

# the big picture

(sHaRE aND eNjOY)

## CONTENTS

**Introduction** - Waffling about the fanzine

**Manchinettes** - The collapse of the Manchine Project

**Frothers** - Background, new skills and abilities

**Street drugs** - What the backroom boys are coming up with

**Frother clans** - Some clans in detail

**Never mind the pig** - Spike Bats, Cannibal Sector Gators

**Finding a job** - A Yellow and a Red BPN

**Equipment** - Breathing aid, grenades, beacons and bikes

**Soft companies** - Pod Pharmaceuticals, Black Order, Deth Jam

**Meet 'n' greet** - Interview Juce, a contract killer

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## Back Cover

Progress is not good.  
Progress is not evil.  
Progress is here. It's now.  
It governs every aspect of all our lives.  
Progress is part of the Big Picture.  
We do not need to understand.  
Mr. Slayer understands.  
His is the vision of the Big Picture.

## 2001 – PDF Conversion

*The second issue of tHE bIG pICTURE, produced in 1994, had a tighter look to it, with some pictures taken from the MRB.*

*It has a cover of the 'Spooky Prop.' (MRB pp7) which I still think is one of the coolest illustrations.*

*A bit of a 'Frother special', it was getting a bit more focused and down to business.*

*It still looked a bit sparse, light, but it was produced within a couple of months of issue 1, and enjoyed greater success in sales.*

*I hope you enjoy the second issue of TBP, it still has the flavour of an avid fan trying to get involved, and the use of artwork from Nightfall was still thought of very much as 'flattery'. As if TBP was working for Nightfall by getting more SLA material out there. Naïve perhaps, but a learning process I needed to go through.*

*Max Bantleman, 2001.*

## INTRODUCTION

Welcome to issue two of **The Big Picture**, the fanzine dedicated to the universe of Nightfall Games' SLA Industries.

None of the contents of this fanzine will make any sense to you unless you play or GM SLA Industries.

(And even then we reserve the right to confuse.)

The response to the first issue was encouraging, although we desperately need material for inclusion in **The Big Picture**.

Anything like scenario ideas, BPN's, creatures, skills, background, equipment, even weapon types. Send it in.

What do you think is important to the SLA Industries universe? What things are at the centre of your game worlds and game sessions?

Are there any aspects of the game that you have changed, ignored or do not like / understand? What do you think is missing? What areas should be expanded upon?

Gamesmasters usually only have one arena to experiment in, the games they run.

Wouldn't it be nice to have someone to discuss things with, compare notes with, to share new ideas.

Well, now you have.

(Try to contain yourselves.)

If only people would buy it. Read it. Anything.

**The Big Picture** is meant to be a forum for the expansion of SLA Industries and the universe of the Big Picture.

Everyone who plays and runs games expands the universe every time they do so.

I know you think you were just having fun, but trust us on this one.

Apparently in the first introduction (issue one) we gave the impression of being too serious, too concerned with purely functional material for addition to the rules.

We will publish (almost) *anything*.

There is nothing to stop us printing articles and pictures from anybody, about anything. Including stuff like letters, poetry, opinions, prominent NPC's or descriptive passages, based on Mort or off-world.

**The Big Picture** costs two pounds. There are no subscription rates as we don't particularly want you to subscribe to anything.

The policy of Chocolate Frog Enterprises (the 'publishers' of this rag) is not to accept any correspondence we cannot read eat (drink) or spend.

Please do not ask us for credit.

If you want us to reply to anything you send us, please include a stamped, self addressed envelope.

**The Big Picture** *does not* advocate the use of any of the narcotic agents mentioned in this issue and cannot be held responsible for the actions of people who take such drugs.

The article on Frothers brought up some interesting points in our gaming group. Is it ok for players to become drug addicts? Are we being irresponsible for allowing people to act out the lives of hopelessly addicted psychopaths, whose goals in life seem to getting high and getting into fights?

Morals are a dangerous thing, especially in role playing games. But where do you draw the line? At what point does the Gamesmaster have to say "sorry, that is unacceptable to me, and therefore to the people in the universe I control."

Thankfully I have never had to ask a player to drop any aspect of their character, but I think I would if I found it offended my sense of 'right'. Is this being too dictatorial? Unreasonable?

How far do you let players go in their efforts at role playing? If someone seems incapable of self censorship in their actions, is it up to the Gamesmaster to 'shut them down'?

I don't think I have used this many question marks since the 'Who Killed Kennedy' essay.

What are the moral rules, the do's and don'ts in your universe?

Let us know.

And remember, "guns kill but so does Flux."

**(sHaRE aND eNJOY)**

## MANCHINETTES

Manchinettes are the forerunners to Manchines.

Made in the aftermath of the Chrome Warrior fashion fad of 885 SD, Manchinettes were an attempt by the outgoing director of the (now defunct) Department of Cybernetics to justify massive overrun costs in the early Manchine projects.

Essentially Manchinettes are cyborgs. To be accurately classed as a Manchinette, the agent must have at least 60% of his body parts replaced with cybernetic implants or enhancements.

Immediately prior to the aborting of the Manchine Project, all existing Manchinettes were 'liberated' in the Cannibal sectors.

Manchinettes were trained as operatives, their implants were a reflection of their training package and the skills they had acquired. The most common form of surviving Manchinette is from the Death Squad package, though there has been at least one massacre attributed to a Manchinette from an Investigation package.

Only humans were used as the basis for Manchinettes, something to do with alien tissue rejecting the implants and robotics. Their brains were also said to be unsuitable for programming with the neural tracers needed to operate the cybernetics.

Once a Manchinette has been identified or tracked, SLA Industries will issue an immediate Yellow or Green BPN to deal with the abomination, Manchinettes rearing their ugly heads in Mort warrant the issue of a Red BPN.

As Manchinettes were once Operatives, they have a high level of intelligence and intuition. Their minds however, are completely snapped, they have phobias and psychosis that make a War Criminal look sane.

The driving, motivating force behind all Manchinettes is to protect and to serve SLA Industries. They do this by carrying out a

program of extermination of all things not Manchinette. They are very, very thorough and obsessive in this. If a particular Manchinette decides rats are the problem (or Carrien, or Pigs, or Manchines, or Operatives, or....) they will dedicate every waking minute of every day to the solution to their problem.

What little rational intelligence that remains in the Manchinettes head will be dedicated to finding power sources for his implants, and to the repair and maintenance of these implants.

### Manchinettes

A typical Manchinette stands 2 meters tall, weighing anything up to 150 kilos. Their appearance is that of a 'normal' human that is suffering from some hideous and fatal skin condition. Manchinette skin is always discoloured and flaking off. Manchinettes will have several chrome or rusting steel implants visible, either arms, legs, sections of torso, bits of their cranium, or a combination of all of these.

Manchinettes have 'dead' eyes, usually with no discernible pupil, most wear masks to hide their facial features.

Manchinettes will have the following range in their characteristics, modified by whatever cyberware they have.

Stats.	
Strength	6 – 12
Dexterity	5 – 10
Diagnose	3 – 8
Concentration	4 – 8
Charisma	2 – 6
Cool	6 – 12
Hits	11 – 22*
*+ 3 – 18 for cybernetics	

Walk: 1. Run: 3. Sprint: (5) 7.4

A Manchinettes skills and equipment would depend on their training package. We have listed those of Pravin Schkosich, now known as Razorman, who was originally from the Death Squad training package.

## R a z o r m a n

SKILLS	RANK
Unarmed Combat	9
Cyberblade	12
Blade 2-H	6
Detect	8
SLA Information	5
Streetwise	4
Rifle	6
Running	8
Climb	4
Swim	3
Auto Support	4
Medical Paramedic	3
Tactics	4
Intimidation	6
Evaluate Opponent	5
Navigation	3

## D i s a d v a n t a g e s

Phobias; Altophobia (Rank 3), Asthenophobia (Rank 3), Doraphobia (Rank 3), Lyssophobia (Rank 5).

Psychoses; Psychopathy (Rank 6), Sociopathy (Rank 9), Delusions (Rank 6), Compulsions (Rank 8), Schizophrenia (Rank 9).

## E q u i p m e n t

Power Claymore, FEN AR Assault Rifle. Razorman's cybernetics are in the armour and blade department, his cyber armour counts as HARD Armour. His left arm is fixed with a cyber fitting (counts as Cyberblade) that is the rough equivalent to a Chainaxe.

Razorman also has cyber implants in both legs, which means that his movement includes his running skill of 8.

Due to Razormans psychoses and his mood at the moment, he is currently engaged in a program of genocide against the Carriens of Downtown, who he believes are all trying to drive him insane with their plotting and scheming. He also believes that Carriens are another form of experiment from the same

labs that produced him and the Manchines, so these are sort of mercy killings.

The Gamesmaster should obviously take great care when placing Manchinettes in his campaign, they can be very powerful, controlling whole sections of a Cannibal Sector, giving the Manchines a good run for their money.

Gamesmasters should also explore the possibilities of a Manchinette as a contact for one of the players, though obviously not one as unhinged as Razorman.

(Unless of course the *players* are as unhinged as Razorman!)

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## F R O T H E R S

### B A C K G R O U N D

Frothers are humans that have become, or were born, addicted to the various narcotics produced and supplied by SLA Industries.

The term 'Frother' is derived from the way these drug addicts tend to foam at the mouth once they are in the grip of their 'fix'.

Frothers can be split into two very separate and distinct categories; those who through their lifestyle and upbringing have acquired the need for narcotics, and those who were born with it (the so called 'UV babies').

The vast majority of Frothers started out as 'normal' citizens of the Downtown districts. Their early lives were spent roaming the walkways looking for trouble, more often than not they would be loners, scornful of those around them. In their latter teen years they may join a gang. All Frothers share the same 'realisation' that the only real way to escape Downtown is through the release from reality brought about by the use of drugs.

Frothers are not however, common 'drug addicts'. They think of themselves as connoisseurs, their knowledge allowing them to select only the best, the most suitable drugs for their specific needs.

As they grow older, and their habits become more exclusive or exotic, they soon find that they need to turn to crime to finance their habit.

The Frothers soon turn to robbery, burglary, extortion, anything to get the money to buy the drugs they need. The Downtown police will eventually catch up to them.

This is when their life with SLA Industries really begins.

SLA Industries actively 'headhunt' Frothers, keeping an eye out for promising candidates coming into police custody.

The offer is one the Frother can't turn down. Once in custody they are given the choice of the death penalty, life imprisonment, or a contract with SLA Industries, where they will have legal access to the best drugs money can buy.

Once within SLA Industries, these Frothers become combat drug junkies, needing their fix of Rush™ or UV™ before they go into combat. Once they have their fix, they fight with a berserk ferocity that strikes fear in the hearts of their opponents. Frothers use Power Claymores and other close combat weapons, they shun the use of rifles and such. They want to get down and dirty, mixing it with their bare hands if they have to.

As soon as Frothers are recruited by SLA Industries, they adopt an identity different from their past life. They will always change their name, and sometimes have their records altered to hide their past history. They see their employment in SLA Industries as a 'rebirth'. Most Frothers draw on the inspiration of ancient clans and tribes for their new appearance and identity.

The 'old world' traditions of the Highland clans are a favourite source from which they draw, adopting the clan tartans and names of the period. All Frothers leave their hair to grow long and wild, often they dye it many colours and weave beads or cloth into it. Frothers are not concerned with camouflage or stealth. They want to make a massive impact both physically and visually on their surrounding environment.

Third Eye loves Frothers and will go out of their way to help them with sponsorship and management of their careers.

So it is for the Frother snatched from the jaws of Justice by SLA Industries.

But there are other Frothers, those born with the addiction, those that come from a long line, often of seven or eight generations, of drug addicts. These Frothers have entirely different mental and spiritual make ups from their brethren from the streets.

Frothers born to the tradition of drugs have enhanced physical attributes and their bodies already have the craving for narcotics, in extreme cases babies have been born already addicted to UV™, the ultimate combat drug.

Frothers with a family history of addiction tend to be very withdrawn, most become sociopaths, all have great difficulty forming relationships with any but their family. Such Frothers have become known as 'Old Frothers'.

Old Frothers tend to shun the use of recreational drugs, concentrating on combat drugs, they are prepared to shoot up with combat enhancers even if there is no apparent need. Old Frothers have a very warped outlook on life, accepting that their lives are going to be cut short by their addictions, they lead hectic, violent lives, trying to cram in as much experience as they can before they burn out.

Old Frothers often seek the social company of Wraith Raiders, though they find it impossible to work together.

Old Frothers will not accept White, Grey or Yellow BPN's, they simply do not have the patience for these assignments.

In 'quiet' moments of their lives, Old Frothers will often disappear into the Cannibal Sectors, sometimes for days at a time. No one is quite sure what they do there, maybe they just need to unleash their violence on something, and they find the Cannibal Sectors full of appropriate targets.

Old Frothers have a loathing for DarkNight that far surpasses other Operatives hatred of these arch enemies.

Thresher hold a special place within the heart of all Old Frothers, and they will go out of

their way to get assignments that will bring them into conflict with them.

While Frothers in general will gladly enter into combat with anything that moves, Old Frothers will not willingly attack anyone they see as grossly inferior to them.

Old Frothers will also learn to use some pistols, as well as their close combat weapons, their favourite is the KK30 'Ripper'. Old Frothers have an affinity for the GASH 021070 Chain Axe.

## NEW ABILITIES AND SKILLS

### Know/Detect Poison

This is an ability acquired by all Frothers, though Old Frothers are born with it.

Frothers become sensitised to what they put into their bodies, they seem to instinctively know when something would do them harm, or if a drug is 'unclean', that is, laced with impurities or poison.

### Game System Stuff

This ability requires a Diagnose roll (D20 vs Diagnose, equal to or less than means success). Frothers that have progressed to the regular use of UV™ gain a -3 modifier to the roll, they seem more sensitised to poisons.

The Frother may only roll for substances that are meant to be ingested into the body, such as food, drink or drug capsules, etc. They may not use this skill to determine if a creature has a poisonous bite for example.

### Other Awareness

This is a skill based on the Diagnose characteristic, and must be bought the same as any other skill, it is thought to be unique to Frothers, though some say Shaktar have access to it as well.

This is a type of combat sense, based on the use of forces known as Sa-chi (pronounced 'ssarchy').

The Frother has become saturated with combat drugs to the point where his body

reads signals of threat on a subconscious level.

Minute changes in air pressure and temperature betray the presence of enemies, slight muscle twitches or subtle changes in body stance allow

the Frother to read when a person is about to launch an attack.

### Game System Stuff

To use this skill, a normal skill roll is made. If successful, the Frother has the skill 'switched on' for a number of minutes equal to his Concentration. During this time he will be able to 'sense' hidden enemies or people in his company that intend violent actions towards him.

For instance, a Frother using this skill while walking down a dark corridor would be aware of anyone hiding in a doorway, or sneaking along behind them. The range of the detection is again moderated by the Frothers Concentration. Concentration is equal to meters for detection purposes.

After the state of Other Awareness has passed, the Frother receives a penalty of -3 to all Concentration rolls a number of turns equal to 20 minus their Diagnose.

### Vision Truth

This is a skill and may be 'bought' as any other.

Vision Truth is a twisted interpretation of the 'soft drug' Personal Interest™.

The Frother must saturate himself with the drug, taking at least four doses within an hour. This leads to the Frother becoming an insatiable sexual machine for the first hour of the drugs affect. The affected Frother will seek to have sexual intercourse with everyone and anyone they come into contact with. After this period of hectic activity, the Frother lapses into a coma like state, wherein they dream 'true' dreams.

These dreams have often been called truth visions as they seem to reveal some elements of the future to the dreaming Frother.

Such things as the whereabouts of a particular person or item, the outcome of a battle, the winner of a race or the arrival of a being or event are all often revealed to the Frother.

There is, however, a high price for these visions.

Firstly the dreams cannot be controlled. The Frother may have visions that are of use to them or they may not, sometimes the dreams become terrible nightmares.

Secondly, upon awakening, the Frother suffers a -2 Phy, -2 Cool and -1 Conc penalty for a whole four hours.

If after taking the massive dose of Personal Interest, the Frother does not manage to satisfy their sexual appetites, they will immediately suffer the Detox. Effects of the drug (-1 Cool, -1 Conc permanent). They will also have dreadful nightmares for the next seven days, during which time they will not benefit from any soft or medical drugs.

### Shatter Use

This is a skill unique to Old Frothers, and can only be bought by them.

Shatter is a very dangerous pharmaceutical produced by Dark Night. It is an imperfect copy of the SLA Industries drug Ultra Violence™. Shatter has a mutant strain of DNA alteration code laced through it.

This DNA mutation alters the 'victims' body. Old Frothers have the effects of years of drug addiction passed down to them through their ancestors. They have learned a far greater degree of control over both their bodies and the drugs they pump into them than their Frother brethren.

Old Frothers use Shatter to replace UV™ and to permanently alter one or more aspects of their bodies.

### Game System Stuff

Shatter Use is a Physique governed skill.

Old Frothers using Shatter in conjunction with this skill do so by sacrificing their use of UV™. Once a Frother has used this skill, he may never again benefit from the effects of UV™, indeed the drug is now a poison to

him, causing him to suffer the Detox. Effects immediately upon taking.

The Game Effects of Shatter are as follows:

1 free phase per round, 6 hours duration, no Phys or Cool rolls for 12 hours, damage cut by 50% duration 6 hours.

Addiction: -1 Phys per dose, +3 Ranks Psychosis.

Detox. Effects: -1 Str, -1 Phys, -1 Hits permanent. -2 Concentration permanent.

Addiction: Continuous.

Cost: 30cr per dose.

Old Frothers must exercise their Shatter Use skill every time they use the drug.

After a number of uses equal to the Old Frothers Physique, the user is said to be 'saturated' with the drug. The Old Frother may then try to control the effects of the mutant DNA strain on their body.

The Frother may try to 'use' the DNA to enhance one of the following characteristics by +1 permanently; Str, Dex or Cool. Every time the Frother uses enough Shatter to 'saturate' his body he may attempt to increase one of the attributes listed.

For example, an Old Frother with a Strength of 10 and a Dexterity of 9 has a Physique of 10.

Once he has taken 10 doses of Shatter, he may attempt to increase one of the attributes listed. When he has taken twenty doses, he may try again, and so on.

An increase in the attribute is achieved through the successful use of the skill. Racial maximums are ignored.

Failure at an attempt means that the mutant DNA strain has altered the Frothers body in an uncontrolled way. The Gamesmaster will impose a change on the Frother.

The change may be in such things as an extra limb, either stunted and useless or tiny and perfectly formed, blindness, deafness, heightened sense of smell or taste, gross

deformity in a limb or facial feature, sudden spurt of growth (or shrinking).

Failure does not mean the Frother may not try again at his next saturation point, he may even try to reverse the effects of his previous failure.

## STREET DRUGS

Everybody knows that Karma produce the highest quality drugs available in the world of Progress. Whether you want soft drugs, combat drugs or medical drugs, Karma is the name you look for on the packet (or tube).

But what if you want something a little bit more specialised, a little bit more immediate, if a little bit more dangerous?

This is when you have to look to the street vendors, the back street chemists and the trainee rocket scientists.

All of the narcotics listed are illegal. Possession carries a hefty fine or imprisonment, Operatives face an immediate decrease in SCL.

### B u b b l e s

Bubbles is currently being produced by Neeto Pharm, though it has been 'boot legged' by various street chemists, with varying degrees of success.

Bubbles is a 'Hallucinogenic Inhibitor', with certain 'mind application' properties.

The user of Bubbles is unable to suffer any of the effects of Alice™, Drum™ or Flip™. Use of Personal Interest™ is cancelled, and if large enough doses of Personal Interest™ and Bubbles are mixed, the user dies.

Bubbles directly affects the users ability to concentrate. It produces the effect of an extremely narrow train of thought. Whatever the user is thinking of when they take Bubbles becomes an obsessive thought driving out all others.

The user on Bubbles will put his deductive powers into overdrive, concentrating to the

point where he will not take any other actions apart from those associated with solving his current 'problem'.

Bubbles comes in ready to use, one shot syringes. It is dark blue in colour, it breaks down into a harmless acid on contact with the air.

### B o z e r k e r

You want that feeling of invulnerability? That feeling of power, of limitless strength? Don't care about the come down? Then Bozerker is the drug for you.

Forget Blaze UV™, forget Bass™, get into Bozerker.

Bozerker is a very dangerous drug.

Rumours abound about it being a refined version of Shatter, the Dark Night pharmaceutical.

Bozerker is a powerful adrenaline based muscle enhancer, with traces of tissue bonding chemicals.

The affects of Bozerker are very immediate, the user MUST burn up a massive amount of energy immediately after taking Bozerker. The drug affects adrenaline output, boosting it by up to 300%, then it 'locks' the stimulants in muscle bundles.

Users of Bozerker have been likened to fit victims, going into violent spasm for several minutes.

If Bozerker is taken by someone already using Blaze UV™ or Bass™, the user will go into 'overdrive'. They will have the benefits of Blaze UV™ for 24 hours, after which time they will die. Possession of Bozerker results in an immediate custodial sentence for all those caught.

### G e l l y

Gelly is a direct pirate copy of Flip™, with some extras thrown in for good measure.

Like Flip™ it is designed to be an antidepressant, but it goes one step further, making the user actively interested in cheering everyone else up. It makes you feel great and you just want to share this with



those around you. Users of Gelly cannot be provoked into violent action, unless their life is threatened, when they will 'flip out'.

Gelly cannot be used in conjunction with any other drug, if mixed, the user will suffer stomach cramps and vomiting for 24 hours. Gelly is available in small green capsules or as a liquid for injection.

### Push

Push is a clean out drug much like Flush™. The main difference being in the speed of the affects, and their violent nature.

Push can be fatal to certain users, mainly those whose body has been 'saturated' with a drug, or those mixing drugs.

The user of Push has his natural immune system boosted to aid in the 'burn off' of unwanted substances within the bodies chemistry. Unfortunately, one of the side affects is severe vomiting and diarrhea, which can last for 2 days.

Push is available as an injected fluid. It is produced and distributed by Pod Pharmaceuticals, a small soft company operating from Downtown.

## STREET DRUGS

### Bubbles

Game Effects: Focuses users mind, accelerates concentration and shuts out 'distractions'. +2 to Concentration for 1 hour.

Addiction: -2 Phys / 10 doses

Detox. Effects: -2 Concentration (instant effect after coming down, lasts for 2 hours).

Addiction: 2 doses per day.

Cost: 700u

### Bozerker

Game Effects: 1 free phase per round, duration 10 rounds. No Phys or Cool rolls for 1 hour. +2 to Str, +1 to Dex for 1 hour.

Addiction: -3 Phys per 5 doses.

Detox. Effects: -2 to Str, -1 to Dex, permanent.

Addiction: 1 per day.

Cost: 400u

\* Special: If the user of Bozerker does not enter into frantic activity, preferably combat, for a number of turns equal to their Physique immediately after taking Bozerker, they suffer the Addiction penalty straight away.

Being addicted they will need to take at least one fix per day, or suffer the Detox. Effects.

### Gelly

Game Effects: +2 to Cool for 2 hours

Addiction: -1 Phys, -1 Char per 20 doses.

Detox. Effects: -3 Cool, -1 Dia.

Addiction: 2 doses per day.

Cost: 150u

\* Special: The user of Gelly must try to 'cheer up' those in his immediate vicinity. If he does not, or he fails to manage this, he will immediately suffer from the effects of a Rank 7 Paranoia Psychoses. The Psychoses may (or may not) have lingering effects, at the Gamesmasters discretion (is there really any doubt?).

### Push

Game Effects: Prevents Detox. Effects from any other drug, -1 to Phys, -2 to Str for 2 days after taking.

Addiction: -1 Str per 30 doses.

Detox. Effects: -1 Str Permanent.

Addiction: 1 per day.

Cost: 200u

\*Special: Push acts within 2-12 hours, after this period any other drugs will have been flushed from the body. Using Push to flush out a body that has been 'saturated' with any drug is a dangerous business. The user must make a Physique roll (D20 vs Physique, lower or equal to for success), if they succeed the drug works, if they fail, they die.

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## FROTHER CLANS

Once the cream of the street junkies of Downtown have been busted by the Monarch

Police, they are given the stark choice; life imprisonment, the death penalty or a contract with SLA Industries.

Once they become Operatives, these new recruits embark upon their lives as Frothers. As Frothers they completely change their identity, associating themselves with the 'old world' clans.

We have gathered details of four of the most prominent clans, some actively recruit young Frothers, others are joined through birth. Listed here are three Frother clans and one 'Old Frother' clan / family.

## THE CLAN MCLEOD

The clan Mcleod can trace its roots back to the end of the Conflict Wars, it is one of the oldest, most respected and feared clan organisations in the world of Progress.

Clan members are recruited from the young Frothers while they are training in Meny. Once approached by the clan Mcleod, you are not approached again, if you do not join at the first invitation you are an outsider forever.

The clan Mcleod is a tribal based clan, with the emphasis on respect and honour being shown to your elders. The clan will offer many benefits to the new Frother, including training, counseling, legal representation and of course a supply of drugs.

There is a strict 'code' enforced by the clan Mcleod. The code is honour based and stresses the need for the Frother to show loyalty to the clan above all else (apart from SLA Industries of course).

The clan Mcleod follow the tradition of being clean shaven, some members place scars on their cheeks. All of the clan members wear their hair long, either in 'dreads', plats or spiked. Weaving beads and cloth strips into the hair is a common practice. The clan colours are red, green, blue and purple. All members of the clan are forbidden to wear yellow. The tartan is worn in the kilt and in as many other items of clothing as the Frother wishes. If a clan Mcleod Frother wears armour, they are expected to 'dignify' it with the clans tartan, either through wearing

cloth over it, or by tying strips of the tartan to the armour in as many places as possible.

The clan Mcleod are tried and proven warriors. They show scorn and contempt for stealth, wanting only to strike fear into the hearts of their enemies.

The battle cry of the clan Mcleod is; "Mcleod to blood and honour".

## THE CONNAUCHT CLAN

The Connaucht clan is the youngest of the Frother clans. They are the most violent of the 'new' Frother clans, believing that there is only one way to live life; hard and fast. Most members of the Connaucht clan are over the edge on UV, never really coming down from the effects of the combat drug.

The Connaucht clan are the most prolific drug users. They will try anything and everything that will enhance their combat capability. Many members of the clan are also addicted to one or more 'soft' drugs, such as Flip™ or Slosh™.

Connaucht clan members are the least disciplined of all the clans, they are highly individual, using the clan to gain better drugs and to support them in legal battles with the authorities.

Rank within the clan is governed strictly by combat experience. The better your reputation, the higher your standing.

The Connaucht clan has no 'colours', it has no recognised tartan or any form of 'uniform'. Members of the clan are expected to dress in the most outrageous manner possible, using as many clashing colours as possible. The Connaucht clan supplies Lumo™ to its members at a 50% discounted rate.

Members of the clan are notorious for their neglect of personal hygiene.

The Connaucht clan shows no respect to any of the other clans, for this reason it is often in conflict with one or more of the other clans on Mort.

The battle cry of the Connaucht clan is; "Aaaaaarrrrrrrgggghhhh!!!!"

## THE McCULLOCH CLAN

The McCulloch clan is not really a clan at all, it is more like a business organisation. The McCulloch clan is also known as the 'Frother Firm'.

Members of the clan are those Frothers that are only Frothers in the 'loosest' sense, they have nothing to do with kilts, tartans, and do not really like the label of 'clan' either.

The McCulloch clan was forced into existence by the other Frother clans, in an attempt to keep the peace between the Frothers.

Members of the McCulloch clan are simply Operative drug pushers and users.

All members of the clan are addicted to at least two drugs, they turn to the clan to feed their habit and to finance their lifestyle.

Members of the clan are often indistinguishable from other Operatives, they only reveal themselves in their use of narcotics.

The McCulloch clan has often been likened to a criminal style operation, with members constantly 'bending' the law. It is rumoured that the clan has it's fingers in many pies, including prostitution and the notorious 'Skin Trade'.

Members of the clan are encouraged to keep the secrecy of the clan, to never reveal another clan member and to always hold the clan above all others (some say members are sworn to place the clan above SLA Industries itself).

McCulloch clan members wear 'normal' operative clothing, they are usually well groomed, even meticulous in their appearance. There is no preference within the clan for any sort of weapon, though a members drug addiction may limit their choice of weapon.

The clan has no battle cry or motto, members are taught to be discreet at all times.

The McCulloch clan is universally despised by all other Frother clans.

## THE CLAN MCKILLIP

The clan McKillip is a ninth generation 'Old Frother' clan. It can trace it's direct line of

descent back to 615 SD. All Frothers in the clan are family members, at the moment the clan numbers some 135 members.

Tradition is the key to the clan McKillip, they have their own tartan and all clan members must wear kilts at all times.

All members show respect to their elders and to their brethren, if a clan member needs help your are honour bound to aid them. In the whole history of the clan there has only ever been one 'expulsion' for lack of honour.

The McKillip clan has often been likened to a Shaktar family unit, so strong are the bonds of family and loyalty.

Due to the long line of the clan, they are masters of control over the drugs they are born addicted to.

The children are quickly educated in the ways of the drugs, being shown the many uses and applications of all pharmaceutical products available in the world of Progress. The McKillip clan pioneered the technique of Shatter Use.

Occasionally a 'new' Frother will be brought to the attention of the clan elders, either through their deeds in battle or their particular skill in drug use. Such Frothers are invited to be 'friends' of the McKillip clan. This bond is as strong as normal citizens family ties, it guarantees aid from the clan, and they in return, expect to be answered when they call.

As the McKillip clan is a family, they are the only Frother clan to help the older members of the clan. Most other clans expect their members to die off before they reach 30, the McKillip clan recognises that there is a need for older, wiser members of the clan.

Once a Frother of the McKillip clan reaches 30, they are 'retired' to the Council. On the Council they use their knowledge to help younger members grow.

Council members are also frequently consulted on matters of tradition and history, some work as 'advisors' for Third Eye. The training school at Meny recruits instructors from the ranks of the elders of the McKillip clan.

All clan members specialise in the use of close combat weapons, favouring either the Chainaxe or the Power Claymore. All clan members are also taught the benefits of unarmed combat, often specialising in Martial Arts. Gymnastics, Wrestling and Acrobatics are also actively taught.

The McKillip clan has a large number of rituals and initiation rites that mark each stage of the Frothers development. Certain items of dress and colours are forbidden to the younger members of the clan, the Black Glove being the most notable. Black Glove is a term used to describe the clans own version of the ITB Mutilator. It is worn as a sign of rank, being exclusive to Frothers of SCL 6 or higher, the glove has the following stats;

#### McKillip' Mutilator

DMG	PEN	AD	COST	Weight
6	2	2	150c	1kg

The Frothers of the McKillip clan are expected to dress outrageously, to be proud of their heritage and tradition, and to seek every opportunity to advance their honour and the honour of the clan.

The clan McKillip battle cry is; "Death and Honour!"

Frothers of the clan McKillip are shown the greatest respect by Frothers of all other clans (except the Connaucht clan, who respect no one).

## NEVER MIND THE PIG

### SPIKE BATS

From deep within the sewers of Downtown, from the darkest chemical filled pit, from out of the blackness of hundreds of years of genetic dumping, come the Spike Bats. Hideous mutations, maybe spawned from the labs of some secret SLA Industries department, perhaps they are evolution's

answer to the harsh world of the now defiled Underground.

Spike Bats are huge, bat like creatures with the tail of a lizard and two extra spider like limbs sticking out from just under their wings. The demented ravings of many Operatives are testimony to the affect of the Spike Bat's 'bite'.

Stats.	Min.	Max.	Norm.
STR	3	5	4
DEX	6	11	8
DIA	3	6	4
CONC	1	3	2
COOL	7	10	8
HITS	6	10	
Weight	5kg	20kg	12kg
Height	30cm	60cm	45cm
Wingspan	40cm	80cm	60cm

#### SKILLS RANK

Detect	9
Unarmed (Bite)	5
Unarmed (Tail)	7
Tracking	8
Dodge	12

Weapons	PEN	DMG	AD
Teeth	0	1	0
Tail	1	2*	1

\*The tail of the Spike Bat delivers a sting which is very, very poisonous. The poison causes hallucinations and delusions, usually based around the confidence of the victim. Those with high self esteem feel invulnerable and think they are blessed with 'powers' such as flight or water breathing, those of a more insecure nature feel paranoid and begin to doubt all of their abilities. The poison of the Spike Bat contains one of the main ingredients found in the drug Alice™. Game effects; Victim suffers -1 Phys, -4 Dia, -2 Conc for (20 minus Concentration) in turns. During this time they will hallucinate as described above.

## CANNIBAL SECTOR GATORS

The Cannibal Sector Gators are universally known as "T.E.A.'s" (teeth, eyes and assholes). They sneak through holes in the Perimeter to terrorise Suburbia. They will eat almost anything they find, including children, other animals, garbage, corpses, etc..

The Cannibal Sector Gators have enormous teeth, similar to those of a Stormer, they do not look natural, they can tear through most armour types. The Gators also have luminescent eyes, they glow like lights in the dark, an eerie green tinged with purple. Rumour has it that the Gators are genetically engineered, originally to clear up the Cannibal Sectors, giving the Carriens something to worry about.

The spoor of the Gators is the most disgusting substance many people will come across in their whole lives. The smell is overpowering, forcing the 'victim' to hold their breath, the feces always contains half digested remains of meals.

Stats.	Min.	Max.	Norm.
STR	8	15	10
DEX	4	8	6
DIA	1	3	2
CONC	1	3	2
COOL	10	18	14
HITS	14	30	
Weight	300kg	1000kg	600kg
Height	30cm	60cm	45cm
Length	1.5M	4M	2.5M

### SKILLS RANK

Detect	6
Unarmed (Bite)	9
Unarmed (Tail)	3
Swim	8
Dodge	4

Weapons	PEN	DMG	AD
Teeth	3	4	2
Tail	0	4	1

Once a Gator has bitten it's target it will choose to do one of two things; bite it again *or* lock it's jaws and thrash around. Biting again counts as a new attack and is rolled for as usual. Locking up and thrashing is a continuation of the first attack. The victim may (in his phase, in lieu of an attack) attempt to break free. The victim may use any skill they feel (and can convince the Gamesmaster) is appropriate such as Wrestling, Unarmed, Martial Art, etc. or they may use brute strength. An opposed Strength roll is made, where the Gator and his victim count their Strength as a skill. Rolls are made in the normal way.

A thrashing Gator does an automatic 4 points of damage to a random location (ignore armour for PEN and AD).

## FINDING A JOB: BPN'S

So, you're an Operative, working for the only company that really counts; SLA Industries. SLA Industries take care of their own. You do a good job for them, they will keep you safe and well. You can be happy in the knowledge that you are part of the greatest corporation that has ever, and will ever, exist.

Being part of SLA Industries means working for them. And work comes in the form of Blueprint News Files (BPN's).

We have listed two BPN's that might interest your Operatives. How they acquire them is, of course, left to your discretion.

SCL : 10

Contact Department Of : Retrieval

Training Package Recommended : Any

Colour Code : Yellow

Summary : SLA Industries vehicle to be reclaimed. Contact Retrieval Department for full details of vehicle and operation brief. Bonus for successful retrieval dependant upon quick resolution.

Coverage : Station Analysis  
Consolidated Bonus Scheme : 150 c  
Payment : Per Operative

This Yellow BPN is an interesting one in that the Operatives have to retrieve a company vehicle from an ex-employee. The employee, one Solomon Windrush, is an Ebon, SCL 8. Windrush recently went missing in the Downtown district, his vehicle, a BLA 'Pandora' Multi-Task Trike (Unarmoured), has been sending it's tracking signal for two days now.

The disappearance of Windrush is being handled under a Jade BPN. All the Operatives of the Yellow BPN are required to do is find the Trike and bring it back.

There is a two day time limit on the BPN, after which the Operatives will be liable to an SCL decrease if they have not completed the BPN.

Windrush is dead. He was ambushed in Downtown by DarkNight Conscripts. They have taken his body and personal equipment but left the trike (they were in a bit of a hurry).

A Shiver unit was sent to retrieve the trike but could find no sign of it at the location indicated by the trikes tracer.

The trike has in fact been recovered by a group of Carrien , they have stripped it and scattered the bits over a large area of sewers. The tracer is lodged in one of the tunnel walls. The sewer is two hundred feet down from where the trike sent it's last signal.

The Operatives should either recover the tracer unit (which also acts as a 'black box'), or they should bring back at least 70% of the trike in bits.

Another twist may be that the trike has been stolen and stripped by a Manchinette on the hunt for new spare parts. Maybe the tracer is lodged in a part of the Manchinettes body.

The trike may of course be just sitting there waiting for pickup. (bait)

SCL : 10  
Contact Department Of :  
Third Eye News  
Training Package Recommended :  
Investigation / Death / Kick Murder  
Colour Code : Red  
Summary : Rogue Operative turned Serial. Operatives to attend immediately. Heavy media coverage  
Coverage : Third Eye News  
Consolidated Bonus Scheme : 400 c  
Payment : Per Operative

This Red BPN represents one of SLA Industries worst nightmares; an Operative gone bad.

This particular Operative is Sharon Twistle (known as Twister), she is a Frother trained in the Kick Murder package. She was formerly with the Bomber Squad, working exclusively for the Department of Extermination.

Sharon was a good Operative, reaching SCL 8 in only two years. A darling of the media, she has twice featured in a Gore Zone slot called Cannibal Chaos.

Sharon's specialty was the Cannibal sectors, particularly Cannibal sector four.

Sharon has totally emersed herself in the 'Twister' persona of her alter-ego.

Sharon / Twister is now prowling the Suburbs, where she believes all the evils of the Cannibal sectors come from. She is convinced that the Carrien and beasts of the sectors start their lives as 'normal' citizens in the suburbs. She is cleansing them at an alarming rate, the body count is eight and rising.

This is just the sort of story Third Eye love.

Third Eye want Sharon confronted hand to hand, preferably by another Frother. They are prepared to pay a bonus of 300 c to the right Operative.

Sharon will not be too hard to find, even if the Operatives have a Third Eye crew in tow. She is beyond reason and will fight to the bitter end.

Sharon is not adverse to using her FEN 603, though she much prefers her Power Claymore and Mutilator Fist.

Sharon is addicted to Blaze UV™, she has also recently discovered the delights of Bozerker. As a final fling Sharon will shoot up with Bozerker as well as Blaze UV™. In this state she is almost unstoppable, but will die from the effects of the drugs in 24 hours.

### Sharon Twistle

Classification:	Frother
Package:	Kick Murder
Squad:	Bomber
Department:	Extermination
Strength	12
Dexterity	9
Diagnose	7
Concentration	7
Charisma	9
Physique	(10) 8
Knowledge	7
Cool	10
Walk	1
Run	2
Sprint	4
Movement	42
Half Movement	84
No Movement	168

Sharon is 21 years old, she is 6' tall and weighs roughly 150 lbs. She has dark brown eyes, black hair and a tanned complexion. In normal circumstances she would be considered quite beautiful.

Sharon is a Frother of the Connaucht Clan, though she has let her appearance deteriorate to the level of a 'normal' Operative, the only clue to her clan membership are her DNA tattoo (on both forearms) and her luminous Striker suit.

There is a very, very slim chance that Sharon may be saved by a massive injection of Push. If Push is pumped in to her before she can

shoot up with Bozerker, she may be cleaned out. Third Eye will discourage this.

Sharon has the following skills and equipment:

SKILL	RANK	STAT
Detect	7	Conc
SLA Information	4	Know
Rival Company	4	Know
Streetwise	6	Know
Unarmed Combat	8	Str
Blade, 2-H	10	Str
Hide	6	Dex
Sneak	7	Dex
Martial Arts	6	Dex
Climb	6	Phys
Acrobatics	5	Phys
Blade, 1-H	7	Str
Pistol	5	Dex
Rifle	4	Dex
Drive Motorcycle	5	Dex
Seduction	7	Char
Persuasion	5	Char
Evaluate Oppo.	8	Know
Sign Language	7	Know

### Advantages / Disadvantages

Ambidextrous, Compulsion (Nymphomaniac) 5, Psychopathy 5, Delusions 9.

### Weapons And Armour

FEN 603 10mm Auto Pistol  
 Power Claymore  
 MAC Knife  
 ITB Mutilator Fist  
 Striker Motorcycle Protection  
 Flak Jacket

Armour	PV	ID
Striker	2	8
Flak Jacket	4	10

### Drugs / Usage / Doses

Personal Interest. Addicted. 4.  
 Blaze UV™. Addicted. 3.  
 Bozerker. Casual. 2.

## EQUIPMENT

### Karma Bio Breathing Aid

Karma have recently released a biogenetic breathing aid, believed to be a spin off from their Animattire™ fashion range.

The breathing aid consists of a "lung tissue" roughly 12cm x 7cm which is encased in it's own Animattire™ carry pouch. Two tubes connect to the nasal passage allowing the user to breath as normal, even when completely submerged.

The breathing aid works by recycling oxygen from whatever passes through the lung tissue. It has differing efficiencies from different source materials, essentially the purer the source material the more efficient it is.

So, water from the sewers of Downtown for example, would only allow the lung to recycle at, say, 60% efficiency. This obviously places limits on the user, the less efficient the lung, the less energy they have to expend. Activities such as wading, swimming or light work present no problems up to 50% efficiency.

Stormers and Shaktar have found that they need two breathing aids.

Nuke Tendon are experimenting with implanting the lung tissue within an Operatives body, their main stumbling block is tissue rejection.

Their work is further hampered by the fact that Phantom Pregnancy, the first people to discover the DNA code for the lung tissue, have not been totally forthcoming with information as to how (or where) they discovered the lung in the first place.

The breathing aid has also proved successful at recycling 'dirty air', being able to cope with an amazingly high toxin rate.

It is hoped that the Karma Bio Breathing Aid will become standard issue to all SLA

Industries Operatives working in the Cannibal Sectors.

Name: Karma Bio Breathing Aid

Size: 12cm x 7cm x 3cm (tubes extend up to 90cm)

Max. Weight: 0.3kg

Skill: None. Moderate activity recommended for duration of use. Strenuous activity means Phys roll vs asphyxiation required.

Cost: 300 c.

Game Use: +2 to Phys roll vs Poison, allows user to 'breath' under water.

Black Market: 6000 u

User Life: 5000hrs

### Tek Trex "Running" Grenades

After the Tek Trex Corporation had fully exploited the possibilities of their drone range, a few of the technicians turned their attention to other areas. Their 'running' grenades are a product from the walking boots division of the corporation.

The grenades are roughly 9cm in diameter, they have metallic shells that are pierced by eight holes. From each of these holes sticks a 'leg', the leg ends in a five pronged claw like foot.

When the grenade is activated it has a five to twenty five second fuse, activation is achieved through twisting the grenade along it's central shell casing.

Once activated the eight legs spin at an incredible rate, flailing around like copter blades.

The multi-clawed feet allow the grenade to 'climb' walls, the grenades will even make some progress through water.

All Tek Trex products are illegal, as the corporation has been labelled as a soft company, possession of any of their equipment brings a fine.

The 'running' grenades are available in Concussion, Fragmentation and Smoke versions.

Running Grenades move at the following rates (ps = per second);

Horizontal (clear): 2m ps.

Horizontal (obstructed): 1m ps.

Vertical (clear/easy grip): 1.5m ps.



Vertical (obstructed/slippy): 0.5m ps.

Through liquid: 0.3m ps.

So a running grenade set with a five second fuse, let loose over rough, obstructive terrain, will travel 5 meters before it explodes.

Running grenades may also be turned into 'contact' explosives, or mines.

Once the fuse is set and the legs spring out, the user must twist the central casing back round to it's starting position, this locks the legs so they do not move. The fuse then acts as a timer, after which the legs become detectors, detonating the grenade when anything puts any pressure on them.

During the initial fuse setting, the grenade is very robust and may even be thrown with some force to trick in a wall before the sensors in the legs kick in to make it a mine.

Running Grenades may only be bought on the black market. Roughly one in five is a dud, with no explosive capacity at all.

Grenade Type	Blast Rating	PEN	Cost	Weight
Concus.	0	-5	350u	0.8kg
Frag	12	5	400u	0.8kg
Smoke	n/a	n/a	120u	0.8kg

Smoke grenades produce a cloud of dense black smoke which covers an area of 12m. The smoke will disperse from an enclosed space in 15 minutes, and from an open space in about 8.

### SLA Screamer Beacon

The SLA Screamer Beacon is manufactured by Stik, a fully licensed subsidiary of SLA Industries.

The Screamer Beacon is an advance of the Thumper Beacon, it has the same basic functioning abilities as the Thumper, but it may also be 'charged' to perform the roll of Screamer.

A simple switch on the side of the beacon moves it from Thumper to Screamer.

Once in Screamer mode, the beacon has a choice of two settings; automatic or sensor.

When in automatic, the beacon will emit a constant stream of audio signals, ranging

from one end of the frequency to the other, pitch and length of the 'scream' is randomly set to cause maximum confusion.

In sensor mode the Screamer reacts to movement within either a 10m, 30m or 50m radius, the range is set when setting function.

Any one listening to the Screamer will be effectively deafened, possibly stunned. The victim must make a Phys roll to avoid being stunned, if they fail, they suffer a -3 modifier to all activities while in the presence of the Screamer.

Anyone with audio sensory equipment that is blasted by the Screamer, will take 2 points of concusisve damage to the head. They will recover this if they spend two turns in a silent environment.

The Screamer, once activated, *may not* be turned off. It will run for the full 24 hours duration of it's power cell, the only way to shut it off is to destroy it.

Screamers are becoming increasingly popular with Operatives who need to enter the Cannibal Sectors, or any other place they are likely to encounter 'beasts'.

The Screamer is identical to the Thumper beacon in all respects, except; Screamer is 85cm long and is 30mm in diameter. The Screamer weighs 2kg. The Screamer costs 10c.

### Nightfire Hover Bike

The Nightfire Hover Bike is produced exclusively by Darkwing, a wholly owned subsidiary of SLA Industries.

The Nightfire is essentially a 'street' version of the SCAF multi-prop turbine hover bike.

The Nightfire has had the ball mounted FEN Power Reaper removed, as well as the firm point it was mounted on. The Nightfire can take no on board armament.

In addition the Nightfire has no vertical take off and landing ability.

The VTOL ability has been sacrificed in order to allow the Nightfire to carry a Motorcycle reactor similar to that of the Calaharvey Urbaniser, this gives much improved ground performance.

## Nightfire

Type: Helicopter / Motorcycle  
Max. Speed: 400kmh; 64m / phase 280kmh;  
44.8m / phase  
Movement: Multi-prop turbine. Wheeled.  
Dimensions: 2.2m length, 1.5m width,  
1.5m height  
Weight: 1 tone  
Crew: 1  
Passengers: 1  
Skill: Pilot, Military, Drive, Motorcycle  
Armament: None  
Cost: 75,000c  
P.V.: 15, I.D. 200  
Acceleration Rate: 6 / 3  
Turning Circle: 1 on ground, 50 in flight.

The Nightfire has no capacity to hover. It requires a clear run of 50m to take off or land.

The main feature of the Nightfire is its ability to 'fly' almost at ground level. It may be flown one or two meters above ground level and essentially 'driven' like a motorcycle.

The Nightfire has an imposed ceiling of 300m, this is a built in factor which cannot be overridden without messing up the electronics of the Nightfire.

While piloting the Nightfire the driver must use the on board computers, either through the screen display or through the helmet link. Failure to use these means the pilot must make a Concentration roll every turn spent in the air.

Ground travel may be conducted using the Motorcycle drive skill as 'normal'.

The Nightfire is becoming a firm favourite for gang theft.

Buttons, the Contract Killer, rides a Nightfire, the exposure on Third Eye is pushing sales: there is a two week waiting list for the Nightfire.

## SOFT COMPANIES

### POD PHARMACEUTICALS

Company slogan: "Chemicals are your friend. Let Pod make you happy."

Pod are a relatively large company, having around 80 members. They operate from a warehouse in Downtown, under cover of Panyos Pizza Pie Emporium.

Pod Pharmaceuticals are an independent company that owe allegiance to no one. They have resisted all efforts of DarkNight to supply them with exclusive 'experimental' drugs. DarkNight hate Pod almost as much as SLA Industries.

The strength of the company lies in its amazingly talented chemists and workers. They have managed to copy nearly all of the most popular SLA Industries drugs, even managing to refine and improve (?) one or two.

The big problem with all Pod products is their tendency to kill people.

Impurities and ultra cheap ingredients mean that many people suffer poisoning from Pod's drugs. Even when the drug has the desired effect, there is no guaranteeing that the next fix from the same batch is safe.

Pod will sell their wares to any and all that can afford them, including street gangs and even Carriens.

Pod regularly employ Props to hit SLA Operatives to steal drugs, sometimes they supply the Props with 'experimental' drugs to 'help' them.

The two most noted Props currently under employ to Pod are Nitro and Pop-Tooth, both are Bozerk addicts.

Although Pod manufacture a couple of combat drugs, notably Vio-Let and the Kil-Pil, they specialise in recreational, or 'soft' drugs.

Pod strongly deny any connection to the combat drug Bozerker.

It is rumoured that Karma has a secret vested interest in Pod, either through developing the talent of its chemists or using them as a

testing ground for some of their more 'specialised' products. At the moment, Pod's biggest seller is Push, the system flush drug.

### Game System Stuff

Pod are currently under investigation from the Department of Pharmacology, which may issue a Yellow BPN to gather information on the soft company.

Pod prices are roughly 10% cheaper than other soft companies. They can also supply SLA Industries drugs, such as Bass™ or Flip™ at 10% below the current black market price.

Pod may be closely linked to the McCulloch Frother 'clan', which would explain their longevity and their access to Karma products. If this link is proven the Department of Internal Affairs may decide to initiate an inquiry, placing Grey BPN's in the process.

Pod have access (in extreme emergencies) to both DarkNight and Thresher contacts.

DarkNight will only help Pod if they think they are 'buying in' to the company, either through product supply or loyalty.

### BLACK ORDER

Company Slogan: "SLA Industries destroyed the truth. Progress is a lie."

Black Order are a soft company in the same vein as 'Fire', and 'Bloodlore'. They believe they are fighting for the survival of civilisation as they know it, their tactics are terrorism and their enemy is SLA Industries.

All members of Black order have at least one psychoses, some have many, most share the driving company vision of the apocalyptic destruction of Mr. Slayer.

Black Order see everyone as a potential enemy, if you are not with them, you are against them, if you are against them, you must be destroyed.

Their favourite tactics are incendiary bombs and what has become known as the 'beacon approach'.

Fire bombs attract the attention of not just the Fire Service. Shivers and Operatives will

often respond to the call of a fire, especially one started with a bomb. Black Order ambush anyone who responds to the fire call, aiming to steal as much equipment as possible before they are either outnumbered or outgunned (by SCAF Shivers for example).

As the fire bombings are mainly to allow ambush and theft, they are frequent and indiscriminate. Rarely do Black Order plant bombs in Uptown or Central, preferring to wage their campaigns in the Suburbs, or even on occasion in Downtown.

The 'beacon approach' is the name given to the other main Black Order tactic. One of the Order places himself in a position dominating the surrounding terrain, then proceeds to kill people using a sniper rifle. The targets are not important, the object of the exercise is to attract the maximum attention from SLA Industries in the shortest time. Third Eye are also quick to respond to a beacon in progress. When the forces of SLA Industries respond to the call, they are attacked by the main Black Order force, which lies in wait along the response route.

The beauty of this approach is it draws the public's attention away from the main aim of Black Order. They are thought of as insane killers, rather than calculating terrorists.

SLA Industries always respond to 'beacons' with Red BPN's.

### DETH JAM

Company slogans: "Tune in to Deth."  
"The beat on the street is Deth."

Deth Jam are an entertainment soft company, that have various interests in many SLA Industries activities.

The bulk of product produced by Deth Jam is visual or audio discs, mainly music, but some 'features' such as interviews with serial killers and stolen 'cutting room floor' footage from Third Eye.

Deth Jam have been making stars of both Operatives and Gangers for some time now. They have a solid foothold in the music market, mainly through their outlawed broadcast station; Wire.

Wire broadcasts artists on the Deth Jam label, as well as main stream 'company' artists.

Most of what Deth Jam refer to as 'their own unique sound' has been labelled as "Deth Rack Muzak". All sounds are sampled from combat, mostly hand to hand, with some firefight sounds, these are placed over insanely heavy bass beats. The 'vocal' can consist of anything from spoken words to screaming Frother speak.

Once an Operative or a serial has been brought to the public's attention, you can be sure Deth jam will be offering them a 'deal' in the near future.

Their last major success was a release called "Ded Witness", a project involving the Prop Scat-Man and the notorious Serial Cognates; Uncle Sam's Slaughterhouse.

Many of the sounds on Ded Witness were sampled from actual killings made by Scat Man and the Uncle Sams, including some dying words spoken by two Operatives ambushed in Downtown.

Needless to say Ded Witness drew the wrong sort of attention from SLA Industries, who want to shut down Deth Jam real bad.

Deth Jam have managed to draw a lot of support from the 'ordinary' citizen of Mort, this makes them a sensitive target for SLA Industries, who are waging a war of 'information' to win back the support of the masses before they move in to destroy Deth Jam.

#### Game System Stuff

Deth Jam has seventy members in it's employ, many of these are Props and Gangers, there are only actually a handful of 'creative' types in the firm.

The distribution network for Deth Jam products is widespread, from Mort Central to Downtown, if you know the right person you can get hold of the latest release.

Typically, Deth Jam have little or nothing to do with SLA Industries or Operatives. This does not stop them killing anyone who gets in their way at a 'recording session', whether this is in the gang sectors of Downtown, or the Malls of the Suburbs.

Recently Deth Jam have become involved in sponsorship. They have also started 'working' for other people, mainly other soft companies, producing theme tunes and advertising tracks.

It will cost you 300 u to have Deth Jam produce a 'track' for you.

Last month Deth Jam's turnover was estimated at 340,000 u by the Department of Corporate Sector.

Possession of any Deth Jam material is punishable by a fine, 'working' for them (i.e. letting them sample sounds from your combat, either knowingly or unknowingly) brings an immediate SCL decrease.

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## MEET N GREET

This interview was conducted by Frank Weiss, for Inter-Com, a licensed station from Third Eye. All material is © 901 Eye 4 Inter-Com.

At the end of last year one name was on everyone's lips, the Contract Killer Lucy Craznek, otherwise known as Juce.

After the new years first Gore Zone, she was firmly established as the number one killer on the block.

Frank Weiss met up with her after the Butthead / Clawtooth confrontation.

FW : "Thank you for giving us this interview. How does it feel to be the number one draw for Gore Zone?"

J : "Now we both know that wont last, don't we? But, yeah, at the moment it feels good. Real good."

FW : "Many people were surprised when you left the Red Mist Squad to go solo, was this an easy decision?"

J : "My time with Red Mist was a blast. But I think I had gone as far as I could go you know, SCL 6, the only way was down."

FW : "The Cloak Division investigation had nothing to do with your decision?"

J : "Do ya think?"

FW : "What about sponsorship? I hear you have recently signed with Charlie-Shak."

J : "Well, you know. I use their stuff. It's pretty hot. So my agent says 'might as well make some money from it', what can I say."

FW : "This wont affect your relationship with Green Zoo or Parlawrap?:

J: "Nah. Stuff 'em. I do the work, I'm worth more than they pay me. They don't like it, they can get some other gal to push their shit."

FW : "Is it true that you recently declined a match up with Rocky?"

J : "Uh-huh. Rocky and me go back a long way. I got a lot of respect for him. There aint enough money on Mort would get me to go toe to toe with that monster."

FW : "Affection? Surely not?"

J : "(laughs) So sue me."

FW : "Have you had any come back from SLA, I hear Red Mist were disbanded after you left.:"

J : "You will have to talk to my lawyer about that."

FW : "So, what's in the future? When are we going to see you on our screens again."

J : "Well first off, I gotta sort out some business with C4 Carnage. They should'na hid that cam in my blade. Some one is going to pay for that."

FW : "I can imagine."

J : "Yeah, well, next up should be the Downtown 'Death 'til Dawn' Gorezone slot, three days time I think"

FW : "I wont keep you, I know you are a busy girl."

J : "Just a working girl, trying to earn an honest buc, you know?"

FW : "Thank you for your time.:"

J : "Thank you."

FW : "This interview was brought to you courtesy of Green Zoo, Parlawrap, Charlie-Shak and Skuldugry. All material under license to Third Eye News."

Lucy Craznek 'AKA' Juce

Classification	Human
Package	Kick Murder
Squad	Contract Killer
Strength	(9) 11

Dexterity	(10) 12
Diagnose	8
Concentration	8
Charisma	8
Physique	(10) 12
Knowledge	8
Cool	10
Walk	1
Run	2
Sprint	(3) 4.8
Movement	(33)37
Half Movement	(66)74
No Movement	(99)111

Juce has Shock Tendons, Sinewshock, Brace Tendons and Sinewbrace implants from Nuke Tendons, all to level 2.

Juce wears PP 70 Powercell armour, which is almost hidden under leather sections bearing the names of her sponsors.

In lieu of the PP 70's helmet, Juce has a FEN 270671 Scout Helmet. The Scout Helmet has a P.V. of 12 and an I.D. of 20.

Strapped to her waist band is a Karma Breathing Aid, which is used as a back-up for the Scout Helmet.

All of the Juce's equipment is held in place by MagHold.

Juce wears an ECM suit beneath her PP 70 armour.

She constantly rides a Charlie-Shak Powerboard.

SKILL	RANK	STAT
Literacy	3	Know
Detect	9	Conc
SLA Info	5	Know
Rival Company	4	Know
Streetwise	7	Know
Unarmed Combat	8	Str
Blade, 1-H	13	Str
Blade, 2-H	9	Str
Chainaxe	6	Str
Flexible Weapon	5	Str
Hide	7	Dex
Sneaking	9	Dex
Martial Arts	6	Dex
Climb	5	Phys
Acrobatics	8	Phys
Pistol	7	Dex
Rifle	7	Dex

Drive, Motorcycle	6	Dex
Running	5	Phys
Throw	7	Phys
Persuasion	8	Char
Tactics	6	Dia
Weapons Maintain	5	Conc
Evaluate Oppo	7	Conc

### A d v a n t a g e s / D i s a d v a n t a g e s

Ambidextrous, Good Vision 5, Good Hearing 5, Sterile, Allergy; paper 10, Drug Addict; caffeine 10.

### W e a p o n s A n d A r m o u r

PP 70 Powercell Armour  
FEN 270671 Scout Helmet  
KK30 'Ripper' (back up weapon)  
DPB Gash Fist  
ITB Mutilator  
MJL Power Disc  
MJL Power Claymore 300  
BLA 046M 'Blitzer' (back up only)

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*So there you have it, TBP 2. It's got all the basics of the future format, with each section pretty much laid out.*

*It kind of nailed the zine as a 'hardware' tool, something that was first and foremost a GamesMasters aid.*

*Issue 2 feels a bit light, again it's easy to blame this on the desire to put in pictures to get the SLA feel across.*

*The three Soft Companies were to become firmly established and used in many of my pieces for SLA.*

*Much of the background of the WoP used in my stuff has it's roots in TBP, whether it's a SLA campaign, a demo game for a convention or a snippet for something more 'official'....*

*Max Bantleman, 2001.*