutely aware that they are dealing with a very unique and powerful Ebon and, ideally, do not want her harmed in any way. They are aware that the cards alone will likely be useless to them if they do not have her to teach them they are formulated. With each failed attempt at her capture they are gathering more information about her in order to determine the best way to facilitate her capture. Until such time that they can send in necanthropes with guaranteed success they will continue to send in Squads.

In combat the Ebb abilities of these Ferals will be limited, but all of them will be proficient in hand to hand and blade combat.

HANS DELTOID: GAME NOTES

ref code;; //6769r76456476578763321224ra.7098-ac..0a

Race: Human

Stats:

STR:	12
DEX:	5 (4)
DIA:	7
CONC:	9
CHA:	8
PHYS:	8
KNOW:	8
COOL:	7

HITS:	20
Head:	7
Torso:	20

Arms: 10
Legs: 10

Phases: 2, 4
Walk: 1 Run: 2 Sprint: 4

Armour

In most situations, Hans wears a bulletproof vest under his street clothes.

PV: 8

Head: 0 Torso: 20 Arms: 0 Legs: 0

If he expects trouble, he digs out a suit of specially adapted HARD armour that fits his girth.

HARD Armour

PV: 10 Head: 20 Torso: 50 Arms: 40 Legs: 45

Weaponry

Hans is usually unarmed, but he has access to lots of firepower if necessary. His weapon of choice, chosen for intimidation more than effectiveness, is a Power Reaper.

FEN Power Reaper

Size: R Clip: 100 CA: 10mm ROF: 10/5 Recoil: 10/7 Range: 26m Weight: 14.5kg

Skills:

Unarmed Combat – 2, Sleight – 4, Pistol - 1, Rifle – 1, Wrestling – 6, Auto/Support – 1, Interview – 7, Diplomacy – 7, Haggle – 8, Persuasion – 8, Mechanics (Industrial) – 7, Demolitions - 8, Bribery - 7, Business Administration – 8, Weapons Maintenance – 8, Business Finance – 8, Repair – 7, Streetwise – 8, SLA Info -8

Advantages

Good Figure – 7, Good Reputation – 8

Equipment: FEN Power Reaper, 1 x ammo belts, HARD armour, lots of guns nearby.

Hans Deltoid is best used as part of an ongoing game in DownTown. In a fight, his only gimmick is brute strength; his real value is as a fixer and arms dealer. Every gang in DownTown wants what Deltoid sells, and that makes him very valuable as a contact. Get to know Hans, and he can put you in touch with every gang and petty armed crook in Mort.

Rimilin

The Necanthrope was severely wounded by the sniper attack. It was no ordinary bullet – the would-be assassin used a shell engraved with Ebb glyphs of unknown origin. Rimilin never informed the authorities about this aspect of the case, preferring to pursue the investigation himself. Someone out there wanted him dead, and has access to secrets of the Ebb unknown even to Rimilin. The Necanthrope's only lead is Hans Deltoid...

The Dog Simples

The Dog Simples are more of an anarchist cult than a gang. They believe that society will soon collapse, and that all that will survive are packs of scavengers and predators. As far as they're concerned, they're just a few years ahead of the curve. The Simples protect Hans Deltoid because he's a destabilising influence; a ready supply of firearms pushes civilisation closer to the brink of ruin. The more radical Dog Simples are growing impatient, and want Deltoid to help them really bring things crashing down. For instance, by adding a hallucinogenic drug, sourced via Deltoid's Karma suppliers, to the Downtown water supply.

BRINGING INTO THE GAME

Killer BPN

The characters start hearing rumours about a rash of easy-looking blue BPNs that turned into suicide missions. Teams get sent down into the sewers to clear out a blockage and are never heard from again. A simple punitive strike on a skate gang goes wrong, and six Ops die in an ambush. A supposedly straightforward tv license inspection claims the lives of a dozen hardened Ops. A paranoid Operative might suspect that some dispatcher is working with Hans Deltoid. The dispatcher sends the Ops off on an apparently routine mission, Deltoid's goons jump them, kill them and steal their stuff, which Deltoids then resells to the gangs. The dispatcher gets a cut of the profits. All the characters have to do to keep taking seemingly innocuous missions in the right Sectors until they are attacked by Deltoid's thugs. From there, they can find their way to Deltoid.

Unfortunately for the characters, as soon as Deltoid realises they're onto him, he contacts his dispatcher buddy within SLA Industries. The characters' names are 'accidentally' copied onto a grey shoot-to-kill BPN, sending half the Operatives and Contract Killers in Mort after them. As the neighborhood turns into a crossfire between a dozen Op squads, Deltoid's scavengers start grabbing the weapons of the fallen.

Revenge of the Tendonised Man

Back when Hans Deltoid was just Hans Feutt, and he was just starting out on his exciting new career of illicit arms dealing, he spent his ill-gotten profits on the latest in Karma Nuke Tendon technology. Unluckily, he jumped on the biogenetic bandwagon at exactly the wrong time; his tendons were part of an experimental batch that had a minor design flaw.

Skip forward five years. Hans has had a successful career for himself in the murder services industry, and made quite a lot of cash and many friends with guns. Life was going so well, until his arms started swelling. The backstreet biogeneticists told him it was Cascading Myoprotein Adherence Syndrome, a cancerous growth of artificial muscle tissue. Victims get bigger and stronger until their skeletons collapse under the weight.

At his current rate of muscle gain, Hans has only three months before his lungs are squashed by his mighty pectorals. He blames Karma for this inevitable hideous death, and he wants revenge. Rumours are spreading through Downtown, spread by the Dog Simples, that Deltoid has secured the ultimate in War World merchandise (rumoured to be anything from plasma

cannons, high-end powersuits, artificial gore cannons to weirder weapons) and that he's going to sell it to the gang who can inflict the most damage on Karma within the next three months. Deltoid has really smuggled a weapon from a War World onto Mort – but it's a nuclear missile. When the time comes, he intends to strap the bloated, bubbling, writhing ball of muscle that used to be his body to the nosecone and fire himself right at Karma's head office.

HOSTILE - 4: GAME NOTES

ref code: //6769r76456476578763321224ra.7098-ac..09

Race: Darol Ragen

Stats:
STR: 12
DEX: 10
DIA: 5
CONC: 5
CHA: 2
PHYS: 11
KNOW: 5
COOL: 12

HITS: 23
Head: 8
Torso: 23
Arms: 11
Legs: 12

Regenerate: One Wound per 4th Phase

Phases: 1,2,4,5
Walk:1 Run: 2 Sprint: 4

'Organic Armour'

Hostile – 4 has a unique suit of organic armour woven into its skin and muscles. The suit is the exact color and hue of the wearer's body and in places the merging between flesh and armour is seamless, particularly on the head of the creature. The Organic Armour cannot be removed from the Darol Ragen, without killing it. Hostile - 4's armour is capable of healing itself.

PV: 14
Head: 10 Torso: 70 Arms: 55 Legs: 60
Regenerate: (all ID areas heal 2 points of DMG per Phase)

'Frag Gun' - SMG

The Frag Gun is the standard firearm of the Darol Ragen. It is bonded to Hostile – 4's arm via two fleshy pipes. One connects the gun to the hand, pumping blood into the gun to keep it alive. A secondary pipe leads from the two bones inside the forearm to the base of the extended gun butt. This tube seeps a viscous calcium based fluid into the

gun, where it is turned into piercing bone flechettes.

Size: P Clip: 150* CA: * ROF: 10 Recoil: 5 Range: 10m Weight: 1.3kg

*Bone Flechette (Bullet Type)
DMG: 8 PEN: 7 AD: 4

*The Frag Gun generates 10 frag flechettes per 3 turns of combat.
*Calcium fluid feeds directly from Hostile - 4 into the gun itself and cannot be removed to create external 'spare' clips. Once the gun is removed from the alien, the link between weapon and user is severed. The gun dies and becomes inoperable.

Skills: Martial Arts - 5, Blade 1H - 8, Acrobatics - 6, Pistol 10,Auto/Support – 10, Sneak 6, Hide 5, Intimidate 9, Detect – 5, Evaluate Opponent - 3, Extreme Violence - 9, SLA Info - 6, Conflict Era Lore - 7, Groshak (Language) - 7, Streetwise - 3.

Equipment: Flechette Gun (See Stats), Organic Armour (See Stats), Organic Retractable Blade built into left forearm (Pen: 1 DMG: 2 AD: 1)

"COME LITTLE CHILDREN"

This HunterSheet should come out of the blue, and resemble a Red BPN, giving the Operatives little time to prep themselves from what they are about to encounter.

Hostile - 4 is simply a messenger sent to Mort by its Root Dog masters to create panic and sow discord. It feels no particular desire or urge to eat the flesh of infants. Hostile – 4 is merely following out its instructions to the letter. The alien is expected to wreak havoc and finally be destroyed taking down as many assailants as possible. The Root Dogs want Hostile – 4 to be witnessed and challenged. They want to show SLA Industries, and the whole World of Progress that they are close, and that Root Dogs are capable of reaching the very heart of the World of Progress – Mort.

In truth though, Hostile – 4 has been lying dormant, deep beneath Cannibal Sector One since the Conflict Era. Once the Root Dogs re-emerged in the World of Progress, it was reactivated, and a telepathic mission was relayed to it – 'Slaughter and Devour the children of Slayer'. Hostile – 4 got up and staggered toward the Sector Wall intent on fulfilling its duty.

GMs may wish to use Hostile – 4 as an opener for a larger campaign involving the other known

Conflict Races. The squad may have completed the HunterSheet with exceptional proficiency, and SLA HQ feels that they should be offered other BPNs of a similar nature.

The grim 'cleanup' epilogue to the HunterSheet is to indicate how seriously SLA Industries treats the arrival of these Conflict Aliens, and the lengths that they are willing to go to maintain 'damage control'.

RED STAR JACK: GAME NOTES

ref code: //6769r76456476578763321224ra.7098-ac..0a

Race: Human War Criminal

Stats:

STR: 15
DEX: 10
DIA: 8
CONC: 6
CHA: 10
PHYS: 12
KNOW: 7
COOL: 11

HITS: 27
Head: 9
Torso: 27
Arms: 13
Legs: 14

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

Armour

PP55 Superhard
PV: 11
Head: 16 Torso: 60 Arms: 45 Legs: 55

Weaponry

KPS Mangler Assault Shotgun
Size: R Clip: 10 CA: 10g ROF: 3 Recoil: 9 Range: 10m Weight: 4kg

MAL Assault Cannon
Size: R Clip: 20 CA: 12.7mm ROF: 2 Recoil: 9 Range: 150m Weight: 12.5kg

KPS Inciter Flamethrower (not available on Mort)
Size: R Clip: 6 CA: Chemical ROF: 1 Recoil: 6 Range: 6m Weight: 5.5kg
DMG: 8 PEN: 4 AD: 4

Home-Made Grenades
Blast 10, Pen 5

Improvised Explosive Devices
Blast 12, Pen 4

Chain Axe

PEN: 4 DMG: 5 AD: 3

Skills:

Unarmed Combat – 10, Blade 2H – 11, Sneak – 9, Hide – 10, Pistol – 12, Rifle – 12, Climb – 10, Auto/Support – 13, Throw – 10, Leadership – 8, Demolitions – 8, Tactics – 8, Tracking – 6, Intimidation – 10, Detect – 6, Drive Military – 6, Survival – 7, Evaluate Opponent – 7, Streetwise – 6.

Advantages

Good Luck – 8, Ally – 10, Natural Aptitude – Demolitions - 10

Disadvantages

Poor Timekeeper – 5, Paranoia – 6, Drug Addict – UV.

Equipment: Powersuit, KPS Shotgun, MAL Assault Rifle, Flamethrower, assorted grenades and improvised explosive devices, chain axe, crocodile chow

Rosie the Alligator

STR: 16
DEX: 7
DIA: 3
CONC: 3
CHA: 0
PHYS: 12
KNOW: 3
COOL: 13

HITS: 27
Head: 9
Torso: 27
Legs: 14

Phases: 1,3,5
Walk:2 Run: 4 Sprint: 6

Armour

Alligator Hide
PV: 2

Weaponry

Really Big Teeth
PEN: 2 DMG: 6 AD: 2

Skills:

Detect – 5, Unarmed Combat – 15, Tracking – 7, Swim – 10, Hide – 10, Sneak – 12

Jack and his carnivorous pet have an almost supernatural understanding of each other. He can give her complex commands with a series of ultrasonic whistles. She is, for example, capable of carrying a large bomb in her jaws to a specific location, such as 'directly behind

the player characters'. Note her extremely high Sneak score. There are sewers and pipes everywhere in Mort, and Jack's very good at building shaped-charge explosive devices.

If Rosie is killed or wounded, Red Star Jack flies into a red rage and focusses all his hatred, and more importantly, all his firepower on the character who hurt his beloved pet.

I BRINGING INTO THE GAME

Subtlety. Intrigue. Stuff That Doesn't Explode. These are the elements you must expunge from your game when Red Star Jack's around. If things are not on fire and/or exploding, you're doing it wrong. Jack's not a clever foe, or a tactical genius, but he can blow stuff up real good. Remember, Jack comes from a world where everything's already been blown up hundreds of times over. Overkill is not a word he comprehends.

I IT'S ALMOST LIKE ...

... he's got a brain!

Jack likes bombs. DarkNight likes to give people bombs. This is a match made in Heaven, if the angels sat on mushroom clouds and carried assault rifles instead of harps. Jack's not suited to a complex mission, but he works very well as a distraction. If the player characters are running around Mort trying to stop the Mad Bomber Who Bombs All The Time, the actual DarkNight plot can continue without interruption.

A SLA informant reports that DarkNight intend to sabotage this year's FEN EXPIO, an event that showcases the latest in consumer military technology. As soon as they begin their investigating, things start exploding as Red Star Jack cuts a swathe of devastation through the city. His targets fall into two categories – things that explode really well (gas terminals, ammo dumps, chemical factories) and things that you can't ignore (orphanages, hospitals, nightclubs, the PCs' apartments). His mission is to keep the player characters occupied, and to convince them that his ultimate target is the FEN EXPIO.

In order to find the real saboteur, the characters have to capture Jack alive and either interrogate or bribe him into identifying his DarkNight contact. From there, they can foil the actual saboteur... assuming Jack doesn't get bored and bomb the EXPIO for the hell of it!

I ALLIGATORS ON A FOLDSHIP

Jilted by his 'barbarian concubine' – a Downtown bartender called Peroxine – Jack decides that it's time to go home to Odessa. He sneaks on board a SLA starship and announces that he's hidden bombs all over the vessel. If they don't take him to Odessa, he'll blow the ship to pieces. The PCs are given the mission of recapturing the ship before Jack succumbs to depression or the first-class minibar and sets off his hidden explosives. Along the way, they get to learn first-hand that alligators are remarkably agile in zero gravity ...



I THE EMISSARY: GAME NOTES

ref code:; //6769r76456476578763321224ra.7098-ac..09

Stats:

STR	12
DEX	16
DIA	8
CONC	7
PHYS	14
KNOW	8
CHA	4
COOL	10

Relevant Skills:

Hand to Hand 10, Run 6, Wrestling 9, Hide 6, Survival 5, Evaluate Opponent 8, MESHA Info 4.

Finger:

PEN - 12
DAM – 1
AD – 0

The Emissary marks the arrival of the MESHA, a cognate of mutated serial killers, into the World of Progress. Under threat of both SLA Industries and the rapidly strengthening Shi'en Cult, some of Mort's most seriously deranged and depraved psychotics have banded together to form an alliance. Linked by their all consuming depravity and bonded through use of Shatter, these individual murderers have created their own organisation in order to protect their interests.

The Emissary is not a member of MESHA as such but a mutated follower. He or she approached the cognate with the desire to join but ultimately did not have the psychological makeup or sufficient psychosis to become the kind of monster that a member of MESHA is. It does, however, have the complete devotion required to become a willing MESHA initiate. When the MESHA observe this quality in a person they will invite them into the group. These people are referred to as The Addicted and begin a period of initiation. Over a number of days The Addicted are given doses of shatter and if they have the necessary obsessive nature and loyalty they will mutate into The Emissary. As a result, if the right conditions are met, there will always be a potential replacement for the Emissary, but there will only ever be one Emissary at any given time.

The purpose of The Emissary is to find potential new members for the MESHA. Their attacks are designed to identify those in the population that have suppressed psychoses and make them uncontrollable.

Whether or not a victim of The Emissary mutates and dies or survives with a slight wound is dependent on their mental stability. The spike on the Emissary's hand is a tubular mutated finger-

nail with vessels linking the gland at the base of its skull. This gland secretes a compound that acts on the brain directly. When the Emissary pierces its victims it injects this compound through its spiked hand.

If the victim has any levels of psychosis at all he will only have a minor wound but the compound will start affecting his brain. Initially the symptoms that will manifest are a marked interest in the MESHA with sympathetic leanings towards them and what they stand for. The second level of effects relate to the person's psychosis or compulsion. When triggered by the ingestion of any kind of drug – even something as simple as a painkiller - over a period of time the victim will no longer be able to control his or her psychosis to a point where they will begin to act on it with ever increasing intensity. In effect they will become akin to the MESHA themselves. In some cases, if the psychosis is severe, resulting in serial killer activity, they may even join MESHA.

The Emissary itself is somewhat short lived. Once released it has a sole purpose and during its time in Downtown will neither eat nor sleep. As a result, if not killed beforehand, the Emissary will die from starvation and dehydration in 4-6 weeks.

I MESHA SERUM

The Emissary has in his gland, enough serum for 15-20 individual attacks. Once the serum is exhausted the Emissary will retreat to a safe location for three or four days to replenish the supply.

The action of the serum is not triggered until the victim ingests an additional drug of any kind. If combat drugs are already in the system then the changes from the serum will begin immediately, although first challenge to the victim will take up to 24 hours to manifest.

After 24 hours the victim will need to make a CONC roll minus their rank in psychosis or compulsion. If they succeed in the roll they will need to make a CONC roll every 7 days in order to fight off the symptoms.

When a roll is failed the victim then starts to feel the effects, initially starting to investigate the MESHA until approximately one week later they slowly start to feel their psychosis or compulsion increasing. Within a month it will reach a point where they start to indulge their compulsion. With each victim the rate of deterioration will be related to the number of ranks in compulsion/psychosis that are present.

Eventually, even without being exposed to the drug previously, the victim will develop the urge to experiment with Shatter. Linked to the investiga-

tions into the MESHA they will seek out a source of the drug until, finally, they will begin to take Shatter and their transformation to a potential MESHA member is complete.

I ABOMINATION STATS

STR	8-11
DEX	4-7
DIA	3-5
CONC	3-5
CHA	0
COOL –	N/A

I NUCLEUS: GAME NOTES

ref code:: //6769r76456476578763321224ra.7098-ac..0a

Race – Rabochih

STR	15
DEX	14
DIA	9
CONC	14
CHA	2
PHYS	15
KNOW	12
COOL	20

HITS	30
Head:	10
Torso:	30
Arms:	15
Legs:	15

Phases: 1,2,3,4,5
Walk: 3 Run: 6 Sprint: 12

Skills Martial Arts: 9, Running 10, Blade 1h – 14, Blade 2h – 14, Gymnastics – 14, Sneaking – 12, Hide – 14, Wrestling – 12, Climb – 14, Swim – 12, Tactics – 8, Tracking – 10, Lock picking – 9, electronic locks – 8, Detect – 14, Survival – 7, Evaluate opponent – 10, Streetwise – 9, SLA info – 8, Killian – 5, Architecture – 9, Covert Engineering 10, Demolitions 10, Braille 10, Czarian - 8

Advantages: Good hearing – 10
Disadvantages: Bad vision - 9

Special Abilities

Nucleus is functionally blind except at very close ranges. However, his other enhanced senses allow him to detect most things within thirty yards to pinpoint accuracy.

Equipment: At any time, 2-6 doses of Kickstart, 1-3 doses of Rush, 2-5 doses of UV and a variety of blinding devices to disrupt visual feeds.

Modified Rabochih Mining Powersuit

PV: 17	
HEAD:	100

TORSO: 150
ARMS/LEGS: 100

Special note – A modification of the regular powersuit used by the Rabochih to mine the deepest and most dangerous mines, Nucleus’ personal suit forgoes the structural enhancements and protection of the regular suit whilst retaining the powerful muscle boosters. Nucleus gains no bonus to Strength whilst wearing the suit, but can make jumps of up to fifty metres high or long with no penalty on landing. Due to his personal code of combat, he will not use the strength of the suit to make blows against his opponents, only using the enhancements when threatened with greater odds or ranged weaponry.

EMP field – The Suit contains a powerful EMP field, which disrupts and damages electronics in a fifty metre radius around him. Armour that is not EMP hardened will be rendered inoperative, and electronic equipment in the area will be shut down while Nucleus is present. The armour is shielded against its own abilities.

Sensors – The powersuit contains a modified sensor array around the ears and back of the suit, transmitting a quieter version of all the sound around Nucleus into the helmet and allowing him to move as if he was without a helmet. This allows him to be aware of all things within twenty metres simultaneously. When he engages in personal combat with one of his intended victims, he removes his helmet so that his opponents know who they face before they die.

Rabochih Chain Tearer (2)

An altered version of the rock tearers used in the Rabochih mines, Nucleus has two of these long chain swords, modified to cut the full length of the blade rather than at the end like a regular rock tearer. Each one of them is fitted with an enhanced motor and balanced specially for his use.

PEN: 6, DMG: 8, AD: 10

BRINGING INTO THE GAME

Nucleus is on a particular mission, and will not be found engaged in anything unless it furthers those aims. The Frother clans have a variety of intelligence on Nucleus and are more than willing to share the information with anyone who might be able to lend a hand in the defeating of their nemesis. The characters can be brought into contact with Nucleus by accepting any of the ongoing protection BPNs for the clan leaders as they go about their daily business. Most of the clan leaders prefer a close bodyguard of their own people, drawn from their own clan ranks, but as more and more of them fall to the blade of Nucleus, they are starting to understand the benefits of having more varied personnel guarding them.

Tracking Nucleus to his base of operations is a mission in and of itself. There are several different safe houses that he uses, and following him to any one of them means staying close enough to keep him in sight, but far enough away that he doesn’t detect you, both of which would require extremely skilled operatives and well executed tactics. The Traps set around the area are lethal to the highest degree, but most of them are

silent in operation, so as not to disturb Nucleus’ methods of detecting things. SLA often sets expeditions into CS2, and it is possible that operatives might happen across one of the safe houses while Nucleus is out, giving the players a chance to try and set an ambush if they are quick enough.

The only other time that Nucleus can be found in the city is when he is re-equipping, whereupon he can be found in the downtown slaughterhouses taking what he needs to survive for the future. He very rarely sleeps and anything entering into his territory will disturb him from his sleep, but a quickly mounted attack may catch him off guard if executed well.

When in combat, Nucleus will quickly evaluate the odds, and deploy his EMP field and blinding grenades to reduce everyone to the same level as him. When on a mission, he will not touch his target until all other combatants have been removed from the field, at which point he will engage the target in single combat.

Nucleus works alone, but has been known to employ diversionary tactics by hiring mercenaries or taking out contracts on those closest to his target under the guise of being a member of a different clan. As he is functionally blind, it is possible for a good investigative team to see a pattern developing in the hunter sheets that have been issued in the direction of certain clan leaders, and from that, be able to make a plan for ambushing Nucleus.

CRISS CROSS: GAME NOTES

ref code: //6769r76456476578763321224ra.7098-ac.0a

Race: Human

Stats:

STR:	4
DEX	7
PHYS	6
DIAG	11
CONC	11
KNOW	11
CHA	11
COOL	11

HITS:	10
Head:	4
Torso:	10
Arm:	5
Legs:	5

Skills:

Unarmed combat – 4, Club 1H – 4, Blade 1H – 4, Pistol – 1, SLA Info – 5, Eval Opp – 8, Streetwise -10, Tactics – 7, Interrogation – 8, Hide – 6, Sneak – 6, Climb – 6, Throw – 4, Leadership – 11, Interview -6, Communique – 8, Persuasion – 8, Computer Use – 7, Electronics Industrial/Repair – 3, Mechanics Industrial/Repair – 3, Demolitions – 2, Lock Picking – 8, Electronic Locks – 6, Read Lips – 2, Intimidation – 7, Drive Civilian – 4, Detect – 7,

Computer Subterfuge – 8, Literacy – 6, Psychology – 5, Navigation – 6, Geometry – 9.

Disadvantage: Visions - 3 Dependant – Brother - 7

Advantage: Ally – Gang Criss Cross - 10, Intuition – 8

Average Gang Member

STR: 5
DEX: 5
PHYS: 5
DIAG: 4
CONC: 4
KNOW: 4
CHA: 4
COOL: 4*

*6 if accompanied by other gang members)

HITS: 10
Head: 4
Torso: 10
Arm: 5
Legs: 5

Skills:

Unarmed Combat – 3, Blade – 5, Flexible Weapon – 3, Club – 5, Pistol – 1, Steetwise – 5 (3 if outside their territory), SLA Knowledge – 1, Tactics – 1, Hide – 2, Sneak – 2, Pick Locks – 3, Climb - 2, Drive Civilian – 1.

Criss Cross and her gang are trouble enough for a squad just on their own but there is another aspect related to Criss Cross's visions that can be included if desired.

Criss Cross saw both her parents murdered in their SLA subsidised flat by Operatives when she was just 5. They were falsely targeted as Dark Night conspirators and executed without interrogation. When no evidence was found the Ops left Criss Cross and her two brothers, then aged 7 and 8, to fend for themselves. SLA representatives came shortly after to 'evict' the children and her oldest brother subsequently went missing. Raised, or more accurately – ignored, by a workaholic aunt, the two children began formulating a plan to take down SLA Industries, despite having no concept of the task at the time.

Despite most squads being told that Criss Cross's 'visions' are just a ruse by her to add to her reputation, SLA does in fact think the rumours may be true. Descriptions of the visions that have filtered back Stigmartyr bear striking similarities to White Earth. In reality, Criss Cross does have visions of White Earth but she is not aware of what they are. They began after she witnessed her parents' execution. She believes that she is seeing visions of SLA's future with the destruction of Mort and wants to bring this to pass as quickly as possible. Her main driving force is a revenge-driven destruction of SLA Industries.

Accordingly, Cloak Division and Stigmartyr are making it an imperative to find out how these visions are coming to Criss Cross, how much of the White Earth she is aware of and if there is any deliberate involvement by Bitterness. This information is vital. If she does have some sort of telepathic link to White Earth, they want to use both the information and Criss Cross for the benefit of SLA, hence the lack of reward should Criss Cross be killed.

JAKOB BARROW: GAME NOTES

ref code: //6769r76456476578763321224ra.7098-ac..0a

Race: Human (Grosh Reconfigured)

Stats:
STR: 17
DEX: 14
DIA: 8
CONC: 10
CHA: 4
PHYS: 16*
KNOW: 9
COOL: 10

* Barrow, like all Cult members, is Immune to Pain

HITS: 33
Head: 11
Torso: 33
Arms: 16
Legs: 17

Regenerate: One Hit Point/Wounds every three Phases

Phases: 1,2,3,4,5
Walk: 2 Run: 4 Sprint: 6

Pummelling Attack (Extra Arms attack)
PEN: 5 DMG: 5 AD: 3 per arm.

Sewer Pipe
Pen: 2 DMG: 8 AD: 7

Skills:
Unarmed Combat - 8, Blade 2H – 9, Club, 2H – 8, Pistol - 5, Rifle - 5, Sneak 4, Intimidate - 10, Detect – 8, Evaluate Opponent - 7, Extreme Violence - 7, SLA Info - 5, Conflict Era Lore - 2, Groshak (Language) - 4, Leadership – 7, Communiqué – 6, Tactic – 4, Oratory – 8.

Advantages: Good Luck – Rank 2,
Disadvantages: Sociopathy – 9,
Equipment: Matted Robes, Sewer Pipe club.

CULTISTS

These miscreants are cannibals who have followed Jakob and The Skinner up from CS 4. Extensive brain surgery has been performed on them, making them skilled assailants, but practically mindless in other re-



spects. Some of Jakob's followers have had sections of their bodies replaced with limbs and organs of other species found on Mort. These are biological experiments that have been undertaken by The Skinner for the purposes of research, rather than combat.

Standard 'Star Child' Cultist

Stats:

STR:	7
DEX:	7
DIA:	4
CONC:	5
CHA:	2
PHYS:	7*
KNOW:	5
COOL:	9

* Immune to Pain

HITS:	14	
Head:	5	
Torso:	14	limbs hits may be replaced with
Arms:	7	that of Carrien, Sector Mutants,
Legs:	7	Wraithen or Shaktar
Regenerate: One Hit Point/Wounds every three Phases		

Phases: 1,3,5

Walk: 1 Run: 2 Sprint: 3

Skills:

Unarmed Combat - 4, Blade 1H - 7, Club, 1H - 7, Pistol - 4, Rifle - 2, Sneak - 4, Detect - 4, Evaluate Opponent - 3, SLA Info - 1, Hide - 3.

Armed with CAF, or Dark Night Weaponry.

I 'THE SKINNER'

Vada Hinn Surgeon

'The Skinner' is a name given to the alien by Barrow and his cannibals. It is in-fact a low level Root Dog practitioner. It is not strictly Grosh, (although it has been heavily modified) but one of the servitor races - a Vada Hinn.

The Vada Hinn were defeated by the Root Dogs at the tail end of the Conflict Era and were integrated into the lower ranks of Grosh society. Now they act as a type of war surgeon that travel ahead of the Base and Core Scientists to collect specimens - cobbling together monstrous hybrids from their injured and fallen enemies. They artlessly saw off limbs and stitch on foreign appendages and apply monstrous skin grafts to their unwilling captives. The final step is a frontal lobotomy and some swift injections into the brain, turning their trembling patient into a slaving, psychopathic warrior that is immune to pain and mindlessly loyal to the Root Dogs.

The Vada Hinn have been heavily altered themselves but still retain much of their original spider-like appearance with four chitinous armoured arms.

The Vada Hinn may be the lowest subordinates of the Groshak Hierarchy, but they aren't as cowardly or as feeble as their Root Dog superiors. They were once a proud Conflict Race and, given the opportunity to relive past glories, they will gleefully throw themselves into combat.

Stats:

STR: 11
DEX: 11
DIA: 10
CONC: 11
CHA: 2
PHYS: 11
KNOW: 2
COOL: 9

HITS: 22
Head: 7
Torso: 22
Arms: 11 (x 2)
Legs: 11
Regenerate: Five Hit Point/Wounds every three Phases

Phases: 1,2,4,5
Move Rate: Walk: 3 Run: 5 Sprint: 7

Bite Attack: - DMG: 4 PEN: 3 AD: 1
Surgical Instrument: DMG: 4 PEN: 4 AD: 2

M.O.A: The Skinner will wait until the challenger has drawn their chosen weapon and then launch itself at the opponent, armed with a bloodstained surgical instrument in each of its four arms. It will swiftly hack and slash at the foe until it has either killed his opponent, or it has been reduced to 4 hit points whereupon it will drop to its knees, stabbing its blades into the ground, indicating surrender.

BRINGING INTO THE GAME

"Receive the Light"

The players are assigned to a 'Red Alert' BPN in one of the higher levels of Downtown, close the verges of Suburbia. Mark Fisher, son of Eleanor Fisher, SLA Corporate SCL 5.c, had been beaten and apprehended by 'big, ugly looking guys' at the Revvick Bar, in Tolcross civilian Block.

Mark, a spoilt and typically rebellious teenager, was apparently slumming it in Downtown with his current girlfriend despite the warnings from his mother. Mark's girlfriend, a feral Ebon named 'Firebrand', gave the Shivers a thorough description of the assailants and their leader. They sounded a lot like Jakob Barrow and Star Child Cultists.

By the time the SLA Ops receive the Red BPN, four hours will have passed and they will find this Hunter Sheet tagged on. SLA Industries will be very insistent on the successful completion of this mission for several reasons. A high ranking Corporate's son has been kidnapped in a shady area of Downtown by an equally shady Cult. It looks bad on the Fisher estate's reputation and that of SLA Industries. Both parties would very much like this 'little error' resolved as quickly and as quietly as possible. SLA is also keen to locate and capture the mysterious Conflict Alien that is connected to the cult. In truth, the missing boy is not so much a concern to the company as the alien visitor.

Threat Analysis Dept estimate that Mark Fisher has approximately a further twenty hours before he undergoes surgery and immediately put the player characters on the trail. It appears that Jakob and his followers haven't gone to any lengths to conceal their tracks, and

by simply interrogating and bribing the local Downtowners they should be able to track the cultists back to their lair.

The Star Children reside in an old, disused swimming pool known as The Towers. Once the PCs have located the base of operations, SLA will offer a Cred bonus for the live capture of the Conflict Alien. The Cults captives are held in the men's changing rooms awaiting surgery at the hands of The Skinner. They are then wheeled down into the drained pool, where the creature performs its ghastly tasks. If the players can defeat the main line of defence (Jakob and his Cultists) they'll find The Skinner in the pool room, all set to operate on Mark Fisher who has only just been strapped down the surgical table.

UNCLE BERTIE: GAME NOTES

ref code: //6769r76456476578763321224ra.7098-ac..0a

Race: Human

STR: 6
DEX: 6
DIA: 10
CONC: 10
CHA: 10
PHYS: 6
KNOW: 10
COOL: 8

HITS: 12
Head: 4
Torso: 12
Arms: 6
Legs: 6

Phases: 2,4
Walk: 1 Run: 2 Sprint: 3

Armour: Concealed Flak Vest

PV: 3
Head: 0 Torso: 6 Arms: 0 Legs: 0

CLV001 Silenced Pistol

Clip: 12, Cal: 10mm, ROF: 2, RCL 1, Range: 5m, Weight: 0.5kg.
Uncle Bertie only carries one spare clip for his pistol.

Skills: Blade 1-H: 2, Bribery: 8, Business Administration: 6, Business Finance: 6, Detect: 4, Diplomacy: 8
Drive Civilian: 4, Haggle: 6, Hide: 4, Intimidation: 2, Leadership: 8, Literacy: 2, New Parisian: 4, Persuasion: 10, Psychology: 4, Pistol: 4, Seduction: 8, SLA Info: 2, Sleight: 4, Sneaking: 2, Streetwise: 5, Unarmed: 2.

Advantages: Good Reputation (Skin Trade): 8, Good Speech: 1

Disadvantages: Bad Figure: 2, Bad Reputation (Decent Society): 9, Chicken: 3, Compulsive Pervert: 5, Ugly: 2

Equipment: Bodyguards or Props, CLV001 silenced pistol (New Parisian), concealed flak vest, expensive cologne, pot of hair gel, large roll of uni.

BRINGING INTO THE GAME

Uncle Bertie is best played out as a long term villain, a mastermind behind the operations of Strange Behaviour as they seek to kidnap, capture and brainwash new ‘product’ for their clients or to push their corruption deeper into SLA itself. While Uncle Bertie is a mastermind of criminal enterprise he is not your typical underworld boss who rules through intimidation and fear – at least not directly. Instead of being scary, Bertie controls Strange Behaviour by turning it into one great, big, dysfunctional family and extends it by, at first, providing people with what they want in exchange for their trust and then betraying that trust to fit them into the family.

Violence is a last resort to Uncle Bertie and he far prefers to turn enemies into allies than to eliminate them or have them eliminated. Always cautious and wary of confrontation, Bertie only works with people who are completely trustworthy or have been made part of his ‘family’ and this keeps him very well protected since none will willingly give up any information about him. Few enough of them have any to give in any case, the only one who knows everything is Bertie himself and he keeps his operation small so that he can remember every aspect of it. Information is fed back to him through those he has corrupted and while this is slow, it is safe.

Uncle Bertie is a master corrupter and an expert at working out what people’s particular kinks and desires might be. His corruption exists on several levels:

Customers: Those who purchase Uncle Bertie’s services are part of an elite and select clientèle and they rely on Bertie’s discretion and special access to select ‘produce’. To turn him in would leave them no way to indulge their unnatural passions and so they have no wish to betray him.

Agents: Uncle Bertie often works via middlemen in order to find good clients. He operates, under a variety of different organisational names to test the water before admitting those who pass muster to the inner circle. These agents know little, but get paid in ‘service’ or uni and can include agents who work for SLA itself, corrupted by freely having their vices indulged in exchange for their service. These special agents are personally handled by Bertie or his lieutenants, needing a personal touch to ensure their continued service and loyalty.

Family: Strange Behaviour, in the form of Uncle Bertie, have perfected a brainwashing process par excellence and seemingly without peer. It turns slaves into willing servants and enemies into loyal allies, as true to ‘the cause’ as a member of Bertie’s own family, perhaps more so.

ADDITIONAL NOTES

Uncle Bertie’s technique for brainwashing and controlling the victims and allies of Strange Behaviour is a truly mind-warping process. Whereupon he came by it isn’t known but the chemical aspect may, perhaps, have come from a different soft-company, now defunct. The chemical itself isn’t enough, little more than a powerful hallucinogen but when combined with isolation and Uncle Bertie’s own persuasive insights into human nature it seems capable, all together, of bending the strongest will.

Should players or significant targets find themselves being corrupted by this process it will then be necessary to see if it takes. Uncle Bertie always oversees this process himself, not wanting the secret to get out to anyone else. Captives are taken through a series of safe locations to throw off pursuit before being subjected to the change, locked in blank, featureless cells, dosed up on the drug and then subjected to Uncle Bertie’s smooth and persuasive voice for hours on end.

The drug, which has no name within the organisation other than ‘The Drug’ reduces the COOL of the target by 4 and then a roll is made using Uncle Bertie’s Persuade skill to see if the conditioning takes. The process lasts a day and, if successful, at the end of it the target’s mind is bent to the will of Uncle Bertie and the service of Strange Behaviour absolutely, as if they were linked by blood.

This mind control is a strange alchemy between drug, situation and Uncle Bertie himself, who seems to be a unique and ‘gifted’ individual. Attempts to replicate the effect will fail unless Bertie – or someone very like him – is involved.

Thus far, SLA has found no way to break Bertie’s mind control and there is an asylum full of those rescued from Strange Behaviour’s depredations only to scratch at their windows and weep every night for their lost ‘uncle’ and how they are no longer doing what he wanted them to do. It’s a tragic and heartbreaking sight and it may be possible that only Bertie himself has the means – if anyone does – to reverse the mind control.

More than a few of those whom have been kidnapped and corrupted by Strange Behaviour have been relatives of SLA executives and managers. Determined to get loved ones back and in their right minds, more than a few clandestine and unauthorised BPNs may have been issued to bring Bertie back alive, even though the official preference is for him to simply be killed.

RADIO CLASH: GAME NOTES

ref code:; //6769r76456476578763321224ra.7098-ac..0a

Race: Human

Stats:

STR:	20
DEX:	12
DIA:	12
CONC:	12
CHA:	15
PHYS:	16
KNOW:	12
COOL:	13

HITS: 46
Head: 16
Torso: 46
Arms: 23
Legs: 23

Phases: 1,2,3,4,5
Walk:2 Run: 4 Sprint: 6

Skills:

Martial Arts – 12, Pistol – 12, Rifle – 12, Auto/Support – 16, Intimidate – 12, Detect – 12, Evaluate Opponent – 12, Climb – 12, Leadership – 14, Diplomacy – 15, Persuasion – 14, Communique – 12, Computer Use – 10, Medical Paramedic – 10, Tactics – 12, Weapons Maintenance – 9, Medical Surgery – 7, Medical Practise – 8, Marksman, Electronics Industrial – 8, Electronics Repair – 9, Streetwise – 8, Literacy – 9, Psychology – 8, Pilot Military – 6, Navigation – 12, Killian – 8, Wraith – 9, Shaktarian – 8, Sign language – 8, New Parisian – 7, Willpower – 8, SLA Info 12

Advantages

Ambidextrous, Good vision 9, Good Speech 10, Good Time Keeper 9

Disadvantages

Code of Honour – 9, Compassion for Innocents – 8, Delusional - 5

Armour:

Widowkiss Battlesuit

PV: 20

Head: 125, Torso: 220, Arms/Legs: 150/150

Special notes:

Widowkiss Battlesuits were designed by Killa Chassis in 400SD to be proof against almost anything. The suit itself has an advanced bio monitor and partial AI that has an onboard link to the suits wearer, both reacting to the requirements of the wearer and administering assistance where it sees the need. At any point, the suit has several doses of Kickstart, UV, Blaze, and Flush, and it administers them instantly should Radio Clash require them. The armour also provides a variable statistic boost to Radio Clash of +10, distributed amongst his attributes as it feels he requires them (Strength if in close combat, Dexterity if at range and so forth).



Enhanced Sensors – Radio Clash is aware of all energy sources (living, energy, or any other type) within 100 metres of himself at all times

Damping Field – the Armour possesses a powerful disruption field that interrupts electronics in the area, particularly in video transmitting devices, short range cameras, and anything working through a video feed. The feed is converted into static, which if unscrambled and reconstituted, will show the image of a world of green fields and wide open plains that has never seen the touch of war.

Radio Clash: Radio and short wave communications in the area are reduced to murmured static, with the faint sound of something chanting below the static. The words cannot be made out, but are filled with a deep and undivided resonance, causing massive distractions to all those exposed to them. Depending on the nature of the character listening, they suffer a penalty of between -1 and -10 to all their actions while exposed to the static generated by Radio Clash

Weapons :

Charon – Unique FEN Assault Rifle

Range: 80m, ROF: 2, PEN: 20, DMG: 5, AD: 5

Special notes:

The ammunition fired by Charon is comprised of a normal casing filled with an inert electrolyte compound. When the round penetrates a living creature (whenever a point of damage is taken), the round spills its cargo into the target, the body's electrical charge activates the compound, which begins making its way into the creatures bloodstream and into the brain. Once in the brain, the chemical increases the power of the creatures' senses to a massive degree, causing the creature to go into sensory overload as their brain tries to cope with the increased stimulus.

On impact the character must make a PHYS roll or suffer the effects of the compound. If the roll is made, the target suffers no effects at all but still takes physical damage. If the target fails they then suffer a cumulative -1 to all actions for each round (not phase) after they are wounded, and must make a PHYS roll each round with the cumulative penalty or pass out. If the target cannot pass out due to the effects of drugs or other abilities, the sensory input increases, with the target suffering one point of damage in the head each phase they attempt an action (with drugs affording no protection) until their head reaches 0 hit points and ruptures. The effects of this ammunition can be removed by high levels of Ebb healing or complete blood flushing at a medical centre,

and there have been reports that several doses of Flush have been partially effective in stemming the nature of the toxin, but as most targets don't make it back to receive treatment, it is difficult to confirm if this is accurate.

Garm – Unique FEN Assault Pistol

Range: 20m, ROF: 1/5/10, PEN: 15, DMG: 10, AD: 10

Special notes:

Garm fires a spread of minute expanding enriched uranium pellets that cause massive tissue and armour damage. Radio Clash uses this weapon when engaging more lightly armoured and/or ebb using opponents, saving Charon for those opponents that are armoured sufficiently to withstand Garms deadly bite. Ebb using targets hit by this weapon take a penalty to all their ebb using skills equal to the damage inflicted by the weapon until the pellets are surgically removed. Targets possessed of regeneration or those using healing drugs will find that these abilities are rendered useless as the effects specifically target dividing cells. Once the pellets is removed regeneration and healing is again possible so rapid and immediate surgery is required to prevent death.

Modified Mutilator Gloves

The suit has two heavily modified military Mutilator gloves built into the hand area, while using his ranged weapons, Radio Clash leaves the gloves off for obvious purposes, but if engaged in close quarters, he will put aside his guns and fight hand to hand with the following damage per strike

PEN: 6, DMG: 8, AD: 10

I BRINGING INTO THE GAME

Radio Clash is a calm and analytical man, steadily working towards the time when all his plans and work will pay off. He makes no secret of his goals and doesn't bother to conceal himself when on a mission, trusting in the combination of his skills and equipment to win the day through.

Any encounter with Radio Clash is likely to be on his terms, and with the advantage in his favour. His planning allows for most variables and unless the players have orchestrated a trap very carefully, Radio Clash will have already have contingencies in place. As one of the most accomplished tacticians the World Of Progress has ever seen, there is nothing in the way of SLA tactics that he is not familiar with or prepared for. Only by throwing all they have been taught to the wind and coming up with new tactics will the players make any headway against him.

Radio Clash's primary weakness is that he will only engage in combat when he is threatened, preferring to do what he needs to and get out without a fight. He

will fight to the best of his ability, but is hampered by the presence of innocents; his own personal code of honour preventing him from engaging in actions that may cause harm to those who have not done anything wrong.

If the characters engage him on his own ground, he will be surrounded by up to fifty of his converts, ranging in ability from civilians to ex-war criminals equipped in an appropriate fashion.

Usual objectives for Radio Clash are those that would serve a propaganda victory and bring the nature of his cause to the general attention, and denying the use of assets to SLA, including the destruction of power centres and entire Shiver stations. He sallies forth to the city every second day, and the target is usually something not too far from his last, which narrows down greatly the places where he may be found next. When engaged on a mission, Radio Clash would rather be right than fast, and this methodical nature often gives the SLA forces time to track him down.

DOROT BINZWALD: GAME NOTES

ref code: //6769r76456476578763321224ra.7098-ac.0a

Race: Krella

STR: 8
DEX: 11(+2*)
DIA: 11
CONC: 11
CHA: 6
PHYS: 10
KNOW: 11
COOL: 12

HITS: 18
Head: 6
Torso: 18
Arms: 9
Legs: 9

Regenerate: 4 Hit Point/Wounds every 3 Phases

Phases: 1,2,3,4,5

Walk: 2 Run: 4 Sprint: 6

'Blitzkrieg' Armour

Binzwald is never seen outside her Villa without her suit of Blitzkrieg armour. It bears all the traits and capabilities of SilverBack armour but the external plating is Krellish Ablative.

PV: 15

Head: 10 Torso: 25 Arms: 20 Legs: 22
(half AD from Laser Weaponry)

Gives wearer a +3m/phase to Sprint rate
+1 Close Combat Attacks, +2 to DEX

Flight: 5 second bursts once every 3 rounds at up to a speed of 30km/h (83m/p).

Hover to a height of up to 70m for 5 seconds of usual flight.

'Officer' – Krellish Laser Pistol

This is the standard firearm for the Krella High Command. Unlike the standard SMG, this weapon is only a single shot and does not have a connected power supply. However, the damage per round is higher than the Krellish Auto Laser.

Size: P Clip: 20 CA: / ROF: 1 Recoil: / Range: 30m Weight: 1.2kg

Laser Bolt (Single Shot): DMG: 10 PEN: 8 AD: 3

Razor Crop

This weapon bears a striking resemblance to a traditional riding crop. The Razor Crop however, is a vibro weapon with a small, sharp blade at the tip of it. The Razor Crop does not make a particularly good weapon and is mostly for show.

PEN: 3 DMG: 2 AD: 1

Skills: Martial Arts - 7, Blade 1H - 10, Acrobatics - 9, Pistol 8, Auto/Support - 2, Sneak 4, Hide 3, Intimidate - 10, Detect - 8, Evaluate Opponent - 7, Extreme Violence - 7, SLA Info - 10, Conflict Era Lore - 11, Groshak (Language) - 8, Torture - 10, Leadership - 10, Flexible Weapon - 6, Club, 1H - 7, Communiqué - 9, Tactic - 8, Business Administration - 10, Business Fiance - 10, Killan - 9.

Advantages: Good Luck - Rank 5,

Disadvantages: Arrogant - 9, Psychopathy - 7, Perversion (Sadism towards Women) - 9, Major Enemy (Intruder) - 8, Minor Enemy - (Tachi the Reaver) - 5.

Equipment: Officer Laser Pistol, Blitzkrieg Armour (See Stats), Razor Crop. Krell Hounds x 2.

Krell Hound

These are a vile cross breed of Krell and canine animal. They are every bit as aggressive and violent as their War Pig owners, if not more so.

STR: 10 DEX: 14 DIA: 2 CONC: 2 CHA: / PHYS: 12 KNOW: 2 COOL: 10

HITS: 22

Head: 7 Torso: 22 Arms: 11 Legs: 11

Regenerate: Five Hit Point/Wounds every three Phases

Phases: 1,2,3,4,5

Walk: 3 Run: 5 Sprint: 7

Bite Attack: - DMG: 4 PEN: 3 AD: 1 (contains Laughing Death Virus)

Laughing Death Virus

Vector: Krell Saliva Stage: Exposure Infect: -7 Treat: Heal: 13

Effects: Psychopathy Rank 10 in 5 phases, death through blood borne systemic infection after a

number of days equal to half PHYS. One wound per phase after final day.

War Pigs

Stats for War Pigs can be found in Hunter Sheets 1.

BRINGING INTO THE GAME

The Bloody Krella

Dorot Binzwald has been assigned to Krieger by High Command and she will not leave the planet or her appointed duties, unless new orders say otherwise. In accepting the mission the Operatives will be expected to travel to Krieger and carry out the extermination.

The murder of Dorot Binzwald will effectively throw the Krellish forces on Krieger into disarray. Without the leadership of a Legatus, the command will be passed down to the Matrons who are not trained to govern the highly volatile War Pigs. As for the Krell soldiers themselves, all they know how to do is kill and kill some more.

Dorot Binzwald has also gone to considerable lengths to prevent the outbreak of Laughing Death in this operation – the last thing the Krella need are a horde of shrieking maniacs running around the city streets infecting one another. The mission on Krieger is research, not complete annihilation and this could be considered as a diversion by the more resourceful (or heartless, depending on view point) SLA operatives. The Krell soldiers have been ordered not to spread infection, but the Krell Hounds know no such restraint.

This HunterSheet is for highly skilled operatives with an extensive success rate in BPNs. The assassination of Dorot Binzwald could be considered a Black BPN because the chances of infiltrating the compound at Kollstadt, killing the resident Legatus and then escaping alive are almost nil.

Players may be considering that a 'sniper hit' from a distance may be a way to eliminate the target. However, SLA Head Office want proof of termination through the return the head of Binzwald herself. The upside is Intruder is willing to reward the squad 1500c each for the specimen, on top of the mission pay-out.

In this HunterSheet, SLA Industries is hitting back against the Krella High Command by brutally eliminating one of their most revered and notorious members. If the Operatives are successful the Krell forces will be enraged and will likely retaliate, travelling deeper into the World of Progress to occupy more planets. Slayer is hoping that, in this respect, the Krell will start to divide their forces beyond their means.

It is imperative that the Operatives assigned to the Binzwald HunterSheet complete it with unerring success.

S.L.A. INDUSTRIES

THREAT ANALYSIS

ref/data:568763211240877///238.c

subject core nil/54648564//..ac678098098

issue cord: 7895674ax.a8


SUBJECT DATA: 8977875rwl/12387c.

Species: KRELL HOUND

Part Restriction : 334/- 56

AGGRESSION CLASP

Inhibits hostility towards Krell WarPigs/Krella/ Grosh Scientists



ARMoured HIDE (GROSH DESIGN)

Krell Hounds have a form of natural armour - built up in thick plates around the entire body.

Class : Sa/gh46754

VIRAL RESOURCE

VECTOR CODE : Red

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

D.O.T: ref/356657aa.

THE STEPFATHER: GAME NOTES

ref code:: //6769r76456476578763321224ra.7098-ac..0a

Race: Human

Stats:

STR	14
DEX	13
PHYS	14
DIAG	8
CONC	9
KNOW	9
CHA	2
COOL	9

Hits	42
Head	14
Torso	42
Arms	21
Legs	21

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

Walk:1 Run:3 Sprint:4

Natural Armour

PV: 5

ID: 10

The Stepfather's skin acts as natural armour. This is a mutation from the Shatter he has self-administered. In addition to providing protection, his skin has an additional 'ID' value effectively adding to his hit points in any location. This means that The Stepfather only starts to lose hit points in locations once the ID has been removed.

Disadvantages: Sociopath – 7, Drug addiction – Shatter 9, Compulsion – Murder – 10, Dependents – Children/Brood – 10

Weapon

Custom MAC Knives

DMG: 4 PEN: 1 AD: 1

The Stepfather weilds twin custom blades. They do not have any special properties as such but are slightly larger than the standard MAC knife with ornate hilts and the MESHA symbol engraved into the blades.

Additional items

Shatter – 2-5 doses

Flunitrazepam – 4-8 doses

Brood

Stats:

STR	5-8
DEX	6-10
PHYS	6-9
DIAG	2-3
CONC	2-3

KNOW	2-3
CHA	1
COOL	6*

*10 while in the presence of the Stepfather

Hits	18-27
Head	6-9
Torso	18-27
Arms	9-14
Legs	9-14

Phase 1,2,4,5

Weapons

Teeth PEN – 2, AD – 2, DAM 4-5

Claws/Nails PEN – 1, AD -2, DAM 2-3

Natural Armour

Rules as for the natural armour of the Stepfather
PV – 3 ID – 5

Face mask – protection of the face only
PV -7 ID – 10

Skills: Run – 5, Climb -5, Hide -3, Sneak – 3, Unarm Combat – 5, Survival – 2, Detect – 2, Torture – 1,

Disadvantage: Drug addict – Shatter Rank 2, Mute, Sociopath Rank 1

Advantage: Sense Direction – 2, Telepathy/Collective Mind with Brood – Rank 2

BRINGING INTO THE GAME

The Stepfather can be brought in as an introduction to a larger Mesha campaign or as a stand-alone encounter. He will be noticed more by the effects of his activities than his actual presence, but it's safe to say that he could lead operatives on a merry chase through Sector 11.

ADDITIONAL NOTES

The Stepfather is one of the original members of the MESHA serial killer cognate. While not an active organisational member, he is one of their most prolific and highest profile members. He is regularly killing and has been identified as a serious threat by SLA.

As well as regularly killing in Downtown, The Stepfather is constantly increasing the numbers of children in his brood. The unborn babies and children belonging to the women killed by the Stepfather are taken and added to his brood. However, given the pattern of the previous rapes and the fact that there have been repeat attacks on the same women there is the possibility that



some of these children may in fact be his real sons or daughters. Photographs of the missing children certainly show a marked resemblance to William Winfield.

The Stepfather indoctrinates the children into his brood by drugging them and then brainwashing them into believing that he has saved them from an evil parent whose only intention was to cause the child torment. After the indoctrination, these children willingly follow him around and love him as though he were their real parent. In a particularly unpleasant development, the bond has become so strong that the children now assist in his gruesome endeavours, torturing the mothers before leaving the Stepfather to finally kill the woman.

This is all achieved through the use of Shatter. The Stepfather uses the drug himself and administers it to the children in order that the same mutation will occur in them. This is also the mechanism behind the emotional bond that they have to him as addiction is a contributing factor. At present there is no child in the Brood older that appears to be older than 12. Karma is of the opinion that repeated use of Shatter may in fact halt the aging process in these children.

The Stepfather has recently set up a new base deep in the lower reaches of Sector 11. It is an abandoned factory once used to produce small cars. He refers to his base as "The Creche" and has every small room and space set up for his Brood. There are facilities in place to cater for up to 100 children although there are not that many there at any one time.

The Creche has recently been discovered by a member of The Crosses (see Criss Cross Hunter Sheet). The abandoned factory is periodically used as an initiation location where new members are challenged to spend a night alone in the building. The last initiate that went in fled the building after just one hour, screaming incoherently about children in masks attacking him en masse. Reported to the local Shiver unit, the gang were initially ignored by the authorities until the initiate showed the bite wounds on his arms and legs.

As a result the location has become of interest to the local Shivers and also The Crosses.



I SIDI GEJKTA: GAME NOTES

Race: Wraithen

Stats:

STR: 10 (+5*)
DEX: 15
DIA: 11
CONC: 9
CHA: 9
PHYS: 13
KNOW: 10
COOL: 8

HITS: 25

Head: 8

Torso: 25

Arms: 12

Legs: 13

Phases: 1,2,3,4,5

Walk: 2

Run: 4

Sprint: 6

Armour

PP 104 Dogeybone Armour

PV: 16

Head: 60 Torso: 150 Arms: 80 Legs: 120

(+5 to Sidi's STR)

Weaponry

KK 30 Ripper (Right Forearm Mounted)

Size: R Clip: 20 CA: 12mm ROF: 5 Recoil: 8

Range: 15m Weight: 3.5kg

GAK 19 Assault System (Left Shoulder Mounted)

Size: R Clip: (5 x 3 clips) CA: 12.7mm ROF: 1

Recoil: 8 Range: 145m Weight: 11.5kg

Custom Chain Axe

PEN: 5 DMG: 6 AD: 4

(GM Note – if you feel Sidi too greatly outmatches the PCs, switch the armour to CrackShot, and downgrade his weaponry accordingly).

Skills:

Martial Arts - 7, ChainAxe - 10, Pistol 9, Auto/Support – 9, Rifle - 10 Sneak - 8, Hide - 8, Intimidate - 8, Detect – 7, Evaluate Opponent - 6, Extreme Violence - 9, SLA Info - 8, LeaderShip – 10, Communiqué – 9, Tactics – 7, Business Administration – 5, Business Fiance – 5, Killan – 8, Drive Military – 5, Wrestling – 4, Weapons Maintenance – 6.

Advantages

Good Luck – Rank 8, Looks Handsome (+3, to other Wraithen),

Disadvantages

Arrogant – 8, Psychopathy – 5, Delusion – (God Complex – 8).

Equipment:

CrackShot Armour, Dogeybone Armour, Customised Chain Axe, 5 doses of Blaze UV, KK 30 Ripper x 3 clips, GAK 19 Assault System x 3 clips.

I "KING VULTURE "

SLA Industries will send a sizeable force to crush the opposition once and for all, and they will send two specialist squads to deal with the primary threats (Sidi Gejkta and Akheterop Settep). The PCs make up the squad assigned to hunt down and kill the General, while another squad will be sent by Stigmartyr to investigate the machinations of the Carrion Politician, and hopefully snare him, before he leaves Matanwa.

The Stigmartyr Squad will sternly warn the Operatives to steer clear of Akheterop, despite the considerable bounty on his head, and to focus their attentions on killing the Wraithen traitor. The Neophron has most probably left the planet already, but if the GM wishes to use the Carrion Politician in the scenario, his stats have been added (see below). Akheterop Settep is not designed to be an adversary that will launch into combat at the first sign of trouble. He is shady and highly manipulative, and this should be reflected in gameplay. He has survived 900 years in the harshest environments in the World of Progress, conflict space and even White Earth. He is not an easy kill.

Sidi is hiding out in the dense jungle regions, in a rickety, underground hideout, and this has been his base of operations for several days. He will be accompanied by 8 – 10 Matanwan soldiers (Human and Wraithen mix) who will be dressed in ExoSkeletons or HARD Armour. They are armed with GA weaponry, or FEN rifles if the PCs are experienced Ops, or just heavily equipped.

If an alarm is raised or a simple attack is underway, Sidi Gejkta will 'shoot up' his Blaze UV and emerge from his base, guns blazing and yelling obscenities.

I ADDITIONAL INFORMATION

Akheterop Settep/ aka King Vulture - (Neophron Advisor / White Earth Monitor)



General Gejkta is counselled by Akheterop Settep, also known as the ‘Carrion Politician’, an ancient and manipulative Monitor in the service of White Earth (a fact unknown to Gejkta). He has been sent by Bitterness to set delusions dancing in Gejkta’s already troubled mind, to create disorder and anarchy on the planet of Matanwa, which will in turn draw the attention of SLA Industries (particularly when they see the symbol of the Neophron as Manatwa’s military insignia). Once he is aware that SLA operatives have arrived on Matanwa on an assassination mission, he will evacuate the planet, and return to White Earth.

Akheterop Settep is a rare breed of Conflict Alien called the Neophron. Unlike the vast majority of races of the Conflict Era, the Neophron were not a fighting race, but preferred to hire out their services as counsellors in government and war to the various ruling classes. It was their unerring skills as manipulators and schemers that won battles and burned enemies. They would consider every conceivable event and its inevitable outcome. Once a clear decision was reached, the Neophron would act decisively, and often ruthlessly...

Very few Neophron died at the end of the Conflict Era. After lengthy deliberations and suspect-

ing Slayer to betray them, the entire race slipped silently into the regions beyond White Earth.

Neophrons have a humanoid build, standing between 5 -6 feet tall, with a slight build. The most obvious feature is their avian facial form, which is characterised by a long tapering beak or a short, hooked beak. The colour of their feathery hides can be white, mottled brown, or occasionally (and in the case of Akheterop Settep) jet black.

Akheterop is something of an outsider among his own race. He is particularly cruel and spiteful, taking great pleasure in the mass genocide and interstellar wars he instigates. All Neophrons are enthralled by intrigue and manipulation, but the Carrion Politician relishes ceaseless bloodshed, and this is not typical of most Neophrons.

There aren’t many Neophrons who will serve under Bitterness, as he too capricious and unpredictable, yet the Carrion Politician has served his master for nine centuries, both surviving and profiting from his loyalty.

Race: Neophron

Stats:

STR:	8
DEX:	13
DIA:	18
CONC:	17
CHA:	13
PHYS:	9
KNOW:	18
COOL:	8

HITS:	19
Head:	6
Torso:	19
Arms:	9
Legs:	10

Regenerate: Five Hit Point/Wounds every three Phases

Phases: 1,2,3,4,5

Walk:	3
Run:	5
Sprint:	7

Skills:

Martial Arts - 10, Blade 1H - 13, Acrobatics - 10, Pistol 9, Intimidate - 12, Detect – 8, Evaluate Opponent - 11, SLA Info – 13, Rival Company – 6, Conflict Era Lore - 13, White Earth Lore – 11, Court Etiquette - 13 Leadership – 10, Communiqué – 9, Tactics – 10, Business Administration – 10, Business Finance – 10, Diplomacy – 15, Persuasion –

14, All Languages – 9, Drive Civilian – 10, Space Navigation – 6, Literacy 10, Sense Motive – 13, Psychology – 15, Read Lips - 6

Advantages

Good Luck – Rank 7, Good speech, Ambidextrous.

Disadvantages

Arrogant – 10, Psychopathy – 2, Major Enemy – (Mr Slayer) – 6,

Equipment:

'Blood Shard' Necklace – (This is a White Earth charm bestowed only to Bitterness's most favoured Monitors. It grants the wearer incredible resilience against attack – reducing the effects of any attack, be it blade, bullet, or Ebb attack down to 1 DMG. It also negates the effects of Ebb Ability – Communication).

35,000 cred Arducci Suit,

SpatterShriek – 'Infused' White Earth Sabre

This is a long, elegant rapier acquired on his travels to White Earth, which Settep wields with considerable prowess. The blade itself has been infused with a malevolent entity known as an Ethereal, which greatly enhances the weapon's DMG and PEN.

Slicing strike

Pen 17 Damage 8 AD 20

These wounds will bleed at a rate of 1 per round whilst within 20m of the Ethereal.

Impaling strike

PEN: 17 DMG: 25 AD: 1



"You know what? I'm glad they're issuing Hunter Sheets again. The amount of times we turn up at a crime scene and realise that what we're facing is not going to be manageable with a pacifier baton and a browbeater. Let the operatives handle the ugly, dirty and frankly smelly stuff and earn their inflated salaries. I'll just be over here doing a proper job instead, while you grab the screen time and the big credits. Yeah, yeah, you heard me. A proper job. What, you got a problem with how the boys in green look after you while you sleep? You do? Come here and say that. Yeah, you'd better run. Why you little ..."

Gribe Mallan, Sector Wall Shiver.

003: THE ROOT DOGS

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“Looking back over the countless wars of the Conflict Age, I still feel something like regret. It wasn’t our whole intention to eradicate the Conflict Races, it was simply the most effective way to bring in a new era of order.

It was a shame to see so many species vanish before the dawn of the World Of Progress, especially in the case of the Ty-Tesh – the only race I feel we truly betrayed.

But I feel nothing but gladness when I recall the Root Dogs’ demise. They were the most dangerous of all the Conflict Aliens because they were constantly adapting. Each defeat only increased the Core Scientists’ knowledge and ‘The Herd’ grew stronger and deadlier as a result.

Everything we did, however terrible it may seem – was worth it to see The Root Dogs die”

Intruder’s War Diaries, 760sd.

When the Krell returned to the World of Progress in 905sd, SLA Industries was completely taken by surprise. The shockwave of their sudden appearance reverberated throughout the entire company. Until that point SLA Industries had been an unconquerable force, and the mighty Conflict Aliens of the past were it’s first victims. Everyone had thought these races extinct, and if the Krell had come home now, surely others could have survived and may follow on.

Two years later, the stench of the Root Dogs drifted across the senses of the top officials at SLA Headquarters, and a terrible, deep feeling of dread was felt by all.

The Root Dogs’ forces were the most notorious, and cruel race of the Conflict Era. While monsters like the Krell excelled in savage warfare, it was abuse of science and bioengineering that made the Root Dogs so infamous. They were also the only race not to be taken in by Slayer’s illustrious Big Picture. The Root Dogs bought neither weaponry nor Stormers from Slayer – they simply didn’t need them. The Root Dogs were already winning the war.

The Root Dogs were scientists by profession and they built their own armies. These armies were warped, outlandish creatures without mind or reason. They descended upon the battlefields as a screeching, gibbering tidal wave. SLA Industries came to know these nightmarish legions as ‘The Herds’.

The inventions of the Root Scientists didn’t end there, they had a vast arsenal of biological weapons, like the abhorrent Rape Bombs and engineered viruses.

The Rape Bombs are huge organic pods that the Scientists dropped over enemy worlds. Once the pods landed, they would immediately alter the

structure and temperament of all organisms within the vicinity and convert them into Herd. These newly corrupted beasts would kill anything that so much as moved or crossed their path.

The Root Dogs themselves would never set foot on these planets. Instead they would happily let their slave beasts challenge and ultimately defeat their rivals, and become the dominant ecosystem.

In this manner, Root Dogs would travel from one star system to another and mercilessly tear them apart. Each time the Herds would become stronger and more efficient. If the Herds were defeated by an opposing force, the Root Dogs would pull back and reconstruct new Herds and Rape Bombs based on their opponents abilities and weaknesses. They would then return to the same worlds, obliterating them with new and improved strains.

The Darol Ragen race of the Conflict Era chose to integrate themselves with Root Dog experimentation and became their primary defense force. They knew immediately that they would not be able to challenge them, and deciding it was better to serve under these new masters than be utterly destroyed by them.

Other races, like the Krell, opted to work as an occasional mercenary force for the Root Dog Scientists in return for bio-weaponry that would enable them to win wars. It was the Root Dog Core Scientists that created the ‘Laughing Death’ for the Krellish WarPigs.

The downfall of the Root Dogs was not based on the defeat of their Herds, but the basic personality of the Scientists themselves. While the Herds were savage and relentless, and the Darol Ragen loved the thrill of battle, the Root Dogs were fundamentally cowardly creatures. There was no real

S.L.A
INDUSTRIES

ref/data:46586799709745///456.c
subject core:768679755454234235-classd.e79007565
issue cord: 45654578a9.

SUBJECT DATA: 5477464kw://127898d.

Species:
Restricted Access:-

ROOT DOG

THREAT ANALYSIS

ARMOR DATA
None. RD relies entirely
on armed security. See
stat: Darol Ragen/e23i

PROFILE DATA:

The Root Dog poses scant threat to
combat operatives as they have little
or no fighting skills despite their size
and strength. They are however
extremely well protected, and rarely
place themselves in situations that
will place them in real danger.

CORE IMMUNITY

Tr: Rating :(Low)
:RESTRICTED
contact: Dept of Toxicology//
67211134356
- (Prof// M.T Smith)
access code: pending ar3.445

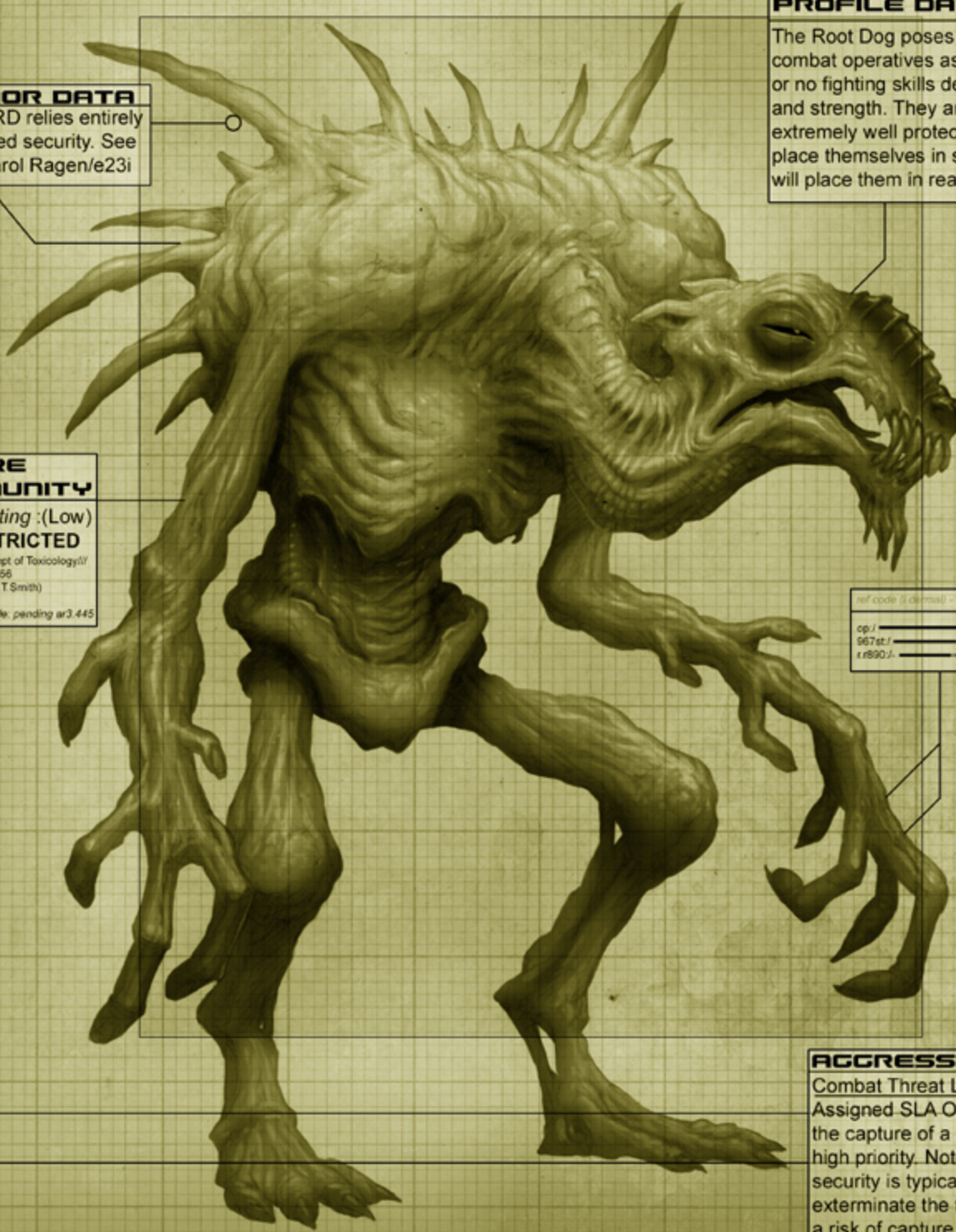
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cp://
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AGGRESSION STAT

Combat Threat Level - (1e.a)
Assigned SLA Ops should treat
the capture of a RD Scientist a
high priority. Note: Darol Ragen
security is typically briefed to
exterminate the target if there is
a risk of capture.



loyalty between them. A typical Root Dog scientist was morally bankrupt; petty, self serving, ambitious, paranoid and treacherous.

It was through the conquest of the Wraithen home worlds that the majority of the Root Dog forces met their demise. Unknown to the scientists, the Wraithen had been merged with SLA Industries a year earlier. The Wraithen leaders met with delegates of the Core Scientists, and played them off each other.

"Yes, it is very typical of these Root Dogs to work towards individual ambitions. Despite their name, they have no pack mentality... pitiful scientists! It was simply a matter of dividing them, meeting with them individually, then pandering to their vanities. Each Core scientist was offered the entire grid of Wraithen Worlds and that we, as Wraithen, would serve only one Pack Leader.

The greedy scum then turned on each other, assuming that the greater threat came from within. It was enough that we could attack them and tear at their flesh!... but they did not taste good at all. We left their bodies to rot.

The Root Dogs were arrogant fools, basing their negotiations on outdated intelligence. They underestimated us because we, like the Root Dogs themselves, have no sense of tradition or custom – we evolve, adapt and renew our race.

We had found our home in SLA Industries and not under the leadership of a horde of foul smelling mongrels!"

'Shill Ranta', Pack Leader of the 'Blood Spatter' Pod, Polo, - 7 / 11 / 6sd.

Thousands of Core Scientists and their Birthships were destroyed by the Wraithen and their SLA allies. The last broken and utterly defeated survivors took their remaining space vessels and Herd subjects and fled the Known Universe, into the dark regions beyond White Earth. The great adversary had fallen before The Big Picture had even begun.

I THE STENCH RETURNS

In 908sd the reports came through that strange misshapen aliens were ravaging the smaller War Worlds. When soldiers were asked to describe what they had seen, the verbal accounts were disturbingly familiar.

"We'd been besieged by Dark Night military forces for about two weeks before things went wrong. We were doing alright, y'know? We were shredding those bastards with the Reapers no problem, and the restock and reinforces were getting shipped within 26 hours. That's the time when you found Higgs, Rackland and me.

Around noon, the Powersuits were hitting our eastern bulk-head defenses when this deafening yelling now echoed across the skies. I could see something moving fast just above the cloud bank. Whatever it was, this flyer was big, really big. At that point the fighting just ... ceased. Even the Dark Night boys stopped firing and looked up.

Another one of them things whooshed by, but I got a closer look. It looked kinda like a thick dart shape, about 90 feet long. The front was sleek and totally smooth, the surface was kinda like chrome, but the base end was organic... fleshy. There were tendrils tapering out from the back.

It came in low, and performed an air strike. One Dark Night soldier screamed to be let inside our compound. Can you believe that?

I was waiting for a big explosion but none came, just loud screeching, roaring sounds. From way back you could see these enormous shapes just, throwing... pitching these guys up in the air like they were rag dolls. My unit immediately commenced firing, but all I could watch I'm ashamed to say.

I thought it might be the Krell at first, but these things were... Well, I hardly know how describe it, they were just frenzied animals. I don't think that there were two of the things that were entirely alike.

Dark Night were gone in the first hour. For the next 13 hours we hit them with everything but they just threw themselves at our defenses and kept on coming and coming. They took the base at eleven hundred hours, and by that point we'd run out of ammunition.

It was... just the three of us that got out, and Rackland didn't even have his legs still attached when Higgs and I pulled him out the turret.

The supply ship picked us up early this morning, but we almost never got off the ground. One of those things leapt on and tried to pull us down but got decapitated by the top rotors.

We failed to hold the base, Slayer forgive me..."

Ross Rannoch, Sergeant 1st Class, Erebus – 12 /12/ 907sd.

I PROFILE

The term 'Root Dog' is not the actual name of this alien race. They go by the title of The Grosh. However nearly all documentation both past and present called them by the more familiar, derogatory 'Root Dog. It was coined by a soldier a decade prior to the Big Picture.

"This ... these mongrel dogs with roots for hands, need dealing with before they can use their powers to control the weak-willed. A 'root dog' like this should be either put down or delivered to a SLA stronghold as soon as possible."

Dashiel Mannick, 1st Lieutenant, Nitro Legion, - 4 / 8 / 11 pre – sd

'Root Dog' was an insult, a slang jibe that stuck. SLA obviously approved of the name, as it depleted the terrible notoriety that surrounded the Grosh. It made them sound wretched, and low.

Ironically it sums up the Grosh quite well. Despite being almost as large as a Stormer, the Grosh Scientist is a rather pathetic creature. It is stooped over, and its withered dog-like head supported by a frail neck. Everything in its demeanor and physical makeup suggests it is a runt and a coward.

The Root Dog never wears clothing or armour; they find it suffocating and uncomfortable. Their rust coloured skin is completely hairless and has an almost amphibious sheen to it. This hide is always slick with a foul smelling, over-powering sweat that offers marginal protection from airborne viruses and infection. It has strange arms that terminate in a network of boney fingers that roughly resemble a the roots of vegetation. It is presumed these complex hands enable the Root Dog to perform delicate and outlandish surgery on their Herd subjects.

I ROOT DOG ENCOUNTER

The only Root Dogs likely to be found on the surface of a SLA planet are those on reconnaissance. These low level Base Scientists are most likely on fact finding missions, accumulating information on the local flora and fauna, or performing anthropological studies on the dominant species. Even these reconnaissance Scientists are heavily

guarded by a team of 3-5 Darol Ragen on such missions; 5-10 if the assignment is on Mort.

Unbeknownst to the Root Dog, the accompanying Ragen are ordered to slay the Scientist they're protecting if the odds are against them, and as yet, not even a low level Root Dog has been captured by SLA Industries.

On the slim chance that the Operative squad comes into contact with a live Root Dog Base Scientist, the first thing that will strike them is the ghastly stench emanating from the creature's oily skin. Over active sweat glands on the Root Dog secretes this sharp, acrid odour.

The squad may also be surprised that such a large and imposing being could be quite so timid. The scientist will cram itself into the nearest corner, cowering and whimpering in the most wretched manner. It fears not only the numerous guns and vibro weapons being levelled at it but the myriad bacteria, diseases and possible infections the strangers are exposing to its vulnerable physique.

Unless the Root Dog is wearing a voice modulator, it will yelp and whine incoherently in its native tongue – Groshak. Basically, the Root Dog is desperately trying to save its own worthless hide – offering to expose the locations of its fellow scientists, provide crucial information on its bioengineered projects and pretty much anything that will guarantee its continued existence.

I THREAT ANALYSIS STATS

There are allegedly 5 configurations of Grosh. The two versions detailed below are the most familiar to SLA Industries.



Root Dog Base Scientist

This is the most common Root Dog Scientist, and is the most likely to be found on Recon Missions

throughout the World of Progress. It is typically accompanied/guarded by 1- 5 Darol Ragen.

Stats:

STR	13
DEX	8
DIA	20
CONC	20
CHA	6
COOL	2
PHYS	11/4*
KNOW	20

Hits	24
Head	8
Torso	24
Arms	11
Legs	12

Move Rate: Walk: 1 Run: 3 Sprint: 5

Armour: None

Advantages: Ambidextrous, Good Vision/Hearing/Sight – 5.

Disadvantages: Haptophobia (Fear of Being Touched) – Rank 8, Mysophobia (Fear of Dirt) – Rank 8, Arrogant – Rank 8, Chicken, Ugly - Rank 8, *Immunodeficiency.

Skills: Unarmed Combat: 0, Tactics: 8, Torture: 13, Bioengineering: 15, Biology: 14, Zoology: 14, Genetics 14, Immunology/Microbiology 15, Ecology: 13, Physiography: 12, Conflict Era Lore: 18, SLA Information: 11, Evaluate Opponent: 12, Space Navigation: 5, Medical, Surgery: 18, Detect: 7.

Root Dog Core Scientist



Core Scientists are the most altered, advanced and insane beings of their race and assume supreme leadership. They are never seen outside their Birthing Ships, and accordingly encountering one is highly unlikely.

Core Scientists have a more regal posture than their base equivalents. They also have a slighter build by comparison and a far sharper, dog-like head with strange criss-cross pupils shape.

Stats:

STR	11
DEX	8
DIA	25
CONC	25
CHA	6
COOL	3
PHYS	10/2*
KNOW	25

Hits	21
Head	7
Torso	24
Arms	10
Legs	11

Move Rate: Walk: 1 Run: 3 Sprint: 5

Armour: None

Advantages: Ambidextrous, Good Vision/Hearing/Sight – 7.

Disadvantages: Haptophobia (Fear of Being Touched) – Rank 10, Mysophobia (Fear of Dirt) – Rank 10, Arrogant – Rank 10, Chicken, Ugly - Rank 9, *Immunodeficiency.

Skills: Unarmed Combat: 0, Tactics: 15, Torture: 20, Bioengineering: 25, Biology: 20, Zoology: 22, Genetics 16, Immunology/Microbiology 17, Ecology: 20, Physiography: 20, Conflict Era Lore: 25, SLA Information: 18, Evaluate Opponent: 20, Space Navigation: 10, Medical, Surgery: 25, Detect: 10.

* Immunodeficiency – The Root Dogs have spent so long on the safety of the Birthing Ships and in sterile environments that they have very frail immune systems. Only their noxious sweat secretions give them a +1 rank on PHYS rolls.

Sample Herd Creatures

Any Herd subjects that prove malleable and successful in battle are brought back to the Birthing Ships. These Herd are either specifically created and tested on the surface of alien worlds

or are simply a random spawn of a Rape Bomb. Whatever the reason, they are returned for further examination and possible improvement. These creatures are known as Functions since this is all they represent to the Root Dog Scientists and, however proficient they are in combat, are entirely expendable.

There are numerous types of Functions in the Root Dog Herds. Most have one use (Singular), while others are more complex and modular having a series of integrated uses (Primary/Secondary/etc). All are fitted with a 'Harness Plate' under the skin to prevent them from attacking their masters.

The Functions are classified by their ability in Groshak. 'Sliff' is presumably 'slashing attack', while 'Taale' is 'bite', and 'Galt' - 'poison sting'.

Singular Function: Sliff

STR	15
DEX	12
DIA	1
CONC	1
CHA	1
COOL	nil
PHYS	14
KNOW	1
Hits	29
Head	10
Torso	29
Arms	15 (Claw)
	5 (per ineffectual claw arm)
Legs:	15

Move Rate: Walk: 2 Run: 4 Sprint: 6

Natural Armor

PV: 8

Attack:

'Slasher Claw' - DMG: 6 PEN: 4 AD: 2

Herd do not make COOL rolls and once engaged in combat, they will fight to the death.

Primary Function: Taale / Secondary Function: Galt

STR	10
DEX	14
DIA	1
CONC	1
CHA	1
COOL	nil
PHYS	13
KNOW	1

Hits	23
Head	8
Torso	23
Arms	12
Legs	10

Move Rate: Walk: 3 Run: 5 Sprint: 7

Natural Armor

PV: 9

Attack:

'Maul Mouth'

DMG: 5 PEN: 3 AD: 1

'Stinger Barb'

DMG: 2 PEN: 5 AD: 1

'Galt Venom'

-5 PHYS, further 5 DMG

Herd do not make COOL rolls and once engaged in combat, they will fight to the death.



