

## **KILLING IN THE NAME OF.....**

“Since the beginning of time there have been wars, these wars were fought by soldiers, among each type of soldiers there were those who were better than the others, and then there were the best, and the best of the best. That is the what I am, there are none that can best me”

Alexander C’sal, Darknight operative on new paris, prior to being debriefed by Cloak Division, current whereabouts unknown.

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SECTION 1 – SPECIAL FORCES/ELITE TROOPS

In the world of progress, there is little need for “conventional” special forces squads, the army as it stands takes on opponents and overwhelms them by numbers alone. The true masters of the art of war are the adepts of the Black chapter and the other branches of SLA that practise martial rule. The enforcer shivers are one such highly trained branch of individuals, the others are the highest levels of operatives and the Darkfinders.

### Enforcer Shivers

A standard enforcer shiver squad is ten men, all armed with identical weapons and armour, and pre-programmed with their targets and objectives. These shivers are immune to psychological effects of any sort, and will continue with their mission, no matter the odds or the problems facing them. Part of this is their conditioning, part of it is the equipment which they are issued with. All Enforcer shivers start out as normal shivers, but, one way or the other, they are noticed, and singled out for special training. Usually, it is a result of sociopathic tendencies or other psychological concerns that would exclude them from standard duty. Whatever the reason, the shivers are taken to Karma, there they are modified and improved upon. Each one of them is fitted with a neural web, and given the other implants required to make them into the most fearsome of fast response units ever created.

The enforcer shiver tactics are simple. Go to the area, suppress whatever is there, flatline the whole area and anything that might witness the event, then leave the clean up to others.

### Enforcer Shiver Neural Web

The Neural Web is a new and experimental piece of equipment, designed to facilitate the taking down of larger targets with conventional weaponry. When activated, the shiver sergeant in the group (or the next designated representative if the sergeant is down) selects their target and activates the web. All the other shivers in the area immediately lock onto the exact same target (give or take a millimetre). When the sergeant fires, they all fire. The result is a much more devastating blast than the standard Blitzer round. The exact nature of the damage depends on how many shivers fired at the same time.

Dmg = 16 x number of firers

Pen = 4 x number of firers

Ad = 6 x number of firers

The neural web is configured so that it only works with the BLA 046, this is not a widely known fact, as is the existence of the web itself. The web is not available on the general or black market at any price and anyone found in possession of one who is not an authorised user is subject to an immediate termination warrant.

### Darkfinders

These are the pinnacle of standard human evolution, each one of them bio engineered and modified to the upper extremes of human capability. Characterised by their black skin-tight outfits, and their

oversized facial masks, incorporating a wide variety of visual and audio enhancing devices, the darkfinders are only called in when the enforcers have failed in their task. A Typical darkfinder has attributes in the 17-20 range, with skills in the 15-17 range, all specific to the task at hand. Not all darkfinders are combat specialists, although most excel in this field. Some are assigned to tracking units, and electronic warfare. Whatever their field, they easily outclass any normal operative trained in the same areas. Darkfinders have a range of specialised weapons and armour/equipment, and are given what they require when they require it. No one knows where Darkfinders go when they are off duty, indeed, no one knows if there is an off duty time for them. All that is known is that the darkfinders are always in the front line when it comes to destroying the enemies of SLA

#### Specialist Darkfinder enhancements

All darkfinders are given the following enhancements as a standard measure

##### Adrenal Booster

This can be activated at any time, up to seven times in a single day before any negative effects are evident. If it is activated more than seven times a day, the user takes damage equal to the number of times that it has been activated in that day (e.g. The eighth activation would cause the user to take eight points of damage, the ninth, nine points and so on. This damage cannot be circumvented or prevented, it is the bodies natural resistance to using natural boosters.)

When activated, the adrenal booster allows the darkfinder to take two extra action phases at any point during the standard round, including before anyone else apart from another darkfinder. This boost lasts for ten combat rounds at a time.

##### Vision booster

All darkfinders are given the capability to see in both infra red and ultra violet spectrums of light. No one knows yet whether this is a function of their masks or implants that they receive. Furthermore, all darkfinders have an optical enhancement chip built into their ocular implants, this allows them to selectively target and enhance anything within their field of vision, it also allows them up to 100x magnification as per normal binoculars. The final option built into their vision is the capability to share their viewpoint with any other darkfinder in the area. This allows the support finders to select their targets with much greater efficiency.

##### Neural Web

This works in much the same way as the enforcer neural web. But given the varied nature of the darkfinder weaponry, it is used in a different manner. Basically, the web allows any darkfinder to target anything in the vicinity without danger of hitting one of their own. This includes such things as firing into close combat without endangering the 'finder currently in combat.

#### DARKFINDER WEAPONRY

As well as their enhanced abilities, darkfinders have access to the best of SLA weaponry, including new and experimental weaponry.

##### DESOLATOR

The Desolator is the default close combat weapon of the darkfinder. Available in a range of appearances, the desolator is an oscillating blade weapon that is triggered to resonate at the frequency of the targets body. The first successful penetrating hit will register the frequency of the targets heart and internal organs and calibrate the lethal frequency required to kill the target. If the same target is hit and wounded twice in a row, the second hit will kill the target, no matter what their physical power/remaining hit points/healing abilities.

Each target has their own individual frequency, unique only to them. The blade will not kill anyone without first scoring a wounding hit. If someone else is struck by the blade, the blade will change it's frequency to the resonance of the new target. It does not make distinction between targets, and cannot be made to remain at the same frequency.

The Desolators basics Stats are

Dmg 5, Pen 7, Ad 6.

#### ANNIHILATOR

The Annihilator is the preferred rifle of the darkfinder, firing a 17mm shell over vast distances. It can be fitted with any targetting scopes/sights/recoil suspension as required, and can fire any normal shell as well as the specialist darkfinder shells. The weapons has a selector switch that allows the darkfinder to use different shell types in rapid succession. The Rifle has four clips, any of which can be switched between at any time.

Range	Rof	Clip	Cal	Rcl	Weight
200m	3	20 (5*4)	17mm	14	8kg

#### EVISERATOR

The Eviserator is the standard sidearm of the Darkfinder. Fast firing and light, with a variable ammunition switch in the same manner as the Annihilator. The Eviserator is a 17mm pistol with Silencer, Flash suppressor, IR targetting scope, and full recoil baffling as standard. It is a weighty device, but to those with the power of the darkfinders, it is less than the weight of a childs toy. The pistol is equipped with five ammunition clips that can be switched at any time.

Range	Rof	Clip	Cal	Rcl	Weight
30m	3	50 (10*5)	17mm	8	5kg

#### DARKFINDER AMMUNITION

All these rounds are available for both the Eviserator and the Annihilator.

##### Vapouriser

This round is brutal to say the least, Upon damaging/wounding a target with any form of fluid in it, it ignites all the fluids within the target instantly. Upon living targets, the effect is both horrific and lethal as the target spontaneously bursts into a screaming mass of flaming blood and tissue, far beyond healing. Anything in the area must take a fear test immediately (difficulty 20) or flee the field. The round does not have tremendous armour piercing or damaging capabilities, but the other effects are too good to pass up.

Dmg – 0 (See special effects) Pen – 6 Ad – 3

##### Mass-Impactor

This round is a shell of compressed Omnium, weighing in at approximately 300g per round. The shell is used exclusively in damaging armour and heavy targets. The principle of the round is to simply punch through any armour or at least to floor the target without further collateral damage.

Dmg – 20 Pen – 50 Ad – 70

A target struck by one of these rounds will be knocked back 30m, this is reduced by a number of metres equal to their strength. If the target weighs more than one ton, they can ignore this effect. If they strike anything in the way on their backwards journey, then they may take damage as assigned by the GM. It is to be noted that the low damage number on the round represents the fact that the round passes through the target cleanly as a general rule. The true damage is to the armour of the target.

##### Rupturer

This round causes a breakdown in the cellular structure of the target. The round dissolves completely on impact, leaving no trace as to the nature of the killing device. If a target is wounded by this weapon, they lose one hit point each round until they die, whereupon their internal organs are reduced to the consistency of thick soup. Healing powers can assist this, but they will not stop the damage, only give

the toxin more things to feed on. Drugs will have no effect unless they are the antidote, which is only available from SLA Head Office (and therefore, not too likely to be given out)

Dmg – 4 (Plus special toxin) Pen – 4 Ad – 4

#### Disruptor

This round wipes out all electrical equipment in a 20 metre radius, no matter how strongly shielded. This includes Standard EMP-shielded equipment and hardened installations. If there is unarmoured flesh of any sort in the area of the blast, then they will receive minor burns from the intense electrical charges. Also, any cybernetic limbs or life-support systems will be completely burned out by the blast, requiring a complete replacement of the item in question (In the case of the life-support systems, very quickly)

Dmg – 2 (plus special effects) Pen – 5 Ad – 3

#### DARKFINDER FORTRESS ARMOUR

The standard suit of armour for darkfinders is a wafer-thin, diamond hard suit of unknown alloys. The suit is literally weightless, EMP shielded, even against disruptor rounds. The suit repairs itself at a rate of 10 I.D. points per round, the source of this regeneration is now known due to the nature of the armour should it's occupant be killed or disabled. The suit is fully sealed, and can be used both in complete vacuum and also in deep sea areas without danger to the occupant.

P.V. – 20

I.D. – Head : 150      Torso : 500      Arms/Legs : 200

The suit has a degree of sentience, and should it's owner be rendered unconscious or dead, and there are no other authorised elites (Black chapter, cloak, darkfinders) in the area, the suit will immediately self destruct, Blast radius of 3m, Dmg 20, Pen 10, Ad 8.

#### BLACK CHAPTER

The Black chapter are Mr Slayers personal body guards, each one of them a Darkfinder of many years experience. All of them trained to the very pinnacle of their already considerably abilities, and are given further implants as required to facilitate their role of bodyguard. These implants are detailed as follows.

#### SENSORY NEURAL WEB

Capable of duplicating all the effects of the standard darkfinder neural webs, this enhanced device also has the following special modifications.

- 1) Emotive Scanner – This allows the Chapter member to scan the surrounding lifeforms for hostile intent. It will display their mood and dispositions in a variety of colours in a halo style around their body outline. Higher levels of Ebb masking are able to defeat this option for a time.
- 2) Motion Tracker – This options tracks all lifeforms within 90 metres, also any technology within that same region, and reports it back to the Chapter member. This allows them to be aware of all things around them at all times, and to adjust their approach and methods accordingly.
- 3) Blocker implant – Usable only when in bodyguard mode, this options links up with the motion and emotive scanners. Should any hostile attempt to cause injury to the person that the Chapter member is protecting, the Blocker will register this, and the darkfinder will instinctively place themselves in the way of the damage. In the case of a squad of Black chapter in the vicinity, as many as possible will intercept the round with 99% efficiency, with the remaining members removing the endangered party from the location of the danger.

#### GRAVIMETRIC IMPULSE GENERATOR (G.I.G)

Given the nature of the universe, not all rounds can be intercepted at any one time. This is where the G.I.G. comes in. When activated, it creates a field of gravity that extends one metre from the

darkfinder, and immediately attracts any rounds that enter that area. This has a 100% chance of stopping any round by diverting the path of the round to the Chapter member. The only rounds that cannot be stopped are those weighing more than 200kg, these will drag the darkfinder along with them, possibly adding to the damage caused by the round.

Anything weighing more than the darkfinder in the vicinity of the field will be pulled towards the finder, or in the case of anything weighing more than 700kg, will pull the 'finder towards them. The field is activated and de-activated by mind impulse through the suit.

The field can be set to overload, turning into a brief gravitic storm. The effect is both spectacular and tremendously dangerous. The 'Finder, all their equipment, weapons, and ANYTHING in the one metre field is destroyed as the generator forms a miniature black hole, compressing everything into it's component atoms. As soon as the field generator is destroyed, the field collapses, and so does the black hole, leaving no trace of anything behind them. The visual effect is of absolute nothingness, almost instantly fading into the ether from which it sprang.

## SECTION 2 – CLOAK DIVISION

Cloak Division – The name conjures up images of Ultra-Fascist Hardliners, it is only whispered, if mentioned at all, there is no one within the world of progress that does not fear the touch of the ones who walk in the shadows. Little is known of the Members of cloak division by the general public. Indeed, few even know of the departments existence. In truth, there are few solid facts about the department that could be given with any certainty. Here are some of the facts however.

- 1) If you want to join Cloak, then you're dead. This is not intended as a threat, it is merely a statement of fact. All Cloak operatives have died at least once. The only exception to this is the Darkfinders. Some of these are still living the life that they were born with. The reason for the death is to bring them to the level of existence required of all the cloak operatives. You have to learn that nothing is so absolute that it cannot be controlled, this includes life, death, and all of reality. The only way for most humans to do this is to die, and be brought back, only then can you accept that all of what you knew may well have been wrong. Note that this is not LAD, it is simply the power of Mr Slayer to set the order in his world.
- 2) Cloak operatives are vaguely familiar with the state of the SLA universe, this allows many of them to function beyond the levels of ordinary mortals, but does not provide them with the godlike capabilities of Stigmartyr agents.
- 3) Any cloak operative may communicate with any other cloak operative by mind impulse, all of the members of the division are linked with a universe wide communication net. Whether this is an implant of some sort, or some manifestation of the divisions power is as yet unverified. This is how cloak knows all things that it does. Even if you capture a lone agent, and kill them with no witnesses, by the time you come to leave, a hundred agents will be outside with heavy support to take you down. This is the image that cloak wishes to maintain, Even if you could escape from them, there is no place you could run to, no stone you could hide under.
- 4) Cloak operatives may not be taken alive. If a cloak operative is taken prisoner with no possibility of escape, then they will simply fade from existence. This is the ultimate failsafe built into all operatives. At any time, they can acknowledge reality, and in doing so, receive oblivion as their reward.
- 5) All Cloak operatives are, or were at one point, Human, there are no alien races within the division. The reason for this is twofold, firstly, alien races cannot survive contact with the real world, and so when they are killed to bring them into the folds of the cloak division, all of them (Ebons/wasters included) simply fade away.

Having got these simple things out of the way, let us move on to the real things, the organisation

Cloak Division is divided up into several different departments, these are as follows.

Administratum – Composed of thousands of operatives on many worlds, the Administratum is the organisation that directs the other departments to their assigned divisions. They are the eyes and ears of the division, with access to all levels of communication except those rated SCL 1 and higher.

Darkfinders – This is the elite attack force within the cloak division, called out only to remove obstacles that gentler measures have failed to affect.

Ebb Walkers – These operatives are the policing force for the Ebb using population. Should anything go wrong with that part of the world, it is this department that puts it right. They have access to a variety of Anti Ebb weapons, such as DU ammunition and Ebb nullifying armour, and have full impunity to use these should they become necessary

Internal Affairs – The Cloak within the cloak, Internal affairs are the ones who watch the rest of the Division, looking for signs of Bitterness within it's own agents. Any that are found are destroyed, instantly, there must be no mercy for the deviant, no possibility that the evil can find it's way to the WoP.

Intervention – Just as the Administratum watches, So Intervention acts. When word of something to be dealt with arises, it is Intervention that organises what is to be done, when and how. They have full jurisdictional control over all military departments within SLA, the only exemption from this is the Black Chapter, who only respond to Mr Slayers orders.

Monitor – This department keeps a watchful eye on the minions of Bitterness, and dispatches agents to deal with them as and when they occur. Should it be required, they are empowered to make cordial invitations to Stigmartyr to try and intervene.

Path – This department is under the direct control of Mr Slayer, it sets the trends and patterns for the races of the WoP to follow. They can take and change any element of any part of the world of mort, not hindered by morality or conscience. In extreme cases, when the subject refuses to comply/cannot be brought back to life, an identical doppelganger will be substituted in their place. Nothing will interfere with the way of the world as Mr Slayer has decreed it.

### SECTION 3 – STIGMARTYR

The Best of the Best, the ones who will save the world from itself, even if they have to destroy it in the process. Stigmartyr is a department that no one knows about, Their existence is legend, their presence means death, there is no middle ground.

All the agents of Stigmartyr are individuals, without exception, they were prospective members of Cloak at one point. There is only one difference.

They didn't die....

All Stigmartyr agents understand what is going on with the WoP as it stands, they know that nothing is real, and they know how to make things bend to their own perception. When it came time for them to die, they chose not to, knowing that nothing could kill them. Secure in their knowledge that they could remake the world in their own image

Unless someone stopped them....

This is where Mr Slayer and Intruder enter the picture. They are the only things in the WoP (With the possible exception of Digger and Jack) that are more powerful than the individuals of Stigmartyr. Their control over the WoP is enough to keep the department in line. The operatives of Stigmartyr serve loyally, knowing that their existence could end If one of these God decided that it should.

Beyond that, The powers of a Stigmartyr operative are Godlike, they can catch bullets fast enough to stack them in a neat line as they are fired from a power reaper. They can punch through metre thick steel, run faster than any jet aircraft, withstand any injury, and change the minds of those around them so that all they remember is a vague impression of a shadow in the darkness.

All Stigmartyr agents have their own appearance, often with very individual tastes. Their weapons vary in appearance and nature, but all of them do the same thing. A stigmartyr agent never misses, and whatever they hit, never lives. This is without exception to any of the normal creatures in the WoP. They always strike first, and are fully capable of taking on hundreds of opponents simultaneously. Any

kills caused by a stigmartyr agent will appear to be normal injuries that killed, this reinforces the nature of the world, fewer people question reality when it still seems to be in order. If need be, they can remove a creature from the WoP, nothing will remain of it, not even memories of the creature from those who knew it. This is an extreme measure that only Mr Slayer or Intruder may sanction.

Stigmartyr is the truth to those who see it, their abilities far beyond anything ever seen in the WoP, and so all that is remembered of any of them is a fading shadow and a fuzzy recollection that something was there at some point. Anyone who can see the true nature of the agent will most likely be made to join the department, or will be removed from the WoP totally.

To those who wish to compare Stigmartyr agents to Necanthropes, there is no comparison, necanthropes are creatures that saw what could be, and turned back before they could be immersed in it. Agents are creatures that saw what could be, went for a swim in it, and then came back with more knowledge than man was meant to possess. Necanthropes are the nearest thing that Non-Humans could hope to aspire to in the realms of godhood, no matter what they may believe their superiority to be, they are no match for Agents. How do you fight something that can remove all your abilities in a glance? Still they believe that they are the dominant power in the universe.

Time will show them to be wrong.....