

## **SLA Industries Media Teams.**

### **News Teams**

These are the teams bringing Mort the news and current events. They are responsible for keeping the populace continually supplied with Violence, Death, and Company Names in yer face 24 hours a day. 3<sup>rd</sup> Eye is the most prominent, but there is a multitude of other companies with a licence to drive the streets, monitoring and filming Ops, Contract Killers, Civilians, Subversives, Terrorists and Serial Killers.

1 armoured van or Civilian Helicopter with Pilot/Driver capable of carrying a Third Eye professional grade editing workstation with 10 second delay for cutting, manned by at least 1 technician and 1 director.

Director will always have headset comms link to the Anchor & Camera/soundman. Director is responsible for the look and feel of the program. From gritty reportage style to documentary, most directors have their own style, and will have some basic experience making pre-recorded material before they are let loose on live news or Contract Circuit work.

There are no paired Cameramen/Soundmen, sound is usually sourced from the Camera's own microphone, base station technician usually has the job of clearing up any sound problems before or during transmission. This reduces personnel needed, and financial risk to the Company for damage to personnel.

Base station will usually carry either satellite uplink dish, or high power transmission mast, most legitimate teams use satellite uplink, but various illegitimate teams use masts & relays to make their transmissions. These are usually capable of Live feeds, but cheaper Burst transmission units are available for sending completed footage to the Media company for editing.

Outside team usually comprises of 1 Anchor, 1 Camera/Sound man, and depending on Rep/Location of reporter, 1-2 security. Outside teams are usually advised not to travel too far from the Base station without security present.

News teams are usually on long shifts, ready to roll at a few minutes notice, some hawk the areas they know are likely to have some action during the night or day, preferring to operate over set territories rather than Mort itself, and usually specific news items will be assigned to Teams familiar with the area involved.

### **Contract Circuit Teams**

Contract Circuit teams have differing needs, so generally have a different workload and operating pattern.

Roving Unaffiliated Circuit teams carry a standard team as described above, but also carry 2 Drone operators and workstations, Anchor team works the Audience while Drone controllers work the Playing field. Directors of Circuit media teams are usually more experienced at mixing from several camera and sound sources. Circuit Anchor teams are usually better supported by security too, especially if the anchor team expects to get closer to the action, possibly using combat experienced Anchor personnel. As unaffiliated teams are usually running on a cheaper budget, they might be found using their base stations close to the crowds, and using the lighter Panel Vans to run from as they are slightly more discreet. Unaffiliated teams also work freelance for the smaller Sponsors, who don't have the pull to get their Killer assigned a dedicated Media team.

Affiliated teams (those covering a specific killer) supporting a killer of reputation 5-7 will use light vans, with a 24 hour shift team working 1, and during matches, 2 drone stations. Directors don't work full time with these teams, preferring to give general outlines of how to film the killer in question, and guidelines of footage they want. Recorded footage will usually be edited later for transmission use. These teams are usually small, without security or Anchor personnel as the Media companies will usually run up to 10 Killers with 5 or so teams like this, to get general footage for sponsorship use rather than in depth coverage of the specific Killer. These teams often work with part time Camera Operators on the ground when sponsor events are taking place. Teams covering Killers at this level will usually only use the cheaper Light Drones.

Affiliated teams supporting a Killer of rep 8-10 usually won't have the camera operator, relying on voice over from an experienced Commentator/Anchor on top of 2-3 Drone stations, and a director with several years Circuit experience. Killer teams usually use converted APCs to run from if their budgets or reputations stretch to it. These teams will

carry a complement of 3 security personnel, lightly armed. With the greater budget, these teams will usually opt for the Heavier (armed) Drone models.

During slow periods on the Circuit, most Drones will be operated from the media company's headquarters rather than from Base stations. Even when base stations are used during these times, a Director & Technician may not be present, relying on recorded footage to edit later for screening.

### **Channel Resistance Teams**

Channel Resistance is DarkNight's media arm. Working in the shadows of the Legitimate Media companies on Mort, Channel Resistance works the back alleys, trying to drum up anti-SLA feelings, broadcasting the problems and suffering of the Downtowners, filming DN Infiltrators at work and generating as much footage for DarkNight's propaganda broadcasts. Sometimes Channel Resistance teams will operate live from Incident sites directly over SLA's legitimate channels, organizing hit-and-run pirate broadcasts to get maximum effect.

The darker side of the contract circuit, the Subversives, are a target for Channel Resistance, who also want to get in on the contract circuit, filming the downfall of SLA's favorite killers is always worth a few propaganda points. Using the more discreet panel vans and DN variants on 3<sup>rd</sup> Eye's equipment, Channel resistance broadcast using Hi Power masts, burst transmissions to avoid betraying their locations, and instead of Drones using Armed Tek Trex units wherever possible to get in on (and sometimes overbalance in favour of the subversives) the action. Channel Resistance teams usually work as discreetly as possible, and change location as often as they can. They also have a standing order to work with local DN Infiltrator teams to cover major DN events, sometimes DN organized rallies or Wall breaches.

As Channel Resistance is Subversive itself, all its personnel are armed, and usually have basic DN infiltration training including survival, combat and espionage. Channel Resistance has it's own agenda apart from the DN Infiltrators, so generally keeps itself to one side, never putting the real DN operations at risk by knowing too much about them. It works on tip offs from known DN operatives, aiming to be at specific places and times, without knowing exactly what the operation might be. Channel resistance runs 4 Light Teams in the general Mort area, covering Suburbia, and 1 Heavy Team (using an APC) in Downtown. Another 2 light teams work the Circuit filming subversives. Drone/Tek Trex Operators from Channel Resistance are usually more overworked tracking their Killers as they are understandably extremely reluctant to be implanted with trackers, so the Operators have to work in shifts to keep their affiliate covered at all times.

### **Pirate Media...**

DarkNight, through Channel Resistance, isn't the only Pirate Broadcaster. There are all sorts of illegitimate transmissions in the air at any one time, although pirates deliberately angling for anti-SLA sentiment inevitably get refinanced or at the very least infiltrated by DarkNight to make sure their angle goes the same way, so to speak.

One way of imagining Mort's Pirate Media Broadcasts is a bunch of subversives, possibly DN financed running what would amount to a cable access channel, running pretty much what they can get their hands on from the nutjobs in suburbia or downtown who can get their hands on illicit or black market recording gear, from Wayne's world wackos to underground alternative music acts

## Drones.

**Operating Skills required : Pilot Drone, Cinematography (Pilot Drone is a skill I've made up for this, as no other skill really covers it, any Pilot skill I suppose would suffice)**

### Light Drone

Kuresh Technical Media Light Drone Mk 3.

Transmission range : 4 miles

Triple lens configuration with Active IR/UV lenses with shock/vibration dampening, stereo microphones

Size : 70cm x 70cm x 70cm Spherical Drone

Speed : 40m/Phase

Armament : none

Armour : PV 4/ID 20

Cost : 3000c

Skills on Auto are as Dex 6, Sneak 4, Hide 4. While on auto will automatically follow pre-programmed individual, or homing device signal.

### Heavy Drone

Tyler Automation Services Heavy Media Unit

Transmission range ; 6 miles

Stereoscopic lens setup, with Active IR/UV. Software controlled vibration dampening. Stereo surround microphones for 3d sound

Size : 1m wide, 1.5m long, teardrop shaped drone.

Speed 30m/Phase

Armament : twin 10mm Machine pistol units. Each with the following stats :

Clip : 40. ROF 3. RCL 3(after built in damping). Range 15m. Only fires standard 10mm.

Drone operator designates target, or when fired upon, Drone will automatically return fire. Once target designated,

Drone fires as Dex 5, pistol 4.

Armour : PV 6/ID 30

Skills on Auto are as Dex 5, Sneak 2, Hide 3, Pistol 4. While on auto will automatically follow pre-programmed individual, or homing device signal.

Cost : 6000c

## Vehicles.

### Fen 0230 Media Unit

**As Fen 0227 Battle taxi, with modifications.**

Speed : 40m/Phase,

Weight : 7 Tonnes

Crew : 1 Driver

Passengers : 8

Armament : None – Defensive arms : 3 DA101 'Blind' Smoke Dispensers, 3 DA 240 Riot Gas Dispensers.

Cost : 130,000c – with Satellite uplink Dish & 3<sup>rd</sup> Eye Mobile Transmission & Editing Suite

PV 17/ID 500

Acceleration rate : 2.0

### Fen 2000 Transport Helicopter

Type : Helicopter

Max Speed : 100m/Phase

Movement : Twin variable angle turbolift

Dimensions : 7m length, 3m Width, 5m height

Weight : 6 Tonnes

Crew : 1 Pilot + Pilot/Navigator

Passengers : 5

Skill : Pilot Military

Armament : None – Defensive : 2 DA 240 Riot Gas Dispensers

Cost : 300,000 with Satellite uplink Dish & 3<sup>rd</sup> Eye Mobile Transmission & Editing Suite

PV 15/ID 600

Acceleration rate : 15

Turning Circle : 50 when moving

DMS Panel Van :

Type : Van

Max Speed : 15m/Phase

Movement : Rear wheel drive 4 wheeled independent Axle.

Dimensions : 5m Length, 3.5m Wide, 3m height

Weight : 3.5 Tonnes

Crew : 1 Driver

Passengers : 5

Skill : Drive Civilian

Armament : None

Cost : 35,000c with Satellite uplink Dish & 3<sup>rd</sup> Eye Mobile Editing Suite. Burst transmissions for uploading recorded material. Live transmission using 5m Mast.

PV 7/ID 250

Acc rate : .7

Turning Circle : 5

**3<sup>rd</sup> Eye Editing Suite** : Capable of receiving and previewing up to 4 incoming transmissions, with mixing, titling and effects facilities. Can record to slug (capacity – 10 concurrent slugs) or using 15 second delay for directors discretion can transmit via encrypted UHF to Company Headquarters using Satellite Uplink or hi Power mast. Includes sound and image processing and cleanup software.

Cost : 15,000c

**Drone Control station** : Capable of multi-tasking 2 drones with fully immersive helmet screen. Includes targeting and tracking software for Armed and Killer tracking drones. Damage, Fuel and Status monitors are standard.

Cost : 1000c

## Some Typical NPCs

<b>Director</b>			
<b>STR</b>	6	<b>DEX</b>	6
<b>DIA</b>	7	<b>CONC</b>	7
<b>CHA</b>	6	<b>COOL</b>	7
<b>HITS</b>	12	<b>KNOW</b>	7
<i>Circuit Info (INT)</i>			8
<i>Cinematography (KNOW)</i>			7
<i>Leadership (CHA)</i>			5
<i>Pistol (DEX)</i>			2
<i>Interview (CHA)</i>			4
<i>Computer Use (DIA)</i>			5
<i>Diplomacy (CHA)</i>			4
<i>SLA Information (KNOW)</i>			4
<i>Evaluate Opponent (KNOW)</i>			3
<i>Business Admin (DIA)</i>			3
<i>Elec Repair (KNOW)</i>			2
<b>Equipment</b>			
Headset Comms			
Several packs of Cigarettes			
Mobile Phone			
Cheap Suit			
<p>On a live broadcast, the Director is the last line before the transmission gets sent, live or otherwise, to the Media Outlet. They have usually spent several years doing studio work before they get sent into the wild. They need to think about presentation, the public profile of their target, how to play an audience with visuals, and how to keep their Anchor, and other personnel in line.</p>			

<b>Cameraman</b>			
<b>STR</b>	7	<b>DEX</b>	6
<b>DIA</b>	5	<b>CONC</b>	6
<b>CHA</b>	4	<b>COOL</b>	5
<b>HITS</b>	13	<b>KNOW</b>	5
<i>Cinematography (KNOW)</i>			8
<i>Elec Repair (KNOW)</i>			6
<i>Drive Civilian (CONC)</i>			5
<i>Unarmed Combat (STR)</i>			3
<i>Circuit Info (INT)</i>			3
<i>Pistol (DEX)</i>			3
<i>Mech Repair (KNOW)</i>			3
<i>Detect (CONC)</i>			5
<i>Photography (CONC)</i>			7
<i>Diplomacy (CHA)</i>			3
<i>Haggle (CHA)</i>			3
<b>Equipment</b>			
3 <sup>rd</sup> Eye Premium camera			
Battery Pack			
FEN 603			
Headset Comms			
<p>The Cameraman is the third component of a successful team, although guided by the director during a broadcast, the Cameraman must be fit, and know a fair bit about the whole job to know what to get, and how to get it. Often underrated in his job, the cameraman might end up getting a lot further into the action than he might like, without as much reward as the Anchor. Also technically skilled in the field.</p>			

<b>Anchor</b>			
<b>STR</b>	4	<b>DEX</b>	5
<b>DIA</b>	6	<b>CONC</b>	6
<b>CHA</b>	7	<b>COOL</b>	6
<b>HITS</b>	8	<b>KNOW</b>	6
<i>Interview (CHA)</i>			8
<i>High Fashion (KNOW)</i>			7
<i>Leadership (CHA)</i>			3
<i>Seduction (CHA)</i>			6
<i>Diplomacy (CHA)</i>			4
<i>Communique (CHA)</i>			5
<i>Business Admin (DIA)</i>			4
<i>Evaluate Opponent (KNOW)</i>			3
<i>SLA Information (KNOW)</i>			3
<i>Rival Company (KNOW)</i>			2
<i>Streetwise (KNOW)</i>			3
<i>Circuit Info (INT)</i>			6
<b>Equipment</b>			
Headset Mike + Comms			
Expensive Suit			
<p>The Anchor is most often the Public face of the Media company, so is often the more highly paid member of the team. They have a high public profile to maintain, and are often primadonnas, suffering the rest of the team's incompetence for their promotion to a spot with more airtime. Anchors are usually climbers, and not afraid to take risks with the teams lives, but inevitably answers to the Director. Up front and sure of herself the Anchor is confident and good at her job.</p>			

<b>Technician/Producer</b>			
<b>STR</b>	5	<b>DEX</b>	5
<b>DIA</b>	6	<b>CONC</b>	6
<b>CHA</b>	4	<b>COOL</b>	5
<b>HITS</b>	10	<b>KNOW</b>	6
<i>Computer Use (DIA)</i>			6
<i>Elec Repai (KNOW)r</i>			5
<i>Cinematography (KNOW)</i>			6
<i>Electronics (DIA)</i>			5
<i>Mech repair (KNOW)</i>			5
<i>Pistol (DEX)</i>			3
<i>Communique (CHA)</i>			3
<i>Photography (CONC)</i>			4
<b>Equipment</b>			
Tools			
Editing Suite			
Headset comms			
Laptop			
Keeps the teams gear going, and works on the editing of the footage with the Director. Also monitors the Killer when the team is affiliated, the Killer's tracking signal and physical status. Has to have knowledge of Film and Television to take the whole workload off the Director. Has to work very well in a team with the Director to get the best pictures, and also to work out any noise in the sounds and picture transmissions coming from the team. Maintains equipment, and preps transmissions.			

<b>Drone Operator</b>			
<b>STR</b>	5	<b>DEX</b>	6
<b>DIA</b>	6	<b>CONC</b>	5
<b>CHA</b>	5	<b>COOL</b>	6
<b>HITS</b>	10	<b>KNOW</b>	5
<i>Pilot Drone (CONC)</i>			7
<i>Elec Repair (KNOW)</i>			5
<i>Streetwise (KNOW)</i>			3
<i>Cinematography (KNOW)</i>			6
<i>Photography (CONC)</i>			5
<i>Electronics (DIA)</i>			5
<i>Elec Locks (DIA)</i>			3
<i>Circuit Info (INT)</i>			5
<i>Detect (CONC)</i>			5
<i>Pistol (DEX)</i>			2
<b>Equipment</b>			
Drone workstation			
Tools			
Headset comms			
Caffeine			
Works 1 or 2 Drones within a Circuit broadcast team. Used to spending several hours connected to a Drone, and used to monitoring a Killer's movements and activities. He also helps maintain the Team's gear and equipment. Usually technically skilled, and with a background as a camera operator.			

<b>Security operative</b>			
<b>STR</b>	6	<b>DEX</b>	7
<b>DIA</b>	5	<b>CONC</b>	6
<b>CHA</b>	6	<b>COOL</b>	7
<b>HITS</b>	12	<b>KNOW</b>	5
<i>Unarmed Combat (STR)</i>			4
<i>Pistol (DEX)</i>			6
<i>Rifle (DEX)</i>			4
<i>Auto Support (PHYS)</i>			3
<i>Blade 1-H (STR)</i>			3
<i>Leadership (CHA)</i>			3
<i>Hide (DEX)</i>			4
<i>Sneak (DEX)</i>			5
<i>Tactics (DIA)</i>			4
<i>Medical -Paramedic (DIA)</i>			5
<i>Intimidation (DIA)</i>			3
<i>Streetwise (KNOW)</i>			3
<i>Circuit Info (INT)</i>			4
<i>SLA Info (KNOW)</i>			2
<b>Equipment</b>			
FEN AR			
KK30 Ripper			
FEN 603			
MAC Knife			
PP7 or PP8 Exo			
Usually a SLA Operative able to take care of himself, and used to working solo or in small teams. Takes care of security within the team. Quite often works in the sidelines, but takes care of his presentation as he may well appear on camera. Might end up with a side sponsorship deal if he appears regularly. Quite often a follower of the Circuit in general.			