

# The Tower

Depending on how the players approach this BPN, this can turn into an all-out battle to the top of a massive building or a stealth mission, or anything in between. Think of the movies “the Raid” or the Karl Urban “Judge Dredd”. Try to emphasize the bad conditions of a massive building at the wrong end of downtown and the madness of the civilian population tearing itself apart over not being able to watch TV.

## The BPN

“The tower” refers to a telecommunications tower that has gone offline at 01:53 in the morning. The players should get the BPN around mid-day. After contacting the department of recreation and entertainment the players are attached to a repair crew that is sent to the Sunrise Apartment Block in Muck Row area to repair the tower (which is installed on top of the roof of the building). Several APC of Shivers are already in the area. Homicides have gone up 500% since the morning and the players and the repair crew (led by senior technician Salter) will literally walk over bodies to make their way up to the roof of the building. The Shivers are doing the best they can to keep the situation in the streets and some lower levels under control. But they won’t go too high up into the building. The players will likely have to fight civilians (gangers, serial killers and some civilians) at some point.

Salter has been doing these repairs for decades and expects either a flock of Croaks to have nested in the tower and caused a short circuit or some drunk or high kid or ganger that tried to steal something and ended up frying themselves. Either way, he is mostly concerned with the civilians becoming more and more aggressive, the longer they are without TV.

*“Look, these guys haven’t had TV since 2 this morning. So they have missed all their favorite shows. That means they are rather grumpy at this point. Anyway, it will be a mess.”* - Joe Salter, Maintenance Tech, Dept of Engineering. SCL 10

*“It’s probably a bunch of Croaks nesting, since we are so close to the wall or some drunk kid trying to steal something that ended up frying himself. Either way, it will be a mess.”* - Joe Salter, Maintenance Tech, Dept of Engineering. SCL 10

*“Try and keep the civilian collateral to a minimum, if you can, but make sure my techs are safe. Either way. It will be a mess.”* - Joe Salter, Maintenance Tech, Dept of Engineering. SCL 10

## The Apartment Block

The Sunrise Apartments were originally planned to be housing for Wall Shivers. But due to the distance to the nearest gate the Shivers moved out quickly and since then it was primarily occupied only by civilians. Which means it is run down, rife with crime and generally in a bad state. A lot of the apartment walls have been broken down to make for bigger rooms and to allow freedom of movement for the criminal elements. The elevators haven’t worked in decades and the stairwells have broken down on some levels requiring detours to other stairs. There are multiple active gangs in the building and at least two serial killers. There is one brothel occupying one wing of the building on one level and an illegal casino on another. Both establishments are extremely unfriendly towards Slops nosing around.

## The Backstory and Conclusion

The reason for the tower going offline is a group of Darknight agents. They tried to hook into the tower to send a pirate broadcast, but their specialist got it wrong and short circuited the tower instead. There is still a cable running to one of the apartments on the top floor from where they were trying to broadcast. Most of the Darknight agents fled the area immediately and tried to take most of their equipment with them. But a few (depending on the number of players) have stuck around to maybe cause some damage.

## Places of Interest

The elevators are broken down and the Operatives will have to make their way up the building using the stairs. Since the stairs are broken down on a few levels, the players will have to detour across the level to make it all the way up. This will force interactions on various levels.

### Level 5 – Lucky 7 Casino

The first broken set of stairs that forces the SLA Ops to detour and work their way across a level is on level 5.

On this level is the **Lucky 7 Casino**. They do card and dice games but the majority of their business is betting on televised Contract Killer fights and various other TV shows (such as Gorezone, first killer to 5 kills and similar). The casino has been built by tearing down the walls between multiple apartments of one wing. The casino is mostly empty at this point. All TVs are currently showing fuzz. Various bouncers, a single waitress, 1 croupier and the manager are bored and a bit edgy. They will mostly hassle the crew and tell them to hurry up to get their TVs going again.

- If the players keep their cool, this should be a mostly easy group to bypass.

### Level 8 to 9 – the Slaughterhouse

Another broken set of stairs requires the Ops to cut across a level. These two levels are the turf of the Slaughterhouse gang. Their gang symbol is a butcher's knife, done in red. Butcher's knives are drawn or spray painted in red everywhere. The gangers are holed up in several apartments and waiting mostly for something to happen. They will attack on sight. They are about 15 human gangers of mixed gender, led by "Mother Blade". Their weapons are mostly knives, machetes, crow bars and so on. Some are on street level drugs, but they are mostly young punks. Mother Blade owns a MAC blade and a Klip Killer 20 (that is short on ammo).

- This is going to be a messy, chaotic fight, with more and more gangers coming in and pretty much fighting until they are put down. Mother Blade is competent with knives. She will only use her gun as a last resort.

### Level 13 – the House of Light

The next level that forces a detour is level 13. Here a wing of the block has been barriered off by the Skin Trade to make a brothel. The House of Light is home to various young prostitutes of various age levels and various stages of addiction and disease. There is a big sign above the barrier and two Props bouncing/standing guard. "Dominus" is wearing black armor, wears a skull mask and fights with a Chain Axe and has a Bully Boy Shotgun. "Zara Stiletto" is wearing worn down blue armor with a big "Z" on her

chest and wide brim hat and fights dual vibro sabres. She has a BLA 446M Derringer as a back-up or last resort.

- The Props will play it cool, since they are paid to be security and not to pick fights with the SLA Ops. They will however not back down and will fight if they feel insulted (Prop Honor is a dangerous thing to insult) or if the SLA Ops want to enter the brothel. They are ruthless, experienced street fighters who work well as a team.

### Level 17 – Sons of Steel

**Gang Hide-out:** Sons of Iron about 10 active members, mostly with knives, but some pistols and two shotguns, the leader is a male human called “Baron”. The gang symbol is the old Iron Cross painted in black. This gang is fewer in numbers than the Slaughterhouse, but they are more psychotic and better armed.

### Level 20 – the Rattler

This level is eerily quiet. The serial killer “Rattler” has made his home here. This male human serial killer stalks his victims and spook them. But with a large group (PCs and Techs) he will likely try and pick on the last in the row or a straggler. The Rattler has created a lair for himself by connecting three corner apartments vertically between level 20 to 22. Long chains hang from the ceiling with big hooks on them. He likes to display his victims by impaling them on these hooks and then watching them slowly perish. If forced to fight, he will fight with an assortment of weapons and half-remembered kick murder training. There is a bounty on his head (unrelated Hunter Sheet), but if the players end up killing him they will be surprised by getting \$500 a few days later.

### Level 25

**Darknight** apartments. Upon investigation of the Telecoms tower on top of the building the technician or the players will detect a cable running to a corner apartment on the 25<sup>th</sup> floor. This is/was the DK hideout. The walls to their apartment had been broken through to the two apartments on either side of it. Most of the Darknight equipment is gone and there are several explosive traps rigged in the place (doors, crates) to catch the SLA ops or shivers that come to investigate. In the confusion after the explosion, the Dark Night Agents will strike from nearby apartments. After the explosions and the fight at close quarters there will not be too much to do forensics on, but what equipment is left can be identified as stolen out of a Third Eye News van a few weeks ago and there is a recorded Channel Resistance clip hidden on a VHS tape behind one of the toilets in one of the Darknight Apartments.

### Flavor to add

- Yelling and screaming, fighting noises, behind closed doors, domestic dispute or serial killer? You cannot tell
- Open door, two dead bodies both female(one looks to be in her teens, the other in her 40s), multiple stab wounds from different implements. They do not look related. Lots of blood, one of the bodies is naked at this point one is only wearing an old t-shirt with the serial killer “Sour Blood” on it and the rest of the apartment has been thoroughly looted, with blood trails leading to other apartments on the same floor (i.e. they were killed and then the neighbors looted what was there)

- Quiet muttering through the closed door
- Empty elevator shaft. All others are showing “out of order” signs
- A door has been kicked in, the apartment ransacked. No inhabitant can be seen
- The lighting is flickering on an off, various bumps and screams can be heard through locked doors
- Two bodies are lying in a corridor. Both male, one seems to be dressed in a black leather jacket, that seems oddly out of place (expensive). He was shot in the face, so you cannot make out what he used to look like.
- A pile of trash, that shows some movement (of some small rodent, that runs off into the darkness)
- An animal-like, inhuman scream from somewhere a level or two higher in the building, that ends abruptly
- Trash and multiple layers of graffiti everywhere
- One level that is eerily quiet, there seems to be no movement. The sounds seem oddly muted and you have a feeling you are being watched, but every time you turn to look there is nothing. All the apartments are empty, and it seems that the air is stagnant and not moving.
- A slumped over body on the stairs. It seems to be a male dressed in shabby clothing. No signs of movement or breathing, no blood. Dead by a single bullet to the head (covered by a hoodie)