

*"It's just a friggin' Blue! How hard can it be!"*

As a GM you know the score. But maybe it's time to remind / reveal it to your PC's. This BPN is designed to give the Op's a taste of the Hell that is dealing with SLA sub-departments. The full force of the SLA beaurocratic juggernaut can be brought to bare on the Op's, frustration and disbelief are key reactions.

We begin at the beginning, at The Crib. Even if the Op's are toughened veterans, it may do them good to go back to their humble roots, back to the time when they had to *apply* for a BPN.

For starting players, this will be a chance to fix The Crib and the SLA paperwork machine forever in their minds.

SCL: 10

Contact Department Of: Administration

Training Package Rec.: Any

Colour Code: Blue

Summary: Squad of Operatives needed to sweep and check designated apartment blocks. License inspection. Contact Mr. Lewis Gunn on; 424/648-99021.

Coverage: Station Analysis

Consolidated Bonus Scheme: 300c

Payment: Per Squad

The Crib is a huge building, something akin to Wembley stadium in size, with a domed roof and eight gargantuan pillars reaching from floor to ceiling. The Crib has the feel of a cathedral, with the walls being covered with hangings, paintings and vid screens, showing the past deeds of squads whose careers have all started here. There are flags and drapes hanging from the ceiling, streaming down hundreds of feet to gently sway in the sparse breeze. The lighting is subdued, the darkness pierced by beams from the ceiling windows. A smoky atmosphere, with wisps of vapor coming from the thousands of wet Operatives as they begin to dry out in the muggy closeness of the Crib's main hall.

The main hall is open plan, with thousands of benches, tables and vid stations dotted seemingly randomly over the floor. Operatives report to the circular main desk in the centre of the hall, then take a seat waiting for their number to be called.

Around the edge of the main hall are hundreds of smaller steel doors, each with a neon sign above it. When your number is flashed at one of these doors, you have two minutes to get inside and apply for the BPN, after this, your chance has gone and you must re-register at the main desk.

Once the Op's have spotted their number and have managed to get inside the cubicle (this may take two or three attempts) they will be seen by their designated BPN clerk. BPN clerks can be as helpful or as obnoxious as you like, their only concern is to relay the information about the BPN to the Op's and to get them to sign for it's undertaking.

BPN clerks care nothing for the squads themselves, and they will enforce the ten minute limit on each squad while in the cubicle. The clerks will show the Op's a number of BPN's until they select one, or they may offer them one, based on their records of the squad and the allocation system.

Suggested stats for a BPN clerk are:

STATS	Range	Skill	Rank
Str	5-8	Detect	6
Dex	6-9	Rival Company	5

Dia	5-9	SLA Info	8
Conc	6-10	Literacy	7
Cha	5-8	Streetwise	5
Cool	6-10	Interview	7
Hits	11-17	Communiqué	7
		Computer use	6
		Psychology	6

You can either play BPN clerks as SLA personnel of SCL 11 (nominal employees) or as fully fledged Operatives, maybe who have been forced in to the job through injury or disciplinary. All BPN clerks will be armed, the choice of weapon is yours, a minimum of a FEN 603 is suggested.

Each BPN booth contains a desk with a vid terminal and computer as well as a drinks machine. Some may be partitioned by bullet proof glass, some have surveillance cameras and a few have static site weapons mounted along side the camera.

### The BPN

The BPN is for a squad to sweep through two apartment blocks, both in Suburbia (bordering slums of Upper Downtown), sectors 318. The Op's are checking licenses for pets held in both blocks. Lewis Gunn, from the Department of Administration will give the Op's a detailed list of the three hundred and eight citizens with registered licenses. The Op's are to check that the licenses match the pet description, noting any discrepancies.

The squad is also to undertake ten 'spot' inspections. They must use their discretion, to inspect ten random apartments, checking for unlicensed pets.

Lewis will give the Op's three 'blank' termination warrants for unlicensed pets, to be completed at their discretion. A bonus of 50c per warrant used is offered. The apartment blocks must be checked the day after the BPN is issued.

The SLA beaurocracy machine comes in to play when the Op's try to either check for licenses applied for, or check up on any citizens who have pets they say they have licenses for. There are nine different departments that any citizen could apply for a license from. The Dept. Admin. is just one. Just because a citizen is not on their list, does not mean they are not on *someone's* list as having a license.

You may want to give the Op's a chance to find this out, maybe through SLA Info, or a 'friend'. Either way, they have now got to make a decision. Either go with the BPN as is, ignoring the other Depts. and the fact that some of the pets they find will have licenses with other Depts., or they can try to obtain lists from all of the other eight depts., doing a completely thorough job.

### What's Really Going On

The BPN is in fact a cover operation.

Station Analysis have been commissioned by Internal Affairs to uncover a suspected Black Order operative hidden in one of the blocks.

It is hoped that by having a squad of Op's poking around, asking questions and searching the place, the Black Order suspect will break cover.

The Dept. of Admin. are blissfully unaware of the cover operation, as far as they are concerned, the BPN is legitimate.

As the Op's sweep through the apartment blocks, they will encounter hundreds of citizens, most of them harmless and benign. Some of course will resent the intrusion, but will still be innocent bystanders. A small minority may have unlicensed pets, and then there is the Black Order operative. Just to confuse things even more, there is an undercover Operative, working a White, resident in one of the apartments, and he has (of course) an unlicensed pet.

We have listed ten encounters, including the Black Order Op and the undercover Op, play them out in any order you want. remember to fill the scenario with innocent, trivial, annoying happenings, just to grind the squad down even more.

1) Mrs. Jones. Right license for correct pet. Mrs. Jones has a license that is in good order, and her pet, a small Poodle, is completely legal. However, Mrs. Jones has a guilty conscience. She acts suspiciously, being most uncooperative, maybe even being abusive. She is a small, wiry woman, with a pale complexion and a loud voice. She insists she knows her rights and will not be frightened or bullied in to anything. Very provocative woman.

2) Mr. Beel. Right license, right pet, wrong address. Mr. Beel has moved from his old place in Upper Downtown, but has failed to register the new details on his license. Mr. Beel has six pet snakes, each well over twelve feet long, none poisonous. Mr. Beel will try to bribe the Op's, offering them 10c each to look the other way until he gets a chance to go down to Dept. Admin and change the details. Mr. Beel is an agreeable man, who just wants an even break. He has a nice apartment and a clean record.

3) Ms. Hurly. Ms. Hurly has a completely unlicensed pet. She has not got any permit, from any SLA dept. Her pet cat is large and friendly, and has been with Ms. Hurly for some years now. Ms. Hurly is in her late thirties, she is a professional woman with a promising career with Third Eye. She will do almost anything to keep this from going on her record, and she promises to get a license first thing tomorrow. Ms. Hurly may hint that she could be a good friend to any squad that helped her in her developmental years at Third Eye.

4) Harry and Martha Klows. Completely inappropriate license for their two pet dogs, a pair of huge Dobermans. Harry and Martha have a livestock license, naming the dogs as breeding stock for a farm. They have no idea where they got the license or where they should get the right one from. Harry is a Gauss Train driver, Martha has a cleaning job, both are just normal working 'Joe's' who happen to love their dogs. Martha will get hysterical at the slightest suggestion of anything happening to her 'babies'.

5) Mark Derryl. Right license, right pet. Mark has the appropriate license for his pet monkey, but doesn't know it. He will act most suspiciously, denying the Op's access to his apartment, and claiming he has no pet. It will become obvious to the Op's that Mark is hiding something, but he isn't. All he has is an incredibly paranoid nature. If pushed to reveal his monkey (called Sam), Mark will claim it moved in yesterday, don't know where it came from or whose it is. If Sam is removed or killed, Mark will threaten legal action, suing for breach of contract regarding the ignoring of his (suddenly found) license.

6) Dead Occupant. Pet Crow. The occupant of this apartment, one Mr. Hinkley, has been dead for several days now. There is a faint smell of decay coming from his apartment and the odd crawling. If the Op's break in they find Mr. Hinkley sprawled out in the kitchen, apparently having died from a heart attack (he is in his late forties). Hinkley's face and eyes have been pecked out by the crow, who has started to claw in to his stomach. There is a permit for the crow in among Mr. Hinkley's

personal effects, as well as insurance documents stating that all property reverts to the Dept. Environment upon his death (who he worked for).

7) Capriano Family. The Capriano's consist of Leon, Mary and their eight kids. Each kid has a pet rat, none of whom is licensed. The rats are clean and appear friendly, they run free through the apartment, and there is little or no sign of their droppings. If pushed, Leon will offer to buy a license from the Op's, if this is not possible, Mary will offer to release the rats in to the wild rather than have them killed. The kids, aged between four and nine (you work it out), will be badgering the Op's the whole time they are in the apartment, going from maniacally happy to screaming in tears.

8) Empty apartment. According to the records, the apartment is being used by a Ms. Yulon Tyde, who is supposed to live here with her three parakeets. The apartment is empty and has been for some time, there is no sign of either occupant or pets, though the pet licenses were taken out only days before the Op's visit.

9) Black Order terrorist. Douglas 'neon' Farrant, waiting for orders for next assignment. Douglas is a recruiter and general nuisance maker, he is not a sniper. The apartment Douglas is in used to belong to Louise Knapp, in whose name the pet permit is held. There is no sign of her, and if the Op's follow things up, they will find she has moved away and now lives in Uptown with her RazorBall star fiancé Jamie.

Douglas is wired on Blaze UV, to which he is addicted. When the Op's come calling he will take the door off the chain and tell them to come in, when they do he begins firing. Douglas is basically out to lunch, a Black Order fanatic, he will see no chance for escape except through the Op's, he cares little for his own safety.

Use Props stats (Karma pp139), drop Haggie and Sleight, bump Rifle to 7, add Pistol at 5.

Once Douglas starts shooting, the Op's will have to take him out, he cannot be reasoned with.

10) Undercover Operative. Jason Heek, SCL 5 Human Operative. Jason is working a White for the Ministry of War. He is deep undercover and will not reveal his true identity to anyone. He has no gear or equipment that would give him away, though he does have a KK30, for which he has a special Ministry of War permit. Jason has a pet lizard, for which he has no permit. The lizard, a type of Chameleon, is the size of a small dog, and though harmless it looks quite ferocious.

Jason will be firm but polite with the Op's, saying he had a permit, but that there has been some mistake in it not being on their list. Jason will offer the Op's a 100c bribe to just look the other way. If the Op's kill Jason's pet, or confiscate it, he will become a Major Enemy for them. Jason is pretty deranged, he loves his lizard (Izzy) and will seek to bring as much trauma to the Op's who take it away from him.