# **Threat Pyramid**

AMPRILIESS

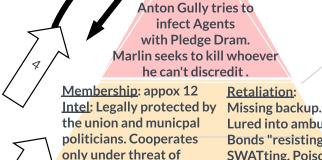
б

Real III

ŝ

If CLOCKED, failed rolls escalate awareness of the investigation one level. Once Leadership learns of the Agent's investigation, failures escalate responses on the right side. Handlers may escalate multiple levels for critical failures, bad tactics, and open confrontation.

З



Slug Squad

Made aware of DG,

coercive violence. Membership: appox. 50 Intel: Only provided after opposed Law check in federal custody or under circumstances of greater

national scandal or

## Membership: Hundreds

duress

Intel: 76-100%: wannabe since academy, failures escalate x2 51-75%: self-interested, only speaks if threatened 26-50%: misguided, must convince Slugs are criminals 01-25%: resentful, admits to recruitment through SEB

### Membership: All Deputies

Intel: knows deputy gangs exist; never admit it publically 76-100%: knows about Dyer Raid and Southside Tiger 51-75%: knows Slugs based out of SSSW and Dondry Lawsuit 26-50%:member of different gang, provides false info 01-25%: clean, doesn't know Slugs

#### Leadership

The SWLA Tactical Narcotics Unit -- aka "Slug Squad"

- Lt. John Marlin (leader)
- Sgt. Anton Gully (possessed by Worm from Without)
- Sgt. Freddy Sutton
- Dept. Julien Sainz

## Slugs

Only identified if an IC confessed without knowing the gang's true leadership. Each inked Slug knows the gang's entire history and Marlin's roll as leader. There are no legal means to extract this information. Any attempt to coerce intel from these ranks escalates to retaliation instantly

#### Ink Chasers

When interacting with anyone at SSSW, roll 1d100. On an odd number, the NPC is an Ink Chaser. No one below IC willingly initiates contact with the Agents. Every IC knows the structure of the gang and works at least one racket. Only half suspect Marlin is the leader.

#### **True Blues**

Roll 1d100 if Agent is trying to identify Slugs. Result represents loyalty to the gang. Everyone suspects some misconduct and knows at least one Ink Chaser. No one knows about leadership.

#### Deputies

Roll 1d100 when speaking to any Sheriff's Department employee. Result is the percentage of useful information the NPC can provide about the Slugs under the correct circumstances

**Retaliation:** Lured into ambush. **Bonds** "resisting arrest" SWATting. Poisoning. Assassination attempts by hired criminals.

Intimidation: Harassed and arrested bonds. Traffic stops. Wrongful detention. "Accidents" without a body cam. **Punative investigations. Planted** evidence. The hard ball chapter of a corrupt cop playbook.

> **Counter-Intel:** False radio reports. Mistakenly towed vehicles. Deputy tails. Surviellance patrols outside the front door. Acts deniable as clerical error and coincidence.

**Obstruction:** Requests ignored. Phones unanswered. Permission denied. Checks paperwork for everything. Slowly. Records all conversations and interactions. Quick to call union reps and the press.