

## **Traffic SLOps...**

a Blue BPN by KLForbes

SCL: 10

Colour Code: Blue

Department: Shivers

Training Package: Any

Bonus: 50 credits/Op

Coverage: Third Eye News

BPN Code: SH6745705/DT3.21

Operatives needed to assist SHIVER detail at intersection of Chevy and Dodge streets, Downtown Level 3, Sector 21.

Contact Capt. Belgrade Harris, Shiver Unit Operations at 37-101-0026-5684

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### Objectives:

1. Assist SHIVER traffic control detail until traffic lights are restored.
2. SHIVERS will direct traffic, Operatives are responsible for quelling any disturbances that may develop.
3. Operatives will be responsible for the safety of the repair crew while they perform their duties
4. Do not leave area until repair crew is finished and traffic lights are working.

### Details:

Twenty minutes ago, two rival gangs – Kobra Khan and the Manic Mongooses – were in the middle of a gunfight in the area, one of the cars involved in the disturbance lost control and ran into the lightbox, disabling the traffic lights at this intersection.

MLE units arrived on-scene first, but were eliminated by the gangers that are still fighting in the area. SHIVER units were dispatched to take control.

At this time, the SHIVER unit commander on location is more worried about civilian safety and traffic flow than the gang members, but the continued firefight is making it difficult to get the intersection cleared.

The Kobra Khan vehicle is still blocking the lightbox and the gang is attempted to recover it, and the Manic Mongooses are trying to stop them.

Until the firefight is over, the SHIVERS will have a hard time getting traffic moving again, and rush hour starts in two hours, traffic flow MUST be restored, this area is just outside a major industrial area with hundreds of employees that are getting ready to go home.

### The SHIVERS:

In the middle of the intersection is a small group of five SHIVERS, four using riot shields, and the fifth standing in the middle of the group trying to direct traffic. As the Operatives arrive, there is another group of SHIVERS being removed from the scene by Medical Corps.

The assistance that the SHIVERS need, at this time, is to get the gang members away from the intersection, they have little care how this is done.

Once this is completed, the SHIVERS will provide additional instructions for the Operatives. SHIVERS are not used to having Operatives working for them, they are accustomed to being at the beck and call of crappy Operatives, they WILL take advantage of this (there is a coffee shop and bakery

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close by).

Kobra Khan gangers:

There are approx seven Kobra Khan gang members in the area, trying to retrieve the car they stole from the Manic Mongooses, and its three passengers, from the street.

Kobra Khan will not leave until they can at least get their fellow gang members from the car, but they cannot retrieve the gang members due to fire coming from the other gang.

One of the gang members in the car is dead from a gunshot wound to the head, this ganger was driving. The other two gang members are wounded and taking cover in the floorboards of the vehicle.

Manic Mongoose gangers:

There are fifteen Manic Mongoose members in the area, they want their car back and will not leave the area until it is retrieved, or they face overwhelming firepower (someone starts shooting more than CAF and Browbeater rounds at them).

The repair crew:

The repair crew will not be able to fix the lights until the car is removed, and will not risk their lives to fix the lights during a raging fire.

If the fire is over, they will be able to fix the box within 30 minutes.

Both gangs are using civilian cars on opposite sides of the street for cover, making things very difficult for the SHIVER unit that is in the middle of the intersection.

This is causing some very serious stress on the civilians in the cars as they try and get out of the area, some of the cars farther down the street are trying to turn around, further cluttering the area.

Road-rage may also play in after the fire is over due to some of the civilians have been stuck here for almost 30 minutes and want to get home.

The gangers are all armed with CAF weapons, bats and knives; have 10 HP and the following skills: Pistol 3, 1-H Club 4, 1-H Blade 4, Drive Civilian 6, Streetwise 8 and are unarmoured.

The repair crew is not carrying any weapons and is not armoured.

The SHIVERS are standard units from the back of the Karma Sourcebook.