

SLA INDUSTRIES 2ND EDITION

# CANNIBAL SECTOR 1

## CONVERSION DOCUMENT

SYSTEM

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Created in Adobe InDesign on an Apple iMac using Waverly and Adobe Caslon type.

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A decorative header featuring a repeating geometric pattern of interlocking triangles and diamonds in shades of dark blue and black.

SLA INDUSTRIES

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# CANNIBAL SECTOR 1

## CONVERSION DOCUMENT

The following document provides all rules, stats and profiles required to use the content of SLA Industries: Cannibal Sector 1 with the new SLA Industries 2nd Edition rules.

### FACTIONS

#### SHIVERS

##### SHIVER TROOPER - PAGE 75

STR	DEX	KNOW	CONC
2	2	2	2
CHA	COOL	LUCK	INITIATIVE
1	2	0	+4
HIT POINTS	CLOSING	RUSHING	
12	2	5	

#### SKILLS

Brew Crafting: 1	Bridgehead Construction: 1
Detect: 1	Lore (Sector): 1
Melee Weapons: 2	Pistol: 1
Rifle: 2	Support Weapons: 2
Survival: 1	Throw: 1
Unarmed Combat: 1	

#### EQUIPMENT

As per current entry

##### SHIVER PACIFIER - PAGE 75

STR	DEX	KNOW	CONC
2	2	2	2
CHA	COOL	LUCK	INITIATIVE
1	2	0	+4
HIT POINTS	CLOSING	RUSHING	
12	2	5	

#### SKILLS

Athletics: 2	Brew Crafting: 1
Detect: 1	Lore (Sector): 1
Melee Weapons: 2	Pistol: 1
Rifle: 2	Survival: 1
Throw: 1	Unarmed Combat: 2

# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

## EQUIPMENT

As per current entry

### Current rules to be replaced with:

A -1 modifier is applied to all dice during any rolls to hit a Shiver Pacifier in hand-to-hand combat. This modifier is applied in addition to any defensive manoeuvre being performed.

## SHIVER SERGEANT - PAGE 76

STR	DEX	KNOW	CONC
2	3	2	2
CHA	COOL	LUCK	INITIATIVE
1	3	0	+5
HIT POINTS	CLOSING	RUSHING	
12	2	5	

## SKILLS

Brew Crafting: 2	Bridgehead Construction: 2
Detect: 2	Leadership: 2
Lore (Sector): 2	Melee Weapons: 2
Pistol: 2	Rifle: 3
Support Weapons: 2	Survival: 2
Tactics: 2	Throw: 1
Unarmed Combat: 1	

## EQUIPMENT

As per current entry

## SHIVER BREACHER - PAGE 76

STR	DEX	KNOW	CONC
2	2	2	2
CHA	COOL	LUCK	INITIATIVE
0	2	0	+4
HIT POINTS	CLOSING	RUSHING	
13	2	5	

## SKILLS

Brew Crafting: 2	Bridgehead Construction: 2
Detect: 1	Lore (Sector): 1
Melee Weapons: 2	Pistol: 2
Rifle: 2	Shield Craft: 3
Support Weapons: 2	Survival: 1
Throw: 2	Unarmed Combat: 1

## EQUIPMENT

As per current entry

## SHIVER MEDIC - PAGE 77

STR	DEX	KNOW	CONC
2	2	3	3
CHA	COOL	LUCK	INITIATIVE
3	3	0	+5
HIT POINTS	CLOSING	RUSHING	
12	2	5	

## SKILLS

Brew Crafting: 1	Bridgehead Construction: 1
Detect: 3	Lore (Sector): 2
Medical: 3	Melee Weapons: 1
Pistol: 1	Rifle: 1
Support Weapons: 1	Survival: 2
Unarmed Combat: 1	

## EQUIPMENT

As per current entry

## SHIVER DOGEYBONE - PAGE 78

STR	DEX	KNOW	CONC
3 (5)	2	2	2
CHA	COOL	LUCK	INITIATIVE
1	2	0	+4
HIT POINTS	CLOSING	RUSHING	
13	2	5	

## SKILLS

Detect: 3	Melee Weapons: 2
Pistol: 2	Rifle: 2
Support Weapons: 3	Survival: 1
Unarmed Combat: 3	

## EQUIPMENT

As per current entry

**SHIVER ELITE - PAGE 79**

STR	DEX	KNOW	CONC
2	3	2	3
CHA	COOL	LUCK	INITIATIVE
2	4	0	+6
HIT POINTS	CLOSING		RUSHING
14	2		5

**SKILLS**

Brew Crafting: 2	Bridgehead Construction: 3
Detect: 2	Leadership: 2
Lore (Sector): 2	Melee Weapons: 2
Pistol: 2	Rifle: 3
Support Weapons: 3	Survival: 3
Tactics: 2	Throw: 2
Unarmed Combat: 2	

**EQUIPMENT**

As per current entry

**SHIVER SERGEANT ROOKER - PAGE 80**

STR	DEX	KNOW	CONC
3	4	4	4
CHA	COOL	LUCK	INITIATIVE
2	5	2	+6
HIT POINTS	CLOSING		RUSHING
16	2		5

**SKILLS**

Brew Crafting: 3	Bridgehead Construction: 3
Detect: 3	Leadership: 4
Lore (Sector): 3	Melee Weapons: 3
Pistol: 3	Rifle: 4
Support Weapons: 3	Survival: 3
Tactics: 3	Throw: 3
Unarmed Combat: 2	

**EQUIPMENT**

As per current entry

**CANNIBALS**
**Racial Ability: Hunger - Page 87**

All Cannibals have a compulsion to feed on meat, either raw or cooked, and are required to do so a minimum of twice daily to maintain what little sanity they have. For every 3 hours that a regular feeding time is missed, a cannibal receives -1 to their CONC and pushes them ever closer towards a psychopathing fit. As time progresses they will find themselves unable to restrain their thirst for violence, eventually resulting in in-fighting and eating their own kin. Eating raw meat returns the Cannibal to a stable mood and their CONC back to normal.

**CANNIBAL MATRIARCH - PAGE 88**

STR	DEX	KNOW	CONC
5	3	3	3
CHA	COOL	LUCK	INITIATIVE
2	5	0	+6
HIT POINTS	CLOSING		RUSHING
22	2		5

**SKILLS**

Animal Husbandry: 2	Detect: 3
Intimidate: 3	Language (Biya): 4
Leadership: 4	Lore (Sector): 4
Melee Weapons: 4	Rifle: 3
Survival: 2	Tactics: 2
Throw: 1	Torture: 3
Unarmed Combat: 4	

**EQUIPMENT**

As per current entry

**Current rules to be replaced with:**

A Matriarch who sees one of her children killed in battle will become violently enraged, gaining a +1 to both STR and DEX until the assailant flees or is incapacitated or killed. Additionally, while in this state of rage, a Matriarch considered to be entirely immune to the effects of Fear.

Matriarchs carry excess fat and muscle on their torso. A Matriarch ignores all wounds to the torso and any damage not inflicted to the limbs or head is reduced by 1 after armour PV has been applied.

# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

## CANNIBAL HARRIDAN

Note: The Cannibal Harridan can be found in Progress Report Issue 2

### CANNIBAL BUTCHER - PAGE 89

STR	DEX	KNOW	CONC
4	4	2	2
CHA	COOL	LUCK	INITIATIVE
0	5	0	+6
HIT POINTS	CLOSING	RUSHING	
20	2	5	

### SKILLS

Animal Husbandry: 2	Detect: 2
Intimidate: 3	Language (Biya): 3
Leadership: 1	Lore (Sector): 2
Melee Weapons: 3	Rifle: 1
Survival: 3	Tactics: 2
Torture: 2	Tracking: 2
Unarmed Combat: 3	

### EQUIPMENT

As per current entry

### Current rules to be replaced with:

A Progeny Butcher gains +1 STR, +1 DEX and +1 COOL.

### CANNIBAL WRANGLER - PAGE 90

STR	DEX	KNOW	CONC
4	3	3	2
CHA	COOL	LUCK	INITIATIVE
0	5	0	+5
HIT POINTS	CLOSING	RUSHING	
20	2	5	

### SKILLS

Animal Husbandry: 4	Detect: 2
Intimidate: 3	Language (Biya): 3
Leadership: 1	Lore (Sector): 2
Melee Weapons: 3	Rifle: 1
Survival: 3	Tactics: 1
Torture: 2	Tracking: 3
Unarmed Combat: 2	

### EQUIPMENT

As per current entry

## CANNIBAL RUNT - PAGE 91

STR	DEX	KNOW	CONC
1	2	1	1
CHA	COOL	LUCK	INITIATIVE
0	2	0	+3
HIT POINTS	CLOSING	RUSHING	
10	2	5	

### SKILLS

Animal Husbandry: 1	Detect: 1
Language (Biya): 2	Lore (Sector): 1
Melee Weapons: 1	Pistol: 1
Survival: 2	Throw: 1
Torture: 1	Tracking: 1
Unarmed Combat: 2	Tracking: 3
Unarmed Combat: 2	

### EQUIPMENT

As per current entry

## CANNIBAL MASTIFF - PAGE 92

STR	DEX	KNOW	CONC
3	3	1	1
CHA	COOL	LUCK	INITIATIVE
0	4	0	+4
HIT POINTS	CLOSING	RUSHING	
14	3	7	

### SKILLS

Athletics: 3	Detect: 2
Stealth: 1	Tracking: 2
Unarmed Combat: 3	

### EQUIPMENT

Teeth, Thick Hide (PV:1, Resistance: 6)

## JORDY - PAGE 93

STR	DEX	KNOW	CONC
5	4	0	1
CHA	COOL	LUCK	INITIATIVE
0	1*	0	+5
HIT POINTS	CLOSING	RUSHING	
30	2	8	

## SKILLS

Intimidate: 4	Language (Biya): 1
Melee Weapons: 3	Survival: 2
Throw: 3	Torture: 1
Tracking: 1	Unarmed Combat: 4

## EQUIPMENT

Thick Hide (PV: 1, Resistance: 4), all other equipment remains the same.

### Current rules to be replaced with:

Jordy understands little of the world around him, blindly following the lead of his mother, Gordax Bone. As such, Jordy is entirely immune to the effects of Fear. However, if Jordy finds himself without his mother in view, he will immediately fly into a state of panic and rage, attacking the nearest target be it friend or foe. During this state of rage, Jordy's COOL is considered to be 1 and he is affected by fear as normal.

## CARRIEN

All Carrien should observe the Pack Mentality racial ability as described in the SLA Industries 2nd Edition core book..

### CARRIEN - PAGE 103

See entry in SLA Industries 2nd Edition core book. Use equipment as per the entry in Cannibal Sector 1.

### JUVENILE CARRIEN - PAGE 104

STR	DEX	KNOW	CONC
2	3	1	1
CHA	COOL	LUCK	INITIATIVE
0	3	0	+4
HIT POINTS	CLOSING	RUSHING	
10	4	7	

## SKILLS

Athletics: 2	Climbing: 2
Detect: 1	Language (Gristle): 2
Melee Weapons: 2	Polearm: 1
Stealth: 2	Survival: 2
Tracking: 1	Unarmed Combat: 2

## EQUIPMENT

Teeth/Claws, As per current entry

### ALPHA CARRIEN - PAGE 104

See entry in SLA Industries 2nd Edition core book. Use equipment as per the entry in Cannibal Sector 1. In addition, some Alpha's in Cannibal Sector 1 have developed Thick Hide (PV:1, Resistance: 6).

### GREATER CARRIEN - PAGE 105

STR	DEX	KNOW	CONC
6	4	2	2
CHA	COOL	LUCK	INITIATIVE
0	6	2	+6
HIT POINTS	CLOSING	RUSHING	
30	3	7	

## SKILLS

Athletics: 1	Climbing: 2
Detect: 2	Leadership: 3
Lore (Sector): 1	Melee Weapons: 4
Stealth: 2	Survival: 2
Throw: 3	Unarmed Combat: 2



# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

## EQUIPMENT

Teeth/Claws, Thick Hide (PV: 3, Resistance: 10), all other equipment as per current entry.

## MUTANT CARRIEN - PAGE 107

STR	DEX	KNOW	CONC
7	5	0	0
CHA	COOL	LUCK	INITIATIVE
0	7	0	+5
HIT POINTS	CLOSING		RUSHING
36	3		6

## SKILLS

Athletics: 3	Climbing: 3
Detect: 1	Melee Weapons: 3
Unarmed Combat: 4	

## EQUIPMENT

Teeth/Claws, Thick Hide (PV: 3, Resistance: 10), all other equipment as per current entry.

### Current rules to be replaced with:

Mutant Carrien are capable of regeneration and have a Regeneration Rate of 2.

Mutant Carrien are psychotic, lunatic creatures with little or no consciousness, as such they are entirely immune to the effects of Fear.

Because Mutant Carrien are in a perpetual state of pain, they ignore all effects and modifiers from any wounds they have sustained. A Mutant Carrien will always fight to the death.

Due to the immense strength of a Mutant Carrien, any attacks made with any melee weapons are resolved with +2 DMG and +1 AD.

## DREKK - PAGE 107

STR	DEX	KNOW	CONC
5	4	2	2
CHA	COOL	LUCK	INITIATIVE
0	6	0	+6
HIT POINTS	CLOSING		RUSHING
22	4		7

## SKILLS

Athletics: 3	Climbing: 3
Detect: 3	Language (Gristle): 4
Leadership: 4	Melee Weapons: 4
Polearm: 4	Lore (Sector): 2
Stealth: 2	Survival: 3
Tracking: 4	Unarmed Combat: 4

## EQUIPMENT

As per current entry

## RAGMAN - PAGE 107

STR	DEX	KNOW	CONC
4	5	2	1
CHA	COOL	LUCK	INITIATIVE
0	4	2	+6
HIT POINTS	CLOSING		RUSHING
19	4		8

## SKILLS

Athletics: 4	Climbing: 4
Detect: 2	Language (Gristle): 2
Melee Weapons: 4	Stealth: 3
Survival: 3	Tracking: 3
Unarmed Combat: 4	

## EQUIPMENT

As per current entry

### Current rules to be replaced with:

Ragman has sustained so many physical wounds over the years that he no longer feels pain, and ignores all effects and modifiers from any wounds he has sustained. In addition, Ragman will never be affected by the critical condition.

The tips of Ragman's Ripper Gauntlets have been laced with White Queen Toxin.

## SCAVS

**Racial Ability: Regeneration - Page 120**

Scavs are capable of regeneration and are all considered to have a Regeneration Rate of 2.

**SCAV MARAUDER - PAGE 120**

See entry in SLA Industries 2nd Edition core book.

**SCAV SCROUNGER - PAGE 121**

STR	DEX	KNOW	CONC
5	5	3	4
CHA	COOL	LUCK	INITIATIVE
0	5	0	+9
HIT POINTS	CLOSING	RUSHING	
28	2	5	

**SKILLS**

Appraisal: 4	Climbing: 3
Detect: 3	Lore (Sector): 2
Medical: 3	Melee Weapons: 3
Optimise: 4	Pistol: 3
Rifle: 4	Survival: 3
Technical (all): 3	Throw: 3
Tracking: 3	Unarmed Combat: 3

**EQUIPMENT**

As per current entry

**SCAV SNIPER - PAGE 121**

STR	DEX	KNOW	CONC
4	6	3	3
CHA	COOL	LUCK	INITIATIVE
0	5	0	+8
HIT POINTS	CLOSING	RUSHING	
28	2	5	

**SKILLS**

Appraisal: 2	Climbing: 3
Detect: 4	Lore (Sector): 2
Medical: 2	Melee Weapons: 2
Optimise: 2	Pistol: 3
Rifle: 4	Survival: 3
Technical (Weapons): 2	Throw: 2
Tracking: 4	Unarmed Combat: 2

**EQUIPMENT**

As per current entry

**PIT BOSS - PAGE 122**

STR	DEX	KNOW	CONC
6	5	3	3
CHA	COOL	LUCK	INITIATIVE
0	6	1	+8
HIT POINTS	CLOSING	RUSHING	
30	2	5	

**SKILLS**

Appraisal: 3	Climbing: 3
Detect: 3	Leadership: 4
Lore (Sector): 3	Melee Weapons: 4
Optimise: 3	Pistol: 4
Rifle: 4	Survival: 4
Technical (Weapons): 2	Throw: 3
Tracking: 4	Unarmed Combat: 4

**EQUIPMENT**

As per current entry

**Current rules to be replaced with:**

The Pit Boss is capable of regeneration at a faster rate than other members of the species. A Pit Boss has a Regeneration Rate of 3.

**DREKAVAC LABOURER - PAGE 123**

STR	DEX	KNOW	CONC
6	2	2	2
CHA	COOL	LUCK	INITIATIVE
0	5	0	+4
HIT POINTS	CLOSING	RUSHING	
28	2	5	

**SKILLS**

Appraisal: 3	Climbing: 1
Detect: 1	Melee Weapons: 2
Optimise: 3	Survival: 3
Technical (all): 2	Throw: 2
Tracking: 1	Unarmed Combat: 2

**EQUIPMENT**

As per current entry

# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

## Current rules to be replaced with:

The Drekvac strain is capable of regeneration at a much slower rate than other members of the species. They have a Regeneration Rate of 1.

### MISTER CHAINSAW - PAGE 124

STR	DEX	KNOW	CONC
6	5	3	3
CHA	COOL	LUCK	INITIATIVE
0	7	1	+8
HIT POINTS	CLOSING	RUSHING	
30	2	5	

### SKILLS

Appraisal: 3	Climbing: 3
Detect: 3	Intimidate: 4
Leadership: 4	Lore (Sector): 3
Melee Weapons: 4	Optimise: 3
Survival: 4	Technical (Weapons): 3
Throw: 3	Torture: 4
Tracking: 4	Unarmed Combat: 4

### EQUIPMENT

As per current entry

## Current rules to be replaced with:

Mister Chainsaw, like other Pit Bosses, is capable of regeneration at a faster rate than other members of the species. He has a Regeneration Rate of 3.

Mister Chainsaw is a psychotic killer with little regard for anything other than intense violence. As such, he is entirely immune to the effects of Fear. Additionally, everyone that has a line of sight to Mr Chainsaw, or is aware of his presence nearby, suffers a -1 penalty to their COOL stat.

## DARKNIGHT

### DARKNIGHT GUNNER - PAGE 130

STR	DEX	KNOW	CONC
3	3	3	3
CHA	COOL	LUCK	INITIATIVE
1	4	1	+6
HIT POINTS	CLOSING	RUSHING	
16	2	5	

### SKILLS

Demolitions: 1	Detect: 2
Lore (Sector): 1	Medical: 1
Melee Weapons: 2	Pistol: 3
Rifle: 3	Stealth: 3
Streetwise: 3	Throw: 2
Torture: 3	Unarmed Combat: 2

### EQUIPMENT

As per current entry

### DARKNIGHT MARKSMAN - PAGE 131

STR	DEX	KNOW	CONC
2	4	3	3
CHA	COOL	LUCK	INITIATIVE
1	4	1	+6
HIT POINTS	CLOSING	RUSHING	
16	2	5	

### SKILLS

Demolitions: 1	Detect: 3
Lore (Sector): 2	Melee Weapons: 2
Pistol: 2	Rifle: 4
Stealth: 4	Streetwise: 3
Throw: 1	Torture: 3
Unarmed Combat: 1	

### EQUIPMENT

As per current entry

**DARKNIGHT SPECIALIST - PAGE 132**

STR	DEX	KNOW	CONC
2	3	3	4
CHA	COOL	LUCK	INITIATIVE
1	5	1	+7
HIT POINTS	CLOSING	RUSHING	
16	2	5	

**SKILLS**

Demolitions: 4	Detect: 3
Lock Pick (all): 3	Lore (Sector): 2
Medical: 2	Melee Weapons: 2
Pistol: 2	Rifle: 2
Stealth: 4	Streetwise: 3
Support Weapons: 2	Technical (all): 3
Throw: 3	Torture: 3
Unarmed Combat: 1	

**EQUIPMENT**

As per current entry

**DARKNIGHT COMMANDANT - PAGE 133**

STR	DEX	KNOW	CONC
3	4	3	3
CHA	COOL	LUCK	INITIATIVE
2	5	1	+7
HIT POINTS	CLOSING	RUSHING	
17	2	5	

**SKILLS**

Demolitions: 1	Detect: 3
Leadership: 4	Lore (Sector): 3
Melee Weapons: 3	Pistol: 4
Rifle: 4	Stealth:
Streetwise: 4	Throw: 2
Torture: 4	Unarmed Combat: 3

**EQUIPMENT**

As per current entry

**DOC CRIBBS - PAGE 134**

STR	DEX	KNOW	CONC
2	2	5	5
CHA	COOL	LUCK	INITIATIVE
2	5	2	+7
HIT POINTS	CLOSING	RUSHING	
17	2	5	

**SKILLS**

Detect: 3	Forensics: 4
Language (all): 2	Lore (Sector): 3
Medical: 4	Melee Weapons: 2
Pistol: 2	Stealth: 3
Streetwise: 4	Torture: 4
Unarmed Combat: 1	

**EQUIPMENT**

As per current entry

Current rules remain the same.

**COMMANDANT BUZZ LISHNER - PAGE 136**

STR	DEX	KNOW	CONC
3	4	3	4
CHA	COOL	LUCK	INITIATIVE
3	5	1	+8
HIT POINTS	CLOSING	RUSHING	
17	2	5	

**SKILLS**

Demolitions: 4	Detect: 3
Intimidate: 4	Leadership: 4
Lore (Sector): 3	Melee Weapons: 3
Pistol: 4	Rifle: 3
Stealth: 2	Streetwise: 4
Support Weapons: 3	Throw: 2
Torture: 4	Unarmed Combat: 3

**EQUIPMENT**

As per current entry

Current rules remain the same.

# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

## THE 9<sup>TH</sup> DIVISION

### 9TH TROOPER - PAGE 139

STR	DEX	KNOW	CONC
2	2	2	2
CHA	COOL	LUCK	INITIATIVE
1	2	0	+4
HIT POINTS	CLOSING	RUSHING	
12	2	5	

### SKILLS

Brew Crafting: 1	Bribery: 2
Detect: 1	Lore (Sector): 2
Melee Weapons: 2	Pistol: 1
Rifle: 2	Support Weapons: 2
Survival: 2	Throw: 1
Unarmed Combat: 1	

### EQUIPMENT

As per current entry

### 9TH SERGEANT - PAGE 140

STR	DEX	KNOW	CONC
2	3	2	2
CHA	COOL	LUCK	INITIATIVE
1	3	0	+5
HIT POINTS	CLOSING	RUSHING	
12	2	5	

### SKILLS

Brew Crafting: 2	Bribery: 2
Detect: 2	Leadership: 2
Lore (Sector): 2	Melee Weapons: 2
Pistol: 2	Rifle: 3
Support Weapons: 2	Survival: 2
Tactics: 2	Throw: 1
Unarmed Combat: 1	

### EQUIPMENT

As per current entry

### SUB MAJOR/ONE OF THE FIRST - PAGE 141

STR	DEX	KNOW	CONC
3	3	3	3
CHA	COOL	LUCK	INITIATIVE
2	5	1	+6
HIT POINTS	CLOSING	RUSHING	
12	2	5	

### SKILLS

Brew Crafting: 2	Bribery: 3
Detect: 3	Leadership: 4
Lore (Sector): 2	Medical: 1
Melee Weapons: 2	Pistol: 3
Rifle: 3	Support Weapons: 3
Survival: 2	Tactics: 2
Throw: 3	Unarmed Combat: 3

### EQUIPMENT

As per current entry

### 9TH QUARTERMASTER - PAGE 141

STR	DEX	KNOW	CONC
1	2	3	3
CHA	COOL	LUCK	INITIATIVE
2	4	0	+5
HIT POINTS	CLOSING	RUSHING	
12	2	5	

### SKILLS

Appraisal: 1	Brew Crafting: 1
Demolitions: 3	Detect: 3
Lock Pick (all): 3	Lore (Sector): 2
Medical: 2	Melee Weapons: 1
Optimise: 1	Pistol: 1
Rifle: 2	Survival: 2
Technical (all): 4	Unarmed Combat: 1

### EQUIPMENT

As per current entry

### Current rules to be replaced with:

A 9th Quartermaster is an expert of repairs and quick mechanical fixes. They are considered to have the Natural Aptitude: Skill trait for all Lock Pick and Technical skills.

**9TH VETERAN - PAGE 142**

STR	DEX	KNOW	CONC
2	3	2	3
CHA	COOL	LUCK	INITIATIVE
2	4	0	+6
HIT POINTS	CLOSING	RUSHING	
14	2	5	

**SKILLS**

Brew Crafting: 2	Bribery: 3
Detect: 2	Leadership: 3
Lore (Sector): 2	Melee Weapons: 2
Pistol: 2	Rifle: 3
Survival: 3	Tactics: 2
Throw: 2	Unarmed Combat: 2

**EQUIPMENT**

As per current entry

**CAPTAIN FEANEY - PAGE 143**

STR	DEX	KNOW	CONC
3	4	4	4
CHA	COOL	LUCK	INITIATIVE
3	5	1	+6
HIT POINTS	CLOSING	RUSHING	
17	2	5	

**SKILLS**

Bribery: 4	Detect: 3
Language (all): 2	Leadership: 4
Lore (Sector): 4	Melee Weapons: 3
Pistol: 4	Rifle: 3
Survival: 3	Tactics: 4
Throw: 3	Torture: 3
Unarmed Combat: 3	

**EQUIPMENT**

As per current entry

**Current rules to be replaced with:**

Any members of the 9th Division that accompany Captain Feaney into battle are considered to have +1 COOL while under his leadership. Additionally, any 9th Division that fail a Fear Test may immediately make a reroll using their base COOL stat.

**THE CHIRURGEON - PAGE 144**

STR	DEX	KNOW	CONC
2	2	5	4
CHA	COOL	LUCK	INITIATIVE
2	5	0	+6
HIT POINTS	CLOSING	RUSHING	
12	2	5	

**SKILLS**

Detect: 3	Forensics: 4
Lore (Sector): 3	Medical: 3
Melee Weapons: 2	Pistol: 1
Rifle: 1	Support Weapons: 1
Survival: 3	Torture: 4
Unarmed Combat: 1	

**EQUIPMENT**

As per current entry

Current rules remain the same.

**KYU - PAGE 144**

STR	DEX	KNOW	CONC
3	3	2	3
CHA	COOL	LUCK	INITIATIVE
0	5	1	+6
HIT POINTS	CLOSING	RUSHING	
17	2	5	

**SKILLS**

Bribery: 2	Detect: 2
Melee Weapons: 3	Pistol: 2
Polearm: 4	Rifle: 2
Survival: 3	Tactics: 2
Throw: 3	Torture: 3
Unarmed Combat: 3	

**EQUIPMENT**

As per current entry

# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

## DREAM ENTITIES

All Dream Entities should observe the Aeriform Body, Creatures of Terror and The Grey racial abilities as described in the SLA Industries 2nd Edition core book.

### HELION - PAGE 155

See entry in SLA Industries 2nd Edition core book.

### DISTORTER (APPARITION) - PAGE 156

STR	DEX	KNOW	CONC
0	2	5	5
CHA	COOL	LUCK	INITIATIVE
0	7	0	+7
HIT POINTS	CLOSING	RUSHING	
7	2	5	

### SKILLS

Detect: 3	Distort: 3
Stealth: 4	Survival: 2

### EQUIPMENT

Reality Distortion

### FLICKER (APPARITION) - PAGE 156

STR	DEX	KNOW	CONC
3	5	3	4
CHA	COOL	LUCK	INITIATIVE
3	7	0	+9
HIT POINTS	CLOSING	RUSHING	
18	2	6	

### SKILLS

Detect: 4	Distort: 3
Mimicry: 4	Stealth: 4
Survival: 2	Unarmed Combat: 4

### EQUIPMENT

Time Distortion, Mind Control.

#### Rules:

Mimicry (CHA) - A Mimicry skill roll is never subject to Advanced Tasks.

### SHADOW (APPARITION) - PAGE 158

See entry in SLA Industries 2nd Edition core book.

### GREEN HORROR (EFFIGY) - PAGE 159

STR	DEX	KNOW	CONC
4	4	2	2
CHA	COOL	LUCK	INITIATIVE
1	6	0	+6
HIT POINTS	CLOSING	RUSHING	
20	2	6	

### SKILLS

Climbing: 3	Detect: 3
Rifle: 2	Stealth: 3
Survival: 2	Torture: 4
Tracking: 3	Unarmed Combat: 4

### EQUIPMENT

Enmity Blast, Rift Claws, Rift Teeth, Mind Paralysis, Dream Interpreted Gauss Rifle, Dream Armour (PV: 6, Resistance: NA)

### SCREAMER (EFFIGY) - PAGE 160

STR	DEX	KNOW	CONC
3	2	2	2
CHA	COOL	LUCK	INITIATIVE
0	6	0	+4
HIT POINTS	CLOSING	RUSHING	
20	2	6	

### SKILLS

Acrobatics: 2	Athletics: 3
Climbing: 3	Detect: 3
Stealth: 3	Survival: 2
Torture: 4	Unarmed Combat: 4

### EQUIPMENT

Enmity Blast, Rift Claws, Rift Teeth, The Scream, Dream Armour (PV:3, Resistance: NA)

### CRYPTID (EFFIGY) - PAGE 162

See entry in SLA Industries 2nd Edition core book.

#### Rules:

Enthralled Cryptids receive the Enmity Blast ability.

### TITTER (EFFIGY) - PAGE 163

See entry in SLA Industries 2nd Edition core book.



**Rules:**

The Charm (CHA) skill entry should be ignored and the Titter's Seduction skill used in its place. Enthralled Titters receive the Enmity Blast ability.

**MASTER (DREAM ENTITY) - PAGE 164**

STR	DEX	KNOW	CONC
7	7	7	8
CHA	COOL	LUCK	INITIATIVE
3	10	0	+15
HIT POINTS	CLOSING	RUSHING	
20	3	8	

**SKILLS**

Detect: 4	Distort: 4
Intimidation: 4	Language (all): 4
Leadership: 4	Persuasion: 4
Seduction: 4	Stealth: 4
Survival: 4	Tactics: 4
Torture: 4	Tracking: 3
Unarmed Combat: 4	

**EQUIPMENT**

Rift Claws, Rift Teeth, Mind Control, Mind Paralysis, Dream Armour (PV:14, Resistance: NA), Dream Blade, Fear Staff

**Current rules to be replaced with:**

Though not an Apparition, direct contact with a Master can still lead to contracting The Grey.

**THE FIGMENT (EFFIGY) - PAGE 167**

STR	DEX	KNOW	CONC
9	9	7	8
CHA	COOL	LUCK	INITIATIVE
3	10	1	+17
HIT POINTS	CLOSING	RUSHING	
55	5	9	

**SKILLS**

Detect: 4	Distort: 4
Intimidation: 4	Stealth: 4
Survival: 4	Torture: 4
Tracking: 4	Unarmed Combat: 4

**EQUIPMENT**

Rift Claws, Shadow Claws, Mind Control, Mind Paralysis, Reality Distortion, Shadow Merge, Dream Armour (PV:16, Resistance: NA)

**Current rules to be replaced with:**

The Figment's Reality Distortions are fixed and do not expire after an hour. Anyone trapped in The Figment's Reality Distortions suffer -2 COOL for the duration.

The Figment has a Regeneration Rate of 3.

The Figment may never be enthralled by a Dream Entity Master.

Though not an Apparition, direct contact with The Figment can still lead to contracting The Grey. Additionally, anyone contracting the Grey from The Figment treats that illness as though it had an Infection Rating of 14.



# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

## NAGA 7 DIVISION

### AETHERMAN - PAGE 169

STR	DEX	KNOW	CONC
3	2	5	5
CHA	COOL	LUCK	INITIATIVE
5	5	2	+7
HIT POINTS	CLOSING	RUSHING	
16	3	8	

### SKILLS

Brew Crafting: 3	Detect: 4
Language (all): 2	Lore (Dream): 4
Lore (Sector): 4	Luminosity: 3
Melee Weapons: 2	Pistol: 2
Rifle: 2	Secret World: 2
Support Weapons: 1	Survival: 4
Tracking: 2	Unarmed Combat: 2

### EQUIPMENT

As per current entry

## SECTOR RANGERS

### SECTOR RANGER - PAGE 174

STR	DEX	KNOW	CONC
3	3	3	4
CHA	COOL	LUCK	INITIATIVE
2	5	1	+7
HIT POINTS	CLOSING	RUSHING	
17	2	5	

### SKILLS

Athletics: 2	Bridgehead Construction: 1
Climbing: 3	Detect: 3
Language (all): 2	Lore (Sector): 3
Medical: 2	Melee Weapons: 3
Pistol: 3	Rifle: 4
Support Weapons: 3	Survival: 4
Tactics: 2	Throw: 3
Tracking: 3	Unarmed Combat: 2

### EQUIPMENT

As per current entry

### SECTOR SERGEANT - PAGE 174

STR	DEX	KNOW	CONC
3	4	4	4
CHA	COOL	LUCK	INITIATIVE
3	5	1	+8
HIT POINTS	CLOSING	RUSHING	
17	2	5	

### SKILLS

Athletics: 2	Bridgehead Construction: 2
Climbing: 3	Detect: 3
Language (all): 2	Leadership: 4
Lore (Sector): 4	Medical: 2
Melee Weapons: 3	Pistol: 3
Rifle: 4	Support Weapons: 3
Survival: 4	Tactics: 4
Throw: 3	Tracking: 3
Unarmed Combat: 2	

### EQUIPMENT

As per current entry

**SECTOR SUPPORT GUNNER - PAGE 175**

STR	DEX	KNOW	CONC
3	3	3	4
CHA	COOL	LUCK	INITIATIVE
2	5	1	+7
HIT POINTS	CLOSING	RUSHING	
17	2	5	

**SKILLS**

Athletics: 2	Bridgehead Construction: 1
Climbing: 3	Detect: 3
Language (all): 2	Lore (Sector): 3
Melee Weapons: 2	Pistol: 2
Rifle: 4	Support Weapons: 4
Survival: 3	Tactics: 2
Technical (Weapons): 2	Throw: 3
Tracking: 3	Unarmed Combat: 2

**EQUIPMENT**

As per current entry

**536 'GRIT' STORMER - PAGE 176**

STR	DEX	KNOW	CONC
5	4	3	2
CHA	COOL	LUCK	INITIATIVE
1	6	2	+6
HIT POINTS	CLOSING	RUSHING	
26	2	5	

**SKILLS**

Athletics: 3	Climbing: 3
Detect: 2	Lore (Sector): 3
Medical: 3	Melee Weapons: 3
Pistol: 3	Rifle: 4
Support Weapons: 2	Survival: 4
Tactics: 3	Throw: 3
Tracking: 3	Unarmed Combat: 3

**EQUIPMENT**

As per current entry

**Current rules to be replaced with:**

If given the opportunity to consume the brains of an opponent, the Grit Stomer will gain an insight to the activities undertaken during the last 24 hours of the victim. In addition to the information obtained, the Grit Stomer

adds +1 to the Success Die for all KNOW and CONC-related skill rolls when dealing with members of the victims faction, but also gains -1 COOL during this period.

A Grit Stomer has a Regeneration Rate of 2.

**SCOUT SERGEANT HARPER - PAGE 177**

STR	DEX	KNOW	CONC
3	4	4	5
CHA	COOL	LUCK	INITIATIVE
3	5	3	+9
HIT POINTS	CLOSING	RUSHING	
26	2	5	

**SKILLS**

Athletics: 3	Climbing: 3
Detect: 4	Language (all): 3
Leadership: 4	Lore (Sector): 4
Melee Weapons: 3	Pistol: 4
Rifle: 3	Stealth:
Support Weapons: 3	Survival: 4
Tactics: 4	Throw: 3
Tracking: 4	Unarmed Combat: 3

**EQUIPMENT**

As per current entry

**BRUNT - PAGE 178**

STR	DEX	KNOW	CONC
5	4	3	2
CHA	COOL	LUCK	INITIATIVE
1	6	2	+6
HIT POINTS	CLOSING	RUSHING	
27	2	5	

**SKILLS**

Athletics: 3	Climbing: 3
Detect: 3	Lore (Sector): 3
Medical: 3	Melee Weapons: 4
Pistol: 3	Rifle: 4
Support Weapons: 3	Survival: 4
Tactics: 3	Throw: 3
Tracking: 4	Unarmed Combat: 3

**EQUIPMENT**

As per current entry

# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

## Current rules to be replaced with:

If given the opportunity to consume the brains of an opponent, Brunt will gain an insight to the activities undertaken during the last 24 hours of the victim. In addition to the information obtained, the Brunt adds +1 to the Success Die for all KNOW and CONC-related skill rolls when dealing with members of the victims faction.

A Brunt has a Regeneration Rate of 2.

Brunt's hatred of Scavs remains the same as published in Cannibal Sector 1.

## SLA OPERATIVES

SLA Operatives NPCs can be made using the Character Creation rules found in the SLA Industries 2nd Edition core rulebook.

### 714 'CHAGRIN' STORMER - PAGE 189

STR	DEX	KNOW	CONC
7	4	1	1
CHA	COOL	LUCK	INITIATIVE
0	6	1	+5
HIT POINTS	CLOSING	RUSHING	
32	3	6	

### SKILLS

Climbing: 1	Detect: 2
Intimidation: 4	Melee Weapons: 3
Pistol: 3	Rifle: 3
Support Weapons: 3	Survival: 2
Tactics: 2	Torture: 3
Tracking: 2	Unarmed Combat: 4

### EQUIPMENT

As per current entry  
Ignore the note regarding the Karma sourcebook.

## DENIZENS

### FAUNA

#### ARACHNOSTALKER - PAGE 195

STR	DEX	KNOW	CONC
2	2	0	0
CHA	COOL	LUCK	INITIATIVE
0	5	0	+2
HIT POINTS	CLOSING	RUSHING	
10	3	7	

#### SKILLS

Athletics: 3	Detect: 3
Stealth: 2	Tracking: 3
Unarmed Combat: 1	

#### EQUIPMENT

Chitin (PV: 5, Resistance: 10), Mandibles, Claws

#### Current rules to be replaced with:

**Stalker Webbing:** ArachnoStalkers lay a viscous, sticky web across the floor of their lairs to ensnare their next meal. Escaping the web requires a roll of 2d10 (these can be any colour and do not follow the same Success/Skill die rules as when making a skill roll) +STR to each die, giving you two results. If either of the two results are equal to or greater than 7, then the subject has broken free. Each time a roll is failed, an additional -1 penalty is applied to subsequent rolls to escape. The victim can perform this roll as many times as they have ranks in STR (so a character with STR 3 may make 3 attempts to escape). After they have exhausted this many rolls, the character is considered prone, stuck, and prey to the ArchnoStalkers, requiring the immediate assistance of another individual to escape the web.

#### LOPER - PAGE 196

STR	DEX	KNOW	CONC
4	5	0	0
CHA	COOL	LUCK	INITIATIVE
0	5	0	+5
HIT POINTS	CLOSING	RUSHING	
20	3	9	

#### SKILLS

Athletics: 4	Detect: 4
Stealth: 2	Tracking: 3
Unarmed Combat: 2	

#### EQUIPMENT

Chitin (PV: 4, Resistance: 10), Proboscis

#### SECTOR MONGREL - PAGE 197

STR	DEX	KNOW	CONC
2	3	1	1
CHA	COOL	LUCK	INITIATIVE
0	2	0	+4
HIT POINTS	CLOSING	RUSHING	
10	3	7	

#### SKILLS

Athletics: 3	Detect: 3
Stealth: 1	Tracking: 2
Unarmed Combat: 3	

#### EQUIPMENT

Teeth, Thick Hide (PV: 1, Resistance: 6)

#### BOAR - PAGE 198

See entry in SLA Industries 2nd Edition core book.

#### SOW - PAGE 198

STR	DEX	KNOW	CONC
4	2	1	1
CHA	COOL	LUCK	INITIATIVE
0	6	0	+3
HIT POINTS	CLOSING	RUSHING	
18	2	5	

#### SKILLS

Athletics: 2	Detect: 2
Tracking: 2	Unarmed Combat: 3

#### EQUIPMENT

Thick Hide (PV: 2, Resistance: 10). Teeth/Tusks. Sows trained for war may also wear Scrap Armour (Light)

#### Rule Notes:

Sows are vicious fighters, biting and ripping at anything they can jaws around. To reflect this, a Sow's teeth and tusks do +2 DMG. In addition, whenever a Sow causes the loss of any Hit Points from a single attack, it will also inflict a wound if no other wound has been inflicted by that attack. The GM may choose which location this wound is applied to.

#### SQUEALER - PAGE 199

# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

STR	DEX	KNOW	CONC
3	1	0	1
CHA	COOL	LUCK	INITIATIVE
0	4	0	+2
HIT POINTS	CLOSING		RUSHING
13	2		5

## SKILLS

Athletics: 2	Detect: 2
Tracking: 2	Unarmed Combat: 3

## EQUIPMENT

Thick Hide (PV: 1, Resistance: 6). Teeth/Tusks  
Squealers are vicious fighters, biting and ripping at anything they can jaws around. To reflect this, a Squealer's teeth and tusks do +1 DMG.

## FLESHWORM - PAGE 200

STR	DEX	KNOW	CONC
2	2	1	1
CHA	COOL	LUCK	INITIATIVE
0	6	0	+3
HIT POINTS	CLOSING		RUSHING
22	1		3

## SKILLS

Detect: 2	Stealth: 2
Tracking: 1	Unarmed Combat: 1

## EQUIPMENT

Mandibles

### Current rules to be replaced with:

Fleshworms are only semi-sentient and so are entirely immune to the effects of Fear.

If the Fleshworm attack occurs from above, the creature is female, and is attempting to lay legs in the victim. The attack is performed as normal with the Fleshworm's mandibles, however, in addition the target must roll 2d10 (these can be any colour and do not follow the same Success/Skill die rules as when making a skill roll) and add their STR to each die, giving them two results. If either of the two results are equal to or greater than 10, then the subject suffers no further effects. If the character fails this roll, the neck of the target has been impregnated with Fleshworm eggs. If Flush is immediately applied to the wound, the eggs will be immediately eradicated. Left untreated, the eggs will gestate for 1 week, creating a large brown bubo on the neck of the victim. The infected individual must repeat the roll above each day with a -1 modifier to avoid simply slipping into a

coma. If the eggs are not removed by the 7th day, they will hatch, killing the host.

## PUDDLE HERMIT - PAGE 201

STR	DEX	KNOW	CONC
1	2	0	0
CHA	COOL	LUCK	INITIATIVE
0	3	0	+2
HIT POINTS	CLOSING		RUSHING
10	2		5

## SKILLS

Athletics: 1	Detect: 2
Stealth: 2	Spit: 4
Unarmed Combat: 1	

## EQUIPMENT

Chitin (PV: 5, Resistance: 14), Mandibles, Acid Spit

Current rules remain the same.

## MORT RAT - PAGE 202

See entry in SLA Industries 2nd Edition core book.

## GIANT RAT - PAGE 203

STR	DEX	KNOW	CONC
1	3	0	1
CHA	COOL	LUCK	INITIATIVE
0	3	0	+4
HIT POINTS	CLOSING		RUSHING
10	3		8

## SKILLS

Athletics: 3	Detect: 1
Stealth: 2	Tracking: 1
Unarmed Combat: 3	

## EQUIPMENT

Thick Hide (PV: 2, Resistance: 6), Teeth/Claws

**MUTANT RAT - PAGE 204**

STR	DEX	KNOW	CONC
2	4	0	2
CHA	COOL	LUCK	INITIATIVE
0	6	0	+6
HIT POINTS	CLOSING	RUSHING	
14	3	8	

**SKILLS**

Athletics: 4	Detect: 1
Tracking: 1	Unarmed Combat: 4

**EQUIPMENT**

Thick Hide (PV: 3, Resistance: 8), Teeth/Claws

**Current rules to be replaced with:**

Mutant Rats are psychotic, mindless creatures who will attack any foe without provocation. They are entirely immune to the effects of fear. A Mutant Rat will never flee and will always fight to the death.

**PIPE DWELLER - PAGE 205**

STR	DEX	KNOW	CONC
2	4	0	0
CHA	COOL	LUCK	INITIATIVE
0	5	0	+4
HIT POINTS	CLOSING	RUSHING	
12	4	12	

**SKILLS**

Athletics: 2	Detect: 2
Stealth: 2	Unarmed Combat: 3

**EQUIPMENT**

Chitin (PV: 6, Resistance: 30), Mandibles, Claws

**CROAK - PAGE 206**

STR	DEX	KNOW	CONC
0	4	0	0
CHA	COOL	LUCK	INITIATIVE
1	1	0	+4
HIT POINTS	CLOSING	RUSHING	
6	1	30 (flight)	

**SKILLS**

Detect: 3	Stealth: 1
Tracking: 1	Unarmed Combat: 1

**EQUIPMENT**

As per current entry

Notes in Cannibal Sector 1 should be ignored.

**ARROWHEAD COCKROACH - PAGE 207**

STR	DEX	KNOW	CONC
0	6	0	0
CHA	COOL	LUCK	INITIATIVE
0	0	0	+6
HIT POINTS	CLOSING	RUSHING	
2	2	6	

**SKILLS**

Detect: 1	Stealth: 2
Tracking: 1	Unarmed Combat: 1

**EQUIPMENT**

As per current entry

Notes in Cannibal Sector 1 should be ignored.



# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

## FLORA

Identifying flora requires a successful Lore (Sector) roll, with a target number of 10, modified by the Identification Penalty or Bonus stated after its entry below. Successfully identifying flora will allow it to be used correctly, granting access to the Game Effects stated below. If the roll is failed, players are at the GMs mercy as to what flora they are actually coming into contact with.

### CLINGER ALGAE - PAGE 208

**Game Effects:** Clinger Algae is corrosive and hard to shift. Contact with it inflicts 1 AD for every 24 hours that it is in contact with armour or any solid surface. While it may take months to eat its way through concrete, this damage can be significant, especially to the feet and lower legs of armour should anyone be foolish enough to stand in it for too long.

### CRAWLERWEED - PAGE 208

**Game Effects:** Ingesting Crawlerweed gives a hallucinogenic high, with visions and images loosely based around the desires and belief systems of the user. Approximately 2 hours after ingestion, the subject will fall into a deep trance-like state, which lasts for approximately 3 hours before the body naturally rejects the high and creates a temporary 24 hour immunity to it, after which the effects can be experienced once again.

A character attempting to resist the effects of Crawlerweed must roll 2d10 (these can be any colour and do not follow the same Success/Skill die rules as when making a skill roll) and add their STR to each die, giving them two results. If either of the two results are equal to or greater than 10, then the subject has resisted. Resistance is not compulsory since Crawlerweed is especially effective on those who want to experience its high.

### SHIT BLOOM - PAGE 208

**Game Effects:** Shit Bloom can be consumed, though the long term effects of doing so are not clear. A mouthful of the slime provides enough sustenance to replace a Basic Ration Pack and will also recover 1 Hit Point from each location, as well as 1 wound (always heal the most recent wound taken). Regardless of the amount ingested, only 1 Hit Point and wound may be regained in this way every 24 hours. Six hours after ingestion mild stomach cramps occur, giving -1 STR for 12 hours. Repeated consumption of Shit Bloom may be met with more symptoms of the GMs choosing.

## WANDERERS

### MANCHINE - PAGE 212

STR	DEX	KNOW	CONC
5	4	3	3
CHA	COOL	LUCK	INITIATIVE
0	7	0	+7
HIT POINTS	CLOSING		RUSHING
27	3		7

### SKILLS

Athletics: 4	Climbing: 2
Detect: 4	Intimidation: 4
Lore (Sector): 2	Medical: 1
Melee Weapons: 4	Survival: 4
Tactics: 3	Torture: 4
Tracking: 3	Unarmed Combat: 4

### EQUIPMENT

As per current entry, other than: Manchine Body (PV: 12, Resistance: 30)

### Current rules to be replaced with:

Manchines are entirely immune to the effects of fear.

### DIGGER - PAGE 215

STR	DEX	KNOW	CONC
10	7	5	5
CHA	COOL	LUCK	INITIATIVE
0	12	3	+2
HIT POINTS	CLOSING		RUSHING
70	8		16

### SKILLS

Athletics: 4	Climbing: 4
Detect: 4	Intimidation: 4
Lore (Sector): 4	Medical: 4
Melee Weapons: 4	Survival: 4
Tactics: 4	Torture: 4
Tracking: 4	Unarmed Combat: 4

### EQUIPMENT

As per current entry, other than: Digger's Body (PV: 18, Resistance: 60)

### Current rules to be replaced with:

Digger is entirely immune to the effects of fear. Everyone that has a line of sight to Digger, or is aware of his presence nearby suffers a -3 penalty to their COOL stat.

If Digger is ever reduced to 0 Hit Points he is not killed, instead he retreats to his lair where his rapid healing and repair process will begin, returning him to full Hit Points in a matter of hours.

Digger's Manchine Blades inflict +4 DMG

**EX-WAR CRIMINAL - PAGE 217**

STR	DEX	KNOW	CONC
4	4	4	5
CHA	COOL	LUCK	INITIATIVE
1	6	0	+9
HIT POINTS	CLOSING	RUSHING	
18	2	5	

**SKILLS**

Athletics: 3	Climbing: 2
Detect: 4	Intimidation: 4
Languages (all): 1	Lore (Sector): 3
Leadership: 3	Medical: 3
Melee Weapons: 4	Pistol: 4
Rifle: 4	Stealth: 3
Support Weapons: 4	Survival: 4
Tactics: 4	Throw: 2
Torture: 2	Tracking: 3
Unarmed Combat: 4	

**EQUIPMENT**

As per current entry

**SECTOR MUTANT - PAGE 218**

STR	DEX	KNOW	CONC
5	3	1	1
CHA	COOL	LUCK	INITIATIVE
0	6	0	+6
HIT POINTS	CLOSING	RUSHING	
22	2	6	

**SKILLS**

Athletics: 3	Climbing: 2
Detect: 2	Stealth: 2
Survival: 4	Tracking: 2
Unarmed Combat: 4	

**EQUIPMENT**

Thick Hide (PV: 4, Resistance: 12), Teeth/Claws

**Rule Notes:**

Sector Mutants have a Regeneration Rate of 1.

Sector Mutants are vicious fighters that know little but mindless killing. To reflect this, a Sector Mutant's teeth and claws do +3 DMG.



# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

## HARDWARE

### ARMOUR

#### AETHER ARMOUR - PAGE 222 COST: NA

PV	RESISTANCE	WEIGHT
----	------------	--------

5 (10)	16	4
--------	----	---

The armour has PV9 against Dream Entity attacks and Rift weapons do not ignore the PV of Aether Armour like they do with other armours. In addition, the wearer gains +4 COOL for the purposes of resisting Dream Entity abilities. The wearer receives -1 DEX.

#### DN COMMANDANT ARMOUR - PAGE 222 COST: NA

PV	RESISTANCE	WEIGHT
----	------------	--------

8	20	0
---	----	---

Electro Surge Generator (DMG: 4, AD: 0).  
Damaged target suffers the stunned condition and is incapacitated for 5 minutes.

#### DN GUNNER ARMOUR - PAGE 223

See entry in SLA Industries 2nd Edition core book.

#### DN SPECIALIST ARMOUR COST: 22,000U - PAGE 223

PV	RESISTANCE	WEIGHT
----	------------	--------

6	16	0
---	----	---

The wearer adds +1 to the Success Die for all Stealth skill rolls.

#### MAL MODULAR ARMOUR - PAGE 224

See entry in SLA Industries 2nd Edition core book.

#### PP10 HARD ARMOUR - PAGE 224

See entry in SLA Industries 2nd Edition core book.

#### PP10 POWERCELL ARMOUR - PAGE 225

See entry in SLA Industries 2nd Edition core book.

#### PP104 DOGEYBONE ARMOUR - PAGE 225

See entry in SLA Industries 2nd Edition core book.

#### PP112D SILVERBACK ARMOUR - PAGE 225

See entry in SLA Industries 2nd Edition core book.

#### PP664.2 BODY BLOCKER - PAGE 226

See entry in SLA Industries 2nd Edition core book.

#### PP949 BREACHER SHIELD - PAGE 226

See entry in SLA Industries 2nd Edition core book.

#### SCRAP ARMOUR (LIGHT) COST: NA - PAGE 227

PV	RESISTANCE	WEIGHT
----	------------	--------

2	7	1
---	---	---

#### SCRAP ARMOUR (LIGHT) COST: NA - PAGE 227

PV	RESISTANCE	WEIGHT
----	------------	--------

4	10	2
---	----	---

The user receives -1 DEX

#### SCRAP ARMOUR - HEAVY - PAGE 227

See entry in SLA Industries 2nd Edition core book.

#### SINNER MK.III BATTLE SUIT - PAGE 228 COST: NA

PV	RESISTANCE	WEIGHT
----	------------	--------

14	40	2
----	----	---

The Sinner Mk.III Battle Suit is a fully powered battlefield assault system. As such, wearers do not use their own STR and DEX stats, instead they are assumed to have STR 7, DEX 5. In addition, the Sinner add 1 to each of the wearers Closing and Rushing speeds.

## MELEE WEAPONS

### DN1 CERMANIC - PAGE 228

COST: 150,000u

SKILL:	Melee Weapons		
DMG	MIN DMG	AD	WEIGHT
1d10-3	1	0	0

### DN113 POWER MACHETE - PAGE 228

See entry in SLA Industries 2nd Edition core book.

### EBB SWORD - PAGE 228

See entry in SLA Industries 2nd Edition core book.

### ELECTRO-PROD - PAGE 228

COST: NA

SKILL:	Polearm		
DMG	MIN DMG	AD	WEIGHT
1d10-3	2	0	4

The shock from an Electro-Prod will cause an unarmoured target to suffer the stunned condition for 1 minute.

### FOW STAFF - PAGE 229

COST: NA

SKILL:	Melee Weapon		
DMG	MIN DMG	AD	WEIGHT
1d10-3	2	2	1

Against Dream Entities, the FOW Staff inflicts +8 DMG and +30 AD.

### GRAPPLER - PAGE 230

COST: NA

SKILL:	Melee Weapons		
DMG	MIN DMG	AD	WEIGHT
1d10-1	2	2	1

### HOCKEY STICK - PAGE 230

See entry in SLA Industries 2nd Edition core book.

### HOCKEY AXE - PAGE 230

See entry in SLA Industries 2nd Edition core book.

### ITB MUTILATOR FIST - PAGE 231

See entry in SLA Industries 2nd Edition core book.

### LASH WHIP - PAGE 231

COST: NA

SKILL:	Melee Weapon		
DMG	MIN DMG	AD	WEIGHT
1d10-4	1	0	1

Any target that loses at least 1 Hit Point from an attack with a Lash Whip suffers the bleeding condition.

### MAULER AXE - PAGE 231

COST: NA

SKILL:	Melee Weapon		
DMG	MIN DMG	AD	WEIGHT
1d10	4	1	1

### PUNCH DAGGER - PAGE 231

COST: NA

SKILL:	Unarmed Combat		
DMG	MIN DMG	AD	WEIGHT
*	*	*	0

Attacks with this weapon as resolved as though the combatant was punching, though an additional +1 DMG is applied.

### RIPPER GAUNTLET - PAGE 231

COST: NA

SKILL:	Unarmed Combat		
DMG	MIN DMG	AD	WEIGHT
1d10-1	3	1	1

### SCAV CHAIN AXE - PAGE 232

COST: NA

SKILL:	Polearm		
DMG	MIN DMG	AD	WEIGHT
2d10+3	9	5	4

The Chain Axe is particularly hard to use. A modifier of -1 to the Success Die is always applied when making attacks with a Chain Axe. Should every dice result in a failure during any roll to hit with this weapon, along with the usual need to take the Recover action during the next combat round, the user is also hurt by the weapon, taking 9 DMG and 5 AD.

### SCAV CHAINSAW - PAGE 232

COST: NA

SKILL:	Melee Weapon		
DMG	MIN DMG	AD	WEIGHT
2d10+5	10	6	5

### SHAKTAR SWITCHBLADE - PAGE 232

See entry in SLA Industries 2nd Edition core book.

### SHV-O5 WAR PICK - PAGE 233

See entry in SLA Industries 2nd Edition core book.

### SECTOR RANGER DAGGER - PAGE 233

COST: NA

SKILL:	Melee Weapon		
DMG	MIN DMG	AD	WEIGHT
1d10-3	2	1	1

### STORMER CHUCKLEDUSTER - PAGE 234

See entry in SLA Industries 2nd Edition core book.

# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

## THROWING DAGGER - PAGE 233

COST: NA

SKILL:	Melee Weapons/Throw		
DMG	MIN DMG	AD	WEIGHT
1d10+4	1	0	0

May be used as a thrown weapon using the Throw skill. When thrown, the weapon does +1 DMG.

## RANGED WEAPONS

### AGB/CORE P82 CLOUDFALL PISTOL - PAGE 234

See entry in SLA Industries 2nd Edition core book.

### BLA446M DERRINGER - PAGE 234

See entry in SLA Industries 2nd Edition core book.

### BLA646M BUZZSAW - PAGE 235

See entry in SLA Industries 2nd Edition core book.

### BLA710M SNUBBER - PAGE 235

See entry in SLA Industries 2nd Edition core book.

### GAG60 DRILLER - PAGE 235

See entry in SLA Industries 2nd Edition core book.

### DN74 PLUGGER - PAGE 236

See entry in SLA Industries 2nd Edition core book.

### DN79 ACK-ACK - PAGE 236

See entry in SLA Industries 2nd Edition core book.

### DN90 STUMPY - PAGE 236

See entry in SLA Industries 2nd Edition core book.

### DN106 PINPOINT SNIPER RIFLE - PAGE 237

COST: 9000U

SKILL:	Rifle		
DMG	MIN DMG	AD	WEIGHT
2d10-2	8	2	2

ROF	RECOIL	RANGE	CLIP	CLIP COST
1	1	700m	10	220u

### DN8 JEMIMA PISTOL - PAGE 237

COST: 2200U

SKILL:	Pistol		
DMG	MIN DMG	AD	WEIGHT
1d10	3	1	1

ROF	RECOIL	RANGE	CLIP	CLIP COST
1/3	0/1	90m	20	180u

### DN95 STINGER - PAGE 237

See entry in SLA Industries 2nd Edition core book.

**DN74 JACKY BOY - PAGE 238**

COST: 3200U

<b>SKILL:</b>	Pistol			
<b>DMG</b>	<b>MIN DMG</b>	<b>AD</b>	<b>WEIGHT</b>	
1d10+4	5	3	1	

<b>ROF</b>	<b>RECOIL</b>	<b>RANGE</b>	<b>CLIP</b>	<b>CLIP COST</b>
1	1	60m	12	400u

**DN117 SCORCH - PAGE 238**

COST: NA

<b>SKILL:</b>	Pistol/Support Weapons			
<b>DMG</b>	<b>MIN DMG</b>	<b>AD</b>	<b>WEIGHT</b>	
2d10-3	7	3	2	

<b>ROF</b>	<b>RECOIL</b>	<b>RANGE</b>	<b>CLIP</b>	<b>CLIP COST</b>
1	1	5m	6	na

Anyone hit by the Scorch suffers the burning condition. The Scorch emits a 0.5m wide stream of flame which is not stopped by it hitting a target. A roll to hit is required against every target within the stream, with an additional -1 modifier being applied to all dice for every other target that the stream has already passed. The Scorch uses special flammable liquid supplied in canisters as ammunition. Alternative ammo types may not be used in this weapon.

**EVAC HARPOON CANNON - PAGE 238**

COST: NA

<b>SKILL:</b>	Support Weapons			
<b>DMG</b>	<b>MIN DMG</b>	<b>AD</b>	<b>WEIGHT</b>	
2d10	8	8	na	

<b>ROF</b>	<b>RECOIL</b>	<b>RANGE</b>	<b>CLIP</b>	<b>CLIP COST</b>
1	1	200m	1	na

This weapon is vehicle mounted only, typically on a Crawler APC, and to target elevated positions in order to create a rapid evacuation cable-slide. Attempts to use this as a weapon against a living target are resolved with -2 modifier to all dice.

**FEN 24 WARMONGER - PAGE 239**

COST: NA

<b>SKILL:</b>	Rifle			
<b>DMG</b>	<b>MIN DMG</b>	<b>AD</b>	<b>WEIGHT</b>	
2d10+1	7	4	3	

<b>ROF</b>	<b>RECOIL</b>	<b>RANGE</b>	<b>CLIP</b>	<b>CLIP COST</b>
3	1	250m	40	na

The Warmonger uses specialist 11.35mm HESH ammunition. Alternative ammo types may not be used in this weapon. The Warmonger also has a secondary fire mode; an Underslung 40mm Grenade Launcher (see below).

**UNDERSLUNG 40M GRENADE LAUNCHER**

<b>SKILL:</b>	Support Weapons			<b>BLAST</b>
<b>DMG</b>	<b>MIN DMG</b>	<b>AD</b>	<b>WEIGHT</b>	<b>RADIUS</b>
1d10+3	5	3	na	4/8m

The Underslung Grenade Launcher has a range of 40m.

**FEN 93 GAG - PAGE 239**

See entry in SLA Industries 2nd Edition core book.

**FEN 706 POWER REAPER 2.1000 - PAGE 240**

See entry in SLA Industries 2nd Edition core book.

**FEN 808 POWER REAPER 2.4000 - PAGE 240**

See entry in SLA Industries 2nd Edition core book.

**FEN 866 SWEEPER - PAGE 240**

See entry in SLA Industries 2nd Edition core book.

**FEN 904SH REAPER CANNON - PAGE 241**

See entry in SLA Industries 2nd Edition core book.

**FEN 989 STOMER CANNON - PAGE 242**

See entry in SLA Industries 2nd Edition core book.

**FEN 091 FARJACKET - PAGE 242**

See entry in SLA Industries 2nd Edition core book.

**FEN WWO9 THRASHER CANNON - PAGE 242**

COST: NA

<b>SKILL:</b>	Rifle			
<b>DMG</b>	<b>MIN DMG</b>	<b>AD</b>	<b>WEIGHT</b>	
2d10+4	7	5	2	

<b>ROF</b>	<b>RECOIL</b>	<b>RANGE</b>	<b>CLIP</b>	<b>CLIP COST</b>
3/10	3/3	300m	30	na

The Thrasher Cannon only fires rare and exceptionally expensive HESH ammunition. Alternative ammo types may not be used in this weapon.

**GA50 FINISHER - PAGE 243**

See entry in SLA Industries 2nd Edition core book.

**HARPOON GUN - PAGE 243**

COST: NA

<b>SKILL:</b>	Rifle			
<b>DMG</b>	<b>MIN DMG</b>	<b>AD</b>	<b>WEIGHT</b>	
1d10-3	2	1	1	

<b>ROF</b>	<b>RECOIL</b>	<b>RANGE</b>	<b>CLIP</b>	<b>CLIP COST</b>
1	0	10m	1	na

Any round that penetrates armour will be hard to remove and the user of the weapon can then attempt to reel the target in. The success of this action should be at the GMs discretion and based on the comparative STR of the user and target..

# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

## KLIppo K1 FLAME THROWER - PAGE 244

See entry in SLA Industries 2nd Edition core book.

## KPS MANGLER - PAGE 244

See entry in SLA Industries 2nd Edition core book.

## SAWN-OFF SHOTGUN - PAGE 244

COST: NA

SKILL:	Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10+3	5	2	2

ROF	RECOIL	RANGE	CLIP	CLIP COST
1*	1	10m	2	na

\*The user may choose to fire both rounds at once. When doing so, treat the shot as though a single round was fired but add +3 DMG and +1 AD. Reloading this weapon takes two Combat Rounds.

## SCAV AUTORIFLE - PAGE 245

See entry in SLA Industries 2nd Edition core book.

## SCAV COMBAT SHOTGUN - PAGE 245

COST: NA

SKILL:	Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10+4	5	4	2

ROF	RECOIL	RANGE	CLIP	CLIP COST
3	1	45m	16	na

## SCAV FLAMER - PAGE 24

COST: NA

SKILL:	Support Weapons		
DMG	MIN DMG	AD	WEIGHT
2d10-1	7	4	4

ROF	RECOIL	RANGE	CLIP	CLIP COST
1	1	15m	12	na

Anyone hit by the Scav Flamer suffers the burning condition. The Scav Flamer emits a 1m wide stream of flame which is not stopped by it hitting a target. A roll to hit is required against every target within the stream, with an additional -1 modifier being applied to all dice for every other target that the stream has already passed. The Scav Flamer uses special flammable liquid supplied in canisters as ammunition. Alternative ammo types may not be used in this weapon.

## SCAV PISTOL - PAGE 246

See entry in SLA Industries 2nd Edition core book.

## SCAV SHOTGUN - PAGE 246

See entry in SLA Industries 2nd Edition core book.

## SCAV SNIPING RIFLE - PAGE 246

COST: NA

SKILL:	Rifle		
DMG	MIN DMG	AD	WEIGHT
2d10	7	2	2

ROF	RECOIL	RANGE	CLIP	CLIP COST
1	1	750m	10	na

## SHV-O1 GAUSS RIFLE - PAGE 247

See entry in SLA Industries 2nd Edition core book.

## SHV-O2 SPIT PISTOL - PAGE 248

See entry in SLA Industries 2nd Edition core book.

## SHV-O3 COMBAT SHOTGUN - PAGE 248

COST: NA

SKILL:	Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10+4	5	3	2

ROF	RECOIL	RANGE	CLIP	CLIP COST
1/3	1/2	35m	10	na

## SLA 10-O5 BULLY BOY SHOTGUN - PAGE 248

See entry in SLA Industries 2nd Edition core book.

## SLINGSHOT - PAGE 249

COST: NA

SKILL:	Throw		
DMG	MIN DMG	AD	WEIGHT
1d10-5	1	1	0

ROF	RECOIL	RANGE	CLIP	CLIP COST
1	0	15m	1	na

## VOLT GUN - PAGE 249

COST: NA

SKILL:	Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10-4	2	2	1

ROF	RECOIL	RANGE	CLIP	CLIP COST
1	1	40m	20	na

The Volt Gun uses specialised ammunition which is not readily available. A hit from a Volt Gun that causes the loss of 1 or more Hit Points will also inflict the stunned condition for 1 minute. Against Dream Entities, the Volt Gun inflicts +6 DMG and +20 AD.

## EXPLOSIVES

**'CLICKER' - PAGE 250**

COST: \*

SKILL:	Demolitions			BLAST
DMG	MIN DMG	AD	WEIGHT	RADIUS
1d10-2	4	3	1 - 2	1/6m

\* Must be constructed.

**DA63 MAGMINE - PAGE 250**

See entry in SLA Industries 2nd Edition core book.

## EQUIPMENT

**BASIC RATION PACK - PAGE 250**

COST: 1C

WEIGHT: 0

**BOOPA HYPOFIST - PAGE 250**

See entry in SLA Industries 2nd Edition core book.

**DN333 ECM CLOAK - PAGE 250**

COST: 12,000U

WEIGHT: 1

The ECM Cloak provides a -1 modifier to the Success Die of any Detect skill roll made to spot the wearer, even under UV Nightvision, IR or Thermal imaging. In addition, no more than one aim bonus may be applied when targeting the wearer.

**DN337 RANGERINGER  
GOGGLES - PAGE 251**

COST: 1,500U

WEIGHT: 1

The goggles add +1 to the Success Die during all Detect rolls when observing anything at a distance greater than 500m.

**COLIN - PAGE 251**

COST: PRICELESS

WEIGHT: 0

Every member of a Shiver squad carrying a Colin gains +1 COOL (ignoring racial maximums) providing they still have stable leadership (a Sergeant or Elite to lead them).

**FRANGLEY CROCKPOT - PAGE 252**

COST: 3C

WEIGHT: 0

**MTO4 TRENCHER  
SHOVEL - PAGE 252**

COST: 50U

WEIGHT: 1

**PIGGY WIGGY - PAGE 252**

COST: 2C

WEIGHT: 0

**RAWHEAD TALISMAN - PAGE 252**

COST: NA

WEIGHT: 1-2

Any Cannibals in the presence of a Rawhead Talisman gain +1 COOL (ignoring racial maximums) in relation to fear caused by Dream Entities, and to resist the effects of any Dream Entity abilities.

**SLA KLIPPO - PAGE 253**

See entry in SLA Industries 2nd Edition core book.

**SPRITZCLEEN SANITIZER - PAGE 253**

COST: 1C

WEIGHT: 0

**TENT - PAGE 253**

COST: 3C

WEIGHT: 1



# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

## COMBAT DRUGS

### CHARMER - PAGE 254

See entry in SLA Industries 2nd Edition core book.

### HARD GREEN - PAGE 254

See entry in SLA Industries 2nd Edition core book.

### MIND NUMB - PAGE 254

See entry in SLA Industries 2nd Edition core book.

## VEHICLES

### CRAWLER APC - PAGE 255

See entry in SLA Industries 2nd Edition core book.

### TUNDRA OFF-ROAD BUGGY - PAGE 255

COST: 2,000c

SKILL:	Drive Civilian	
LENGTH	WIDTH	HEIGHT
1.8m	1.7m	1.5m
CAPACITY:	1 driver, 1 passenger	
PV	RESISTANCE	HIT POINTS
6	16	50
MOVEMENT:	30	

## DREAM ARMOUR, WEAPONS & ABILITIES

### AERIFORM BODY - PAGE 256

See entry in SLA Industries 2nd Edition core book.

### DOMINATE - PAGE 256

A Master may enthrall any Effigy within its line of sight by making a successful Distort roll, subtracting the target's CHA from the Success Die. The target number for this roll is always 10. If successful, the target is now enthralled to the Master, will join their Dream Swarm and will follow their command. Once Enthralled it is believed that a Dream Entity can only be freed should the Master be destroyed. A Master may only attempt to enthrall each Entity once, should they fail, that Entity's mind becomes protected from that Master's attempts, though other Masters may still try to claim them.

### DREAM ARMOUR - PAGE 256

See entry in SLA Industries 2nd Edition core book.

### DREAM BLADE - PAGE 256

SKILL:	Melee Weapons		
DMG	MIN DMG	AD	WEIGHT
1d10/2d10	4/7	0/8	0

A Dream Blade is able to pass through solid objects in the same way as Rift Claws or Teeth, or remain entirely solid to inflict large amounts of damage to armoured targets. When used in an attack, the wielder may decide to use either the first or second set of numbers for DMG, Min DMG and AD. If the first option is used, all armour is considered to have PV: 0 when protecting against the weapon.

### DREAM INTERPRETED GAUSS RIFLE - PAGE 257

SKILL:	Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10	5	3	0

ROF	RECOIL	RANGE	CLIP	CLIP COST
3	0	15m	Unlimited	na

### ENMITY BLAST - PAGE 257

SKILL:	Throw		
DMG	MIN DMG	AD	WEIGHT
1d10+2	4	4	0

ROF	RECOIL	RANGE	CLIP	CLIP COST
1	0	8m	Unlimited	na

Anyone hit by an Enmity Blast suffers the burning condition until the bile is cleaned off. Enmity Blast emits a 1m wide stream of ichor which is not stopped by it hitting a target. A roll to hit is required against every target within the stream, with an additional -1 modifier being applied to all dice for every other target that the stream has already passed. Enmity Blast is exclusive to enthralled Dream Entities.

## FEAR STAFF - PAGE 257

<b>SKILL:</b>	Melee Weapons		
<b>DMG</b>	<b>MIN DMG</b>	<b>AD</b>	<b>WEIGHT</b>
2d10+5	8	0	0

Anyone struck by a Fear Staff suffers -2 COOL for 1 min and must make an immediate Fear Test.

## FIXED DISTORTION - PAGE 258

This Entity's Reality Distortions do not expire after 1 hour. In addition, after the first hour of the distortion, the target number for a subject to free themselves from the distortion is increased to 12 and an additional Psychosis at rank -1 is gained.

## MIND CONTROL - PAGE 258

Mind control requires a line of sight and a successful Distort roll, subtracting the target's CHA from the Success Die. The target number for this roll is always 10. A target that is subject to Mind Control acts on behalf of the Dream Entity, meaning the host may attack itself, its allies, or perform any other actions the Entity wishes during the next phase. Every minute the subject may attempt to break free by rolling 1d10 and adding their COOL, with a -2 modifier to the roll. If the result is 10 or greater, the subject is free and can regain control of themselves. The effects of Mind Control end immediately if the Dream Entity targets a new victim. During Mind Control, the Dream Entity is effectively helpless, suspended in a trance like state and unable to defend itself.

## MIND PARALYSIS - PAGE 258

The Dream Entity may target a victim within their line of sight. The target must make a successful Fear Test with a -3 penalty or instantly suffer the effects of the Petrified fear result (freezing, not fleeing) for the next 3 Combat Rounds. A Dream Entity may use Mind Paralysis once every 10 rounds.

## OINKY BOINKY - PAGE 258

<b>SKILL:</b>	NA		
<b>DMG</b>	<b>MIN DMG</b>	<b>AD</b>	<b>WEIGHT</b>
na	na	na	2*

Anyone coming into contact with an Oinky-Boinky must roll 1d10 and add their COOL. The target number of this test is always 10. Anyone that fails will take ownership of the item, arguing or even getting physical over who gets to keep it. Once an owner is secured, the Oinky Boinky must be carried everywhere. After 48 hours in a person's possession they will gain -1 rank in Psychosis: Schizophrenia (permanently). After an unspecified amount of time (GM's discretion), when least expected, the Oinky-Boinky will launch a Mind Control attempt on the owner. Oinky-Boinky is considered to have a CONC of 7 and a Distort skill of 3 for the purpose of this test. Once controlled, the primary focus of the controlled victim will be to try and kill all those around them. When the Mind Control effect ends, either through the victim breaking free or being killed, the Oinky-Boinky will explode with a shower of red glitter leaving no trace of its existence. \* may be dragged, reducing weight to 1).

## OOPSIE-DAISY - PAGE 259

<b>SKILL:</b>	NA		
<b>DMG</b>	<b>MIN DMG</b>	<b>AD</b>	<b>WEIGHT</b>
na	na	na	1

An Oopsie Daisy adds +1 to the Entity's Distort skill for the purpose of creating a Reality or Fixed Distortion. In addition, an Oopsie-Daisy may be used to lure a target away from a group. The target must roll 1d10 and add their COOL, with a -3 modifier to the roll. The target number of this test is always 10. If the test is failed, the target will begin to mindlessly wander in the direction of the lure. The roll may be retaken every minute to try and break the trance, though each time the test is failed an additional -1 modifier is applied to subsequent rolls to break free.

## REALITY DISTORTION - PAGE 259

See entry in SLA Industries 2nd Edition core book.

## RIFT CLAWS - PAGE 259

See entry in SLA Industries 2nd Edition core book.

## RIFT TEETH - PAGE 260

See entry in SLA Industries 2nd Edition core book.

## SHADOW CLAWS - PAGE 260

See entry in SLA Industries 2nd Edition core book.

## SHADOW MERGE - PAGE 260

See entry in SLA Industries 2nd Edition core book.

## THE SCREAM - PAGE 260

SKILL:	NA			
DMG	MIN DMG	AD	WEIGHT	
2	2	0	0	
ROF	RECOIL	RANGE	CLIP	CLIP COST
1	0	10m	Unlimited	na



# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

Attacks with this weapon automatically hit, no roll is required. Attacks from The Scream hit all non-Dream Entity's that can hear it within a 10m radius. All armour is considered to have PV: 0 when protecting against The Scream. In addition to damage, any target who is hit twice by The Scream during the same combat will also suffer the effects of extreme nausea, giving them -1 STR and COOL for 1 hour.

## TIME DISTORTION - PAGE 260

The Entity may target a single victim at a time with a Time Distortion by making a successful Distort roll, subtracting the target's COOL from the Success Die. The target number for this roll is always 10. If successful, the target may only act during every other Combat Round. In addition, they suffer -1 DEX and their Closing and Rushing speeds are both reduced to 0.5 for the duration. Time Distortion lasts for 1 hour or until the Dream Entity targets a new victim, in which case the distortion ends immediately.

## MANCHINE WEAPONS & ARMOUR

### MANCHINE BODY - PAGE 261

PV	RESISTANCE	WEIGHT
12/18	30/60	0

There are two sets of numbers for PV and Resistance. The first number in both cases relates to regular Manchines, with the second number being specific to Digger's reinforced body.

### MANCHINE BLADES - PAGE 261

See entry in SLA Industries 2nd Edition core book.

### MANCHINE CIRCULAR SAW - PAGE 261

<b>SKILL:</b>	Melee Weapons		
DMG	MIN DMG	AD	WEIGHT
1d10+3	6	5	1

### MANCHINE POWER DRILL - PAGE 261

<b>SKILL:</b>	Melee Weapons		
DMG	MIN DMG	AD	WEIGHT
1d10	5	2	1

Attacks with a Power Drill are resolved with -2 to the target's armour PV.

## NATURAL WEAPONS & ARMOUR

### ACID SPIT - PAGE 262

SKILL:	Spit		
DMG	MIN DMG	AD	WEIGHT
1d10-2	4	5	0

ROF	RECOIL	RANGE	CLIP	CLIP COST
1	0	10m	Unlimited	na

Current rules remain the same.

### BEAK - PAGE 262

See entry in SLA Industries 2nd Edition core book.

### CHITIN - PAGE 262

PV	RESISTANCE	WEIGHT
4-8	10-30	0

### CLAWS - PAGE 262

See entry in SLA Industries 2nd Edition core book.

### HORNS - PAGE 262

SKILL:	Melee Weapons		
DMG	MIN DMG	AD	WEIGHT
STR	3	2	0

When charging, Min DMG and AD are doubled. All attempts to hit with horns are made with a -2 modifier to the Success Die.

### MANDIBLES - PAGE 262

See entry in SLA Industries 2nd Edition core book.

### PROBOSCIS - PAGE 26

SKILL:	Melee Weapons		
DMG	MIN DMG	AD	WEIGHT
STR	3	2	0

When charging, Min DMG and AD are doubled.

### TEETH/TUSKS - PAGE 263

See entry in SLA Industries 2nd Edition core book.

### THICK HIDE - PAGE 263

PV	RESISTANCE	WEIGHT
1-4	4-12	0

Current rules remain the same.

### TROTTERS - PAGE 263

This entry should be removed and all Pigs should use the profile for Teeth/Tusks when attacking or trampling an opponent.

## ROLE-PLAYING RULES

### NEW SKILLS

All skill descriptions remain valid. Any changes are noted below, along with Advanced Tasks.

### ANIMAL HUSBANDRY (KNOW) - PAGE 268

May only be taken by Cannibals. Advanced Tasks: Training a Boar as a pet, stopping pigs from eating you if you're bleeding.

### APPRAISAL (CONC) - PAGE 268

May only be taken above rank 1 by Scavs. Advanced Tasks: All rolls made by non-Scavs are considered to be Advanced Tasks.

### BIYA (KNOW) - PAGE 268

See Language (Biya) entry in SLA Industries 2nd Edition core book.

### BREW CRAFTING (CONC) - PAGE 268

May only be taken above rank 1 by Shivers. Advanced Tasks: Making a mug of Breachers' Traditional taste good.

### BRIDGEHEAD CONSTRUCTION (CONC) - PAGE 268

May only be taken by Shivers. Advanced Tasks: Constructing in severe weather or when under attack

### DREAM LORE (KNOW) - PAGE 268

See Lore (Dream) entry in SLA Industries 2nd Edition core book.

### GRISTLE (KNOW) - PAGE 268

See Language (Gristle) entry in SLA Industries 2nd Edition core book.

### LUMINOSITY (CONC) - PAGE 268

May only be taken by Naga 7 Employees. Advanced Tasks: Treating subjects in very late stages of The Grey.

### METEOROLOGY [SECTOR 1] (KNOW) - PAGE 268

This skill is now covered by Lore (Sector). See Lore (Sector) entry in SLA Industries 2nd Edition core book.

### OPTIMISE (KNOW) - PAGE 269

May only be taken above rank 1 by Scavs. Advanced Tasks: All rolls made by non-Scavs are considered to be Advanced Tasks.

### SECRET WORLD (KNOW) - PAGE 269

Secret World (KNOW) - May only be taken by Naga 7 Employees. Advanced Tasks: All rolls are considered to be Advanced Tasks.

### SECTOR LORE (KNOW) - PAGE 269

See Lore (Sector) entry in SLA Industries 2nd Edition core book.

### SHIELD CRAFT (STR) - PAGE 269

See Shield Craft entry in SLA Industries 2nd Edition core book.

## ROLE-PLAYING SHIVERS IN CANNIBAL SECTOR 1

Page 269

Due to the significant change between the 1st and 2nd Edition systems, much of the following section has changed.

Character creation for Shivers is done using the normal character creation process as detailed in the SLA Industries 2nd Edition core book, with the following changes

All Shivers are Human and as such receive Human starting skills. Shiver's however are not the cream of the crop and as such do not benefit from the Human racial abilities listed in the character creation section.

### STATS

Shivers receive 9 points instead of 12 to spend on stats.

### SKILLS

Shivers receive 22 points instead of 30 to spend on skills. They may select skills from the following condensed list:

STR:	All except Polearm
DEX:	All except Drive Motorcycle
KNOW:	All except Computer, Forensics and Lore (Dream, Shi'An)
CONC:	All except Drive (Pilot), Lock Pick (all), Read Lips
CHA:	All
COOL:	All except Torture

### SHIVER PACKAGES

Shivers select a training package from the following list. All skills provided by a Shiver package are gained at rank 1. Unlike Operative packages, there are no skills provided at rank 2. Note that all starting equipment remains unchanged from that published in Cannibal Sector 1.

SHIVER TROOPER:	Bridgehead Construction, Detect, Rifle, Survival, Technical (Weapons)
STREET SHIVER:	Diplomacy, Detect, Melee Weapons, Rifle, Streetwise
PACIFIER SHIVER:	Acrobatics, Detect, Melee Weapons, Survival, Unarmed Combat
BREACHER SHIVER: (MIN STR 2 REQUIRED):	Detect, Melee Weapons, Rifle, Shield Craft, Survival
SHIVER MEDIC:	Detect, Education (Natural), Medical, Rifle, Survival
COOL:	All except Torture

### ADVANTAGES/DISADVANTAGES

These are now called Traits, in line with the information provided in the SLA Industries 2nd Edition core book. A Shiver may select from any of the Traits detailed in the character

creation section, with the following exceptions: Debt, Drug Addict, Housing, Pacifist, Savings and Sterile. In addition, the maximum rank in any of these traits may only be selected with the GM's approval (typically, Shivers are less remarkable, both in their positives and their negatives, when compared to your average Operative).

The new Advantages/Disadvantages provided in this section may also be taken, with changes as follows:

BREW ADDICT:	-3 to -1	Rules for Brew Addict follow those provided for Addiction/Compulsion in the 2nd Edition core book.
FAILED BREACHER TRAINING:	-2	The character's racial maximum for STR is reduced to 2. In addition, they may not take the Shield Craft skill and will be ridiculed by Shiver Breachers.
PERSONAL ITEM:	+1 to +3	For each rank taken, the Shiver may start with one additional piece of equipment. Each must be approved by the GM.
SECTOR CONTACT:	+1 to +3	Rules for Sector Contact follow those provided for Contact in the 2nd Edition core book, though the contact is specific to Cannibal Sector 1.
SECTOR ENEMY:	-3 to -1	Rules for Sector Enemy follow those provided for Enemy in the 2nd Edition core book, though the contact is specific to Cannibal Sector 1.
SARGE'S FAVOURITE:	+1 to +3	Rules remain the same. May not be taken with Sarge's Least Favourite.
SARGE'S LEAST FAVOURITE:	-3 to -1	Rules remain the same. May not be taken with Sarge's Favourite.

All other information regarding equipment, pay and promotion regarding Shiver characters remains unchanged.

**WEATHER****Page 285**

The information provided for each weather type remains unchanged with the exception of the following rules:

**IDENTIFYING WEATHER**

The roll to identify incoming weather fronts should be made using the Lore (Sector) skill. At the GM's discretion, more common weather types may be identified using the Education (Natural) skill. The target number for these rolls will typically be between 7 and 12.

**RAIN**

Heavy Rainfall applies a -1 modifier to the Success Die during any Detect rolls, as well as all Rifle rolls to hit when firing at a distance of 500m or more.

**ELECTRICAL STORMS**

Electrical Storms apply a -1 modifier to all dice during any Detect or CHA-based skill rolls.

**KILLING HAIL**

DMG	MIN DMG	AD	ROF
1d10-5	1	1	1

Anyone caught out in Killing Hail will be hit every other Combat Round (or approx every 10 seconds during non-combat).

**ACID RAIN**

If bare skin is exposed to the rain, the subject will lose 1 Hit Point every 2-5 minutes depending on the acidity level of the rain. High acidity levels will inflict 1 AD every 2 minutes and inflict the burning condition to bare skin until washed off.

**SEA WIND**

Anyone caught in Seawind must make a test every minute to avoid being blown over. Resisting the wind requires a roll of 2d10 (these can be any colour and do not follow the same Success/Skill die rules as when making a skill roll) and adding STR to each die, giving you two results. If either of the two results are equal to or greater than 8, then the subject remains standing. Anyone blown over instantly suffers the prone condition and must repeat the roll, this time with a target number of 10 in order to stand back up.

All Pistol, Rifle, Support Weapons and Throw skill rolls suffer a -2 modifier to the Success Die during an episode of Seawind.

**ARTIFICIAL HEATWAVE**

Anyone caught in an artificial heatwave receives -1 STR for the duration. If this reduces a subject's STR to less than 0, they will become unconscious for up to 15 minutes.

**MORT WINTER**

There is a -1 modifier to all dice when making any active skill rolls during a Mort Winter. This is increased to a -3 modifier to all dice when outside of a Bridgehead or enclosed building.

**TERRAIN****Page 288**

The information provided for each terrain type remains unchanged with the exception of the following rules:

**FALLING DEBRIS**

DMG	MIN DMG	AD	ROF
1d10-6*	1*	1*	1*

Falling debris can be considered a ranged attack. No roll to hit is required, instead a Detect or Acrobatics roll should be made (target number at the GM's discretion) in order to successfully notice and move, or dodge out of the way. A Successful Detect roll will allow the falling debris to be noticed in advance.

\*The GM is free to add or subtract to these numbers based on how large the debris is.

**ROADS, RUBBLE AND SINKHOLES**

Other than on the most open of roads through the Northwest Compact, all Drive skill rolls are made with a -1 to -3 modifier to the Success Die, depending on the current condition.

**OPEN SEWERS AND STANDING WATER**

DMG	MIN DMG	AD
1d10*	3	3*

Direct contact with contaminated water can lead to contracting a range of diseases at the GM's discretion. In addition, particularly corrosive liquids will inflict damage every minute that exposure occurs using the profile listed.

\*The GM is free to add or subtract upto +/- 5 from these numbers based on how corrosive the liquid is.

# CANNIBAL SECTOR 1 CONVERSION DOCUMENT

## TOXICANTS

Page 299

The rules for toxicants are discussed in the SLA Industries 2nd Edition core book. The rules found in that publication supersede the rules stated in Cannibal Sector 1 with regards to the infection, progression and treatment of toxicants. The following table provides all the information needed to use the toxicants found in this publication with the 2nd Edition rules. The descriptions of the toxicants remain unchanged.

Radiation Poisoning and The Grey can be found in the SLA Industries 2nd Edition core book. Note that Low, Medium, Severe and Catastrophic Radiation Poisoning has been replaced with a more condensed Minor or Severe Radiation Sickness.

ALLZIL IR: 10	
VECTORS:	Proximity to infected Carrien, Rats or Mongrel
EFFECTS:	-1 STR, becoming permanent after 1 month
PROGRESSION:	After 3 months. -1 STR permanently. Death within 48 hours
TREATMENT:	Treatment Rating: 10 Topical insecticide. After progression, intravenous insecticide is required

APOCALYPSE FLUX IR: 11	
VECTORS:	Contaminated Water or skin contact with infected parties
EFFECTS:	-1 DEX, -1 CONC (only affects Humans, Frothers and Shaktars)
PROGRESSION:	After 4 weeks. Stat penalties become permanent. Death within 72 hours
TREATMENT:	Treatment Rating: 10 Antivirals

BLACKBLOCK IR: 11	
VECTORS:	Blood contact or ingestion of contaminated water
EFFECTS:	-1 KNOW, -1 CONC. Additional -1 CONC after 3 months (does not affect Carrien or Cannibals)
PROGRESSION:	After 6 months. -1 STR and -1 DEX permanently. Death within 7 days
TREATMENT:	Treatment Rating: 12 Anthelmintics. After progression, surgery is required to remove infected extremities

BLANKING (WHITE QUEEN TOXIN) IR: 10	
VECTORS:	Blood contact or ingestion
EFFECTS:	-1 CONC, -2 CHA, -1 STR
PROGRESSION:	After 15 mins. -2 DEX, -1 STR, paralysis. Death within 15 minutes
TREATMENT:	Treatment Rating: 10 Blanking antidote. After progression, a significant dose is required

CIRCUS IR: 10	
VECTORS:	Bites or scratches from infected parties
EFFECTS:	-1 DEX, -1 CONC, spasms, Lose 1 Hit Point permanently
PROGRESSION:	After 7 days. -1 DEX and -1 STR permanently. Cardiac arrest (likely death) within 24 hours
TREATMENT:	Treatment Rating: 11 Antibiotics

DISORIA IR: 10	
VECTORS:	Contact with Disoria Mites
EFFECTS:	-1 CONC, -1 KNOW (does not affect Carrien)
PROGRESSION:	After 4 days. Induced coma. Death within 24 hours
TREATMENT:	Treatment Rating: 14 Insecticide. After progression, surgical intervention is required

EYE WORMS IR: 10	
VECTORS:	Eye contact with contaminated water
EFFECTS:	-1 CONC. -1 rank in Vision (bad) after 24 hours
PROGRESSION:	After 4 days. -2 CONC permanently. Blindness within 72 hours. Death within 7 days
TREATMENT:	Treatment Rating: 8 Antiamoebics. After progression, surgical removal of the eye is required



FLACKING (FLACK LICHEN TOXIN)		IR: 9
VECTORS:	Blood contact or ingestion	
EFFECTS:	-1 DEX, -1 CONC, disorientation	
PROGRESSION:	After 24 hours. -1 DEX, -1 CONC. Paralysis within 12 hours. Return of normal body function within 24 hours.	
TREATMENT:	Treatment Rating: NA No known treatment	

KOROT		IR: 12
VECTORS:	Exposure to MDC1 or blood to blood contact with Cannibals	
EFFECTS:	-1 DEX, -1 CONC, confusion (only affects Humans, Frothers and Stormers)	
PROGRESSION:	After 72 hours. Sleepiness, -1 DEX, -1 CONC, -2 KNOW. Death within 7 days	
TREATMENT:	Treatment Rating: 11 Full blood transfusion. After progression, Antipsychotics required for 12 months	

KZ-14 CONTAMINANT		IR: 10
VECTORS:	Ingestion of contaminated food or water	
EFFECTS:	Increase in aggression and appetite (does not affect Cannibals)	
PROGRESSION:	After 2 weeks. -1 STR, -1 DEX, -1 CONC, -1 KNOW, -2 Hit Points, all permanent. Death or mutation within 48 hours	
TREATMENT:	Treatment Rating: 12 Surgical removal of tissue and growths. Serious cases require specialist chemical therapy. Treatment within final 24 hours after progression is not possible	

LOCKTIGHT		IR: 8
VECTORS:	Blood contact with infected soil and spores	
EFFECTS:	-1 DEX, spasms	
PROGRESSION:	After 1 month. -1 DEX, -1 STR, -2 CHA, all permanent. Loss of speech. After 3 months. Paralysis. Death within 7 days	
TREATMENT:	Treatment Rating: 9 Antifungal. Treatment after progression is not possible once paralysis sets in	

MONTY KNOCKS		IR: 7
VECTORS:	Contact, ingestion or inhalation of infected materials	
EFFECTS:	-1 CONC, -1 CHA (only affects Humans - very rarely Frothers and Stormers)	
PROGRESSION:	After 48 hours. -1 to all stats. After 2 weeks. -1 STR permanently. Death within 1 week	
TREATMENT:	Treatment Rating: 8 Hydration and rest. After progression, intravenous antivirals are required	

MORPHYRIA		IR: 10
VECTORS:	Fleshworm hairs	
EFFECTS:	-1 STR, -1 KNOW, excessive sweating	
PROGRESSION:	After 12 hours. -2 STR and -1 DEX permanently. Death within 15 mins	
TREATMENT:	Treatment Rating: 10 Flush. After progression, significant amounts of Flush is required	

SCAVAGE		IR: 11
VECTORS:	Inhalation of airborne particles	
EFFECTS:	-1 CONC, -1 KNOW, Lose 1 Hit Point every 6 hours. (only affects Humans, Frothers, Shaktars, Stormers, Scavs)	
PROGRESSION:	After 12 hours. a further 2 Hit Points lost every 6 hours. Death within 12 hours	
TREATMENT:	Treatment Rating: 11 No known treatment. Experimental med called RECONNECT is rumoured to work	

STRINGERS		IR: 11
VECTORS:	Consumption of raw or uncooked pork	
EFFECTS:	-1 CONC, -1 STR, -1 COOL, loss of tear duct control (does not affect Carrien)	
PROGRESSION:	After 2 weeks. -1 STR permanently. Blindness within 48 hours	
TREATMENT:	Treatment Rating: 10 Antibiotics and hydration. After progression, hospitalisation and advanced antibiotics are required	



