

:THREAT ANALYSIS

SUBJECT FILE : || (001)

(URSA CARRIEN)

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**PDF SOURCEBOOK FOR
SLA INDUSTRIES**

Nightfall Games

001: URSA CARRIEN

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I :BRIEF

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The World of Progress can still throw things up to surprise even the most jaded and professional of operatives. Nothing can be taken for granted about even the most familiar, basic and persistent of enemies. The Cannibal Sectors in particular, are a pressure cooker of mutation and evolution that's constantly throwing up new diseases, new threats and new creatures. This is particularly true of the Carrien whose 'loose' genetic make-up throws up any number of mutated horrors, most of them – fortunately – non-viable. Of late, a new 'stable' form of Carrien mutant has emerged from the cesspits of Cannibal Sector Two. Designated the 'Ursa', due to its reported great size and strength, this new threat is barely understood and more intelligence needs to be gathered in order to decide precisely what to do about the situation.

I :THE CANNIBAL SECTORS

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The Cannibal Sectors are a breeding ground for monsters and a hiding place for the forces that array themselves against SLA Industries. Many Cannibal Sector missions are little more than death sentences and most sensible operatives fear being sent out into this decaying wilderness, a far cry from the glitz and glamour of Mort Central, more than any other duty.

The Cannibal Sectors were once a part of the great city, Mort, Capital of the World of Progress and head office of SLA Industries. They were the suburbs and outskirts, densely populated areas that were destroyed when Salvation tower collapsed in 300SD. Seismic shockwaves resonated through the crust of the planet shattering the city's infrastructure beyond hope of repair. The Cannibal Sectors were simply walled off and left to rot. The people there were cut off from civilisation and left to fend for themselves as the waiting horrors began to emerge from the rubble. The people then degenerated, becoming feral and animalistic themselves.

I :CANNIBAL SECTOR TWO

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Cannibal Sector Two was the furthest from the fall of Salvation Tower and took the least damage from its collapse, 'least' being something of a relative term. The buildings in Cannibal Sector Two were, for the most part, not crushed and

levelled as they were in Cannibal Sector One but toppled; falling against and into each other, forming a sector-dominating labyrinth of tunnels, caves and rat-runs, perfect for the Carrien's style of pack hunting and severely disfavours the use of air support or large scale operations on the part of SLA.

Cannibal Sector Two is considered less dangerous than Cannibal Sector One but is, nonetheless, a festering hellhole of death, disease and destruction. Sector Two is also known to be the region most infested with Carrien. Of all the various creatures and terrors that are found throughout the Cannibal Sectors, here at least, the Carrien are dominant. A truly huge and wickedly cunning Carrien known as 'Bloodhorn' is purported to rule over them. It is also the home of the Carrien Clave, a fortress with a tribe some thousands strong of the most advanced and cunning Carrien anywhere in any of the sectors. There are reports of many carrying guns, unlike others of the species.

I :THE CARRIEN

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The Carrien are, perhaps, the definitive cannon- and blade-fodder for operatives. Carrien breed like rats and are constantly trying to infiltrate the city, working their way in from the Cannibal Sectors when they're not squabbling with the Cannibals or each other. Carrien are amongst the most common foes that Operatives can expect to encounter and their diversity and unpredictability make them excellent attractions for SLA television shows. However, while cunning and devious, they do not normally present too much of a threat to a properly equipped operative.

"You go through your BPNs, you climb through the ranks, you get a nice house, a girlfriend, some sponsors, you get inured to the day-to-day crap you have to deal with and you think you've seen it all. Then, this crazy universe throws something new at you, tears your legs off, crushes your team to a pulp and leaves you to wake up screaming on the slab in LAD. You've never, ever, ever, 'seen it all'."

Titus Moore, Human, SCL7B

The problem with Carrien is that their genetic code is for one reason or another inherently unstable. Lesser Carrien often suffer from a multitude of different, minor mutations while their larger brethren, the Greater Carrien, have somehow chanced upon a set of stable, mutated conditions that have allowed them to become leaders of their kind. Once considered to be the most fearsome, the Mutant Carrien - monstrous living weapons deranged by pain and their own treacherous body shapes - it now seems, a new Carrien breed has come about and it's upsetting the delicate balance of power within the Sectors.

BLACK PAPERS : GM ONLY

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"It was at least two... maybe three metres tall. It had a huge humped back and was wielding some sort of blade, crushed together from scrap. The force of the thing was immense; it was shattering walls and tearing through armour like it wasn't even there. It was a force of nature but not so wild and uncontrolled as the mutants normally are."

Sk'lk, Shaktar, SCL8A

Ursa Carrien are enormous slabs of muscle and fat with great hunched backs and limbs like tree trunks. They tower nearly three metres tall and barge through any obstruction with casual disregard. Slow to react, once they get going they're all but unstoppable, able to regenerate the most gratuitous wounds and keep on going, growing in fury the more they're beaten around. Their jaws are massive and filled with long, sharp, shearing teeth. While they will not bite in combat, they are perpetually hungry and will pause to tear and eat into the flesh of casualties if given the slightest respite from fighting. They fashion crude weapons from scrap and detritus using them to great effect to smash and destroy anything that angers them.

As requested, here is the abstract report detailing the consolidated information about the new Carrien mutation being reported by operatives on BPNs in Cannibal Sector Two. Support material, interview videos, reports and Chip/Camera footage can be accessed on the company network at SCL6 or higher. Please direct any further questions or enquiries to me.

Reports from the few surviving operatives, coupled with images culled from Finance Chip monitoring and helmet cameras, have been consolidated to provide what we believe to be an accurate description of the new mutation; one which has already been reported throughout



Cannibal Sector Two and also – though as yet unconfirmed – in Cannibal Sector One as well.

The new mutation, which has earned the moniker 'Ursa', measures as much as three metres tall and appears to be both extremely strong and resilient to all forms of attack tried. It is suspected that the mutation also has a regenerative capability, one that outstrips that of the 313 Stormer. If true this is worthy of investigation for potential reclamation by the Biogenetics Dept, particularly if the genes can be isolated and stabilised.

The strength of the creature is enormous, suspected to rival that of the Low Wave industrial Stormer variant, even though its bulk is not comparable. The sheer destructive power of the 'Ursa' seems to stem more from its disregard of self-preservation and its absent sense of self-control. These, coupled with its regenerative capacity and high pain threshold appear to enable it to overstretch its body in ways that we would find crippling. With this over-driven strength it is able to smash through armour, vehicles and obstructions like a War World Fire Platform.

Compared to the Greater Carrien, these 'Ursa' seem to lack the degree of motivation and organisational capability that is found in the other subspecies but, nonetheless, appear to be displacing the Greater Carrien by virtue of being far more dangerous and intensely territorial. It is this territoriality, and their apparent growth in numbers that concerns both the Health & Safety and the Extermination departments. In the short term we may see a reduction in Carrien attacks, however, it would only be a matter of time before the need for territory would bring the 'Ursa' to the Sector Wall where they could do a great deal of damage that the Lesser Carrien would be swift to exploit.

Current defences and protocols are specifically tailored to deal with existing Carrien threats and incursions, and it is for this reason that this department must put its weight behind the recommendations of our colleagues that the 'Ursa' Carrien be understood and eliminated with all due haste.

Sincerely,

Ms. Zyan Asura, Threat Analysis, Dept of Investigation

I: BEHAVIOUR

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Ursa Carrien are not leaders and, unlike other Carrien, are fairly solitary creatures. They prefer to carve out a territory and hunting ground for themselves where they remain. These lairs are normally underground chambers, though the Ursa's bulk prevents it from squirming through sewer pipes and small tunnels in the same way that Lesser Carrien do. The Ursa are more likely to be found in former gauss train stations, subways,

collapsed buildings or in gigantic 'burrows' of their own construction.

The Ursa are displacing the Greater Carrien because of their territoriality. Ursa only care about other Ursa Carrien and settle new areas bordering each other's domains. They don't care what else is settled in that area and will kill and eat anything they see. The Greater Carrien take that as an affront and will viciously attack any Ursa that settle in their hunting grounds, generally coming off the worst from the fight.

Despite this, the Ursa are found surrounded by Lesser Carrien who settle the surrounding smaller tunnels and chambers feed from the Ursa's scraps and leftovers. They will finish off any enemies that the Ursa drives away but will also use the Ursa as a sort of 'trap', leading difficult prey to their unwitting benefactor to be torn apart and killed.

Ursa hunt at night, driving their prey to ground and then digging it out with their immense strength. Slow to get going, they build up to a crescendo of destruction, particularly if disturbed in their lairs. Younger Ursa, or those displaced by other Ursa, also migrate at night, searching out portions of the wasteland where there are no others of their kind, setting up their own lairs and the claiming a hunting ground.

Ursa are cursed with an unceasing appetite and will eat anything and everything organic around



them. They have a preference for flesh, in particular biogenetic implants and mutations which their physiology breaks down and stores as a viscous pink 'goo' in their great humped backs. This goo used to fuel both their regeneration and their propogation. When they have collected enough raw material and their hump 'splits' open, releasing a newborn Ursa Carrien on the floor of their lair. The precocious offspring will have to move quickly or it risks being devoured.

I :COMBAT TACTICS

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Ursa Carrien encountered out in the wilderness at night will try to strike from ambush, standing stock still and attempt to blend in with the rubble and shadow around them. If they are spotted, attacked or otherwise detected they will launch into a frenzied attack, holding nothing back and attempting to smash and destroy anything that harms them. In this battle they'll fight to the death but, once they've killed or disabled their prey, they will happily to take that away devour, provided that they're not still being attacked.

In the defence of their lair they will fight anything and everything. Tossing in grenades or otherwise interfering with its home will draw it out, even in the daytime, as it tries to attack whoever or whatever has disturbed it.

Ursa Carrien prefer to use their own crudely improvised weapons over any other and will tend to focus their attacks upon a single target – the first one to catch their eye – until it is annihilated. Only then will they move on to a new target. If disarmed, they will try to grab anything else that might be used as an improvised clubbing implement and will only use their fists as a last resort.

I :ORIGIN

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The Ursa Carrien are not the result of some secret SLA experiment or the knock-off Stormers of one of their rival companies. They're not the result of genetic tinkering or of anything deliberate at all. The Ursa Carrien are simply the result of the hothouse evolutionary atmosphere of the Cannibal Sectors in which a beneficial mutation can spread like wildfire.

The Ursa Carrien are fulfilling an evolutionary niche within the Sector; that of a territorial but sedentary predator, rather than a wandering pack. Instead of relying on cunning and intelligence, the Ursa has brute strength and resilience, but it's major evolutionary advantage, the one that allows it to be self-reliant, is its internalised and co-opted mutation. Rather than manifesting the

obvious and random mutations of a Mutant Carrien the Ursa locks down all that mutagenic capability within the protoplasm sac on its back, giving it a means of reproduction that – while slower – is more reliable than that of the Lesser or Greater Carrien. This is why there are so many of them and why they are spreading so inexorably.

I :URSA CARRIEN STATISTICS

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Stat	Min	Max	Norm
STR	15	20	18
DEX	6	8	7
DIA	3	5	4
CONC	2	4	3
CHA	1	1	1
PHYS	8	14	11
KNOW	3	5	4
COOL	10	15	13
HITS	20	34	27

Location	Average HP	Armour PV/ID
Head	9	Hide 5/0
Torso	27	Hide 6/0
Left Arm	13	Hide 4/0
Right Arm	13	Hide 4/0
Left Leg	14	Hide 4/0
Right Leg	14	Hide 4/0

Actions: 2 (average)

Phases 2,4.

Melee Damage Bonus: 9 (average)

Walk: 1

Run: 4

Sprint: 6 + 0.3x Running Skill

Height: 2.5m average

Weight: 160 Kg average

Skill	Average Rank
Climb	2
Blade 2-H	6
Club 2-H	6
Detect	2
Evaluate Opponent	1
Hide	3
Intimidation	6
Running	1
Sneaking	1
Streetwise	2
Survival	5
Swim	1
Tracking	5
Unarmed Combat	8

Equipment:

Crude Giant Club, Crude Giant Axe or Crude Giant Blade.

Weapon	Dam	Pen	AD
Crude Giant Club	4	0	2
Crude Giant Axe	6	2	5
Crude Giant Blade	5	3	3

Advantages:

Regeneration: The Ursa Carrien can regenerate up to two Wounds or two Hits on the fourth phase of each round.

Dead to Pain: The Ursa Carrien have so much mass and are so deadened to pain that they reduce any incoming damage by 25%.

Smasher: The Ursa Carrien is a powerhouse of strength able to smash through walls and crush armour with completely unrestrained force. They add their Strength bonus to both Damage and Armour Damage that they inflict.

Disadvantages:

Bad Vision (Sunlight) 5: Like all Carrien the Ursa Carrien cannot deal with sunlight and are severely affected by it, preferring to stay in the dark or emerge at night.

I :URSA CARRIEN NEONATE

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Stat	Average
STR	8
DEX	6
DIA	2
CONC	2
CHA	1
PHYS	7
KNOW	4
COOL	8
HITS	15

I :ARMED FOR BEAR :BPN

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In this mission, the characters are sent to the location of a confirmed Ursa Carrien lair. Their task is to uncover what happened to the previous team that was in the area and to investigate and eliminate whatever threat is there. Behind the scenes, this is intended to be an intelligence gathering mission for Station Analysis and the Department of Investigation. They intend to tap in to the team's communications and Finance Chips to get direct visual data and telemetry on the Ursa.

Twenty-four hours ago, the Operative team 'Lucky 13' dropped out of contact while on assignment in Cannibal Sector Two. This is not an uncommon occurrence but the last recordings from their suit telemetry and Finance Chips showed them entering a large underground concrete chamber before being set upon with sudden and

abrupt violence. The fragmentary recordings that did make it back to central office showed what appeared to be a truly gigantic Carrien killing members of the squad, one after the other. It has been identified as one of the form designated 'Ursa' which has been causing headaches to so many departments of late. The opportunity to gather more information is too good to pass up and so the BPN has been issued. On the face of it the BPN is to gather information and to eliminate the threat, but in reality it is to observe the Ursa in detail, even if it means the loss of a squad, in order to perform a combat efficiency appraisal.

During the mission, SLA will have re-tasked satellites to keep an eye on the team and will be observing them constantly through any finance chips they might have implanted and piggybacking on any suit telemetry available. In addition, a refitted observation Stingray outfitted with thermal imaging and other detectors will shadow them from just above the cloudbank in order to gather even more information. A second Stingray will be used to drop them off in the general area (1km square) in which the original team went missing.

The briefing will be extremely perfunctory and in addition to the issuing officer from the Department of Investigation, there will be representatives from other concerned departments concealed behind a two-way mirror. The details released to the characters will be extremely scant referring to an 'unknown threat' and the 'need for reliable intelligence'. The issuing officer will try to concentrate on the importance of finding out what happened to the missing team, including rescuing any survivors, in a transparent attempt to deflect the attention of the operatives away from the gaps in the information they're being fed.

Once briefed, the characters will make their way by gauss train to the Cannibal Sector 2 wall. Here they will be checked and given the opportunity to purchase Cannibal Sector specific equipment from stores (see CS1). They will then board their Stingray to be deposited in the sector.

The area into which they are dropped is semi-intact, rubble-strewn streets surrounding ancient and rotting housing blocks, many of which are still standing. The centre point of the area is where five blocks have fallen forming a gigantic concrete mound that still retains many chambers and rooms. Almost from the moment the characters arrive these Lesser Carrien will engage in harrying attacks, taunting and other infuriating actions. Without any Greater Carrien to lead or control them, Lesser Carrien roam unchecked throughout area in small packs trying to lead the char-

acters on to the den of the Ursa so that they can scavenge the pickings afterwards.

The Ursa Carrien's lair lies below many floors of rubble and concrete, down in the tunnels beneath the fallen blocks where the weight of debris has pressed heavily into the hollows beneath. The whole lair is a charnel pit, full of bones that have been cracked and sucked of their marrow. Amongst the detritus are remains of 'Lucky 13', now just scraps of armour and broken weapons. The Ursa has feasted so well on their biogenetically enhanced bodies that it is ready to burst open and drop a Ursa Carrien Neonate built from the genetically flexible protoplasm it has ingested.

The Ursa is unlikely to attack immediately, as it's busy 'giving birth', curled up, grunting, its back-hump writhing and twisting. If threatened, approached or attacked it will lunge into action. On the third round of combat the hump will split, birthing the new Ursa Carrien Neonate which is fully capable of immediately joining the fight, despite only being freshly born (use the statistics for a Juvenile Carrien from CS1, use the average Ursa Carrien statistics from later in this document for the Ursa).

Should the characters defeat the Ursa, they will have also destroyed the local Lesser Carrien's meal ticket. The tribes that exist in symbiosis with the Ursa will want revenge and to take advantage of the squad's relative weakness following the battle. Getting out of the lair will be an extremely tough fight, though they're likely to earn a great deal of extra credit from killing so many Carrien. If they can get out and call for their support they'll only have to hold out a few rounds before the Stingray can return and scoop them up. Once they're back, they'll be debriefed and interrogated to get every scrap of information they can, finally betraying the importance of the mission to the team and hinting that there's more going on than they were initially made aware of. Information gathered during their mission will be available in future Ursa related BPNs and to other operatives of appropriate clearance.

KILL BONUSES

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Killing a Lesser Carrien earns a bonus of 10c.
Killing an Ursa Carrien Neonate earns a bonus of 5c.

Ursa Carrien are not yet part of the bonus scheme but destroying one earns a bonus of 50c while on Cannibal Sector duty.



BLUEPRINT NEWS

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SCL
requirement

DEPARTMENTAL AUTHORISATION:

Contact Department of:

Training Package Recommended:

DETAILS: Squad required for investigation into the loss of an Operative team in Cannibal Sector Two. Establish and eliminate the cause.

COLOUR CODE:

WHITE

STATION ANALYSIS: ☒

THIRD EYE NEWS: ☐

Consolidated Bonus Scheme:

500c

PER OP: ☒

PER SQUAD: ☐

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Made in Scotland.

Set in Helvetica and Gunship.

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