

Money For Nothing - That Aint Working
Shadow Con 2005 - SLA Industries Participation Game
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While working a routine Blue as a 'filler' BPN, the squad recover a cred stick.
The cred stick appears to be encoded with a simple 'street' code (Electronics / Comp Sub check) and does not appear to be connected to any 'organisation'.
The cred stick is valid for 5 Million credits.

All Things Come To Those Who Wait - Basic Plotline Overview

The cred stick is a plant from Cloak, who were feeding it to an undercover Op.
The Op, Sien (pr. c-n) is setting up a 'fake' DarkNight cell and the funds from Cloak were to be used to equip and run the cell for a two year period.
Cloak lost track of both Sien and the cred stick.
DarkNight were aware of the mission Sien was on and were helping her out just to milk Cloak for all the money they could: they know of the creds stick but do not know where it currently is.
Sien has faked her own death and was going to use the money in the cred stick to set up an 'independent' Soft Company, 'FireSky', to rival both SLA and DarkNight in exposing the real corruption and double-dealing within the markets and Soft Companies of Mort. She is hiding out, having been severely injured, she will learn of the cred stick's loss at the start of the scenario.

The gang 'BloodPop' who prompted the Blue the Op's were on, ambushed Sien and stole all of her belongings, including the cred stick, they had no idea of the huge amount they had lost, but want revenge on the Slops who stole their 'stash', they will seek to ambush the Op's and recover what they can. They will also try to locate the Op's lock up, or any place they have for storage, to raid it in payment for their loss.

The Necanthrope 'Price', part of the Union known as 'Tangle', was aware of Sien's plans and was tracking her to see if she could be used to fight the deeper plans of Bitterness. Price is looking for Sien, and knows the cred stick will be the best tracking device.

Main NPC's

SLA Operative: Sien, female Investigation & Interrogation Op. SCL 5.

SLA Necanthrope: Price.

Cloak Operative: Mr Wilson. (DarkFinder from Subversion Finance)

Shiver Seargant: Jonathan 'Mac' Macey.

DarkNight Insurgent: Selina Trench (street name 'drop dead')

Soft Company CK: 'FireSky', Wraith Contract Killer, friend of Sien.

Gang Leader: Lars 'lucky' Moleson (head of the BloodPop gang).

Gang 'Fixer': Ricky 'Moose' Gooson (main street fixer and contact).

DN Hired Prop: Misty, a potential CK, working for DN on an ad-hoc basis.

Minor NPC's

DarkNight Conscripts

BloodPop gangers

The Routine Blue

BPN: SCL 10 – BPN Number 00089/423309-TE/GE-411

Contact: Third Eye comm's room and central broadcast unit; Supervisor Miles Teevus. Station Analysis assisted comm's.; 8909/4119-TE/SA-421.

Training Package Required: Any. At least one I&I preferred.

Colour Code: Blue.

Summary: Squad required to clear area prior to media event, sponsored by Third Eye. Crowd control, gang monitoring, standard street clearance.

Coverage: Third Eye.

Consolidated Bonus Scheme: 300c. Plus 'performance' bonus from TE (discretionary) - 200c.

Payment: Per Operative.

SCL Increase / Decrease: 0.3

Setting The Scene

The squad are finishing the 'wash up' from the completion of the Blue, they are at a Third Eye mobile broadcast unit, de-briefing just about to start.

Their bag of 'confiscated' property, most of which is ex-SLA, supposedly to be returned to the Company, has not been catalogued and processed yet. The squad have a few moments before the briefing starts.

You can list the confiscated goods and they can decide what to do with each.

During the Blue the Op's encountered numerous members of the BloodPop gang, all of whom moved on with only slight skirmishes and mild beatings needed. There were a lot of vagrants and street traders from Soft Co.'s, and though none gave that much trouble, it was hard work getting them to clear the streets. Generally the BPN has been a tedious, aggravating experience, with a lot stressful encounters, any one of which could have erupted in to fatal violence or a full scale street riot. All this under the watchful Third Eye's nose, who were filming the BPN for a 'fact-u-mentary' on Op's and Blue's.

The BPN took a whole day to complete and the Op's should be feeling like they've earned every single cred. of their reward.

Haul from Blue BPN:

2 FEN 603's, 1 Enviro-scanner, 2 Oysters, 5 SLA Issue cell phones, 8 various fake SLA permits (trader), 3 sets of fake SLA employee (SCL 11) ID, 6 fake parking / placement permits (vehicle), 2 sacks of contraband Soft Company merchandise (t-shirts from Deth Jam), 1 attaché case (empty) with a 'Department of the Environment return to' number, 600 uni's in SLA 'marked' currency (traceable bribe money), 1 cred stick.

The terms of the BPN state all recovered property is by default owned by Third Eye, who will be responsible for returning it to the correct SLA Department. (This is 'standard' BPN terms, known to anyone with a SLA Info. of 2+.)

Getting Them To Take The Cred Stick

The Op's may not want to swipe the cred stick, them being goody-goody Slops and all, so you may need to be a bit clever and constructive here... you may not of course, they may be up for a little 'harmless' pilfering... but if you have to help them along: have the small mobile bus they're in (belonging to Third Eye) suddenly invaded by two gangers on the run from a Shiver Seargant ('Mac' Macey). One of the gangers can either lift the cred stick and plant it on one of the Op's, hoping to be able to retrieve it later. If this doesn't suit, have Mac bash the gangers in to submission, with the help of the Op's of course, and then have Mac either plant the cred stick on one of the Op's or offer it to one of the Op's openly, with a plea to 'take care of this', Mac will say something like 'I'll explain later, but it's vital this is handed to the proper authority and not to Third Eye.'

However it happens, and we know it may be a bit of a challenge, the Op's must start Scene One in possession of the cred stick.

Running The Game - Credit Where Credit's Due

The Op's may act in a number of different ways, and will certainly each have different ideas about with to do with the cred stick and the money.

The scenario can play itself out in a number of ways, depending upon their actions. Try not to railroad them too much, let them explore the supposed pro's and con's of the situation and how to handle it.

The Op's actions will, broadly speaking, fall in to one of three categories:

- 1) Take the money and try to spend it, either straight away or after a short break.
- 2) Try to give the cred stick back to SLA.
- 3) Sit on the cred stick (ouch! ☺) and see what happens.

The timeline involved will vary from option to option, and you can draw out the intervening times between the listed encounters (the scenes) to best suit the pace of the game and the Players.

We have outlined how the major NPC's will react to each of the three options above.

1) Take The Money (Open The Box)

The encounters will play out basically as we have listed them. The intervening time the Op's spend either sitting tight on the money or spending it, may result in some ad-hoc encounters with people who will want to relieve them of their new found wealth. Remember the WoP is built on commerce. It's all about business. And the Op's have suddenly become big business. Every salesman, every Soft Company, every SLA department with a sales budget, every street vendor, Financier, gang contact, fixer, Prop and some crazies in between, will try to sell the Op's something. In between these buying sprees, the scenes will unfold. The Op's will (naturally) become paranoid about their new status as 'new rich', and may fall foul of some basic cock ups as far as SLA is concerned: the resulting enquiries or chastisements will of course add to their paranoia as they think it's all about the money.

2) Excuse Me, Is This Yours?

The Op's will try to give the cred stick back to SLA. SLA don't want it. It's tagged by Cloak. You can play this one of two ways.

SLA keep the cred stick, or at least someone within SLA does, and they steal away in to the night, never to be seen again, with 5 million creds. None of those connected with the cred stick will know it has been returned as it's been pilfered from SLA. No one will believe the Op's have 'given it back', everyone, including Cloak, will believe the Op's still have it and act accordingly (as laid out in the scenes).

SLA will take the cred stick and log it as returned. Cloak will promptly have it delivered back to the Op's (anonymously) and notify Sien that the Op's have it. This will allow Cloak to tempt Sien out in to the open as well as to (potentially) bait the Op's as subversives, i.e. tempt them in to spending the money in ways that will open up the underground markets to monitoring by Cloak. This will stir things up just as if the Op's never handed it back in, except that Cloak will be aware the Op's are working from the outside of the theft, rather than the inside.

3) Cred Stick? What Cred Stick?

The cred stick's theft from Sien and then from BloodPop, will gradually filter down to the relevant interested parties and the scenes will play out. The cred stick and the money can

obviously be used by the Op's as a bargaining tool, and they may think they still have the option to give it 'back' to SLA...

There is a Yellow BPN detailed here that the Op's may be given as their next assignment, while they follow any of the above courses.

It can be used as a distraction and a bit of a tool to get the Op's out and about, thus giving those that need it access to them on the streets of Mort.

Remember, it's important to not be seen to railroad them too much in their decisions about what to do, and if they want to start spending the money: let them! They may not have too long to enjoy it...

The Next BPN - Yellow

BPN: SCL 10 – BPN Number 01036/591176-LD/RET-335.

Contact: Lance Druillen - Assistant Department Head, Department Of The Environment on; 4486/3097-RET/DTS-335..

Training Package Required: Any. (Squads Only.)

Colour Code: Yellow. (Retrieval.)

Summary: Squad required to retrieve stolen SLA equipment from Black Market known to operate from Blue Sun shopping Mall in Sector 480. Specifically: palm tops, Oysters and 4 mobile data retrieval stations (SLA Database terminals). Data must be recovered with hardware. data must remain un-read and un-corrupt.

Coverage: Station Analysis.

Consolidated Bonus Scheme: 400c. (Discretionary additional 'Department Bonus' of 300c.)

Payment: Per Operative.

SCL Increase / Decrease: 0.3

The idea of the Yellow is to get the squad out and about on Mort, digging around on the streets, looking for the Black Market, getting themselves exposed to areas where they can be got at by all those interested in tracking the cred stick as well as all those connected to it.

Scene Zero - Payment Due

Location: Third Eye trailer, on site, the 'de-briefing bus'.

Events: BPN de-brief, compile and give report. Decide on fate of confiscated SLA property.

Meet with Shiver Sergeant Mac Macy and a couple of BloodPop gangers.

Encounters: Third Eye rep. 2 BloodPop gangers. Shiver Sergeant Macey.

Action: Third Eye rep. will meet with Op's to sign off completion of Blue BPN, they will be authorised to credit accounts with the agreed amount of creds. and to swipe SCL cards with their security stamp to allow the increase to be written to the Op's personnel files and SLA records. This can be a chance to emphasise the Third Eye working relationship with Op's and a good opportunity to give a feel for Third Eye employees. Maybe they have a blasé attitude to dealing with Op's, if not disrespectful, then at least disinterested. Third Eye 'field' employees, those on the streets, all wear the standard issue bright Orange Jump Suit, with huge '3Eye' logo's and ID's on: they're big and brash, there to be seen and not shot at or endangered. The Third Eye contact can be a minor NPC, with no real bearing on the rest of the adventure, or you may want to hint that they can be developed as a contact for the Op's. You could use someone like Sheldon Lake, Assistant Corporate Liaison, assigned to the street filming unit, a dishevelled man in his mid twenties, scruffy and slightly unkempt, no sense of style or caring for trends, just a man who's all 'job', and good at it, focused and keen to get things right. Sheldon is not phased by SCL or corporate standing, he's interested in getting paperwork right and following SLA

procedure so that his Third Eye line managers (and he) is always in the clear. Sheldon will come in, bring some coffees or whatever drinks are preferred, and leave the squad with the relevant BPN completion papers, including some 'Property Find' sheets, he will then leave and give the Op's ten minutes to complete the forms. An Op with SLA Info. 3+ will be able to complete the forms, if a 20+ skill check is made, the Op's may notice that the forms have been partially completed by Sheldon to speed things up once they're filed with SLA.

If the Op's are not willing to swipe the cred stick, then the BloodPop gangers will burst in to the trailer: they're on the run from the Shivers and looking for somewhere to hide. They will be quickly followed by Sergeant Mac Macey. A brief scuffle will ensue during which either the gangers or Macey will plant the cred stick on one of the Op's. They may actually pull a switch with a different cred stick, so the Op's still have one to hand in, if they do, give the Op's (or one of them) an outside chance of spotting the different cred stick, but no chance of seeing where the real one is. Maybe a Detect or Streetwise at exceptional (20+) success.

Scene One - Sorry, For A Minute There I Thought You Said '5 Million Creds'

Location: Op's 'preferred' hang out.

Events: Discover cred stick. Discover amount in cred stick. Decide what to do with the money.

Encounters: Just the squad and any interaction with minor NPC's at their chosen venue.

Action: The Op's will retire to their favourite post BPN hang out, either one of their apartments, or maybe a street café / bar / club / whatever. One of the Op's will discover the cred stick when they are checking their gear. It will be an easy task to find out how much is in the cred stick (either Streetwise, Comp. Use, Comp. Subterfuge, SLA Info., any Business or Finance.)

The cred stick has no security attached to it, it's designed to be a one shot download in to any valid account on Mort. The amount of 5 Million creds will show once any investigation is done on the cred stick. The Op's will obviously have to decide what to do with the money. Let them get in to the discussion and make some decision, it's important that they come to a consensus on their intended actions.

Scene Two - Snatch

Location: As opportunity offers, somewhere on the street, an ambush spot with no regard for the safety of civilians.

Events: DarkNight ambush the squad for no apparent reason.

Encounters: DarkNight Insurgent Op and 14 conscripts. Hit and run ambush.

Action: The Op's will be ambushed by DarkNight, lead by Selina Trench (street name 'drop dead'). The ambush will be close quarters and sprung at the very last minute, giving almost no chance of detection, maybe outside chance for Streetwise, Tactics.

The ambush will start with a diversion, some kind of small explosion near by, in the running panic the conscripts will brush past the Op's attacking as they do, and then a general wrestling / brawl will ensue, with Selina looking to target the one she thinks has the cred stick. If none of the Op's have the cred stick, Selina will look to steal the Oyster or an SCL card / badge from whichever Op has the funds in their account. If the funds have been downloaded and shared between the Op's, Selina will simply target the easiest Op to hit and rob and aim to get as much ID from them as possible. The conscripts will fight for a fierce, brief moment then flee. Selina will be disguised as a street ganger / urchin and will make it look like a 'routine' robbery for SLA equipment.

The Op's will be able to fight off the DN conscripts, and should, with some effort, be able to capture Selina. She is deep undercover and may feed the Op's any old BS to get them off her case and throw them from her Insurgent Op status. This could include some false leads about the cred stick, or anything else she thinks they will 'bite' on, she will implicate anyone she

thinks will take the heat from her, including Third Eye, the Shivers or even BloodPop. If she genuinely fears for her life, she may strike a deal with the Op's, but only if she believes they can be bargained with. She may tell them of Sien and her involvement with DN and that Sien is the intended recipient of the cred stick and she will be coming after it.

Scene Three - A Visit From Price

Location: One of the Op's apartments.

Events: The Necanthrope Price will pay the squad a visit.

Encounters: Price the Necanthrope. Possible sighting of FireSky, Wraith Contract Killer, friend of Sien.

Action: Price will contact the squad Leader and ask to interview the whole squad, he will ask to make a visit to one of the Op's apartments, where the whole squad must be gathered. The interview must be within an hour of Price making contact.

Price will arrive at the Op's apartment dragging the very freshly slaughtered corpse of a BloodPop ganger, which has been turned partially inside out, he will ask if any of the Op's know why the gang are watching their apartment. This is of course a red herring of a question, and Price will be using it to play the Op's, getting them nervous. The real reason Price is there is to find out about Sien, and whether or not she has contacted the Op's. Price will only ask direct questions once he thinks the Op's are confused as to his real goals (which they of course will be). He will give the Op's a data slug and tell them to use it to contact him should Sien contact them. He will reveal nothing of his real motives and will not mention the cred stick. If the Op's are panicked in to revealing the cred stick and it's millions, Price will ignore it and simply emphasise the need for them to contact him should Sien make contact.

One of the Op's may get a glimpse of FireSky watching the apartment from an adjoining roof top. FireSky is not there to take a shot, merely on reconnaissance, to gather intel and to report to Sien so they can make a decision about what to do next.

Scene Four - Sien Comes Clean (Well Almost...) & DarkNight Blows Stuff Up

Location: On the streets, away from any SLA location.

Events: Sien contacts the Op's and wants to talk about the cred stick.

Encounters: Sien and FireSky.

When the Op's are out and about, either on a BPN, general snoop around regarding the cred stick, or maybe just out shopping or relaxing, Sien will contact them.

Sien is Streetwise and very paranoid about SLA so she will choose the location carefully.

FireSky will be nearby, and will always have a clear shot at the Op's who are with Sien. Sien and FireSky work as a team, and Sien will not compromise the Wraith's sniping position.

Sien's one big weakness is that she's an idealist. She will try to talk the Op's in to returning the cred stick to her, maybe offering them a cut, but insisting the vast majority is returned. She may allude to being on an undercover Cloak Grey, she will certainly have her Op's identification on her, which will check out on any SLA Database searches (courtesy of Cloak).

If all else fails, Sien will tell the Op's the real reason she wants the money: to set up a Soft Company in opposition to DarkNight, to expose the corruption and double dealing that is done in the name of 'freedom fighting'.

During the whole of the encounter, Sien will very subtly try to find out the status of the cred stick and it's attendant finances: does one of the Op's have the cred stick, how much has been downloaded to what accounts, who knows of the cred stick and it's find by the Op's, etc.

Sien will certainly be outgunned by the Op's and she will know it. An open confrontation would simply result in Sien's death.

There may be an outside chance that Sien can snatch the cred stick (if it's still unused) with covering fire from FireSky. If this very slim chance presents itself, Sien will take it. It will also be a good time for DarkNight to start their revenge strike on the Op's and Sien.

If at any stage during the encounter the Op's try to take Sien prisoner, she will fight back and FireSky will open up, it will be a fight to the death. DarkNight will wait until the first casualty, and then trigger their ambush. If the Op's kill Sien quickly, then FireSky will simply stalk them to eliminate them one by one, starting by using the DN ambush as cover for his sniping.

DarkNight will attack in force, with a unit of 15 conscripts, lead by a Prop, Misty.

The DN strike team are there to make a public display of ambushing the Op's and causing as much damage and death as they can. The Op's will be targeted relentlessly and the DN team will not bug out until it has killed at least one of them, or they take 60% casualties.

If you get the opportunity, you can put a twist in here. If the Op's have previously met and then not captured Selina Trench (street name 'drop dead') (for whatever reason), she can turn up at the last minute and actually fight with the Op's. This can be as she believes they are ripe for recruiting, or out of a sense of 'street cred', paying back a debt ad all that. She can also be used to tie up FireSky...

During the ambush encounter Sien will be killed, it may be by the Op's or by DarkNight, or maybe mistakenly by Selina Trench. her death must be visible to the Op's, they will be credible witnesses to Cloak / SLA, and of course it will also convince them that a replacement for Sien is really needed...

Scene Five - Cloak Wrap Things Up

Location: To suit. Impromptu meeting with DarkFinder.

Events: Met by DarkFinder, offered chance to take place of Sien.

Encounters: Cloak Operative: Mr Wilson. (DarkFinder from Subversion Finance)

Action: The DarkFinder will risk confronting the Op's direct as he wants to keep the undercover operation alive and knows the Op's are in deep enough to not be able to say no. The DarkFinder may arrive with the Shivers, hot on the heels of the DN ambush, catching the Op's during the de-briefing stage. Mr Wilson will use his SCL to get direct access, and may also use it as a small display for the benefit of the Op's to underline how well connected he actually is.

When Mr Wilson meets the Op's he will make the offer and make it plain that a 'no' from them would mean things could go badly for them in the very near future.

If they say yes and decide to set up the fake DarkNight cell, Mr Wilson will explain that the current operating cell in this sector will be erased, leaving them room to open the new cell.

Contacts will be provided and a SLA Op deep undercover within DN will vouch for their cell and get them started in the DN network for recruiting and meeting other DN Op's.

Essentially this scene is a 'wash up' so you can mess with their heads if you want.

You could make the undercover SLA Op, and their future contact, one of the people they already know in conjunction with the cred stick, i.e. Selina Trench, or maybe even Sien, if you want to twist things back round and bring her back from the 'dead', maybe an LAD procedure that has changed her personality.

Mr Wilson will stress the 5 million creds are to set up and fund the cell for a two year period, and that all of the necessary accounts, fronts and Soft Company book keeping will need to be in place to ensure that if the Op's die, their successors have the remainder of the funds to use.

The Op's will be encouraged to come up with their own story for leaving SLA, and setting up the DN cell.

If you're feeling particularly mischievous, you can hint that Mr Wilson is likely to be the only person in Cloak who knows about this operation, and if the Op's were to kill him, they'd be home free with the 5 million...

Shiver Seargent: Jonathan 'Mac' Macey

Description:
SLA DataBase:
Word On The Streets:
Friends And Contacts:

BloodPop Gang - Leader: Lars 'lucky' Moleson, Fixer: Ricky 'Moose' Gooson

Description:
SLA DataBase:
Word On The Streets:
Friends And Contacts:

BloodPop Gangers

Description:
SLA DataBase:
Word On The Streets:
Friends And Contacts:

Necanthrope: Price

Description:
SLA DataBase:
Word On The Streets:
Friends And Contacts:

DarkNight: Insurgent Op: Selina Trench (street name 'drop dead'.)

Description:
SLA DataBase:
Word On The Streets:
Friends And Contacts:

DarkNight Conscripts:

Description:
SLA DataBase:
Word On The Streets:
Friends And Contacts:

Sien: SLA Operative.

Description:
SLA DataBase:
Word On The Streets:
Friends And Contacts:

FireSky: Wraith CK, SLA Operative.

Description:
SLA DataBase:
Word On The Streets:

Friends And Contacts:

Prop: Misty.

Description:

SLA DataBase:

Word On The Streets:

Friends And Contacts:

Cloak Operative: DarkFinder: Mr Wilson (blue hands).

Description:

SLA DataBase:

Word On The Streets:

Friends And Contacts: