

When duty calls

Kick Murder Operatives are the elite of SLA Industries training packages, quiet, fast and deadly. Trained in assassination and espionage these operatives are the 'sneaky-ninjas' of SLA Industries.

If you want to sneak around, kill people from behind and generally be an up front melee combatant, KMS is for you.

Trained at Orange Crush University, on Morts only moon, Kick Murder Operatives come out feeling special, feeling elite.

Kick Murder Squad

Character Generation

Attributes

Dexterity and Strength are important for the sneaky-ninja types, due to the amount of skills in Dexterity and Physique that will be appropriate.

For those wanting to go Contract Circuit, KMS is perfect due to the hand-to-hand and weapons training. If this is the case, you may also want to have a decent Charisma to build from.

Skills

Kick Murder Operatives will usually have a flair for the spectacular and may have some training in Martial Arts before joining the company.

Also, these characters tend to know how to get around without being seen.

Drive Motorcycle is also very popular with these Operatives as it gives them the 'Bad Guy' look.

Being the sneaky type, sleight of hand is not uncommon either.

Ebons and Brain Wasters tend to have moderate to high Protect skills along with Enhancement, Telekinesis and Blue or Red Thermal.

Reality Fold is also quite popular due to the mobility it grants.

Advantages

Vehicle, for the motorcycle, Good Reputations, Looks and Figure are very important and Ambidexterity gets you even more attention, not to mention helps a little in combat.

Disadvantages

With their flamboyant natures, Arrogant and Bad Reputations seem to permeate this package more than others, as with Psychoses.

Choosing Equipment

Weapons

Kick Murder Squad weapons seem to have a bit of either elegance or brutality depending on the attitude of the character, and run the gamut of what SLA Industries has to offer.

Mostly, KMS Operatives prefer the melee weapons to the ranged due to their up-close-and-personal style.

Melee

Every KMS Operative has one melee weapon that stands out and defines who and what they are.

The brutal, get in and get dirty KMS Operative prefers the heavier, more brutal weapons like the Chainaxe or Power Claymore.

The more elegant and stylish Operatives will favour weapons more like the Vibro Sabre and the Power Disc.

Thrown

Everybody knows that thrown weapons are cooler for the camera than the normal melee weapon.

When range is needed, the job usually calls for silence and an array of silent thrown weapons are available for the discerning KMS Operative.

The Bosh SLA Blade, the MAC Knife and the MJL Power Disc are all good throwing weapons to choose from.

Firearms

Pistols

With so much time and energy spent on melee skills, the KMS Operative will be a little lacking on firepower.

The standard FEN 603 with a silencer and flash suppressor is perfect for the beginning Operative.

Add to that a GA47 and you are ready to go.

Rifles

Rifles are the bane of KMS Operatives. Their range leaves nothing for the amount of time put into training by the Kick Murder Operative.

Sneak up on your opponent, the chances of them escaping are much lower that way, leave the rifles to the rest of the squad.

Armour

Flashy, cool, silent, unobtrusive and cool are the keywords when picking out your armour.

Blocker is a good starting point, Karma armour if you can get it. But you should always have your eyes set on Silverback or Crackshot.

Equipment

Make sure you pick up some climbing gear, an ECM body suit (or cape), some IR/UV goggles and lockpicks.

If you are so inclined, grab the Boopa ?Pulse Rush? Injection system and some drugs.

The BPN

Before the BPN

Make sure the camera is rolling! Without the media, you have no airtime, without airtime, you are nobody and all those cool flashy skills of yours are going to waste.

Also, make sure your squad leader has obtained all the necessary information on your target, his whereabouts, his weapons and his associates.

Not to mention all the appropriate paperwork.

During the BPN

Kick Murder Squad Operatives will usually spend their time during the course of the BPN finding ways to sneak up on the target, possibly working closely with the Scout.

A good plan is to stick close to the Business Operative or Squad Leader and work your way in as a ?second in command.? This will let you keep close to them in a bodyguard type of role, allowing you to be present on many interviews that might turn out the wrong

way.

When the target is found, either go in first and take care of them, or surprise attack them from behind in the middle of combat.

After the BPN

As with the Death Squad, check out your gear, make sure it is in good working order. Don't forget to talk to the media and the bystanders to build up that reputation. Then head off to the Pit for a night of beer and social interaction, letting people know who you are and what you have done.

After that, its home to watch yourself on the TV.

Investigation and Interrogation

Why?

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Every successful Department, Company and squad should have an I&I Operative on their roster.

Usually the I&I Operatives are the curious and determined people who care more for finding out what is going on in the world around them, or why. A dangerous occupation in the World of Progress to be sure, but also a very profitable one for Operatives who know how to use the knowledge that they find to the best advantage.

Character Generation

Attributes

Diagnose, Concentration and Charisma are extremely important to this training package,

allowing the Operative to do research and interview the various people they may come into contact with in order to complete their goals.

Cool is usually above average considering the amount of violent crimes that occur on Mort.

Skills

Skill selection should be focused around obtaining and presenting information. Interview, Streetwise, Detect and Communicate are essential. Forensics, Pathology, SLA Info and Rival Company Info are also very important.

Follow these up with Lockpicking (Manual), Photography and Computer Use and you have a nicely well-rounded Investigator.

Advantages

Good Reputation with SLA Administration or Downtowners is useful. Also, good vision, good hearing, good speech and good timekeeper are great additions to this character type.

Disadvantages

Minor/Major Enemy (for some wrong done in the past) can be a decent choice, as well as Medical. Try to stay away from Bad Reputations and Psychoses.

Choosing Equipment

Weapons

I&I Operatives usually prefer easy-to-use, not-to-flashy weapons that get the job done quickly to the more flashy and brutal weapons.

Weapons for the I&I also serve a double purpose, that of tools. Intimidation is always a factor, and the ability to use a weapon in a non-traditional manner may be of great benefit at times.

Melee

A good knife is always a plus, for its many uses outside of combat. Baseball bats also make wonderful intimidation tools.

Thrown

Concussion and Gas grenades. What else allows you to knock people down and out, while still being able to get the information you need.

Also, by using these instead of the more deadly thrown weapons available, you can possibly get a bonus for the apprehension of criminals instead of the usual bounty for bringing in their dead bodies.

Firearms

Pistols

Choice pistols will consist of functionality and intimidation, and you should always carry a good backup hidden somewhere.

SLA Industries provides the most reliable backup pistol available on the market, the FEN 603, upon graduation from Meny, but what it has in reliability and ease of use, it lacks in intimidation value.

To counter this, a BLA "Blitzer," GA 47, or some other larger frame pistol should be used as a primary firearm.

Rifles

Shotgun, period, end of story. The best all-around intimidation with the ability of taking out doors with ease make this the greatest asset to I&I Operatives all over the World of Progress.

Also, with the ability to change between slug and shot rounds, control of how much damage you cause is simply a matter of changing clips.

Armour

Blocker is a great starter, but the savvy investigator knows that Exo-Heavy is what you really need. Also, a good assortment of normal clothing should also be bought often, to keep up with the styles of downtown when travel there is needed.

Equipment

Investigators will need highly specialized equipment for their job. Environmental scanners, Oysters and cellphones are especially handy for this training package. Also, a cheap camera and a way to develop the film can also help in Investigations.

The BPN

Before the BPN

Do the research! Find out what the people are like in the area that you will be going. Talking to these people can save you a lot of headaches and false leads in the long run.

During the BPN

During White BPNs, the I&I Operative will more than likely take the forefront until combat starts.

Make sure that everybody knows who you are going after, why, and what they may come up against. Your squadmates are there to complete the job just the same as you, and need to know what they are up against.

During BPNs of other colour codes, the I&I will usually take a more backseat role depending on what is going on.

After the BPN

File the notes you have gathered for future reference, everything you learn now may help you out later.

Also, keep the names and numbers of the contacts you made while out on the BPN somewhere that you can find them. The more people you know, the more information you have available to you.

Also, make a list of the loose ends so you can tie them up later

Strike Squad

Why?

Operatives that take the Strike Squad training package will quickly find that they are probably the most well-rounded Operatives in the squad.

A valuable asset to any squad, Strike Squad is sometimes seen as a not-so-desirable training package. On the contrary, every squad should have at least one.

This guarantees the squad to have someone trained in vehicles and paramedic skills, both very valuable.

Character Generation

Attributes

Attribute selection will vary depending on how you envision the character.

Any character can work well as a Strike Squad, and therefore, attributes do not matter as much with this particular package as they may with others.

Skills

Since the Strike Squad package starts out well-rounded, the skills you pick should focus them more.

Enhancing your Paramedic skills are always good, and combat skills are also an excellent choice, although Charisma based skills such as Leadership and Interview are extremely valuable.

The Strike Squad character is best used to fill in gaps that may be missing elsewhere.

Take a look at all of the different packages and decide from there where you would like

to specialize. The I&I and Medical package, coupled with some Death Squad really make these characters shine in the squad.

Advantages

A vehicle is always a good choice, nothing to fancy, just something to get around in. Also helpful are Good Luck, Good Info, Exceedingly Cool and Advantages catering to the senses.

Disadvantages

Since the Strike Squad represents the majority of Operatives on the planet, I would say that nothing really major should be taken.

Maybe a few ranks in Bad Luck or Dependent, just to give them some personality outside of the mainstream. Basically, take something you normally would never take.

Choosing Equipment

Weapons

Strike Squad Operatives are usually trained for support, taking this into account, a good range of weaponry should be chosen.

Strike Squad Operatives, like the I&I, prefer weapons that get the job done quickly, although, they seem to be a bit more brutal than their I&I counterparts.

Melee

Basic Strike Squad training usually involves the use of the GASH Pacifier Baton, get one. They are worth every credit spent in the right hands.

A knife is also very important to the budding SS Operative, a weapon, and a tool, serving multiple functions, just like the Operative.

Thrown

When it comes to thrown weapons, two words come to mind, Gas and Blast. These are the least lethal grenades and can be used to really clear a place out.

Firearms

Pistols

Always prepared for multiple situations, the Strike Squad Operative will be found with at least two pistols.

A small calibre weapon for unarmoured targets, also doubling as a backup weapon, and a larger calibre weapon for the tougher challenges.

Also, the FEN 204 makes an excellent choice for a standard weapon due to its high ammo capacity and decent stopping power.

Rifles

There are many good rifles on the market, including shotguns that the Strike Squad will find useful in many situations.

Although the heavier weapons are generally not used due to weight, bulkiness and

amount of wasted ammunition.

Armour

Exo-Base or Ex-Heavy is the smart choice. You will be on the front lines of encounters more often than not if and when combat is initiated.

Upgrading to Crackshot, or if luck and skill has it, Silverback, is the ultimate dream.

Equipment

Equipment should be purchased to compliment your skills, the staples being a Medical Kit, Flashlight, Nava-Map, Motion Scanner and Enviro-Scanner.

The BPN

Before the BPN

Take up the slack in whatever area the Squad is weak.

That is what you are all about. Make sure that if someone needs help, you help. If something needs to get done and you don't have the appropriate Training Package in the squad, you are probably going to be the only one with the requisite skills to do it.

During the BPN

Not as intimidating as the Death Squad, and more up front than the Scout, you take up the position of bodyguard more often than not for the Business or I&I Operative.

This is a good thing, most of the time one of these two packages will be talking to the Media.

Also, if someone needs to talk to the SHIVERS, you are that someone. You have the same training as them, so you can understand them a little bit better.

Not to mention that more than likely, you trained with a few of them.

After the BPN

Make sure that anything that was used is replaced.

Keep an eye out for things that may come in handy in the future, for your use or the use of the squad.

In the unique position you occupy in the squad, you want to make sure that everybody else has the right equipment also.