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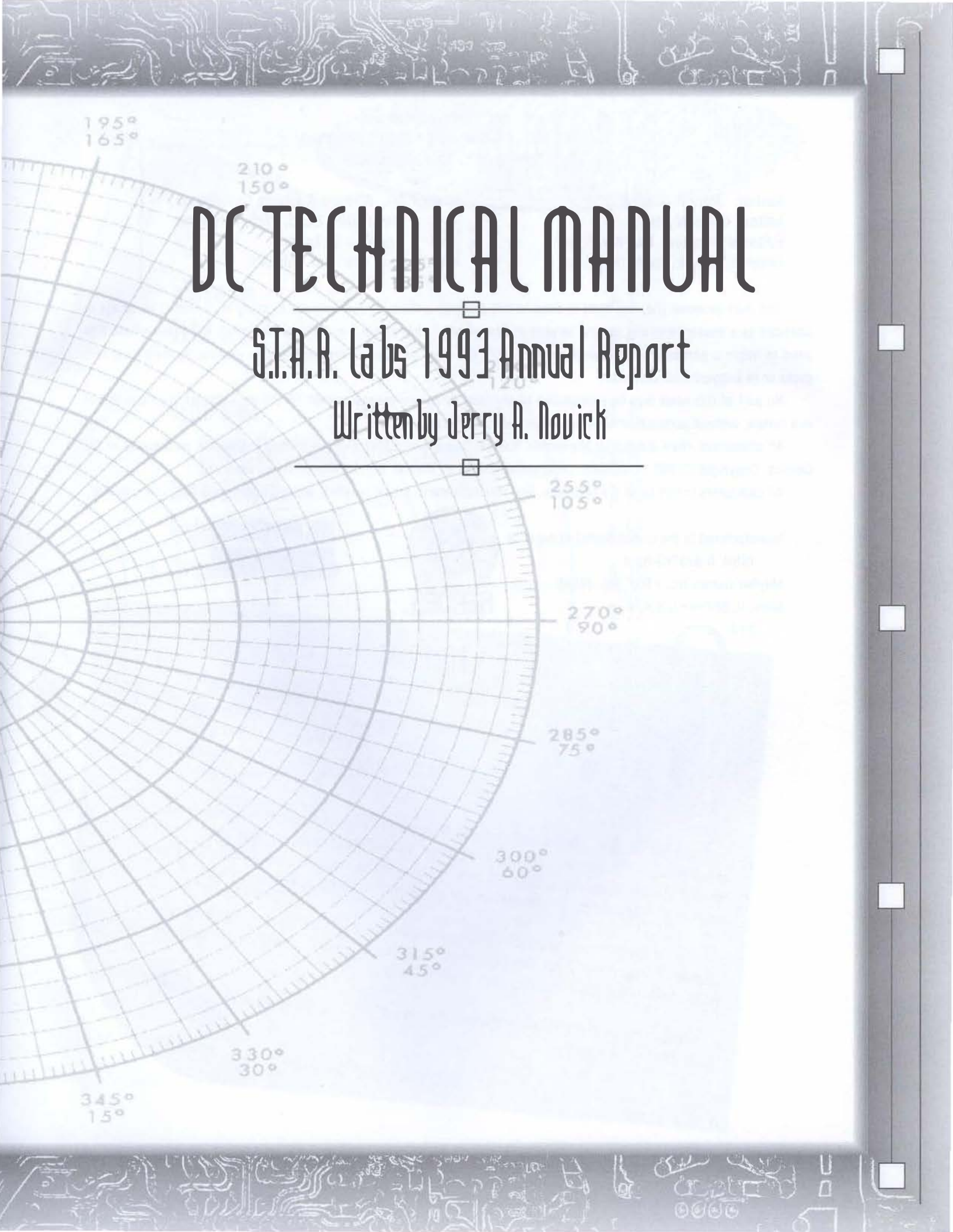
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DC TECHNICAL MANUAL

S.T.A.R. Labs 1993 Annual Report

Written by Jerry A. Novick



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DC Technical Manual
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S.T.A.R. LABS
INTER-OFFICE MEMO

TO:
FROM:
RE:

Dr. A. Isaacs — Director of Research and Development
Dr. S. L. Godfrey — Senior Manager, R & D
The Present State of Technology in the Super-Community

Attached you will find the comprehensive report you requested concerning the present state of technology in the super-community. My small but dedicated research team put an enormous amount of man-hours into culling this information from all available sources (and a few new avenues of research that put more than one of my staff in personal danger, as well).

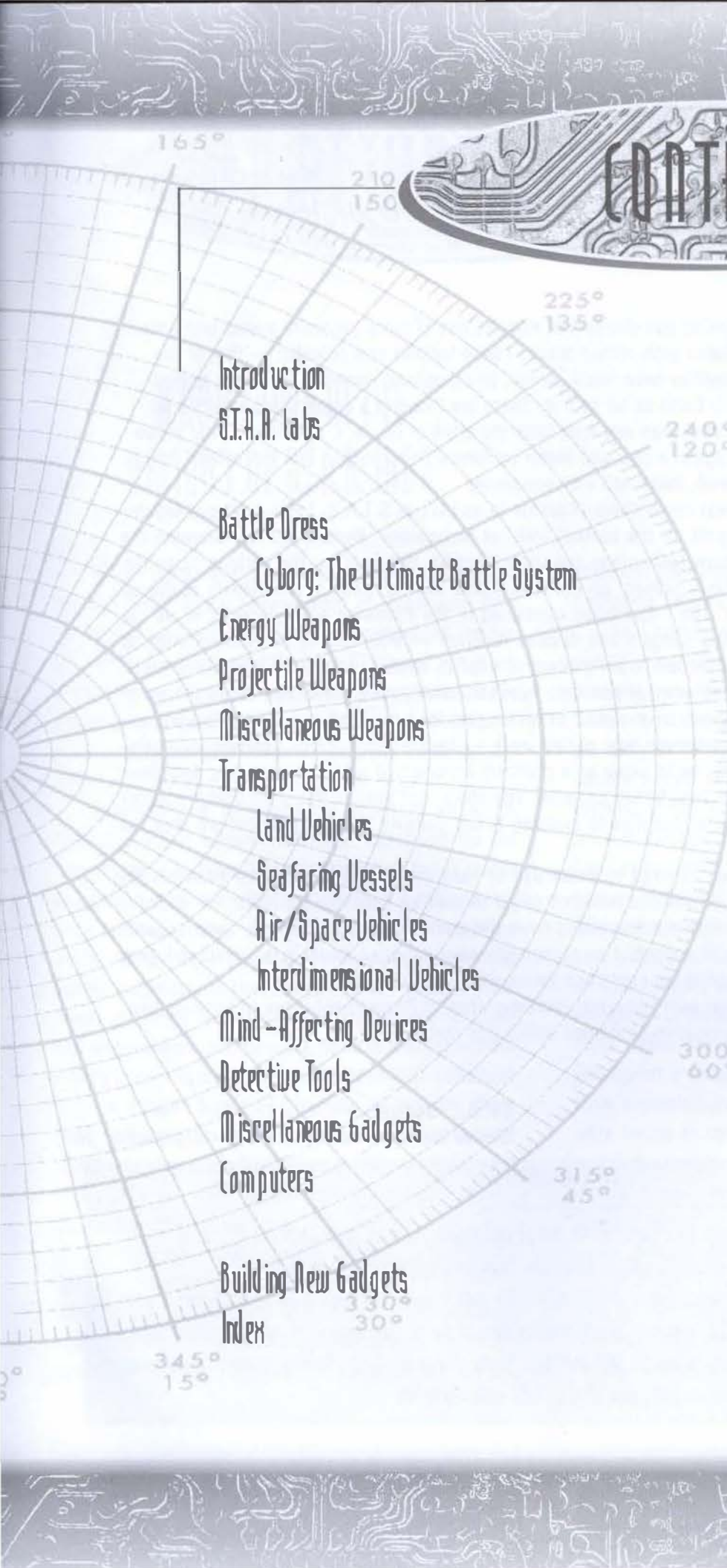
To put the enormity of the information contained here into perspective for you, I have opened the report with a detailed history and overview of S.T.A.R. itself; this will generate a fine point of reference while studying each individual entry.

It is my hope that this comprehensive report will help you guide S.T.A.R. Labs' R&D into the next century.

FOR YOUR EYES ONLY



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INTRODUCTION

Since the dawn of time, humankind has discovered that the use of tools generally makes one's life easier. I would submit — in accordance with certain biases I have formed as a scientist — that of the myriad types of progress that our species have made (social, philosophical, familial, etc.), it is technological progress that has brought the Earth as far as it is. There are those of a disparaging nature who claim that where we are is nothing more than one step from the brink of doom. I, however, would argue that we are standing boldly at the edge of a new and better tomorrow. A tomorrow that our minds, and the machines that they have conceived, make rich with possibility.

In any case, I, along with the best researchers available to us here at S.T.A.R. Labs, have put together the following comprehensive report on the current state of technology. Herein, we will examine the diverse applications to which modern technology has been applied, not only by the various scientific organizations and costumed characters present on our own world, but on many of the planets scattered across the known universe as well. The information contained in the following pages reveals to us the secrets of how a multitude of various gadgets and devices function — from modes of transportation to weapons of singular and mass destruction, from protective gear to advanced sensory enhancing tools. Where appropriate, we have included comparison data between individual devices and those pieces of standard (everyday) equipment that may have served as inspiration for a more advanced counterpart.

It is my understanding that the ultimate goal of this work — besides its obvious function as a catalog of technical achievements — will be to serve as a platform from which we, as a company dedicated to the advancement of science, can plan future projects. Therefore, not only is this a technical sourcebook in the crudest sense, it is also a blueprint to building better gadgets and devices that we may yet conceive.

My team and I have made every attempt to make use of hard data when it has been available. In those instances where nose to the grindstone research failed to turn up concrete statistics, we endeavored to make the best educated guess as extrapolated from the gathered evidence. In any case, regardless of whether an individual entry is solid fact or reasonable speculation, I doubt fully whether future efforts along these lines will prove anything contained herein wholly false.

I look forward to seeing what our own Research and Development Department plans to produce over the next year in response to the information contained within this report.

Dr. S.L. Godfrey
Senior Manager, Research and Development

GAME INFORMATION

After each entry in this book, the DC Heroes game statistics for that particular gadget will appear in a box like this. When the statistics found in this book disagree with those previously published, consider those contained herein to be an update.

NOTE: The main text is written from the point of view of an "actual" S.T.A.R. Labs scientist, and may contain inconsistencies or incorrect information. This is because much of "Dr. S.L. Godfrey's" data is based on pure speculation (from his point of view). In instances where the main text disagrees with the game statistics, follow the game statistics. In those cases where "Dr. Godfrey" is completely incorrect about the operation of a device, additional explanation will appear along with the game information.



A BRIEF LOOK AT THE HISTORY OF S.T.A.R. LABS:

Since the advent of the industrial age, companies devoted solely to the advancement of technology, and the uses of said technologies, have sprung up all around the world. Some of these "science factories" are mere arms of one nation's or another's government. Others began as (and remain) private holdings whose sole purpose is profit and gain. However, in all the world, no scientific work-house is quite like our own S.T.A.R. Labs.

Scientific and Technological Advanced Research Labs (commonly known as S.T.A.R. Labs) was the life long dream of founder Garrison Slate. Dr. Slate, a scientific genius in his own right, conceived of a chain of science and technology research houses that would be wholly independent of any government or self-serving private organization. He desired S.T.A.R. to be a place where scientists of all disciplines could come to study and advance their own personal fields of interest without having to bow to the pressures of a hawk-like military or a profit minded Board of Directors. It took Dr. Slate quite some time to realize this dream, but his forward thinking is what made him the progenitor of what we are a part of today — the most enviable independent repository of scientific knowledge in all the world.

As Garrison Slate's dream became a reality, he gathered together the world's greatest scientific minds, most of whom felt under-appreciated, under-funded, and disrespected by their former employers, and scattered them across the country to various S.T.A.R. Labs

locations. Each locale was — and still is — devoted to a different, specific discipline (see below).

As a company and a business, S.T.A.R. and its subsidiaries have retained their independence and financial soundness with the backing of Wall Street investors and through keen tax planning. However, in the last year S.T.A.R. has been repeatedly attacked by outside forces. First, as the country headed towards the end of the unpredictable corporate merger era, S.T.A.R. became the target of billionaire industrialist Lex Luthor. Luthor attempted a hostile takeover of the entirety of S.T.A.R., and it was only by selling off our Colorado facility to interested third parties and taking on a substantial debt burden that S.T.A.R. remained an independent corporation. Then, as the nation's economy worsened as a whole, S.T.A.R. was forced to close and/or consolidate certain other branch offices and lay off a sizable amount of support staff to keep from drowning even deeper in red ink. Finally, we were forced to raise corporate income by selling off certain licenses for various inventions to outside commercial firms to generate income (not a wholly objectionable maneuver, especially since we saw certain to retain all copyrights and trademarks).

In addition to these specific financial difficulties that we have faced recently, S.T.A.R. has also suffered through numerous other tragedies that have forced temporary branch closures and countless set-

backs to our research endeavors. One such event occurred a few summers back. During this particular incident, the villain known as Monarch constructed an enormous neutron bomb on the roof of our downtown Metropolis facility. The device detonated despite the intervention of the now missing hero, Captain Atom, completely destroying not only the S.T.A.R. building itself but surrounding structures as well. Then, as if this incident wasn't tragic enough by itself, misfortune struck once again. In the aftermath of the Monarch incident, Superman teamed up with Doctor Will Magnus' incredible Metal Men to remove an experimental quantum field generator from the rubble left by the neutron bomb's detonation. It appeared that the generator had sustained more damage than first realized; the device began to suffer a core breach and most surely would have detonated amidst the crowd that had gathered to see the work done if not for the timely intervention of the mysterious hero called Waverider.

These back to back tragedies at our Metropolis facility were unfortunately not the only dark incidents that we have recently suffered through. Our San Diego facility has also tasted bitter tears in the last two years. While completing a government contract involving chemical weapons research, the facility was attacked by an insanely enraged former hero, B'wana Beast. The man-ape's rampage was finally ended by Animal Man who was called in by the Branch Supervisor, Dr. Myers.

INSIDE THE S.T.A.R. BRANCH OFFICES

As noted above, each individual S.T.A.R. Labs Branch Office pursues a separate and unique course of research and development. What follows is a breakdown of each lab's responsibilities:

CHICAGO: This location specializes in improving and streamlining manufacturing techniques as they

specifically apply to industry (of any size). An unfortunate incident occurred a few years past which caused us to replace one Dr. Rose Beryl, who had been involved in the illegal use of S.T.A.R. equipment. It appears that Dr. Beryl was using a newly developed device in an unauthorized experiment on living subjects (full details are on a need-to-know basis and can be requested through the head office). Justice League member Blue Beetle aided local authorities and in-house security forces in putting a stop to Beryl's activities.

GOTHAM CITY: This location specializes in bio-weaponry research and development. This division has recently expanded its research to include a feasibility study on possible applications of neuro-optics technology. Competition for government contracts fed to this branch comes mainly from Wayne Enterprises.

HOUSTON: This location specializes in the study of outer space environmental support technologies and the general applications of such technologies to human survival in all non-Earth environments.

LONDON: Our London office is the newest branch to be added to the S.T.A.R. family. This facility primarily serves as an all-purpose research house for more than a dozen recently hired British scientists. Several of the London researchers combined their collective expertise to design and develop the Battlecat Armor system (see BATTLECAT ARMOR).

LOS ANGELES: This location specializes in genetic research as it applies to disease control. Numerous advances have already been made at this facility in the area of germ and virus restructuring and neutralization. All AIDS research funds donated by and granted to S.T.A.R. Labs are funneled to this branch.

METROPOLIS: Metropolis was originally the sight of two separate S.T.A.R. Labs facilities. The downtown office, which was recently destroyed (see above), served

as an administrative office and general research facility. The remaining branch office is located near Metropolis Harbor. It specializes in marine studies, both biological and technological. Former S.T.A.R. Labs Phoenix head Dr. Karen Faulkner has recently transferred to S.T.A.R. Metropolis to continue her research on meteorology and solar phenomenon (see PHOENIX below).

MINNEAPOLIS: This particular branch office serves as S.T.A.R. Labs' "think tank" for the development of futuristic technologies. Recent studies by S.T.A.R. Minneapolis have focused on the needs of the global environment and what specific technologies must be developed to meet those needs.

NEW YORK: This location specializes in cybernetic and bio-tech research and development. S.T.A.R. New York director Jenet Klyburn has built a solid relationship with the local meta-human community, especially the superhero group known as the New Titans. The New York facility has also often served as a medical center for injured meta-humans. Klyburn has worked diligently to open up the facility to a free exchange of ideas and technology with the super-community. In fact, S.T.A.R. New York helped develop — and is responsible for the maintenance and upkeep of — the New Titan code-named Cyborg (see CYBORG).

PHOENIX: This branch office was recently closed due to the corporate restructuring forced by our recent financial situation. Most of the research projects and part of the staff were transferred to our remaining Metropolis facility (see above). The Phoenix lab was primarily involved in weather pattern studies and applied response techniques in the event of a natural disaster.

SAN DIEGO: This location is our primary facility for the study of plagues and man-made chemical weapons. This lab was recently forced to deal with some extremely bad publicity concerning the use of live animals in government contracted bio-weaponry research. The

S.T.A.R. Board of Directors has since ordered San Diego to curtail such experiments to those occasions where it is absolutely necessary.

SAN FRANCISCO: This branch shares many of the same responsibilities as S.T.A.R. New York. Like its East Coast sister branch, San Francisco concentrates its research and application efforts to the medical study of meta-humans. Many of those adversely affected by the "gene bomb" that was detonated during the alien invasion of Earth several years ago are sent to this facility for scientific evaluation and medical care. Due to the large number of super-powered beings who are on location at this facility, security for this particular branch is provided for by the Asian-born duo of Thunder and Lightning.

WICHITA: Our Wichita, Kansas facility specializes in computer engineering studies. At the present time, most of this location's resources are devoted to the creation and refinement of computer aided design technologies. Eventually, the applications developed by S.T.A.R. Wichita will be used to help redesign all of our other branch offices. I like to think of this particular staff as our efficiency experts.

S.T.A.R. LABS' MAJOR COMPETITORS:

To better prepare you to chart the course of future projects, here is a list of our major competitors in the science and technology research industry:

CORNELIUS/KRIEG: Cornelius/Krieg is one of the world's largest pharmaceutical conglomerates. C/K is involved not only in the manufacture of prescription and over-the-counter drugs, but is an active participant in new drug research and development as well. Their Board of Directors is highly aggressive and competitive. Rumor has it that they have even been

involved in industrial espionage and sabotage, though there is no evidence to support this claim. Our Los Angeles facility often finds itself in direct competition with C/K for contracts and grants. Cornelius/Krieg maintains their world headquarters in Metropolis.

CYPHER INTERNATIONAL: Cypher International is one of S.T.A.R.'s major competitors in the fields of electronics and computer technology. This New York-based company is actually controlled by Victor Cypher, who is the revolutionary leader of the Eastern European country of Austanburg. Though Cypher International holds international patents on a variety of cybernetic combat equipment, they rarely bring any of these products to the open market.

DAYTON INDUSTRIES: S.T.A.R. Labs and Dayton International have always had an amiable though competitive relationship, especially when it comes to recruiting the best and brightest scientific minds. This New York-based company is owned by multi-billionaire Steve Dayton. Dayton is a brilliant scientist in his own right, though his lab activities are often curtailed by his personal need for adventure. As a younger man, Dayton was a member of the original Doom Patrol in his costumed identity, Mento. As Mento, Dayton employed a psionic enhancing helmet of his own invention (see MENTO HELMET). Dayton's greatest discovery/development is the metal Promethium (see PROMETHIUM), the only self-regenerating energy source known to man. However, Dayton has been generous (and profit-minded) with his company's proprietary inventions; Dayton Industries often licenses out certain products to other research firms.

DIGITRONIX WORLD INDUSTRIES: Digitronix is the world's leading innovator in computer hardware design, recently supplanting the venerable IMP Computers Corporation (see below). Digitronix equipment can be tailored to meet any need; models can be

found everywhere from the student's desk to the Pentagon. Digitronix superiority is such that S.T.A.R. Wichita makes every effort to develop any software that might be offered for license 100% Digitronix compatible.

HAWKES INDUSTRIES: The West Coast research and development house of Hawkes Industries is one of the smaller tech-industry operations in the United States. The company has yet to really focus its efforts on any one area of study and competes with S.T.A.R. on a limited basis, and then only for general research grants. Hawkes Industries and its CEO Veronica Hawkes recently came under scrutiny for supposed links to organized crime. The company is currently concerned more with clearing its reputation than direct competition.

IMP COMPUTERS: IMP (Integrated Machine Products) Computers is the oldest computer and business machine manufacturer in the world. As their name implies, they are concerned primarily with the development and marketing of computer hardware. Their target buyer is virtually anyone who might use a computer, from the home user to government agencies to members of the industrial complex, and they pride themselves on being capable of producing a wide variety of system configurations. Their major products are IMP PCs and the IMP Mainframe (see COMPUTERS). Like Digitronix, they often come into direct competition with our Wichita facility.

KORD OMNIVERSAL RESEARCH & DEVELOPMENT INC.: At a point not too many years ago, K.O.R.D. Inc. was poised to become S.T.A.R. Labs' major competitor. This all-purpose research and development house has, however, suffered through several CEO changes and an eventual hostile takeover by the international conglomerate, Zyco Corp. The company was originally founded by scientist Thomas Kord, who retired at an early age. Thomas passed the reigns of the company over to his son, Ted,

who is a brilliant engineer and scientist in his own right. Ted's hands-on involvement with K.O.R.D. helped the company flourish, which led to its near-collapse when he could no longer maintain his former level of commit-

S.T.A.R.

POLESTAR COMPUTERS: Polestar began as a two-man "garage operation" no more than a decade ago, and is now the fifth largest computer manufacturer in America. This should not be cause for concern on our part unless Polestar decides to expand the scope of its research and development efforts; the company's founder, Bruce Putski, is obviously more than capable of engineering explosive growth. The most popular Polestar configurations are the home PC and the business mainframe. Polestar might make an interesting addition to the S.T.A.R. family, if we decide to acquire a dedicated hardware manufacturer to complement our Wichita operation.

THE SUNDERLAND CORPORATION: The Sunderland Corporation, first founded by the now deceased United States Army General Carlton Sunderland, is a nationwide chemical research conglomerate. The corporation, which is headquartered in Washington, D.C., is now overseen by Sunderland's daughter Connie. Not much is known about the day to day research and development operations of Sunderland. It was revealed several years ago, however, that the company had ties to the covert U.S. government agency known as the D.D.I., but the exact nature of that relationship, and whether it still exists, is protected from outside probes by the National Security Act. We do

ment for unknown reasons (some blame his playboy life style). K.O.R.D. has become a minor player under Zyco Corp. ownership.

know that the Sunderland Corporation does quite a bit of research in the fields of bio-genetics and cryogenics, but the exact focus and direction of their studies remain a mystery.

THE STANDARD S.T.A.R. BRANCH OFFICE:

Nearly the entire world is familiar with the unique exterior architecture of a S.T.A.R. Labs branch office. From its predominately glass front to the soft curved shape of the building, the typical S.T.A.R. office serves to inspire pride in its employees and the community it represents. However, there is more method than mere affectation in the design of S.T.A.R.'s exterior. The glass used is tempered Plexiglas, reinforced with fine metal fibers, making it nearly impregnable to conventional small arms' fire and standard energy weapons. The exact curvature of the building as well as its location is also significant. Each pane of glass is a miniature solar collector panel placed at the perfect angle to gather the maximum amount of solar energy. This energy is used in various experiments, as well as to power the main generators. The building does, of course, have a backup generator for those instances when the solar energy is either blocked or unexpectedly consumed.

The first floor of every branch office is reserved for public information booths, lobby access, security stations, and the on-site company cafeteria. Nearly each individual above ground floor is reserved for a separate division of research within the specific branch's discipline. All interior walls are made of one-foot-thick carbon alloy steel, and every lab is sectioned off from the main building by titanium-blast doors. The basement is reserved for maintenance facilities, power generators, and at least one fully sealed, laboratory rated, safe-for-radiation experiments. The top floor of all S.T.A.R. facilities is reserved for administrative offices and conference rooms. The roof contains a helipad rated for medical rescue and passenger helicopters only.

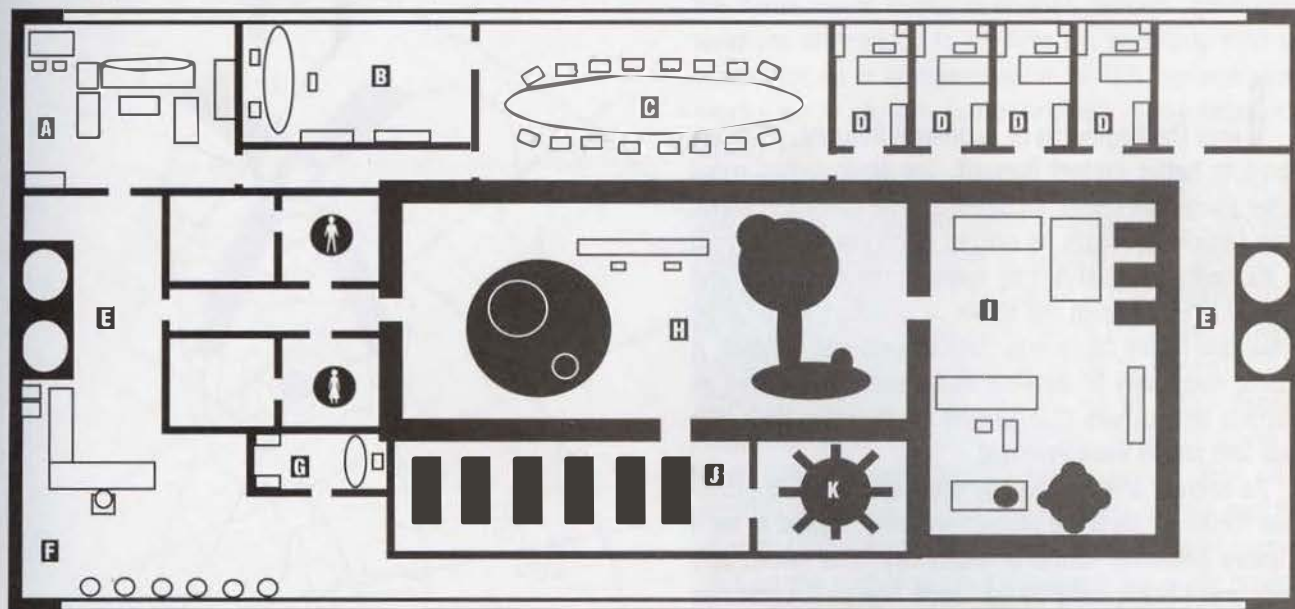
Security for each local branch is multifaceted and relies heavily on redundant features for maximum protection. The main lobby entrance contains metal detectors and x-ray scanners, which are monitored at the primary security station by three full-

time guards armed with conventional handguns. In addition to these security officers, there is a full-time garrison of twenty additional guards outfitted with Kevlar vests and automatic rifles.

Non-business hours security is provided on a floor-by-floor basis by three guards. Each floor has its own security station that is manned at all times by two other guards. Each station has real-time video surveillance of each corridor and laboratory, and is equipped with motion detectors to protect against cloaked or invisible intruders. In addition, each floor is patrolled by two security robots. These robots are steel construction pre-programmed automatons designed to neutralize any unauthorized persons they encounter (without warning). Each security robot is armed with a stun gun that fires a bolt of energy on a wavelength that will cause a normal human's neurological system to temporarily shut down. The victim of this bolt is normally unconscious for one hour, more than sufficient time for the human guards to gather up and confine the intruder.

The recent wave of superpowered intrusions into S.T.A.R. facilities has caused us to initiate new security measures. These include the employment of meta-humans (see San Francisco Branch, above) as well as the development of exo-suits that can be worn by our in-house security forces (see BATTLECAT ARMOR). These measures, however, have not been implemented nationwide. Until full Battlecat units can be deployed, each branch has added five more full-time guards outfitted with standard exo-suits. These exo-suits are full body armor and helmet battle gear, constructed from a tungsten/steel alloy. The wearer's strength is doubled and agility is enhanced enough to negate the weight of the unit. Each exo-suit also has a small backpack containing enough plasma energy for three discharges from the attached plasma rifle. This energy weapon has an effective range of forty feet and is capable of transmitting enough concussive force to knock unconscious any intruder wearing light battle armor. The plasma discharge also plays havoc with electronic equipment, causing most electrically based devices to short out entirely.

Typical S.T.A.R. Labs floor plan



- A Low-security R + D
- B Head office
- C Conference room
- D Offices

- E Elevators
- F Security station
- G Security office
- H Scanning and analysis lab

- I High-security lab
- J Memory Banks
- K Mainframe

TYPICAL S.T.A.R. LABS FACILITY (Body: 17, Lab: 16, Security System: 9, Wealth: 16)

Note: Individual walls have Body: 12; Each Lab has titanium blast doors of Body: 13.
Windows have Body: 7 and Energy Absorption: 1.

S.T.A.R. SECURITY ROBOT (Def: 2, Str: 3, Body: 11, Int: 1, Will: 1, Paralysis: 10, Running: 3, A#: 2)

S.T.A.R. EXO-SUIT (Def: 4, Str: 5, Body: 9, A#: 2)

Plasma Rifle (Body: 4, EV: 9, Range: 2, Ammo: 3, A#: 3)

Bonus: If the rifle scores positive RAPs against a target, the rifle's EV also attacks the target's electronics, using the RAPs of electronically based Powers and Attributes as the DV/AV. RAPs are subtracted from said Powers and Attributes, and must be repaired normally.

BATTLE DRESS

Since the beginning of cognizant thought, man has strived to better protect himself. The Neanderthal tribal hunter sought to shield himself from the teeth and claws of the ferocious beasts he preyed upon (as well as from the elements themselves) by wearing the thick furs and skins he wrested from the backs of previous kills. Later, as multiple tribes came into conflict with one another, it became necessary to develop items that could serve as weapons and others that served as defense; thus, the spear and shield were invented.

As society and technology progressed, more prodigious forms of personal protection were needed to fend off more powerful forms of weaponry. The sword and armor were born, only to be made obsolete centuries later by gunpowder.

In modern times, however, technology advances so rapidly that we are forced to adapt almost immediately to new, more powerful threats. Furthermore, as the saying goes in war and sporting events alike, the best defense is a good offense. Thus, weapons makers began to couple theories of protection with conveyances of destruction. The integrated battle system was born and soon became the preferred mode of dress for modern security forces and costumed villains alike.

In this section, we examine all those items that have offensive and/or defensive capabilities. The Battle Dress portion of this report concludes with an in-depth technical study of the New Titan known as Cyborg — the ultimate achievement in personal battle system technology.

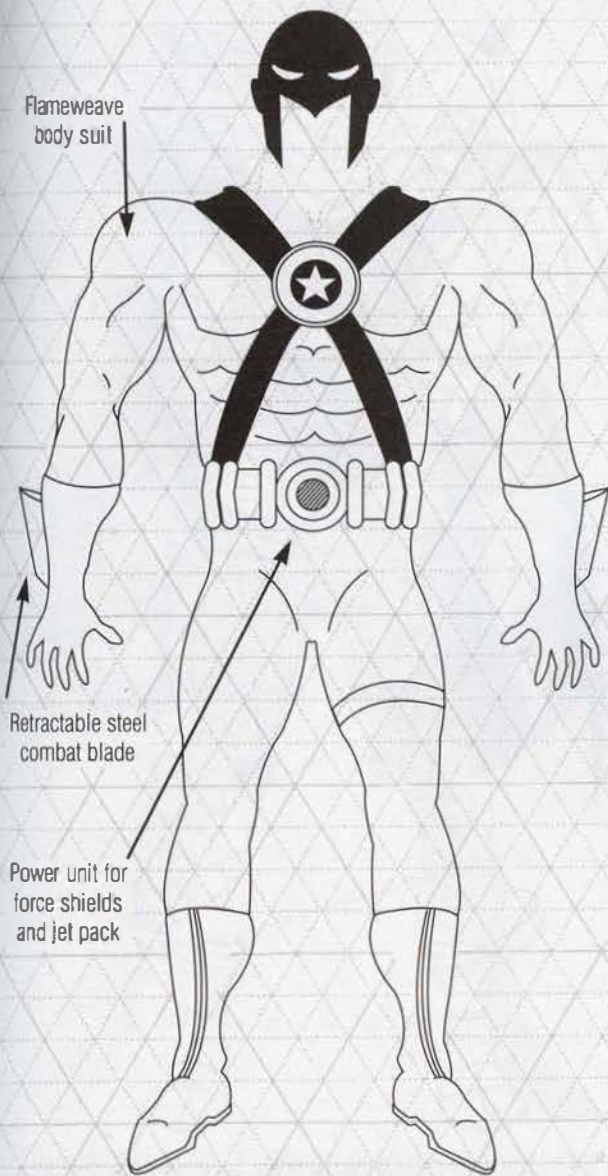
AGENT LIBERTY BATTLE SUIT

The Agent Liberty Battle Suit, worn by the hero of the same name, contains enough "secret" government weapons technology to confirm the popularly held suspicion that he is an operative of the U.S. government or works for a certain (unidentified) rogue faction on Capitol Hill.

The Agent Liberty Battle Suit is woven from the flexible and highly resilient flame retardant fabric known as Flameweave. Flameweave is generally thin and light in nature. Thus Agent Liberty's outfit is often easily mistaken for the standard costumed hero's body suit. However, this particular battle suit is resistant to normal fire and artificially transmitted heat of up to 1000 degrees Fahrenheit in temperature. The suit does not cover the lower half of Agent Liberty's face, however, thus unfortunately exposing him to the dangers of fire and heat anyway (this design flaw shows a bit of short-sightedness on the part of the suit's makers; the outfit could be easily designed to cover the entirety of his face, to include an internal breathing apparatus, and to be worn with specially treated goggles that would be flame resistant and not obstruct the wearer's field of vision).

An amazing addition to the Agent Liberty Battle Suit are its two gauntlets. The gauntlets, too, are sewn from Flameweave, and each contains its own force shield generator (see **FORCE FIELD GENERATOR**). The force shield produced is three feet in diameter and is capable of repelling small caliber arms' fire. Each gauntlet also has a sheath along the side which contains a six-inch-long steel blade for close-in, hand-to-hand fighting (the six inch measurement is the part of the blade that runs along the wearer's arm; the blade itself protrudes only three inches in the outward direction).

The Agent Liberty Battle Suit also sports an integrated low profile, high powered jet pack. The small size of the pack allows for less encumbered maneuverability in combat. It is capable of long range sustained flight (three hundred miles) at speeds rivaling those of a fully loaded Apache Helicopter (185 miles per hour). The Agent Liberty Battle Suit protects the wearer from these otherwise excessive speeds. The jet pack is powered by a shielded plasma generator that can be recharged for repeated use.



The Government-designed Agent Liberty Battlesuit marks the first prodigious use of the Flameweave flame-retardant fabric.

AGENT LIBERTY BATTLE SUIT [Booy: 4, Claws: 4,
Flame Immunity: 7, Force Shield: 5]

JET PACK [Booy: 5, Flight: 7, A#: 3]

ATOMIC KNIGHT ARMOR

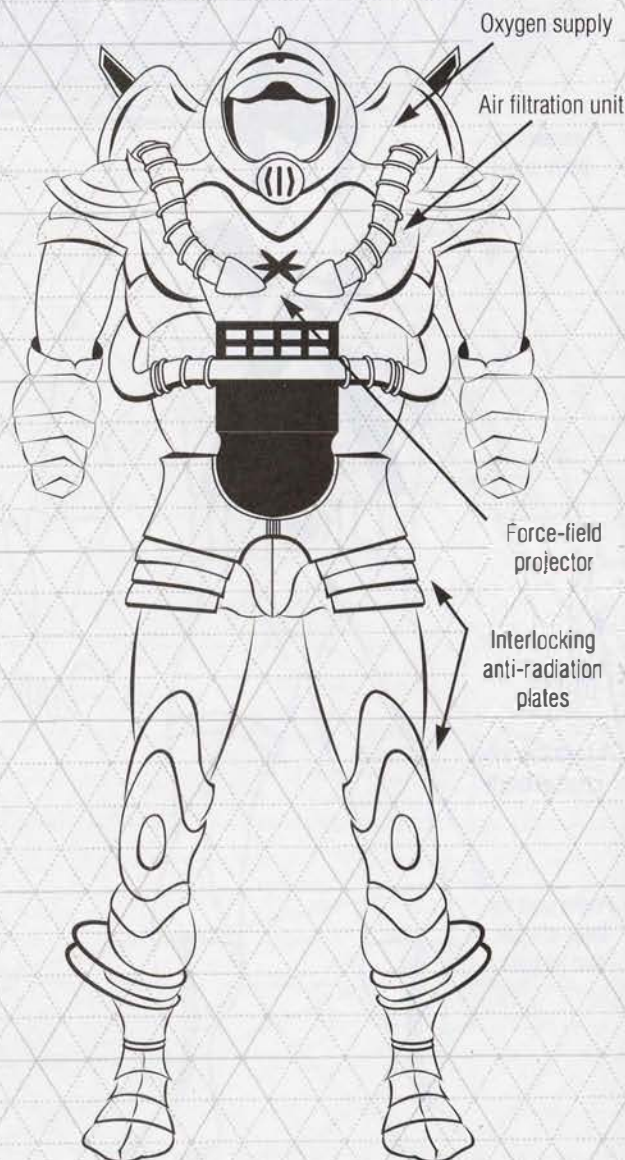
As those of us attached to S.T.A.R. Labs know, the Atomic Knight is the costumed guise of research scientist Gardner Grayle. Grayle has been attached to S.T.A.R. for some time now in both an on-staff and consultant basis. The armor that he wears as a heroic adventurer is a prototype developed by the United States Army. The primary purpose of this particular design is to allow the armor to serve as protection for the foot soldiers of a post-nuclear war army.

The Atomic Knight Armor worn by Grayle is completely radiation proof. The suit itself is made up of several interlocking pieces. The armor is forged from a tungsten-steel alloy and each piece is lined with a one-half inch thick layer of lead. The armor is worn over a one piece radiation proof body suit, so if any one individual joint of the armor fails, the wearer is still protected.

Furthermore, the Atomic Knight Armor is protected by a low intensity reflective force field (see **FORCE FIELD**). This "energy mesh" force field surrounds the armor with a thin, negatively charged magnetic field, capable of defracting nearly all forms of low intensity energy. Without the force field in place, the armor is still able to withstand powerful laser or concussive force blasts.

The Atomic Knight Armor's energy field can also be directed outward as a powerful energy blast. This blast has a limited range of forty feet but is capable of blowing a hole through thick stone edifices. The energy can also be released in a form that is able to act as a magnetic tractor beam. This magnetic beam works on all forms of metal and can be used to move up to twenty pounds of weight. Finally, the magnetic energy can be directed inward and infused with the armor to grant the wearer enhanced strength (three times normal human strength).

The life support system built into the Atomic Knight Armor was designed to enhance the prospect of survival in most hostile atmospheres. It carries an on-board oxygen supply of five hours. The armor is also fitted with an air filtration system capable of removing the toxins in any atmosphere and converting the air into a breathable substance (assuming the particular atmosphere in question contains the same basic elements as our own, namely oxygen, nitrogen, and hydrogen).



The Atomic Knight Armor may be bulky, but it is solid protection against any hostile environment. Advanced techniques in miniaturization might prove useful in redesigning a slimmed-down version.

ATOMIC KNIGHT ARMOR (Str: 6, Body: 12, Energy Absorption: 7, Energy Blast: 10, Sealed Systems: 13, Magnetic Control: 1, A#: 2)
Limitation: Energy Blast and Magnetic Control are limited to a range of 2 APs.

Upper body armor protects against small arms fire and low yield energy weapons



The armor worn by the "holy warrior" Azrael is weak from a defensive standpoint. However, user mobility and the suit's offensive punch make it an adequate field unit.

AZRAEL HOLY ARMOR [Body: 7, Claws: 6, Flame Immunity: 5,

Flame Project: 8, A#: 2]

Bonus: The sword blades may be launched (EU: 6, Range: 3), but if both blades are launched, Azrael loses the use of the Claws Power until they are retrieved and reloaded.

AZRAEL HOLY ARMOR

Not much is known about the mysterious costumed vigilante known only in whispers as Azrael. It is rumored that he is some sort of Holy Knight, the dark enforcer for the 14th Century religious organization, The Order of St. Dumas. However, as church history records it, the Order of St. Dumas fell out of favor with his holiness and seemingly dispersed. Rumor has it otherwise, and tells the tale that these holy butchers simply became an even more secretive underground organization.

Whatever the truth of their past, it appears that The Order of St. Dumas has resurfaced along with their powerful knight, Azrael. Sparse eyewitness accounts have revealed little about the modern battle armor worn by Azrael, but there is enough in common among the reports for us to make certain speculations.

The primary portion of the Azrael Armor is more of a pliable body suit than a metal construct. This body suit seems to be made of a bullet resistant metallic fiber similar to Kevlar. Reports of injuries suffered by Azrael, however, lead me to believe that this suit is only resistant to handguns and small caliber rifles.

The actual armor portion of the Azrael Armor only covers the upper third of the wearer's torso. This part of the suit is made from lightweight interlocking and overlapping metallic plates. Perhaps its only function is to afford added protection against small arms' fire. On the other hand, it could also be coated with an energy reflective substance capable of protecting the Holy Knight from more exotic forms of weaponry.

The offensive capacity of the Azrael Holy Armor is contained in the large gauntlets attached to the suit. The fore-portion of these gauntlets fit over each hand; they are pliable, yet appear to be extremely sturdy. Given the main offensive function of the gauntlets (see below), we can assume that they are made from a material similar to Flameweave (see AGENT LIBERTY BATTLE SUIT).

The second part of each gauntlet is a heavy metal arm covering that encircles the lower half of the forearm. This part of the gauntlet houses a one-foot-long retractable sword blade. This finely sharpened blade is triangular in shape, ending in an extremely sharp point. Each gauntlet contains a twin jet flame thrower that is used to heat the blade as well as encase it in a sheath of ("holy") fire. These flame jets have never been observed being used as offensive weapons by themselves, leading me to believe that they can only shoot fire to a range perhaps less than two feet.

If Azrael has taken up residence in Gotham City — the last known location of the vigilante — then perhaps we will have further opportunity to study his battle armor.

BATTLECAT ARMOR

The Battlecat Armor is a brand new suit of exo-armor designed and constructed by the London branch of S.T.A.R. Labs. Unfortunately, the armor was unexpectedly given an unscheduled field test when it was stolen from the facility by an overzealous custodial worker who was literally determined to clean up his city once and for all. This entire incident did, however, afford us the opportunity to evaluate the Battlecat suit under active combat conditions, and I am pleased to report that it performed up to expectations. Fortunately, no citizens were harmed during the incident, thanks to the timely intervention of Justice League Europe member Power Girl.

The Battlecat Armor's primary role will be to replace the current exo-suits worn by S.T.A.R. Labs' Security forces. The armor increases normal strength four-fold, as well as doubles normal human speed and agility.

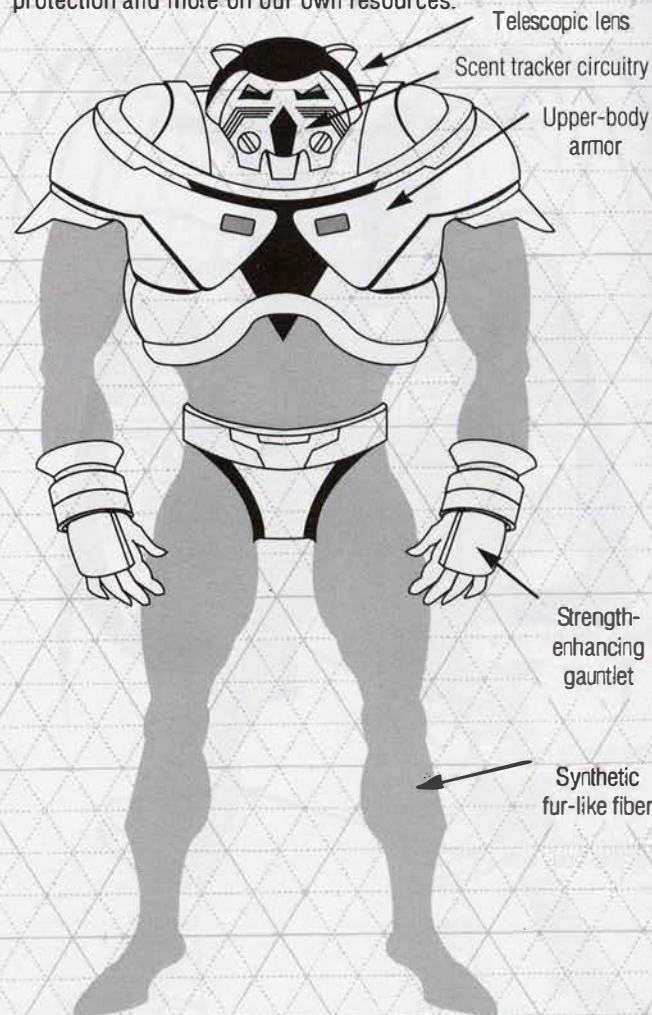
The Battlecat Armor actually consists of two separate constructs. The first part is a body suit woven from synthetic fibers that bear a striking resemblance to animal fur (hence the name Battlecat). This fur-like material is lightweight, yet it is fully bullet proof against all small-caliber weapons fire. A keen and purposeful side effect of the fur is that the substance makes it difficult for opponents to get a hold of the wearer during hand-to-hand combat, thus giving a Battlecat operative the advantage during close-in, hand-to-hand combat.

The second component of the Battlecat Armor suit is the upper body mantle and helmet unit, which is constructed with a titanium and steel alloy. This is the actual armor portion of the Battlecat Armor. The mantle and helmet protect the wearer from heavy caliber arms' fire and small explosives, as well as from damage caused by super-human physical blows, making a Battlecat security force better proof against super-villains attempting a break-in at S.T.A.R. (which, as we all know, has occurred on innumerable occasions already). The wearer's physical strength is enhanced by the lower arm gauntlets, which are forged from the same alloy as the upper body armor.

The Battlecat helmet has built-in telescopic lenses capable of magnification power three, and a scent-tracer that can detect and identify any ambient odors, from those produced by other bodies to gases released into the environment.

The standard Battlecat operative is armed with a 30-06-caliber short stock shotgun for use against non-super powered intruders. Versus more powerful opponents, a Battlecat is also equipped with a dual setting Omni-Gun. The Omni-Gun has two separate cartridge release chambers built into the same stock and barrel: one that fires 30-millimeter machine pistol ammo (ten burst capacity), the other that fires 44mm "bloop gun" explosive grenades (minimum range of 250 feet / maximum range 500 yards). The grenade chamber can only hold one grenade at a time; Battlecats normally carry five grenades attached to their belt.

All in all, when mass produced, the Battlecat Armor will most likely become S.T.A.R. Labs first line of defense in our new found effort to rely less on the superhero community for protection and more on our own resources.



The Battlecat Armor is S.T.A.R.'s crowning achievement in the field of personal battlefield gear. It is relatively inexpensive to produce when compared to the cost of its individual components. It will be a superb replacement for our aging security equipment.

BATTLECAT ARMOR (Def: 5, Str: 6, Body: 9, Analytical Smell/Tracking Scent: 4, Telescopic Vision: 2, A#: 2)

Bonus: Any attacker attempting to Grapple a Battlecat suffers a +1 Column Shift to the DV.

Shotgun (Body: 4, AV: 5, EU: 6, Range: 2, Ammo: 5, A#: 3)

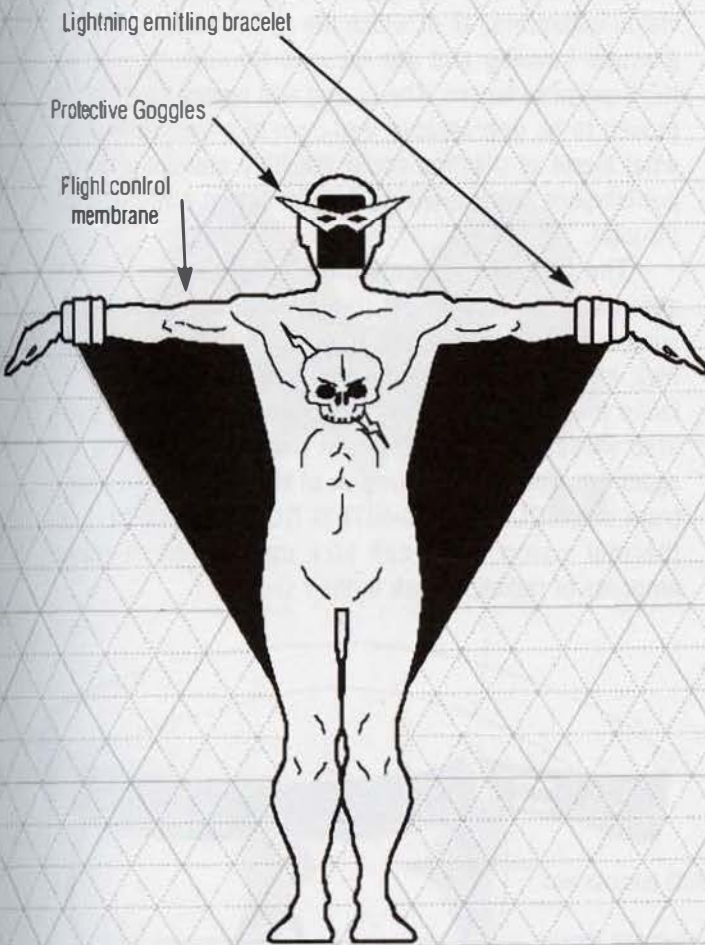
Limitation: EU is Diminishing.

BOLT'S BATTLE GEAR

The super-mercenary known as Bolt wears a highly sophisticated costume filled with various micro-circuitry controlled devices, allegedly of his own design. The lightweight synthetic fabric weave contains thousands of metallic fibers that conduct high voltage electricity while insulating the wearer from any discharges of said electricity.

Built-in systems incorporated into Bolt's Battle Gear include a personal singularity field teleportation device (see TRANSPORTATION for full description) capable of bodily displacement up to a range of one mile, and electrical powered flight at speeds in excess of 450 mph (the outfit's material and Bolt's special goggles protect his body from damage at high speeds) for an unknown distance or duration. (Observed data allows us to speculate that the suit's power would deplete completely after one hour of flight at maximum speed, based on the power discharged when Bolt uses his lightning blasts, but this has yet to be quantifiably determined.)

The suit's true strength lies in its ability to generate immense electrical discharges capable of crumbling concrete or blasting a hole through twelve-inch-thick solid steel. The power for such bursts comes from the suit's limited power supply. This power supply has been proven capable of generating upwards of 10,000 volts of electricity, thus leading me to suspect that the costume affectations around his wrists are actually power rods, perhaps based on (or stolen from) S.T.A.R.'s own Mini-Charge technology. Mini-Charges are compact rechargeable electricity pods each with a capacity of 1,000 volts. Bolt can regulate the voltage of this discharge downward to the equivalent of a mere joy buzzer jolt.



Bolt's costume represents an impressive accomplishment in the areas of electrical engineering and teleportation technology.

BOLT COSTUME (Body: 3, Flight: 8, Lightning: 12,
Teleportation: 3, R#: 2)

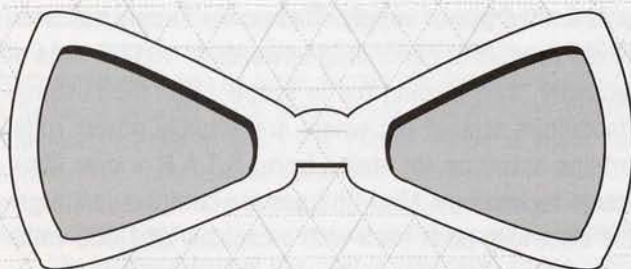
DOCTOR MID-NITE'S GOGGLES

The odd combat preferences of the recently re-emerged Golden Age crime fighter known as Dr. Mid-Nite (see BLACK-OUT BOMBS) suggest that he is actually blind. However, given his preference to fight in total darkness, I am willing to assume that he suffers from normal and near-infrared blindness, and not a deficiency that reaches to the far-infrared end of the spectrum.

Allow me to explain. In basic terms, normal humans see only visible light. However, some devices, such as night vision scopes, allow us to see into the infrared portion of the light radiation spectrum. These devices show us radiation in the near-infrared portion of the spectrum only and do not penetrate farther into the spectrum to the part known as far-infrared. Nonetheless, all objects do give off trace amounts of radiation in this section of the spectrum.

Some sort of super-power or freak accident has probably bumped Dr. Mid-Nite's normal range of vision out of the visible light portion, past near-infrared, and into the far-infrared end of the spectrum. I would speculate that his goggles therefore mask out all light that is below far-infrared radiation, even in pure daylight, which allows him to see the radiation outlines of a person or object. The lenses of the goggles must be coated with a combination of standard ultraviolet light blockers and dark colored dyes which filter out all incoming light.

The goggles themselves are not too sturdy and the lenses have been broken on more than one occasion.



Dr. Mid-Nite's Goggles combine rudimentary chemistry and physics to help him overcome his disability. This staunch crime fighter might be better served, however, by concentrating some research time on developing a sturdy lens and frame.

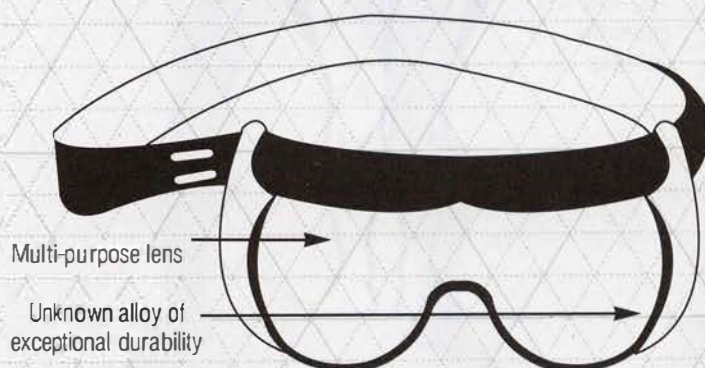
DOCTOR MID-NITE'S GOGGLES [Body: 1]

Bonus: Doctor Mid-Nite wears these special goggles to allow him to overcome his handicap of blindness in daylight.

BOOSTER GOLD'S GOGGLES

Booster Gold's goggles contain a multitude of vision enhancers, all of which are accommodated within a single housing and are focused through one set of multi-purpose lenses. The casing and lenses have so far proven to be unbreakable, and I am at a loss to identify what blend of plastics could possibly stand up to the punishment this otherwise fragile device has suffered through.

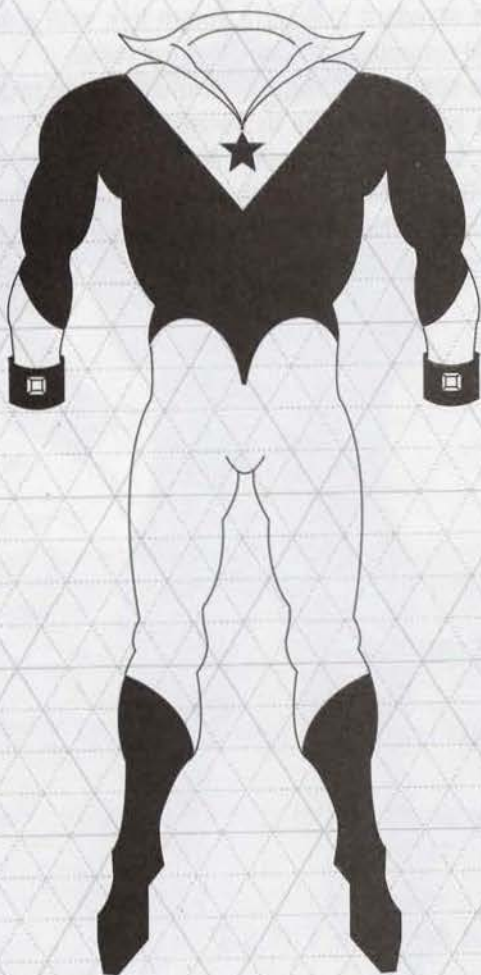
The goggles are capable of night-vision in the absence of all visible light (though magical darkness, if such a thing indeed exists, may prove to be impenetrable), microscopic vision to a magnification strength of factor five, telescopic vision up to a distance of one hundred yards, and thermal vision into the near infra-red spectrum (for a full discussion of the visible light spectrum see DOCTOR MID-NITE'S GOGGLES). With this thermal vision, Gold can pick up and follow trace amounts of radiation back to their source.



Booster Gold's Goggles offer functions that far outstrip what is possible with today's technology. Perhaps this proves the rumor that he is from the future?

Booster Gold's Goggles [Body: 7, Microscopic Vision: 2, Telescopic Vision: 5, Thermal Vision: 7, Ultra Vision: 7, A#: 2]

Note: Booster Gold's goggles were irreparably damaged during the JLA's battle with Doomsday.



Booster Gold's Power Suit defies description. Its form and functions are well in advance of what we can accomplish here at S.T.A.R. It took the power of Doomsday to finally destroy it.

BOOSTER GOLD'S POWERSUIT

Like the unidentifiable components found in his goggles, the microweave circuitry contained within the fabric of Booster Gold's costume lends credence to the rumor that he is from the future: it is the most sophisticated found on Earth and currently defies all attempts at description. The lightweight material has demonstrated exo-skeleton-like strength, but belies no actual mechanical components. With the strength added by his powersuit, Gold can lift over three tons as well as slug it out toe-to-toe with some of the universe's most powerful super villains.

The Powersuit also contains a powerful force field generator (see **FORCE FIELD GENERATOR**), again of unknown design, capable of withstanding blasts of near nuclear strength. The force field has been seen to expand out to a radius of twenty feet to encompass others whom Gold might want to protect.

The one weakness displayed by the Powersuit is its limited energy supply; Booster Gold has been observed on numerous occasions to weaken unexpectedly during battle. However, since the suit does not give off any scientifically traceable physical radiation, it is impossible to speculate as to what is used as a power supply in the first place and under what conditions it would run out of energy.

BOOSTER GOLD POWERSUIT [Str: 7, Body: 7, Energy

Absorption: 2, Force Field: 15, Force Shield: 2, Power Reserve: 6, R#: 2]

Note: Power Reserve can be used to augment all of the suit's Powers and Attributes.

Bonus: Force Field can be projected at a distance, but loses 1 AP for each AP of distance between the user and the Field; Power Reserve can also augment the Wrist Blasters (see **BOOSTER GOLD'S WAIST BLASTERS**).

Note: Booster Gold's powersuit was irreparably damaged during the JLA's battle with Doomsday.

CHECKMATE KNIGHT GEAR

The now defunct government agency known as Checkmate was known around the intelligence community for their exacting technological standards and the ways in which they used this technology to better prepare their operatives for any foreseeable situation. One such example of this was the gear worn and carried by their primary field soldier, the Knight.

A Checkmate Knight is capable of completing nearly any mission with almost no equipment at all, such was the level of their training and expertise. However, to give a Knight an edge in the field or to make him a match for a super-powered opponent, Checkmate developed a special body suit filled with many above standard features. The whole of the suit is made of a synthetic weave of Kevlar and metallic fibers laced intermittently with Flameweave (see AGENT LIBERTY BATTLE SUIT) to afford the Knight limited heat and fire resistance. The Kevlar/metal weave makes the suit bullet proof against small and medium caliber weapons fire at all but point-blank range. The suit is thin and light enough as not to interfere with the Knight's agility and mobility.

One arm of the black body suit (according to whether the Knight is right- or left-handed) is made of a special latex material that hardens against impact. The harder the blow to the arm, the more resistant to damage the coating becomes, up to pressure equaling one hundred pounds per square inch.

One of the outfit's gauntlets (again determined by the handedness of the Knight) is equipped with a spring loaded knife that pops out (and, upon flexing the wrist inwardly, retracts) along the back of the hand for hand-to-hand combat. Another of the gauntlet's compartments contains a five-inch-long spring loaded, sharpened steel blade that shoots out to a distance of thirty feet. The gauntlet is loaded with three such knives. Finally, a third compartment houses a snub-nose .44-caliber automatic pistol with a seven shot clip.

The Knight's outfit can also be fitted with an optional belt consisting of several compartments for surveillance equipment or for mini-explosives and stun bombs (see STUN BOMBS). All standard Knight suits sport a thigh strap that holds a nine-inch-long aluminum and titanium combat baton. This baton is properly weighted for accurate throwing, and in the hands of a skilled

Knight can be thrown and ricocheted to hit multiple targets and return to the thrower. The baton can also telescope out into a full seven-foot-long lance for a variety of combat and escape uses. The same leg strap can also holster a larger caliber hand gun than the arm gauntlet. A small, hard sided pouch attached to the leg strap contains a standard miniature comm-link with a secured channel communication range of five miles.

On some missions, a Checkmate Knight might also wear a battle-vest. The battle-vest is a heavy duty flak-jacket, bullet proof against all handguns and normal rifles. The vest has several pouches for carrying small explosives, smoke bombs, grenades, and other miscellaneous equipment.

BATTLE SUIT (Body: 7)

GAUNTLET (Body: 4, EU: 4, Range: 2, Ammo: 3, A#: 3)

.44 Automatic Pistol (Body: 4, EU: 4, Range: 5, Ammo: 7, A#: 3)

Combat Baton (Body: 6, EU: 5, A#: 3)

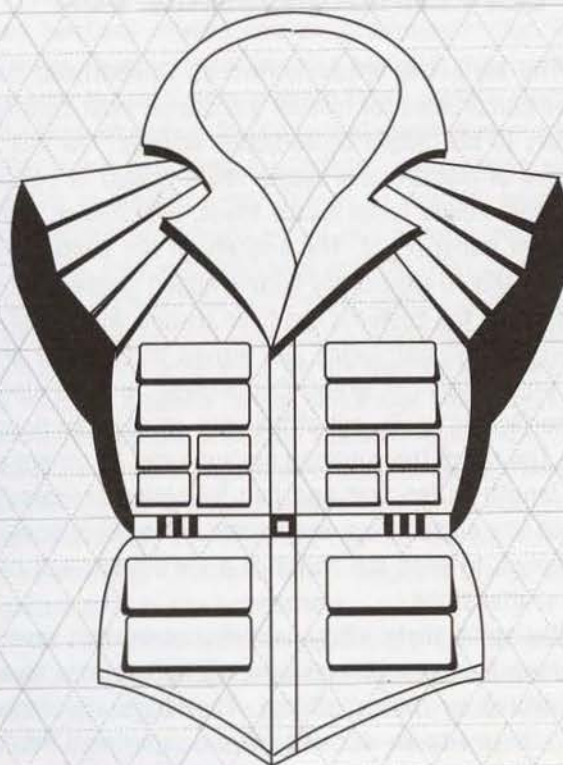
Comm-Link (Body: 1, Radio Communication: 7, A#: 2)

BATTLE VEST (Body: 0)

Limitation: The battle vest's Body can be avoided with a Trick Shot (+1 Column Shift to the OU).



The sleek, functional design of the Checkmate Battle Suit sets a new standard in battlefield equipment. In spite of providing its user with solid protection in close quarter combat, the suit's design does little to hinder its wearer's mobility.



The standard Checkmate Battle Vest offers its user added protection and functionality. Note also how stylish it is, showing that function does not always preclude form.



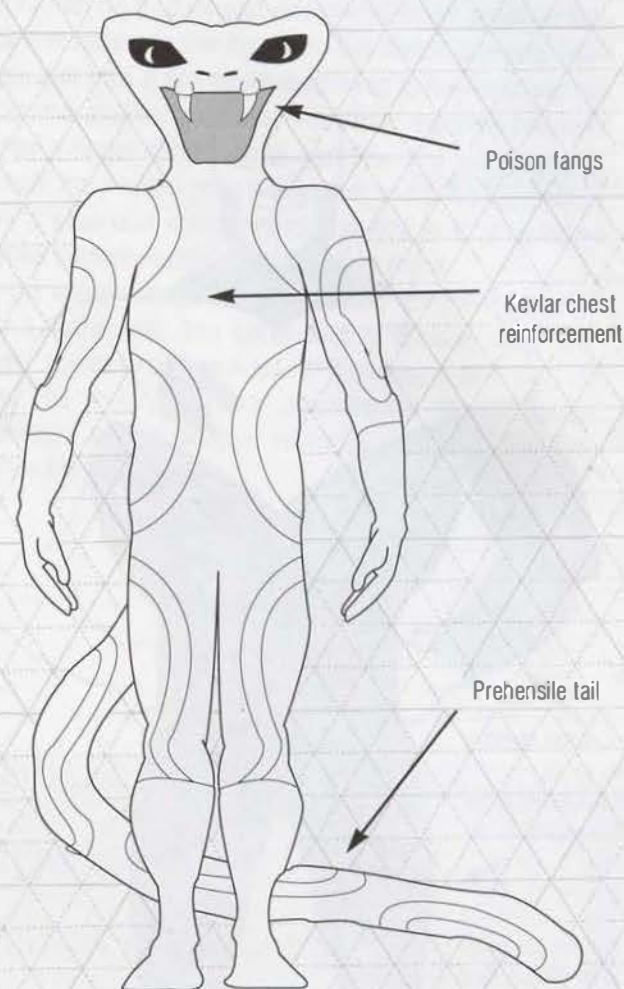
This compact aluminum/titanium combat baton is weighted for accurate throwing. It can also telescope out to seven feet in length (and any size in between) for hand-to-hand fighting.

COPPERHEAD'S SNAKE SUIT

The sly super villain known as Copperhead has indeed constructed for himself a costume most complementary to his unique contortionist abilities. The suit is a weave of metallic and elastic fibers coated in certain vulnerable points (such as the chest) with Kevlar, making them bullet-proof. The entirety of the costume is impenetrable to almost any cutting edged weapon. Most importantly, the costume has been treated with a highly slippery silicon gel, which has proven to be water and heat proof. This gel allows Copperhead to slide along any surface or to slip out of the tight grasp of an opponent. The tail of this amazing costume can be stretched to a length of ten feet and can be coiled repeatedly around any object it can encompass. This tail is powerful enough to snap the bones of a foe's neck, and can even shatter stone.

The suit's snake effigy helmet contains two seven-inch-long fangs capable of piercing human skin (even if protected by thick clothing). The fangs are coated with a neuro-toxin derived from copperhead snake venom, which paralyzes almost instantly and kills within thirty minutes. Most hospitals carry the appropriate anti-venom, if a victim is able to reach such a facility before expiring.

The suit constructed by the villain Copperhead mimics in great detail the reptilian abilities of its namesake, aided by the secretion of a slick gel-like substance that makes it nearly impossible to grab hold of this slippery adversary.



SNAKE SUIT (Def: 12, Body: 8, Cling: 6, Extra Limb: 6, Poison Touch: 7, Stretching: 2, A#: 2)

Note: the A# is used to ascertain whether the snake suit has any venom left for the Poison Touch power.

Bonus: Opponents attempting to Grapple a Character wearing the snake suit must take a +2 Column Shift penalty to the AD for the attempt. This bonus also applies when the suit's wearer attempts to break free of a Grapple.

Limitation: Stretching works only on tail.

DARKSTARS' EXO-SKELETON

The Darkstars, a corp of intergalactic law enforcers, are relatively new to Earth, having just established a base of operations in Dallas, Texas. Thus, a lot of information concerning their employed weapons and technology is not available. The statistics that follow are based wholly on observation and are subject to revision whenever S.T.A.R. Labs is able to attain more concrete data.



In addition to the capabilities diagrammed above, the battlesuit worn by Darkstar agents allow the user to fly at high speeds and generate a personal force shield. The Darkstar suit proves that technology can be successfully produced by committee (in this case, the aliens known as the Controllers).

DARKSTAR EXO-MANTLE [Def: 7, Str: 20, Body: 10, Bomb: 8, Flight: 15, Force Field: 6, Lightning: 14, Radio Communication: 20, Sealed Systems: 10]

DEPUTY EXO-MANTLE [Def: 5, Str: 16, Body: 9, Flight: 15, Force Field: 5, Lightning: 12, Radio Communication: 20, Sealed Systems: 10]

The Darkstars' Exo-Skeleton appears to have three primary functions: offense, defense, and transportation. As an offensive weapon, the exo-skeleton augments the strength of its wearer to near Superman levels. Thus a Darkstar agent can most likely lift close to 26,000 tons of weight (this, of course, is theoretical; most likely the Darkstar would actually end up crushing or pushing a hole through so unwieldy an object). This augmented strength would also serve to make most opponents, steel walls, and large armored tanks no real challenge to a Darkstar. The exo-skeleton appears to significantly augment the speed and agility of the wearer to twice that of a normal human. Furthermore, the exo-skeleton has one shoulder mounted projectile cannon which fires small high explosive rounds capable of blasting a hole through ten-inch-thick steel at a maximum range of seven hundred yards. Finally, the exo-skeleton has dual maser weapons implanted in its palms. These masers fire a concentrated electrical-like burst of up to the equivalent of 1,000 volts (the intensity, of course, can be regulated down to less lethal levels).

As a defensive system, the Darkstars' Exo-Skeleton primarily adds to the overall amount of physical punishment that can be withstood by the wearer (again, I truly wish that S.T.A.R. had better empirical evidence available). Also, the exo-skeleton has a small personal force-field generator that protects the wearer from small caliber arm's fire, low-intensity lasers, and energy discharges less than the equivalent of 1,500 volts of electricity. The force shield can be expanded outward to encompass other people whom the Darkstar may wish to protect.

As a transportation system, the Darkstars' Exo-Skeleton can allow its wearer to fly in atmosphere at speeds in excess of 750 miles per hour. The force shield protects the wearer and any passengers (up to two normal size humans) from the resultant wind friction. The exo-skeleton may also allow for out of atmosphere space flight (with protection provided by the force field). However, we can assume that this has a severely limited range due to the small amount of breathable atmosphere that could be contained within the force field's radius. Reports confirm that Darkstar agent Colos does have a spacecraft in Earth orbit for purposes of interstellar travel (see DARKSTAR PERSONAL CRUISER).

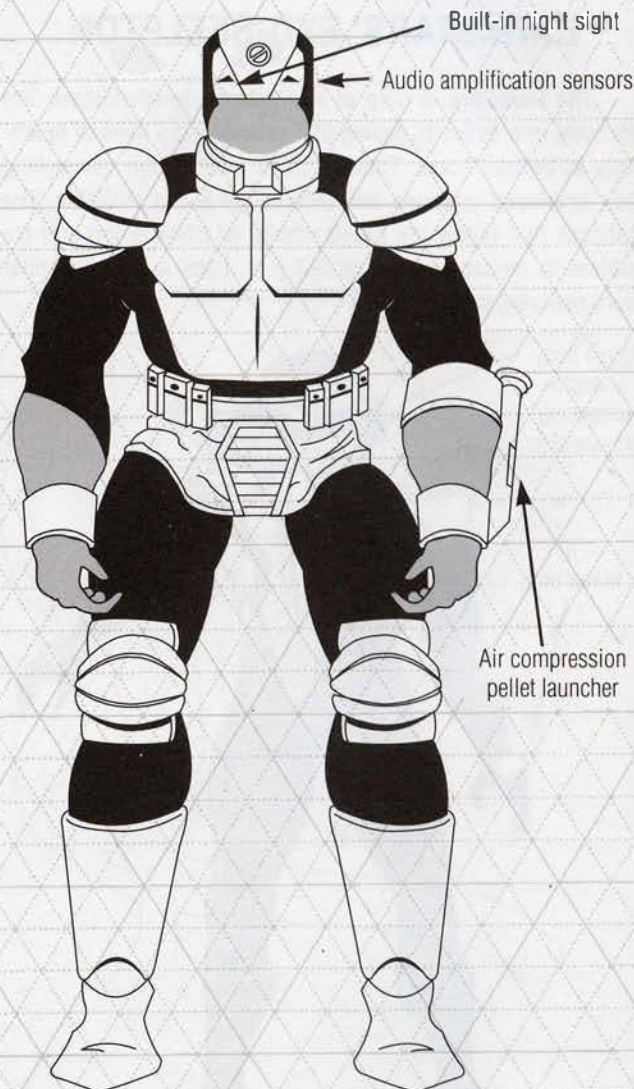
Darkstar agent Colos operates with a few other Darkstar "deputies," who appear to be human. They also wear exo-skeletons with abilities similar to those listed above, but at a somewhat reduced power level. These "deputy" suits lack the shoulder mounted projectile cannon, but perform in all other respects as previously described.

DEADLINE'S ARMOR

Relatively new on the scene, the super-assassin known as Deadline has nonetheless proven himself a master of his trade. Deadline wears a suit of armor speculated to be of a standard metal and polymer blend. The suit has demonstrated the ability to phase out of sync with normal space, thus allowing Deadline to pass through solid objects, insert objects he is holding into solid matter (including flesh), and have matter pass through him. This phasing could be caused by a constant-flux singularity field generator similar to those found in some teleportation devices (see the Transportation section), though the strain on Deadline's body from constant exposure to this must be incredible. Perhaps he contains a meta-gene that strengthens his constitution and allows him to undergo what must be an immense physical strain. Indeed, a meta-gene may be what allows Deadline to phase, and not his armor at all. The device might also be related theoretically to those worn by the Untouchables (see UNTOUCHABLES INTANGI-BELT). Until we get a chance to examine Deadline's armor ourselves (an unlikely proposition at best), we can only speculate on the origins of this ability.

The armor's helmet contains standard night vision goggles capable of picking up residue heat trails, as well as sophisticated audio amplification equipment to allow Deadline to pick up whispers through standard thickness interior walls. The armor's gauntlets fire low intensity explosives and/or gas pellets (either knockout gas or smoke). The triggering mechanism appears to be a simple air pressure release system similar to those found in pneumatic rifles.

Deadline's armor mimics some of the intangibility function found in the equipment worn by the Untouchables. Whether the two units are derived from the same source is unknown.



ARMOR (Booy: 10)

GAUNTLETS (Booy: 4, Bomb: 7, Fog: 8, Poison Touch: 8, R#: 3)

The Gauntlets can fire either explosive projectiles (Bomb) or gas pellets. The gas pellets attack every target within the area of their Fog Power with Poison Touch.

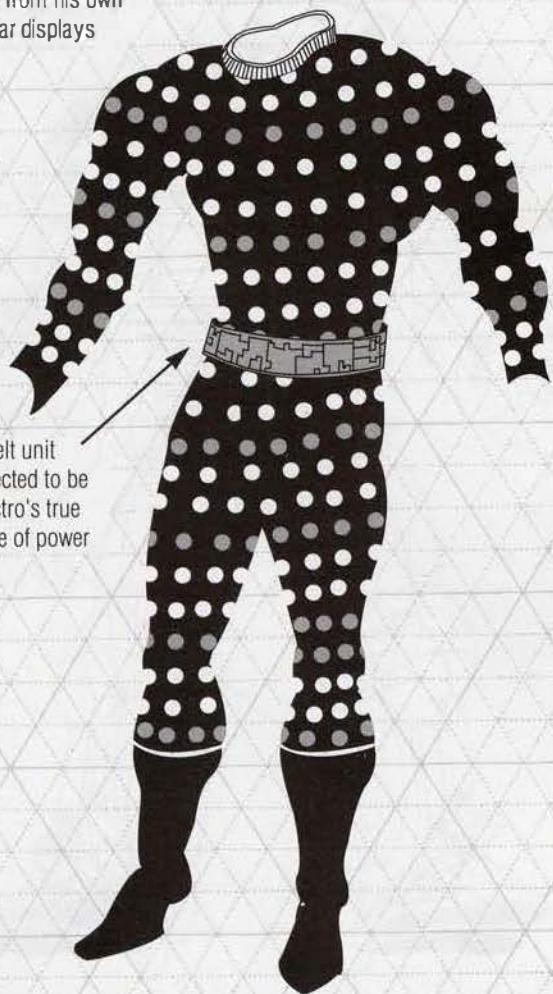
Helmet (Booy: 9, Extended Hearing: 4, Radio Communication: 11, Thermal Vision: 7, Ultra Vision: 7)

Note: Deadline's phasing ability is actually achieved through his meta-gene, and has nothing to do with his armor.

Vision filter goggles
used to protect Dr.
Spectro from his own
ocular displays



Belt unit
suspected to be
Spectro's true
source of power



DR. SPECTRO'S SPECTRUM SUIT

Dr. Spectro's colorful costume is probably just a ruse; the powers that he has displayed are most likely generated by the sophisticated unit he wears as a belt. This unit appears to have a built in prism generator capable of warping visible light at varying amplitudes, thus distorting the viewer's vision. The intensity of this distortion is such that it can cause the sections of the brain related to perception to short-circuit and thus fool the victim into hallucinating whatever is most on the person's mind (consequently, a strong suggestion from Dr. Spectro could cause the victim to suffer a specific hallucination of his choosing). Dr. Spectro can also regulate this light distortion to the point of actually hypnotizing his intended [human] target.

The belt can also generate sophisticated holograms without audio (see HOLOGRAM) and can fire a high-intensity laser capable of slowly drilling through steel.

In all likelihood, Dr. Spectro's Spectrum Suit is a ruse. Speculation has it that the true powers displayed by Spectro are generated by the costume's sophisticated belt unit.

SPECTRUM SUIT [Str: 5, Body: 5, Flash: 10, Illusion: 12, Heat Vision: 10, Invisibility: 10, A#: 2]

Hypno-Beam Goggles (Body: 1, Control: 9, A#: 3)

Limitations: Control has a range of 2 APs; The user must look into target's eyes to attack with Control; Control only puts victim into trance; Character will mindlessly follow user and obey simple commands, but they can make a free Check to break free if given a self-destructive command.

HI-TECH'S ARMOR

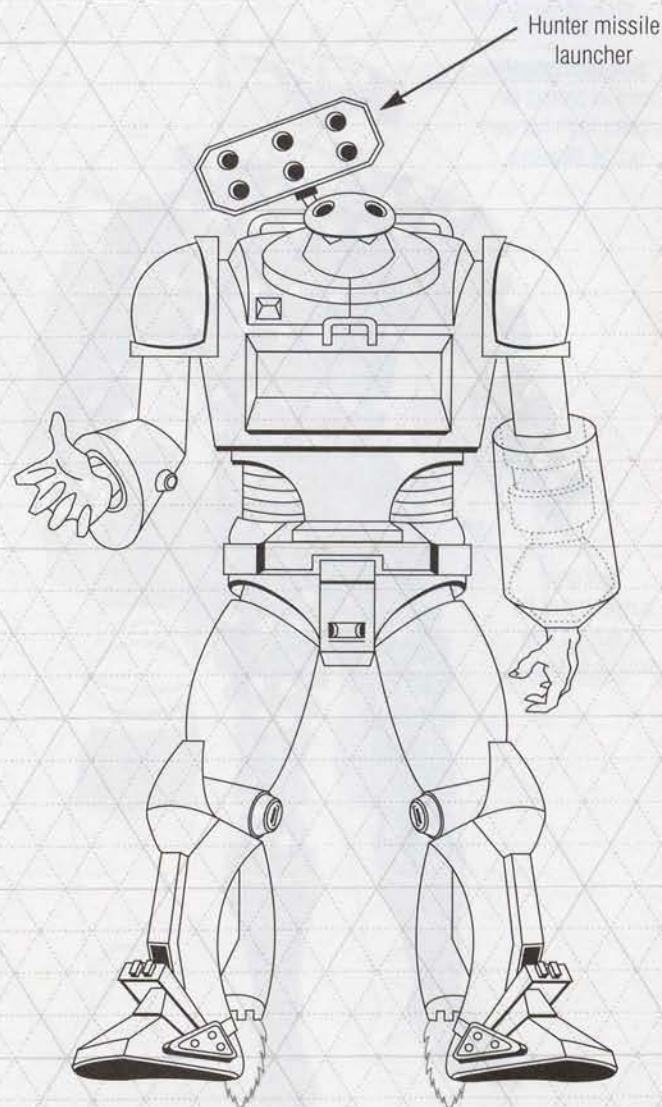
What little information we have concerning the special battle armor worn by the super-villain known as Hi-Tech comes to us from her one encounter with Superman. The Man of Steel was happy to supply us with information concerning the armor, and their spectacular world-wide battle.

When Hi-Tech first appeared to challenge Superman, her armor was a huge metal construct over twenty feet tall. This bulk, however, was more of a ruse than anything else; one-third of the suit's mass was shed as a nearly instantaneously detachable shell. Unfortunately, this portion of the armor was rigged with explosives to self-destruct, leaving us nothing to study more closely. Inside this outer shell was a second huge metal casing. Like the outer hull, this portion of Hi-Tech's Armor was completely destroyed during the battle. However, we do know that whatever materials it was constructed from, it was capable of withstanding some of Superman's most powerful blows. Superman was able to pierce the armor with his hands and finally rip it off of Hi-Tech.

Most of the Hi-Tech Armor's offensive capabilities were contained in this secondary hull. Attached to the hull was a six-pod Hunter Missile Launcher. Each missile was capable of traveling at Mach 1. These missiles are of the "fire and forget" variety: they are fed radar signature data by the armor's main tracking system and further guided to an evading target via their own internal radar. A second offensive weapon contained on the secondary hull was a huge Electron Blaster. This weapon released a powerful stream of electrons capable of knocking even Superman flat. The effective maximum range of this weapon is estimated to be over five hundred yards.

Flight and maneuverability for the Hi-Tech Armor were provided by four separate rocket jets, similar to those found in today's modern fighter planes. These jets, however, were only one-third the size of a normal rocket engine. Amazingly enough, however, Hi-Tech could attain speeds in excess of Mach 5.

Beneath all of this sophisticated hardware, Hi-Tech wore a skin tight power suit. The defensive capabilities of this body suit are unknown; Superman didn't lay a glove on her during the portion of their battle that followed her being stripped of her outer armor.



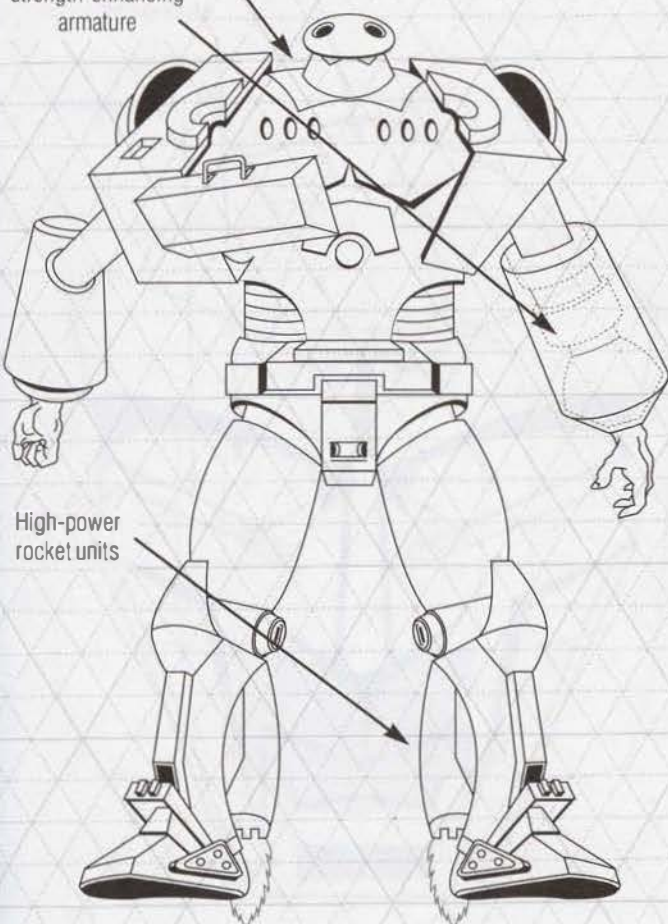
Little is known about the armor worn by Hi-Tech. We do know that it is exceptionally sturdy and that the unit as a whole is configured to maximize both offense and defense. Only the most powerful heroes could hope to fend off an attack by Hi-Tech.

HI-TECH ARMOR [Str: 15, Body: 13, Flash: 3, Flight: 11, Lightning: 16, Radio Communication: 20, Sealed Systems: 13, Telescopic Vision: 7, Ultra Vision: 7, A#: 2]
 Note: The Hi-Tech armor carries six Hunter Missiles.
HUNTER MISSILE (x6) [Def: 11, Body: 3, AV: 7, EV: 14, Flight: 9, Radar Sense: 19, A#: 2]

Break-away view showing
secondary hull

strength-enhancing
armature

High-power
rocket units



This bulkier Hi-Tech unit comprises the outer defensive hull of the armor system. Offensive capabilities are derived mainly from the unit's Superman-class strength.

Offensively, the power suit was capable of transmitting a huge electric shock similar to the one discharged by the weaponry found on the secondary hull. This shock is powerful enough to give even Superman pause. The weapon appears to work only on direct contact. Obviously Hi-Tech's body suit insulates her from the shock.

Hi-Tech's current whereabouts are unknown.



Hi-Tech's power is actually contained within this body suit. The two exterior hulls were apparently meant to throw Superman off the track of Hi-Tech's true capabilities while adding potent supplemental weaponry.

PRIMARY HULL [Body: 14, Bomb: 17, A#: 3]

Limitation: To use the Bomb Power, the Primary (outer) Hull must be jettisoned and detonated.

INNER POWER SUIT [Body: 9, Lightning: 15, Radio Communication: 20, A#: 2]

Note: The Power Suit is only used if the rest of the armor has been either jettisoned or destroyed.

MANHUNTER'S MASK

The technology found within the special mask worn by the former Suicide Squad member and freelance operative known as Manhunter appears to be based on similar technology found in the Guardians of the Universe constructs of the same name.

Manhunter's Mask contains several functions which enhance his abilities as a crime fighter and adventurer. Primary among these functions is the mask's uncanny ability to enhance the wearer's innate psychic senses. As a scientist, I find it nearly incomprehensible to talk in terms of psionic energy, but the fact remains that experiments show that the mask allows Manhunter to seemingly anticipate when a dangerous situation is imminent.

Other functions of the Manhunter Mask are comparatively rudimentary. A set of built-in, multipurpose lenses afford Manhunter telescopic vision to a factor that, for all practical purposes, doubles his viewing distance, and thermal vision to allow him to see even the most remote trace heat signature. A set of built-in audio enhancers allow Manhunter to discern the direction from which a particular sound came from, with near pinpoint accuracy, as well as to amplify sound over great distances (no more than two miles beyond normal human hearing range).



Manhunter's Mask combines modern technology and ancient styling to make its wearer a formidable field operative. Its angular structure serves to deflect blows as well as disperse the force of impact, protecting both the user and its own circuitry.

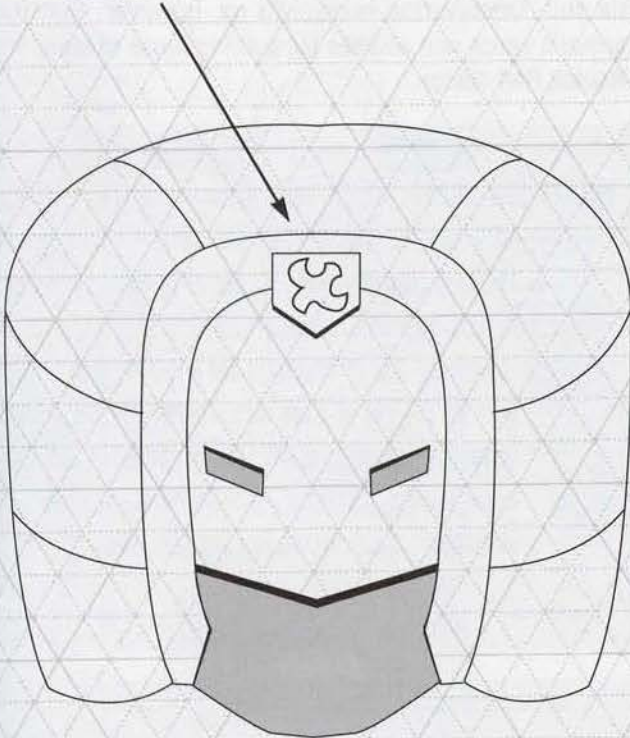
MANHUNTER MASK (Body: 4, Danger Sense: 4, Thermal Vision: 7, Directional Hearing: 4, Extended Hearing: 4, Telescopic Vision: 4)

PEACEMAKER'S HELMET

The designer of the helmet worn by the costumed vigilante known as Peacemaker has indeed outdone himself with this cybernetic marvel. The helmet contains circuitry that allows Peacemaker to interface with any and all systems of his helicopter and jet-pack (see individual entries) for mind-driven remote control at a demonstrated range of just over one mile. This function operates by tapping into the electro-chemical output of Peacemaker's brain (the conduits are skin contact pads; they do not penetrate the wearer's skull). Most likely, anyone else who donned the helmet would experience severe biofeedback shock.

Peacemaker's helmet also contains an all-band, radio-signal transmitter and receiver capable of picking up any microwave or satellite transmissions that enter an area radius of sixteen miles. Finally, the helmet can also generate an ultrasonic beam capable of rendering an opponent unconscious at close range (maximum of ten feet). The beam can also be set for an area effect of ten feet by ten feet allowing Peacemaker to stun anyone within that zone.

Ultra-sonic generator



The helmet worn by Peacemaker is a cybernetic wonder. Inside this helmet are circuits capable of enhancing the wearer's visual and auditory senses. The helmet also boosts the wearer's innate psionic power.

PEACEMAKER HELMET (Dex: 6, Boov: 5, Mind Blast: 6, Radio Communication: 9, Thermal Vision: 6, R#: 2)

Limitation: Dex can only be used at Radio Communication range to remotely control Peacemaker's jet pack and helicopter, with an effective Vehicles Skill of 6 APs.

ROCKET RED ARMOR

The standard Rocket Red Armor, for which the specifications were released to S.T.A.R. under a recent United States/Russian technology exchange agreement, was first designed and constructed for the now-dissolved Soviet Union by the Green Lantern known as Kilowog. This all-purpose battle suit is constructed mostly of common metals — carbon-alloy steel, aluminum, tungsten, titanium, vanadium — and coated with a thin layer of a special Teflon/Kevlar polymer, that serves to reflect and disperse most forms of high intensity energy (such as plasma blasts) directed at the unit. This unique blend of metals and plastics, based on Kilowog's prototype, is a testimony to the sheer man-hours that Russian chemists must have dedicated to the production of their country's first line of defense.

The Rocket Red armor is powered by solar energy, backed up by a small reserve of fissionable material that is to be used only in the most extreme of emergencies. The armor protects its wearer from the rigors of space and has an onboard oxygen supply of one hour. The system propulsion units are mounted in the armor's boots and are capable of sustained flight at supersonic speeds for a three-hour duration. The boots are also magnetized for outer-hull space walks.

Rocket Red weapons systems include super-heated plasma blasts capable of demolishing a tank as well as a deployable 10' x 10' electrified net for subdue and capture maneuvers. Perhaps the Rocket Red Armor's most intriguing weapon, however, is the cybernetic/sympathetic electrical link that enables the wearer to interface with and take external control of any computer or electronic device, even those systems protected by password and key-lock countermeasures. The armor's helmet is also rigged with a standard all-band audio pick-up and amplification device, capable of tuning into any signal transmitting within a thirty-mile radius.

One important drawback surrounding the Rocket Red Armor, however, is that the battle suit cannot be worn and operated by a normal human being; the stress factors exerted upon the physical body are just too great for the average person and would likely cause death. All Rocket Red soldiers are therefore genetically engineered super-men who are capable of withstanding five times the amount of physical exertion than the average human

can endure. The Rocket Red designated Number Thirteen, who until recently was attached to the Justice League, wears a modified suit of Rocket Red Armor rumored to have been obtained on the dark world of Apokolips. However, the Justice League has declined S.T.A.R. Labs' request to more closely examine the battle suit. Observation reveals to us, however, that the armor's specs and abilities far outstrip those of standard Rocket Red design.

ROCKET RED ARMOR (Str: 8, Body: 9, Control: 4, Energy Blast: 10, Flight: 12, Lightning: 7, Mind Scan: 5, Radar Sense: 10, Radio Communication: 10, Sealed Systems: 10, Snare: 9, Super Hearing: 12, Telepathy: 6, A#: 2)

Limitations: Use of the Rocket Red Armor requires a minimum Str and Body of 5 APs each. Control, Mind Scan, and Telepathy Powers are usable only on computers and electronic devices; Lightning and Snare Powers represent an electrified net and must be reloaded after each use.

APOKOLIPS BATTLESUIT (Def: 9, Str: 9, Body: 10, Control: 7, Energy Absorption: 4, Energy Blast: 16, Flight: 15, Force Field: 4, Lightning: 8, Mind Scan: 8, Radar Sense: 12, Radio Communication: 11, Skin Armor: 2, Snare: 10, Super Hearing: 12, Telepathy: 9, A#: 3)

Limitations: Use of the Apokolips Battlesuit requires a minimum Str and Body of 6 APs each. Control, Mind Scan, and Telepathy Powers are usable only on computers and electronic devices; Lightning and Snare Powers represent an electrified net and must be reloaded after each use.

Note: All of the standard Rocket Red suits have recently been retooled to resemble the Apokolips Battlesuit. This appearance is deceiving, however, since their actual abilities have *not* changed.

Cybernetic/sympathetic
link system

Solar energy
containment unit

All-metal
construction in
a Teflon/Kevlar
polymer shell

Cybernetic control/link helmet

Plasma conductor hose
connected to generator
on back of unit

Plasma blaster

Propulsion units

Plasma blast
gauntlet

While impressive, the original Rocket Red Armor is no match for the updated Apokolipsian version.

Exact data on the Apokotips-built version of the Rocket Red armor is unavailable. However, it seems to share several on-board systems in common with its Earth-produced counterpart.

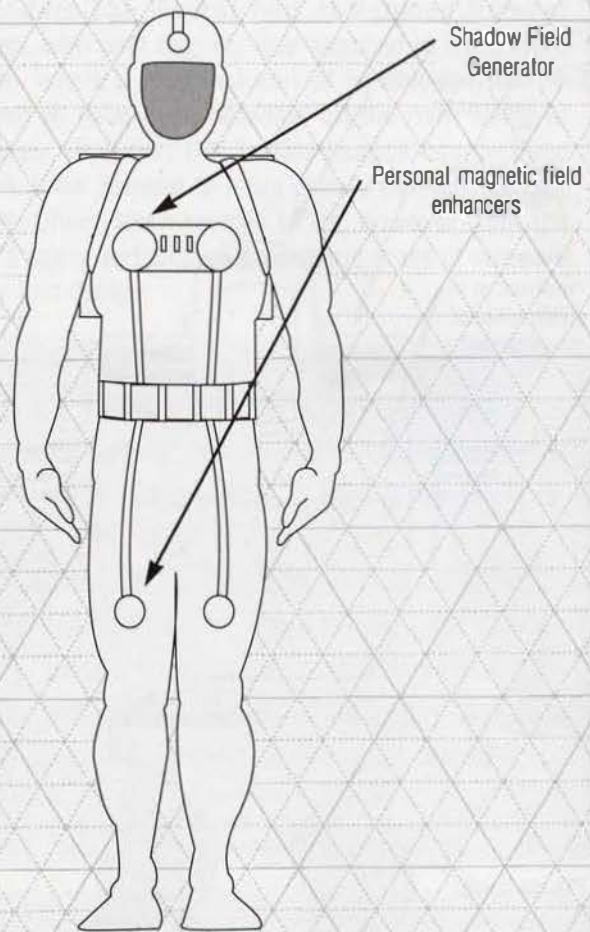
SHADOW FIELD GENERATOR

A product of advanced Thanagarian science, the Shadow Field Generator employs magnetic field distortion to both bend light waves and agitate normal organic and inorganic molecular structures. Thus, the wearer of the device virtually becomes a living shadow, independent of physical reality and able to pass his own molecules "through" solid matter. The Shadow Field Generator uses the wearer's own personal electromagnetic field to initially activate and power up this effect, but then must immediately tap into nearby exterior electromagnetic energy sources for continued operation. (Note: The Shadow Field Generator must tap an external magnetic field source other than a planet's own magnetic field, which the device is prevented from usurping because it would immediately cause a fatal overload of the system and most likely kill the user.) In any case, if subjected to these magnetic forces for too long, the wearer's personal magnetic field could become permanently disrupted, trapping him or her in permanent shadow form.

On the plus side, the wearer of the Shadow Field Generator can make all or any part of his body intangible by manipulating the amount of electromagnetic energy directed at his molecular structure. Thus for example, the villain known as the Shadow Thief can make his hand and arm intangible and reach into a wall safe without having to pass his entire body into the wall. Also, anything the user is wearing or carrying can be made intangible. Conceivably, the Shadow Field Generator could be used to make an object of any size intangible. However, because the device does require electromagnetic energy from a living source to operate, a venture such as turning a car into a shadow would be extremely dangerous to the user.

The Shadow Field Generator, for all of its wondrous functions, is only the size of a paperback book. It is generally attached to a subject's belt.

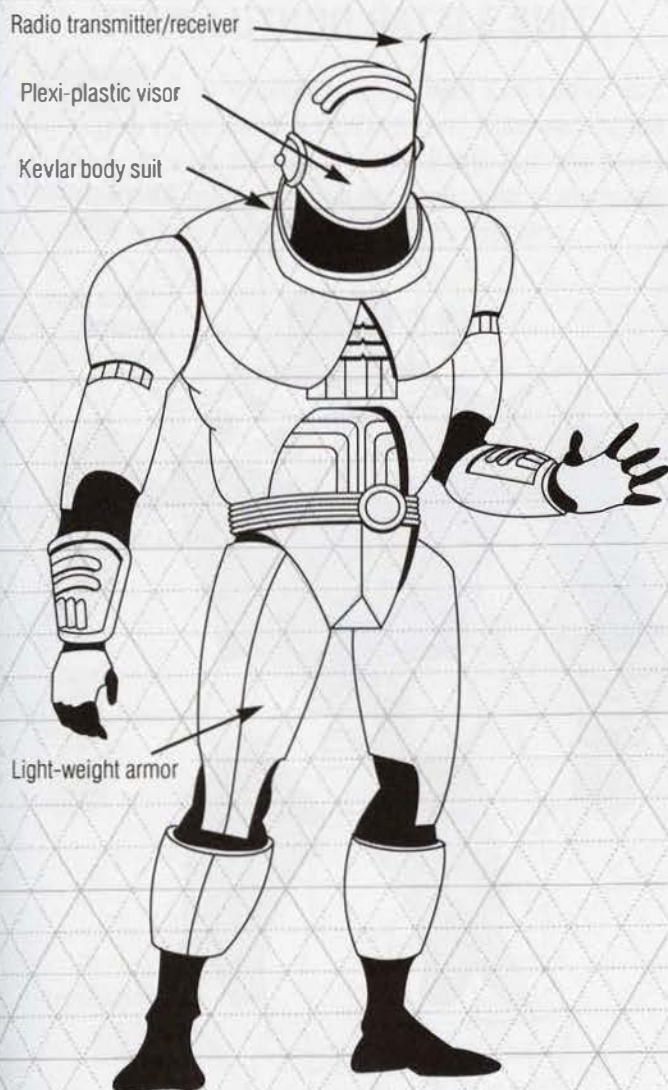
The overall design of the suit worn by the Shadow Thief indicates a bit of subterfuge on this crafty villain's part. The actual generator is the size of a paperback book. The Shadow Thief apparently added extraneous electronic "bells and whistles" to throw a veil of mystery over the actual operation of the unit.



SHADOW FIELD GENERATOR (Booy: 7, Dispersal: 15,

Two-Dimensional: 15, Thief (Stealth): 10)

Limitations: Whenever a Character activates any APs of Dispersal, the same number of APs of Two-Dimensional automatically become active (Two-Dimensional APs cannot be activated on their own); If the wearer uses the Field Generator for too long, he becomes permanently trapped in shadow form. After the wearer has left the generator activated for 8 full minutes (7 APs) he must make an Action Check each phase the generator remains activated using the generator's APs of Dispersal as the RV and EV against an DV/RV equal to the wearer's Booy/Booy. If these Action Checks earn cumulative AAPs that equal or exceed the wearer's Body, he becomes permanently and completely intangible.



The Golden Wing Shock Trooper Armor takes several shortcuts to battle armor design. Note the multiple joints—these are areas of weakness where the wearer is not protected by armor.

SOCIETY OF THE GOLDEN WING SHOCK TROOPER ARMOR

Not much is known about the Society of the Golden Wing, though rumor has it that it is financially backed by the reclusive multi-millionaire Creighton Kendall. Their motives, however, currently remain a mystery, as does their need for such sophisticatedly outfitted personnel. The biggest question of all surrounding the Society, however, concerns the exact nature of the relationship between them and the newly crowned superhero in Philadelphia known as the Black Condor.

In any case, recent news footage of a clash between the Black Condor and the SGW Shock Troopers gave us a chance to observe the troopers' armor, albeit second hand. The Shock Trooper Armor appears to be extremely lightweight, possibly constructed from an aluminum/tin/titanium alloy, under which a flexible Kevlar body suit is worn. The armor is poorly designed, however, with multiple exposed weak points at the joints and neck, where the only available protection is the thin body suit. Furthermore, the helmet's full face visor appears to be made of plexi-plastic, a non-shatterproof polymer that can be broken by a strong blow. The armor, too, was dented during the battle by the Black Condor (who obviously has above normal strength). The Shock Trooper helmet is equipped with a short wave radio transmitter/receiver operating on what is most likely a secured channel.

The Shock Trooper Armor was probably designed for quick-hit operations and localized security. The most impressive Trooper device in evidence is the standard issue electro-taser gun which fires supercharged bolts of electricity up to what appears to be 750 volts. The bolt intensity can be metered down to lower levels. The gun's design suggests that it carries a limited energy supply (probably 2,250 volts) that in all likelihood is externally rechargeable. Observed maximum range of discharge is a mere forty feet.

SGW SHOCK TROOPER ARMOR (Booy: 7, Radio Communication: 10, Telescopic Vision: 4)

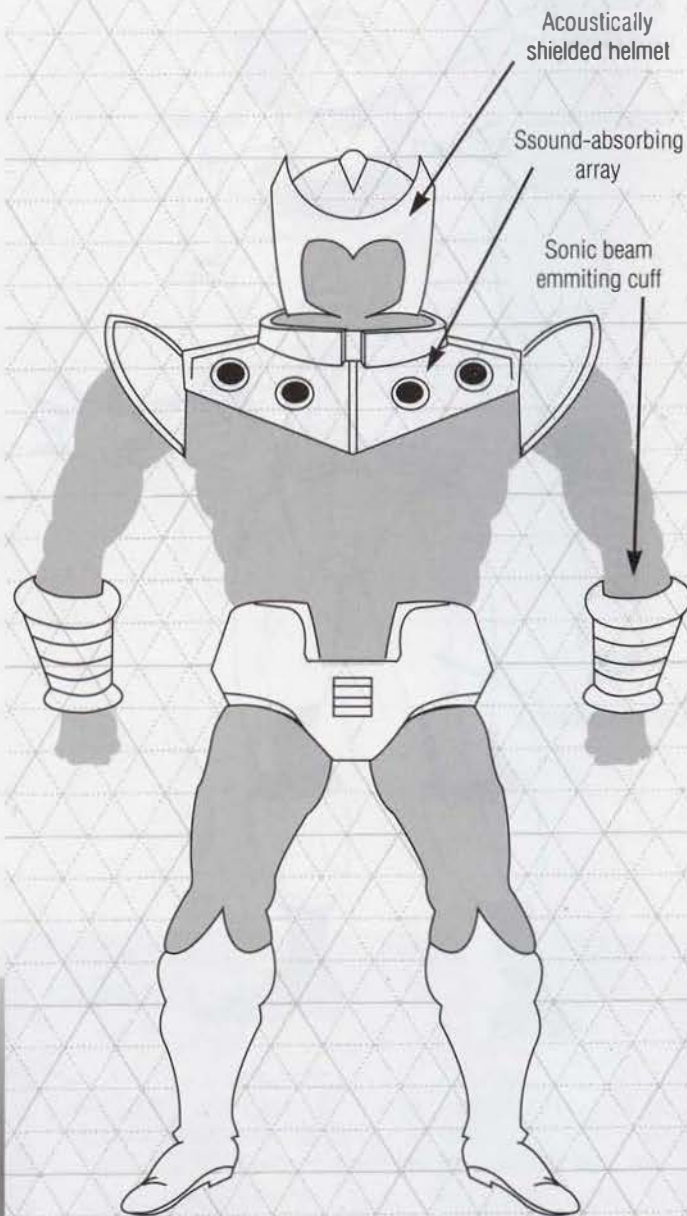
Electro-Taser Gun (Booy: 5, Lightning: 10, Ammo: 3, A#: 3)

SONAR'S SONIC ARMOR

Invented by the current Modoran Monarch, Bito Wladon (known in his criminal identity as Sonar), the Sonic Armor is a very effective and versatile weapon. A further development of his earlier Sonic Gun and Sonic Scepter, the armor is designed around the principles of nucleo-sonics — which posits that sound waves contain and move tangible elemental particles — the Sonic Armor absorbs and redirects ambient sound waves to various effects.

The sonic vibrations established by Sonar's Armor are capable of causing severe or permanent hearing loss, rendering a foe unconscious, causing hallucinations (by increasing fluid pressure inside the brain), or even demolishing a concrete and steel building. Sonar can also use the armor for flight by producing solid sonic waves of an imperceptible level on which he can ride.

Sonar's Sonic Armor is completely useless in the total absence of externally produced sound waves.



SONIC ARMOR [Body: 8, Energy Absorption: 15, Flight: 9, Force Field: 12, Mental Illusion: 10, Radio Communication: 15, Sensory Block: 20, Sonic Beam: 17, Telekinesis: 10, A#: 2]

Limitations: Energy Absorption only works on sonic attacks; Sensory Block only affects hearing; All of the Armor's Powers are sound-based, so they will not function in a vacuum.

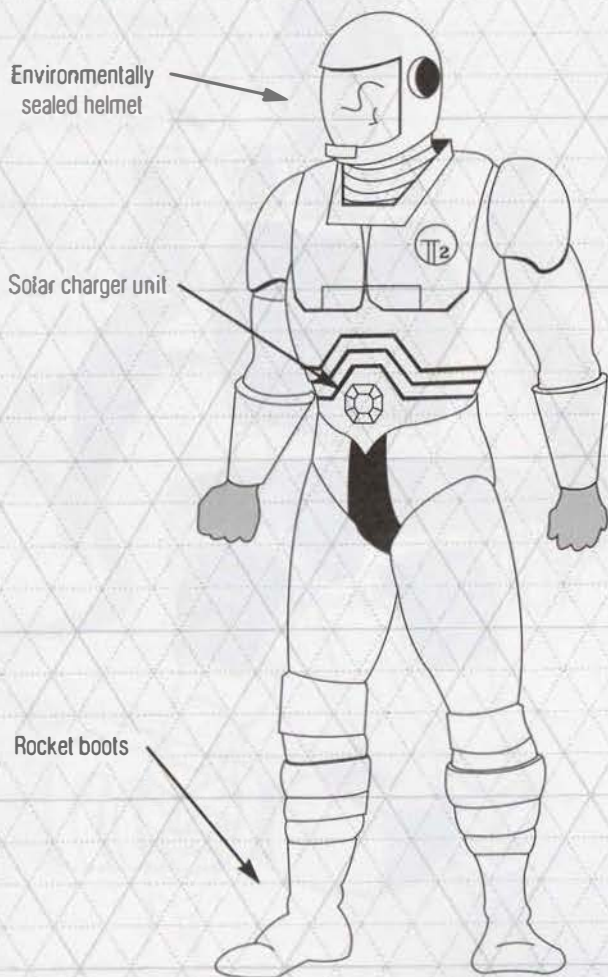
Sonic Boom [Body: 2, Bomb: 18, A#: 2]

Limitations: Bomb is sound-based, so it will not function in a vacuum; Bomb can only be used once, after which the device is destroyed.

In his most recent appearance, the villainous Sonar incorporated the sonic science of his pistol into this battle armor.

TEAM LUTHOR BATTLE SUIT

Designed by deceased industrialist Lex Luthor and the superb technicians at LexCorp (and since redesigned by Lex Luthor II), the Team Luthor Battle Suit has saved Metropolis on more than one occasion, even in instances when Superman himself was unable to intervene.



One of the most impressively designed pieces of field armor ever designed, the Team Luthor Battle Suit sports a wide array of offensive weaponry and defensive systems. We would do well to convince young Luthor to license certain systems contained in this unit to our own security forces.

TEAM LUTHOR BATTLE SUIT [Den: 7, Str: 11, Body: 12, Energy Blast: 10, Flight: 7, Sealed Systems: 14, X-Ray Vision: 11, Telescopic Vision: 11, A#: 2]

In fact, many of the abilities displayed by the armor appear to be based on (and perhaps are a tribute to) powers exhibited by the Man of Steel.

Each battle suit is constructed of a special titanium-vanadium-steel alloy coated with a translucent polymer, making it highly resistant to both physical blows and energy beam or particle weapons. Each suit comes with a completely sealable helmet and contains its own on-board oxygen supply for underwater or space missions (no recorded duration available). Power for the suit is supplied by a rechargeable solar and electrical battery unit. No Team Luthor operative has ever been witnessed running low on power, however, so it is difficult to speculate as to just how much energy a single suit is capable of holding before requiring a recharge.

A Team Luthor Battle Suit is capable of sustained flight at speeds nearing 120 miles per hour for two hours. However, it should be noted that this clocked duration also includes the use of other powers contained within the suit and thus, again, does not allow us to fully measure the suit's power supply maximums.

The Team Luthor Battle Suit boasts an impressive array of passive, sense-enhancing systems, including telescopic sight and x-ray vision, both of which are built into the armor's helmet. The telescopic enhancers appear capable of focusing on objects more than two miles distance from the viewer. The x-ray vision capability uses a standard focused tight beam x-ray projector that allows the user to see through solid objects equivalent in thickness to that of a standard office building's outer concrete wall (ten feet thick).

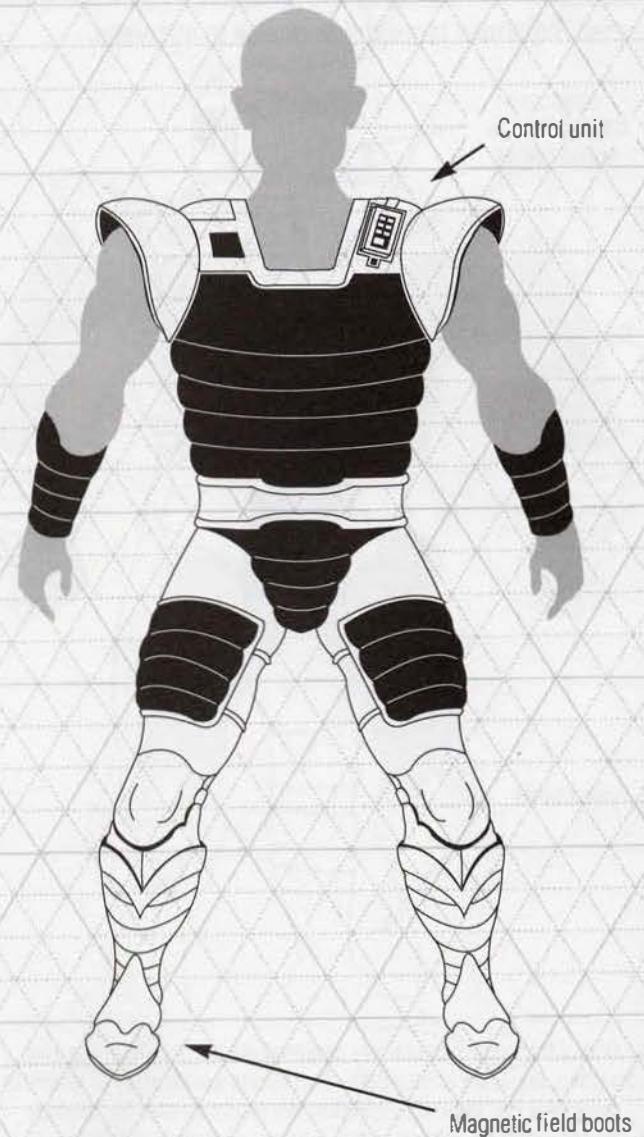
The offensive capabilities provided a Team Luthor agent are as impressive as the aforementioned supplementary devices built into the battle suit. Each agent is armed with a directed photon energy blaster connected to, and powered by, the suit's main energy supply. Each discharge of energy is capable of knocking a hole through a concrete and steel office building. Just imagine that sort of punch aimed at a super-powered bad guy and you'll see what a boon the addition of Team Luthor has been to Metropolis' safety. Maximum number of discharges is undetermined. The weapon appears to have an upper range limit of 150 feet.

TERRA-MAN'S ARMOR

The Terra-Man Armor was designed and built by former millionaire industrialist turned environmental activist/terrorist Tobias Manning. Disgusted with the hypocrisy of a group of investors who wanted to build a private enclave in which to escape the environment that their own companies had polluted (a crime that Tobias himself is guilty and remorseful of), Tobias turned his wrath against them in the guise of Terra-Man. His attack was thwarted, however, by Superman and the young heroes formerly of Infinity Inc. known as Jade and Obsidian.

The Terra-Man Armor is a partial body suit that acts like an exo-skeleton to greatly increase Tobias' physical strength to a level where he can actually lift a normal passenger car. The armor, of course, also increases the amount of physical punishment Tobias can withstand. Both effects are the result of the armor's titanium and Kevlar weave body mantle. Servo-mechanisms on the inside of the mantle contact the skin and infuse the body with temporary super-human strength. The strain that this exertion visits on the body's internal systems is unknown, but I would speculate that unless the wearer was treated prior to use of the armor with physical enhancement drugs, he or she runs the risk of permanently debilitating neurological damage.

The true potential of the Terra-Man Armor, however, lies in its ability to create tornado strength winds. These winds are created by a miniaturized dual turbine system, powered by a synthetic energy source derived from the toxins which Tobias' inadvertently created during his days as an industry baron. As Terra-Man, Tobias is kept from feeling the recoil of these winds by a pair of boots that tap into the Earth's magnetic field and anchor him securely to the ground.



TERRA-MAN ARMOR (Sta: 12, Body: 11, Air Control: 16)

The Terra-Man suit enables its wearer to withstand great physical punishment, including that which is dished out by the suit's own tornadoes.

UNTOUCHABLES' INTANGI-BELT

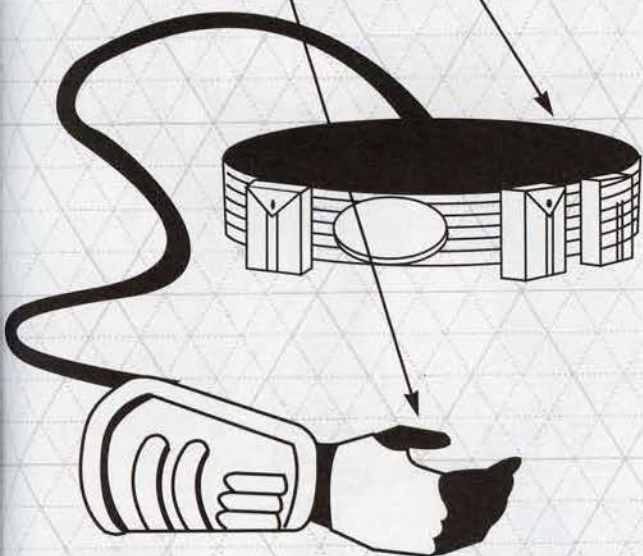
The exact workings of this amazing device are unknown, but I would speculate that it may actually be related, scientifically at least, to the Thanagarian Shadow Field Generator (see SHADOW FIELD GENERATOR). No matter their origin, however, the wearers of these belts, the eccentric criminals who call themselves the Untouchables, are not divulging their secrets. The Intangi-Belt renders the user, and anything he carries on his person, completely intangible. The Intangi-Belt wearer does remain visible, however, thus pushing me to believe that a molecular density shift occurs upon activation. Such a shift causes the natural bonds of an object's molecules to stretch apart, leaving spaces between the molecules through which solid objects merely pass.

A glove, attached to the back of the belt, has also been used by the Untouchables to allow them to touch other objects, such as cars or buildings, and make them intangible in a localized field (three feet in radius).

No upper time duration has been established for the continuous use of an Intangi-Belt. However, if I am correct in my assessment that the device "pulls apart" an object's molecules, then we can speculate that prolonged exposure to this effect could cause a human subject to lose all tangibility and thus physically disperse.

High-density power cells

Intangi-glove unit



INTANGI-BELT [Body: 4, Dispersal: 15, A#: 2]

Limitations: Dispersal must be used at its maximum effect of 15 APs. Any Physical Attacks made by the user of the belt have their EDs reduced by the APs of Dispersal.

INTANGI-GLOVE [Body: 2, A#: 3]

Bonus: The glove allows the belt's Dispersal to render portions of objects intangible, affecting up to 8 APs of volume (Usable On Others, Area Effect).

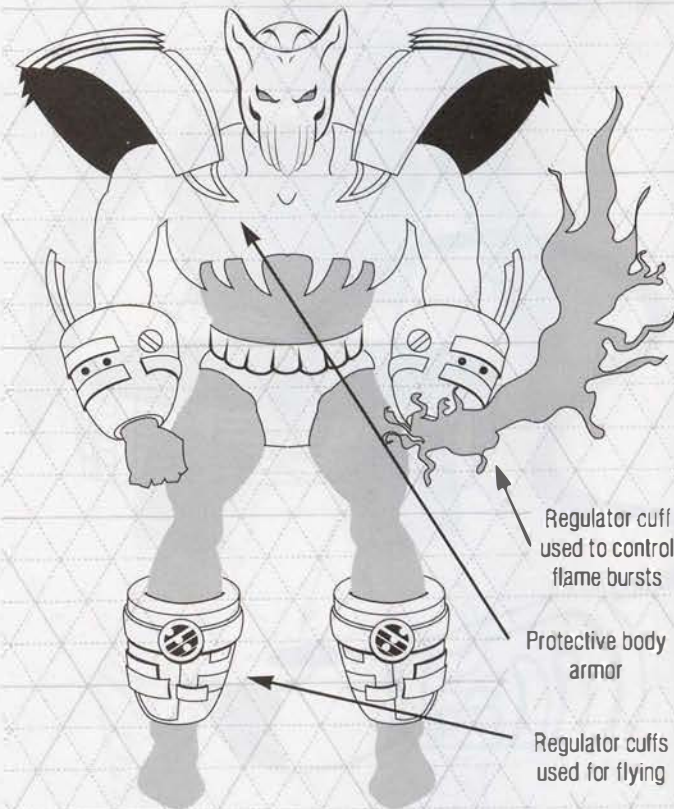
WHITE DRAGON'S ARMOR

The history surrounding the White Dragon is an unfortunate study in racism. Daniel William Ducannon, who just recently became known publicly as the White Dragon, attempted to dupe the public at large into believing that he wielded his flame powers as yet another superhero of the people. However, the only people Ducannon was interested in protecting were pure bred whites, and his entire campaign in and around the city of Chicago was really his first step towards dividing the entire nation along racial lines. Fortunately, Ducannon's scheme was exposed by the transplanted Thanagarian heroes Hawkman and Hawkwoman.

Ducannon's recent capture afforded S.T.A.R. Labs, with the cooperation of the authorities at Belle Reve Prison, to more closely examine the White Dragon Armor. As it turns out, most of our initial assumptions as to the armor's workings were incorrect. It was first believed that all of the White Dragon's fire powers were a product of the armor. Now, however, it is known that Ducannon is actually a meta-human whose meta-gene was activated by the detonation of the alien gene bomb a few years back during the invasion of Earth led by the insidious Dominators. Thus, all of his fire powers are actually inbred. Why then did Ducannon construct a suit of armor? First and foremost, the White Dragon Armor served to mask Ducannon's meta-human status. The armor, however, does have certain technical aspects that warrant examination herein. The White Dragon Armor's primary function is to help focus what would otherwise be a nearly uncontrollable power. Ducannon's flames are extremely intense, to say the least: they have been witnessed to rapidly melt through ten-inch-thick solid steel. The armor, therefore, allows him to better control and direct his power. For instance, by shooting his flames from his legs and through a pair of regulator cuffs, the White Dragon can propel himself through the air at great speeds (witnessed in flight at speeds upward of 200 miles per hour, but whether this is his top speed is unknown). Also, the two regulator cuffs on the White Dragon's arms gives him much more control of his flame bursts, allowing him to more precisely aim where his fire will impact. Command of his flame through the armor is such that Ducannon can form a controllable fire sword for use in close quarters combat.

The armor itself is more of a body suit than an exoskeleton. The body suit is constructed of Flameweave (see AGENT LIBERTY BATTLESUIT) and coated with hardened liquid tungsten which affords added protection against heavy physical blows.

Whether this particular suit of White Dragon Armor can be used by other flame powered meta-humans is unknown. However, it presents an interesting case study in that it shows us the value of applied technology as it relates to the super-powered community.



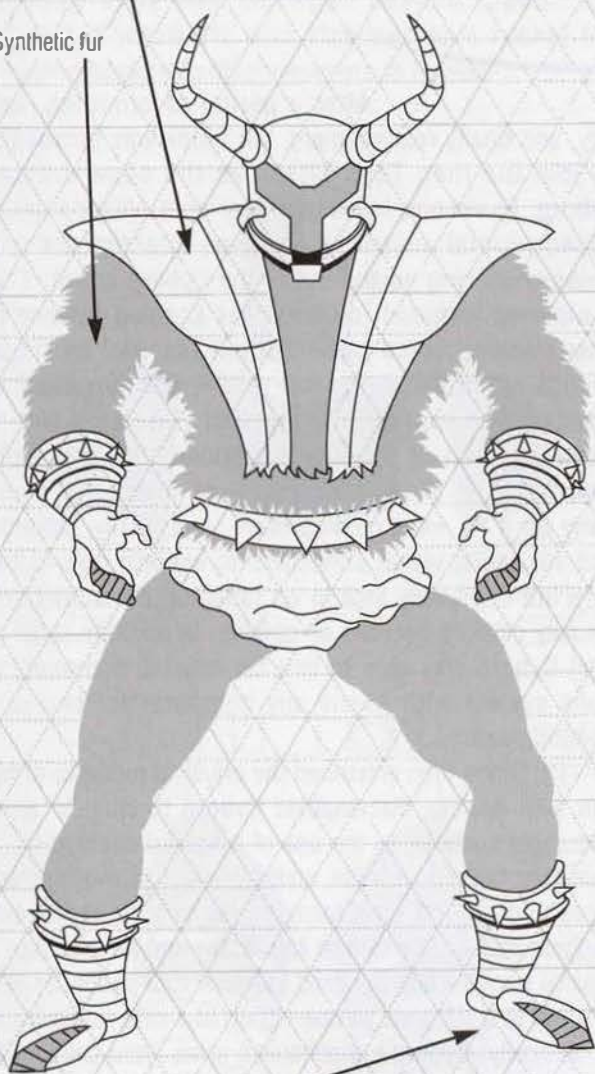
The White Dragon's armor is a prime example of the uses of deception and redirection in battle. We now know that the White Dragon's flame powers are in-bred, though his armor still performs several valuable functions.

WHITE DRAGON'S ARMOR (Body: 9, Flame Immunity: 9)

Bonus: The armor's construction grants Ducannon finer and more focused control over his meta-human powers.

Ballistic plating

Synthetic fur



Adhesive-coated
surfaces

WILDEBEEST EXO-SUIT

The reportedly defunct secret criminal organization known as the Wildebeest Society previously employed at least a score of operatives, each outfitted with a special exo-suit filled with more than just the run of the mill features. With all of the scientific design knowledge gained from examining this solidly constructed device, I consider myself fortunate to have been part of the investigative team that was allowed to examine a Wildebeest Exo-Suit captured by the New Titans.

The standard Wildebeest Armor, in fact, was partially the inspiration for the S.T.A.R. Labs London designed Battlecat Armor (see **BATTLECAT ARMOR**). The Wildebeest suit employs the same sort of synthetic fur to protect against small arms fire and to make it more difficult to grab hold of during grappling combat as does our own new security suit. The Wildebeest fur, however, is thicker and able to absorb the impact of all but the heaviest of physical blows.

The overall benefit to the wearer of the Wildebeest Exo-Suit is a two-fold increase in agility and speed, as well as strength enough to lift thirty tons of weight (though an exertion of this magnitude would most likely burn out the portable energy source powering the suit).

Wildebeests can also jump to incredible heights from a standing position (up to four-hundred feet vertically). Furthermore, the specialized gloves and foot coverings of the exo-suit secrete a strong epoxy resin that allows them to climb all but the sheerest of surfaces. The resin dissolves almost instantaneously after it loses contact with the glove or foot covering, leaving no visible evidence of its existence.

Finally, the helmet of the Wildebeest Exo-Suit is equipped with infrared lenses for night vision. These lenses are nothing more than normal heat radiation intensification lenses and do not have any telescopic benefits.

WILDEBEEST EXO-SUIT (DEX: 5, STR: 10, BODY: 10, CLING: 8,
Jumping: 6, Thermal Vision: 4, R#: 2)
Bonus: Any attacker attempting to Grapple a Wildebeest
suffers a +1 Column Shift to the DV.

CYBORG: THE ULTIMATE BATTLE SYSTEM

Up until now, we have talked about Battle Dress as something that is worn to add power to a person, but that can be removed when the particular user has completed his or her task or attained some individual goal. However, some years ago, a person was put in a situation, quite by accident but eventually out of necessity, that forced him to forever be joined with some of the most sophisticated technology ever invented. That tragic soul was one Victor Stone, aka Cyborg of the New Titans, and I am sad to say that S.T.A.R. Labs was part and parcel responsible for what he is today (though we can at least take solace in the fact that we selflessly used our facilities and expertise to save the boy from death).

For Vic Stone, normal life ended when he came to visit his parents, Drs. Silas and Elinore Stone, at their research lab located at S.T.A.R. New York. The Stones were involved in two diverse experiments: one involving the exploration of another dimension, the other concerning the design and construction of cybernetic body parts and implants for the physically disabled. Unfortunately, the two projects were forced to collide when a creature from another dimension entered Earth's plane of reality and viciously mauled young Victor and took Elinore's life. Silas found himself forced (and unauthorized) to save his son from death by surgically replacing his damaged body parts and internal systems with the cybernetic structures he had been developing. Thus, Victor Stone's life was saved and he became Cyborg, a physically half-human, half-machine man.

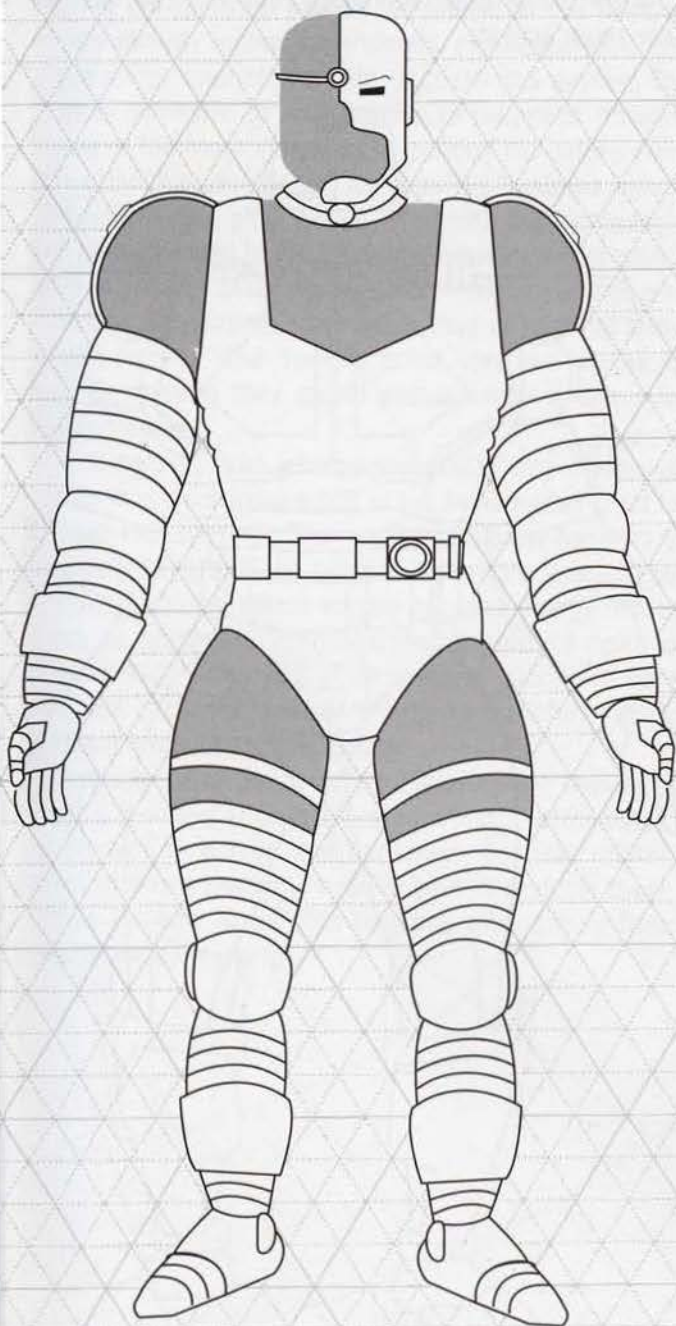
The original Cyborg body parts were mostly constructed from a sturdy molybdenum steel alloy, connected to each other and Vic's body with special polymers and plastic blends. This original metal skin covered most, but by no means all, of Victor's body. In fact, more than half of his face and the upper portion of his chest, as well as his upper arms and upper thighs, were exposed "original (human) equipment." The servo-mechanisms and metal parts gave Cyborg super strength, and the metal covering became proof against powerful physical blows and small arms fire.

After a period of brooding, self pity, and finally readjustment, Vic Stone was persuaded to join the then Teen Titans as the super-human Cyborg. To aid him in his quest for right, Victor's father added several advanced weapons attachments and sense-enhancing equipment to the Cyborg armor. This equipment included: devices that enabled Cyborg to hear unaided voice conversation (as well as those sounds within that range that are normally inaudible to unaided listeners) at a distance of 200 yards and to locate its point of origin with pinpoint accuracy; sight enhancers that allowed Cyborg to see objects 100 yards away as if he were next to them; and finally, infrared and ultraviolet vision enhancers to see not only in the dark but to visually lock in on radiation signatures and visually cloaked persons or objects. In addition to all of this, Cyborg was able to link his internal communications system with nearly any computer for two-way communications.

Dr. Stone then enhanced the physical prowess of his son with devices that enabled Cyborg to cling to walls and sheer surfaces by the use of powerful directed magnets that tapped into the metal present in most structures and natural rock formations, as well as various gadgets that enable him to run faster and further than a normal human (one hundred yards in four seconds) and to jump to a distance of one-eighth of a mile horizontally or vertically. Cyborg's mechanical arms were capable of stretching to a length of twenty feet, a useful tool in grappling combat and other precarious situations.

For offensive combat, Cyborg came equipped with a variety of weapons attachments. Each attachment was carried in compartments ringing Cyborg's waist, and could be fitted for combat readiness in under thirty seconds. The attachments used most often by Cyborg included a white sound generator capable of discharging a powerful sonic blast, a laser attachment for cutting through metal, and a grappling hook and winch that could be fired to a distance of one hundred yards and could support over twelve tons of weight (though there are few structures that the hook could attach to that could support that kind of mass).

Recently, during an as-yet fully unexplained incident involving the Wildebeest Society, Vic Stone's original Cyborg body was damaged beyond repair. This occurred when Vic was strapped to a rocket that crashed back to Earth somewhere in Russia.



He was found and rescued from certain death by the Titan known as Red Star, who delivered him to a group of former Soviet scientists who worked feverishly to save what little was left of Stone. Though the full extent of the changes that were made to the Cyborg body and equipment are unknown at this time, we have been able to glean some information from observation. First, we fear that little is left of the cognizant mind of Victor Stone; Cyborg now appears to be a will-less drone who follows the instructions of the people his rescuers programmed him to obey (whom this list includes is unknown, though Cyborg does spend most of his time with Red Star). The entirety of Stone's body is now covered by armor and cybernetic attachments, except for the portion of his face below the eyes. Very little of Victor Stone's body remains under the armor. All of this hardware makes Cyborg at least twice as strong physically as he was before.

Cyborg (original)

DEX:	6	STR:	8	BODY:	5
INT:	6	WILL:	6	MIND:	4
INFL:	7	AURA:	5	SPIRIT:	5

INITIATIVE: 19

•**Powers:** Cling: 7, Directional Hearing: 6, Extended Hearing: 6, Jumping: 7, Lightning: 7, Running: 5, Skin Armor: 6, Stretching: 1, Super Hearing: 6, Telepathy: 1, Telescopic Vision: 5, Ultra Vision: 12

•**Limitations:** Power Restrictions: Cyborg can only Stretch his hands; Telepathy only works on computers and electronic devices.

•Equipment:

LASER ATTACHMENT (Body: 6, Heat Vision: 7, A#: 3)

GRAPPLING HOOK & WINCH (Str: 9, Body: 6) The line attached to the Winch is 5 APs Long.

WHITE SOUND GENERATOR (Body: 6, Sonic Beam: 10, A#: 4)

10-AP Repair Kit

Note: Cyborg spends an Automatic Action each time he plugs a Gadget into his mechanical body.

The sense enhancing equipment appears to have been integrated into the new Cyborg, though in all likelihood it operates at increased efficiency. Also, several offensive weapons systems have been added, including electro-clamp tasers powerful enough to stop a normal human being's heart (range of forty feet), and six force blast cannons (one on each shoulder, thigh, and wrist), powerful enough when used in unison to punch a hole through six-inch-thick solid steel at a range of one hundred yards. Each cannon can, however, be fired at a different target and is capable of killing an armored opponent. The cannons all have a 360-degree firing arc. Furthermore, the new Cyborg can seal all metal and organic components completely for operations under water or in airless space; the unit is equipped with a three-hour oxygen supply to support organic functions.

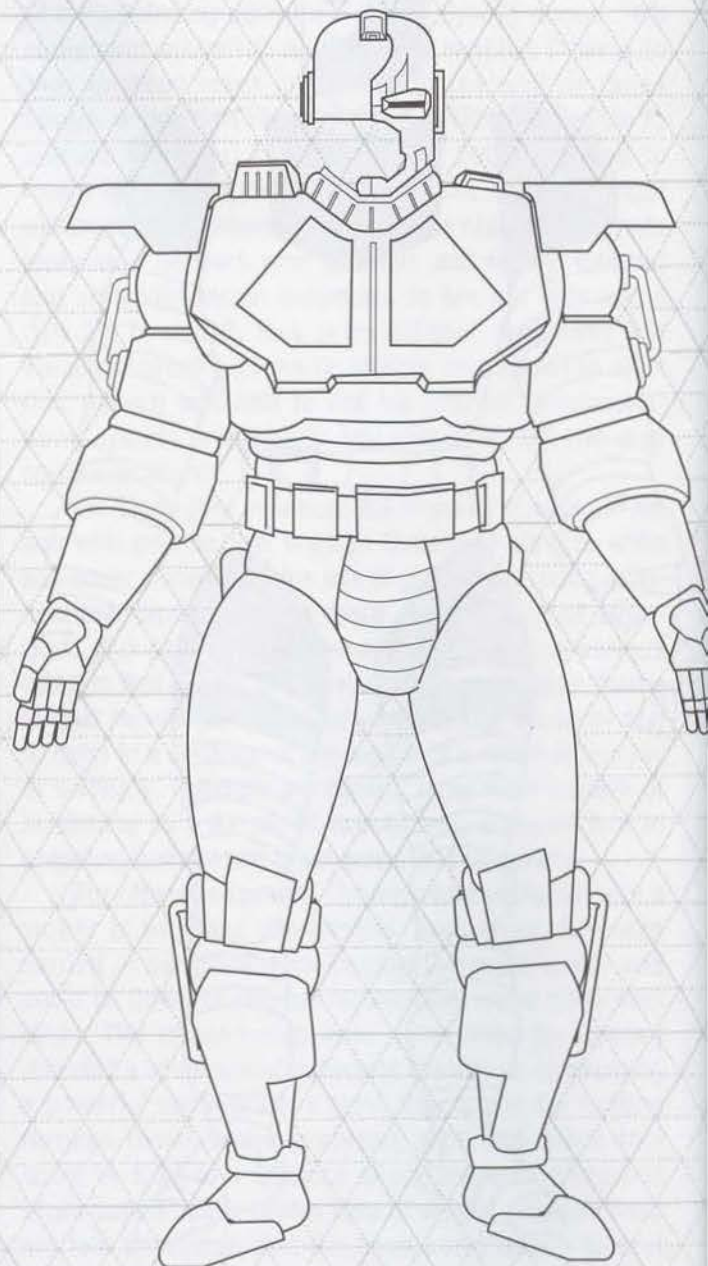
We may never know the full extent of what the Russian scientists were forced to alter in their attempt to save Victor Stone's shattered life. However, we can take solace in the fact that Victor Stone is indeed alive. One day, perhaps with our help, his mind, personality, and free will can be restored. Until then, Cyborg will never be whole. He may represent the ultimate achievement in battle gear technology, but at a cost that we can never accept.

Cyborg (rebuilt)

Dex:	6	Str:	11	Body:	6
Int:	6	Will:	2	Mind:	0

Initiative: 12

- **Powers:** Cling: 7, Directional Hearing: 6, Energy Blast: 7, Extended Hearing: 6, Fog: 9, Jumping: 7, Lightning: 8, Running: 5, Sealed Systems: 12, Skin Armor: 7, Stretching: 1, Super Hearing: 6, Telepathy: 1, Telescopic Vision: 5, Ultra Vision: 12
- **Bonuses:** Miscellaneous: The Fog Power represents poison gas projectors in Cyborg's legs. The smoke produced not only obscures vision, but also attacks all targets within the Fog with an AD/EU of 9 vs. an OD/RU of Booy/Booy.
- **Limitations:** Power Restrictions: Cyborg can only Stretch his hands; Telepathy only works on computers and electronic devices; Lightning has a maximum range of 1 AP.
- **Drawbacks:** Miscellaneous: Cyborg has no free will, so he must either be programmed or issued specific instructions.



ENERGY WEAPONS

In the previous section we looked at the ways in which security forces, superheroes, and costumed criminals adorn themselves with gadgets and devices for mainly defensive or non-aggressive purposes (though some of the more ingenious inventions did indeed couple offensive, defensive, and passive systems into a cohesive — and often deadly — whole). The technological marvels listed in this section, however, are all offensive in nature. Make no mistake — these are not just ordinary weapons that any street thug or national army might employ. The devices listed here are unique in design, though they do all gather under a common group heading.

Simply put, an energy weapon is any offensive device that discharges a bolt of the same matter used to power the system. The weapons listed here vary markedly in form if not function. Some are powered by simple electricity, others employ complex energy matter such as plasma or concentrated amplified light to achieve their effect. Still other weapons discussed here use one particular sort of energy to transform other ambient, external sorts of energy.

Nearly all of the devices in this section require at least a working knowledge of chemistry, electronics, or physics to design and construct. For that matter, most of these weapons require skill in multiple disciplines for one to be able to comprehend fully their sophisticated workings.

BIG BARDA'S MEGA-ROD

The Mega-Rod is an Apokolipsian device wielded by Big Barda. Once the leader of Darkseid's Female Furies, Big Barda has since settled on Earth and has occasionally served as a reserve member of Justice League International. The Mega-Rod is not a weapon to be trifled with, and in the hands of a strong willed user it can be quite destructive. The Mega-Rod draws upon the personal will power of the wielder (perhaps through the wonders of some as yet unrevealed Apokolipsian element, or an internal store of X-Element [see BOOM TUBE]) and focuses that power into solid energy. In the hands of Big Barda, an energy blast from the Mega-Rod is capable of completely leveling a concrete and steel building or of stopping an armored tank dead in its tracks. The Mega-Rod also makes a powerful hand-to-hand combat weapon; though it is light weight (fifteen pounds) and easy to wield, it contains the punch of a heavy metal club (more so if the person wielding it is strong to begin with). Another offensive capability of the Mega-Rod is its capacity to increase the gravity affecting a target up to five times normal (maximum range — ten feet). Barda has learned through her association with the JLI not to use this particular ability to lethal proportions. The Mega-Rod can also create a Boom Tube for transdimensional near-instantaneous travel. Finally, the Mega-Rod can also fly under its own power and can be used to transport Barda simply by her holding onto the end of the rod. The maximum displayed speed of the Mega-Rod is 500 miles per hour. Most of the time, however, Big Barda uses it to travel at much lower speeds (for that matter, if speed of flight is dependent on will power as are other functions of the rod, then the top speed would be a function of the will capacity of the passenger).



Though the how and why eludes us, observation has shown us what the Mega-Rod is capable of. We know that the rod taps into and amplifies the wielder's will power, but how it forms this link is unknown. Like many of the more obscure yet powerful weapons we've encountered over the last decade, the Mega-Rod was designed and built on Apokolips.

Mega-Rod (Body: 15, Energy Blast: 16, Flight: 8, Gravity Increase: 8, EU: 5)

Note: The Rod's Energy Blast Power is automatically linked to twice the user's Will, while the Rod's Flight and Gravity Increase Powers are linked directly to the user's Will. Thus, since Barda has a Will of 8, the Rod has 16 APs of Energy Blast (2×8) and 8 APs of both Flight and Gravity Increase in her hands. In any case, all of the Rod's Powers are limited to 18 APs (ie. if Hal Jordan picked up the Mega-Rod, he would be limited to an 18 AP Energy Blast and 18 APs of Flight, despite the fact that his Will is 25).

Bonus: When fully charged with X-Element, the Mega-Rod is capable of opening Boom Tubes that allow the user to Warp over a distance of 65 APs and Dimension Travel to or from Apokolips.

Black Hand's Absorption Rod collects and redirects the mysterious radiation produced by a Green Lantern Power Ring.



BLACK HAND'S ABSORPTION ROD

The unique weapon wielded by the villainous Black Hand is a type of absorption rod specifically attuned to the particular radiation residue left behind on objects exposed to a Green Lantern's Power Ring (see GREEN LANTERN POWER RING). This all metal absorption rod is also capable of absorbing into itself any other trace radiation. Black Hand's Absorption rod works by collecting the solid molecular particles — invisible to the human eye — that all radiation leaves behind. The criminal is then able to redirect and use the energy absorbed to his own ends. However, energy released from the rod can not be re-absorbed and generally dissipates completely ten minutes after release. How long the absorbed energy will survive within the rod is unknown.

Absorption Rod [Body: 6, Energy Absorption: 20, Force Manipulation: 12, A#: 2]

Limitation: Energy Absorption only works on the energy from a Green Lantern's Power Ring.

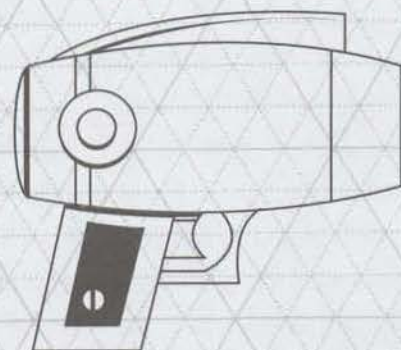
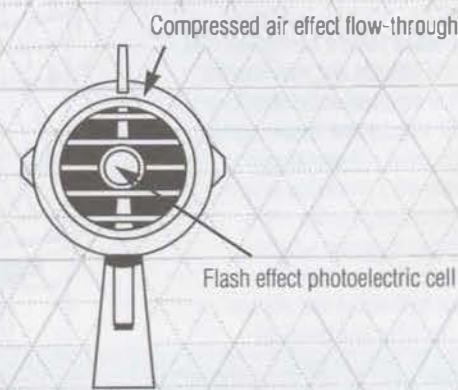
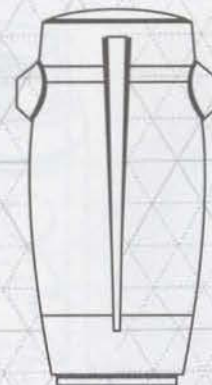
Note: Whenever the rod is within 20 feet (1 AP) of a Green Lantern using Force Manipulation or an object upon which a Lantern has used Force Manipulation, make an Action Check using the Green Lantern's original APs of Force Manipulation as the OU/AD and the rod's APs of Energy Absorption as the AD/ED. (This Check does not count as a Dice Action for the user of the rod.) The AAPs (if any) are instantly added to the APs of the rod's Force Manipulation Power (to a maximum of 12 APs). If, however, the rod has been unable to absorb any Green Lantern energy after being used for ten minutes (8 APs), its Force Manipulation instantly drops to 0 APs until it manages to once again absorb a Power Ring's energy.

BLUE BEETLE'S BB GUN

Often called the lamest weapon ever employed by a superhero, Blue Beetle's BB Gun, especially when compared to most of the other devices contained within this report, is indeed something to laugh at. However, that does not make this particular device any less effective at what it was designed to do, which is to primarily keep an opponent off balance long enough for the Blue Beetle to close in and finish him or her off with his considerable physical skills.

The BB Gun has two functions, both of which operate from within the same wide-mouth compact pistol. One function of the gun produces a powerful flash of light that radiates outward from the barrel of the pistol in an ever-widening arc (which is five feet across at the flash's maximum range of twenty feet). The flash effect is strong enough to blind any normal viewer for between one minute and half an hour, depending on how much of the flash is viewed directly by the target. The flash is produced by a compact 300 watt, photoelectric cell contained within the unit. This cell has the capacity to generate three such flashes before it must be recharged by an outside electrical source. A full recharge requires one hour to complete.

The second effect achieved by the BB Gun is the firing of a highly compressed burst of air (powered by a large CO2 cartridge held within the pistol's handle. The cartridge must be replaced after every other burst). This burst of air is powerful enough to knock any normal human flat on his or her back within a 20' x 5' arc (the same area of effect as the flash).

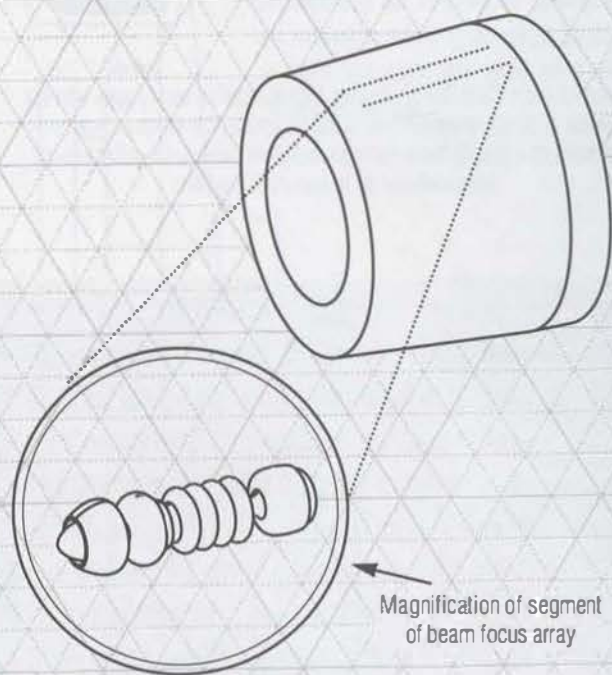


BB Gun (Booy: 5, Flash: 6, Ammo: 3, Super Breath: 6, Ammo: 2, R#: 2)

A laughable weapon at best, Blue Beetle's BB Gun is nevertheless an example of designing for effect. The dual purpose gun was Beetle's attempt at designing a weapon with which to keep his opponents off balance, a mission at which it was only successful when utilized against normal human adversaries.

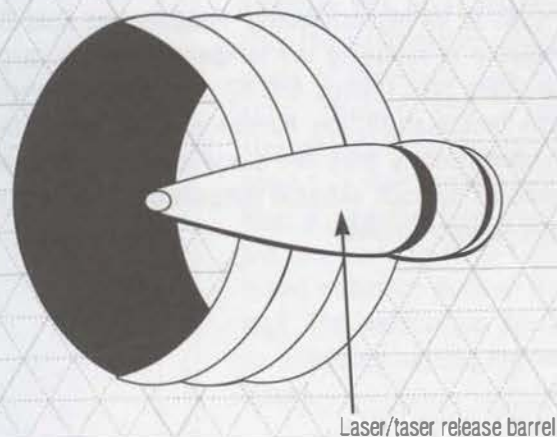
BOOSTER GOLD'S WRIST BLASTERS

This item, though apparently tied into the same unknown energy source that powers Gold's costume (see BOOSTER GOLD'S POWER SUIT), is classified as a separate article due to its ability to be operated on a weakened, limited duration away from the suit itself. This may be due to a short reserve supply of energy stored inside the weapon. The blaster has a demonstrated limited range of only fifty feet. The bolt discharged is powerful enough to crumble concrete or blast through six inches of solid steel. The blasters leave no traceable energy residue.



PHANTOM LADY'S BRACELET TASER

Like her cape clasp (see PHANTOM LADY'S CAPE CLASP), Phantom Lady's bracelet taser is a testimony to the advanced miniaturization techniques first perfected by scientists and technicians in Japan. This low voltage, high-amperage weapon serves as a laser/taser combination capable of rendering a foe unconscious or short-circuiting the electronics used in standard issue exo-skeleton armor. Neither use of the taser function causes any permanent damage. The bracelet can also be set for use as a low intensity cutting laser, capable of cutting through metal locks in less than one minute.



The Phantom Lady's bracelet uses advanced miniaturization techniques to fit both a laser and taser into this deceptive piece of jewelry.

WRIST BLASTERS (x2) (Body: 7, Energy Blast: 6, R#: 2)

Note: Booster Gold's wrist blasters were irreparably damaged during the JLA's battle with Doomsday.

BRACELET TASER (Body: 3, Flash: 6, AD: 7, ED: 10, Range: 4, R#: 2)

CAPTAIN COLD'S COLD GUN

Unlike the weapon employed by Mr. Freeze (see MR. FREEZE'S FREEZE GUN), Captain Cold's Cold Gun does not use chemicals to produce its icy effects. Instead, the Cold Gun employs a miniaturized cyclotron to super-cool a jet of compressed air which is then released under extreme force (two hundred pounds per square inch) from the barrel of the gun. The cone of cold produced emanates from the barrel in an ever widening arc that is two feet across at its maximum range of ten feet. The gun itself is made of a special polymer tempered to withstand the extreme pressure and cold that it produces.

The released super cooled air jet freezes the moisture in the air allowing Captain Cold to form ice barriers to hold his opponents at bay or ice slicks on which to travel. At its highest setting, however, the Cold Gun is capable of reducing the temperature of its target to absolute zero (minus 459.67 degrees Fahrenheit). At this temperature, any human encased within the ice instantaneously goes into suspended animation. Matter affected by such extreme temperature becomes brittle and easily crumbles.



Captain Cold's Cold Gun combines miniaturization techniques with the science of temperature control to deadly effect. The entire unit is constructed of a special frost-resistant polymer capable of withstanding temperatures as low as absolute zero.

Cold Gun (Booy: 5, Ice Production: 13, Illusion: 7, Suspension: 13)

Bonus: At its highest setting, the Cold Gun can reduce its target's temperature to absolute zero. When this setting is used on inanimate objects, it reduces the objects **AV** by 1 for each **AP** of Ice Production used. This has the effect of making the object extremely brittle and susceptible to physical blows. On living targets, this produces a different result. If an attack using **APs** of Suspension as **AV/EU** is successful against an **OU/AV** equal to the target's **DEX/Booy**, the target is encased in ice and immediately goes into a kind of suspended animation (Suspension). If the **APs** equal or exceed the target's **Booy**, the target is placed in Suspension until the ice around him melts (normally, 1 **AP** of volume per **AP** of time). **APs** less than the target's **Booy** indicate the number of phases the target is held before he breaks free.

DEADLINE'S ENERGY RIFLE

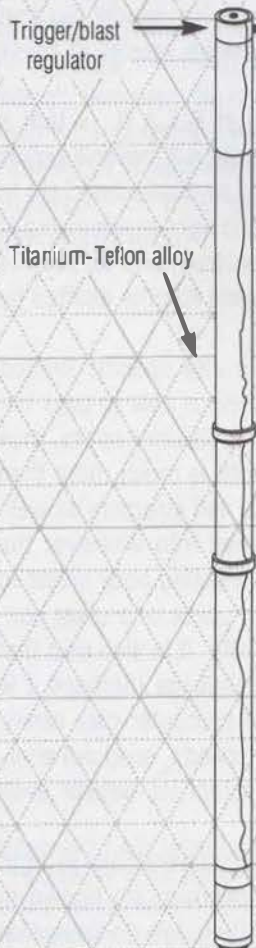
Deadline's energy rifle appears to be a standard plasma rifle modified so that it will maintain its charge even when phased into and then solidified within a solid object (see DEADLINE'S ARMOR). This modification implies an advanced level of technical expertise; the plasma containment field must contain a series of baffle chambers to keep the energy from spontaneously discharging when out of spatial phase. Evidence to support this theory is the rifle's ability to discharge regulated energy bolts from a strength capable of merely debilitating an opponent upward to an intensity strong enough to blast a hole through the side of a concrete building.



We theorize that a series of baffle chambers prevent the plasma charge of Deadline's rifle from combusting when it is "out of phase."

DEATHSTROKE THE TERMINATOR'S POWER STAFF

The mercenary known as Deathstroke the Terminator carries with him a 5-1/2 foot long staff forged from a titanium and Teflon alloy. The staff can be used for close-in, hand-to-hand combat and makes a powerful clubbing weapon. However, the primary use of the staff is to fire a hard particle concussive blast. This blast has a range of forty feet and packs the destructive power of a bazooka. Deathstroke normally employs this blast against only the heartiest of opponents or inanimate objects, even though the blast strength can be regulated down to a lower setting. The blast is generated from a stable ion particle field contained within the body of the staff. The weapon has yet to be witnessed running low on power.



This sturdy melee weapon is deadly in the hands of the Terminator. The Power Staff contains a stable ion field which can be released in powerful concussive bursts.

Energy Rifle (Body: 5, EU: 7, Range: 7, R#: 2)

Power Staff (Body: 7, EU: 3, Energy Blast: 11)

GREEN LANTERN POWER RING

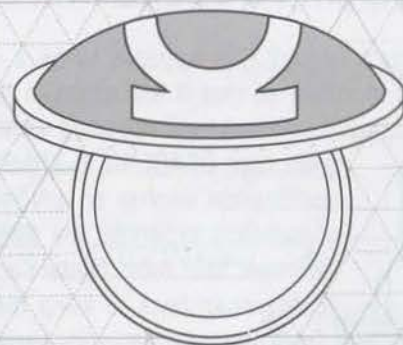
Many theories abound as to just how the Power Rings used by members of the Green Lantern Corps work, so why shouldn't S.T.A.R. Labs have a theory all their own? Before continuing, however, let me say that no theory has ever led to a working model of these strange devices.

The prevailing theory here at S.T.A.R. is that a Green Lantern Power Ring draws upon a massive power source which then allows the rings to manipulate light to various effects. In this instance, the light manipulated is from the green portion of the spectrum and as such is vulnerable to the opposite light wave lengths emitted by the color yellow.

In any case, by tapping into one specific limited width of the spectrum, a Power Ring is able to pack billions of particles of light into an infinitesimal space, thus creating "hard light." This hard light is much more than a visual phenomenon; it has mass and structure as well. This hard light can then be formed into whatever the Green Lantern conceives of, be it a sealed body shield to protect himself from the rigors of space or a giant boxing glove to pound an opponent with. It is also said that a Power Ring can translate any language (perhaps it is linked to some massive language computer data bank), transport its user at phenomenal speeds, send out energy clones of its wearer, and protect its wearer even when he or she is unconscious.

No limitations except for its vulnerability to light from the yellow portion of the spectrum are known to exist in the Green Lantern Power Ring. We do know that each ring must be recharged periodically from the central power source, rumored to exist on the uncharted planet called Oa.

There are a multitude of theories concerning the functioning of Green Lantern Power Rings, ranging from magic to alien force field generators. The theory held by S.T.A.R. Labs concerns the manipulation of light waves by radiation-based energy (non-lethal, non-systemic low yield radiation). Whether we are correct or not remains to be seen.



POWER RING (Body: 25, Int: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: *, Invulnerability: 18, Life Sense: 40, Omni-Power: **, Recall: 20, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50)

* The ring's Force Manipulation APs are equal to its wearer's Will.

** The ring's Omni-Power APs are equal to one-half its wearer's Will, rounded down.

Bonus: The user's Body is 12 APs while wearing the ring.

Limitations: For Each AP of Skin Armor used, Force Manipulation and Omni-Power are each reduced by 1 AP; Life Sense can only be used to detect Green Lanterns.

Drawbacks: The Power Ring is completely useless against the color yellow; The ring must be charged once every 24 hours with the Power Battery.



GUY GARDNER'S POWER RING

Former Green Lantern, now independent operator Guy Gardner wields a Power Ring similar in ability to the one he once wore as a member of that esteemed group. However, Gardner's ring is yellow and manipulates energy and light from that portion of the spectrum. Oddly enough, however, the ring is not vulnerable to green and no theory currently exists to explain this particular anomaly. It is also unknown if Gardner's ring requires recharging or what power source it draws upon to achieve its effects.

YELLOW POWER RING (Body: 18, Int: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: *, Invulnerability: 18, Life Sense: 40, Omni-Power: **, Recall: 20, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4)

* The ring's Force Manipulation APs are equal to its wearer's Will.

** The ring's Omni-Power APs are equal to one-half its wearer's Will, rounded down.

Bonus: The user's Body is 10 APs while wearing the ring.

Limitations: For Each AP of Skin Armor used, Force Manipulation and Omni-Power are each reduced by 1 AP; Life Sense can only be used to detect Green Lanterns.

Drawbacks: The Power Ring is subject to periodic power outages, which occur seemingly at random (treat the Ring as having an R# of 3 for this purpose only); the ring can be charged, however, if it comes into contact with a Green Lantern Power Ring or Battery; The ring can only communicate in the alien language Korugarian, making its Int and Comprehend Languages Power useless to those who cannot understand that language.

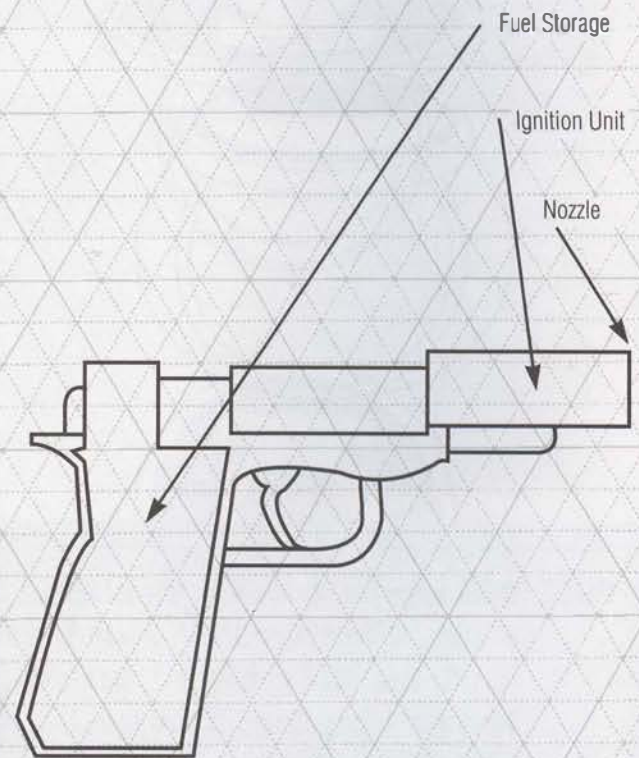
We here at S.T.A.R. believe that the Power Ring worn by Guy Gardner functions in much the same way as those wielded by the Green Lantern Corps. Recent observation has led us to deduce that the yellow spectrum energies manipulated by Gardner's ring are actually recharged by absorbing and converting the green energies released by the Corps rings.

HEAT WAVE'S HEAT GUN

Diagnosed as clinically phobic of any temperature below fifty degrees Fahrenheit, the costumed villain known as Heat Wave could not keep himself from inventing a weapon capable of producing extremely high temperatures. In reality, Heat Wave's gun produces two effects. In one capacity, it is a compact short range flame thrower, shooting standard gas jets that are ignited by a small flame at the tip of the gun just as they leave the pistol's barrel. This flame thrower function has an igniting range of fifteen feet. Maximum flame thrower capacity of the pistol before refueling is ten-meter bursts.

It is the gun's second function, however, that is the more inventive of its two uses. On the device's "pure heat" setting, the Heat Gun is capable of raising the surrounding ambient air temperature to nearly one-thousand degrees Fahrenheit. This "hot zone" originates from the barrel of the pistol and spreads out in a sphere to a radius of five feet. The effect is produced by a miniaturized microwave generator that fires a controlled burst of microwave energy. Thus, the microwave energy released by the gun super-excites the water vapor molecules in the air, causing them to vibrate at ever increasing speeds. It is the friction caused by the molecules' intense vibrations that heats the air. No upper limit has been discovered for how many times the Heat Gun can be fired in this capacity before burning itself out.

It should be noted that the criminal Heat Wave protects himself from the scorching effects caused by his weapon by wearing a Flameweave reinforced asbestos full body and head suit, complete with a built-in heat resistant face shield (see AGENT LIBERTY BATTLE SUIT).



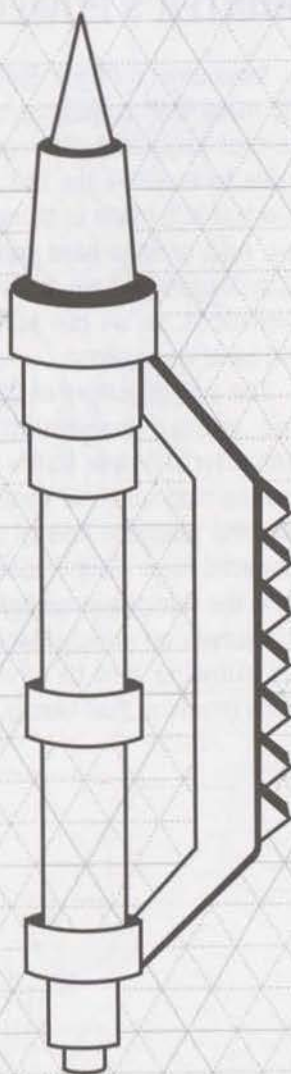
Inside the barrel of this innocuous gun is enough gas to raze a city block. However, Heat Wave's Heat Gun is more than a compact flamethrower. The device also contains a miniature microwave generator capable of raising the temperature of the surrounding air to nearly 1000 degrees F.

Heat Gun (Body: 5, Flame Project: 13, Heat Vision: 10)

Bonus: Heat Vision has an Area Effect.

Limitation: Flame Project has a maximum range of 1 RP.

INSULATED COSTUME (Body: 4, Flame Immunity: 6)



Don't let the compact size of the Beta-Club fool you. This weapon is estimated to weigh over 700 pounds and is capable of tearing through the hull of an armored vehicle. In the hands of Kalibak, the Beta-Club is one of the most devastating personal combat weapons in the Known Universe.

Beta-Club (Booy: 30, EU: 5, Energy Blast: 17)

Bonus: The wielder can vary the form of attack generated by the club at will. Kalibak favors a meta-beam or a crippling neural blast. Regardless of the chosen attack form, the Attack is always resolved as an Energy Blast.

KALIBAK'S BETA-CLUB

Kalibak the Cruel is the vicious warrior son of the ruler of Apokolips, Darkseid the Destroyer, and as such wields a weapon worthy of his immense personal strength. The Beta-Club is a weapon of such sheer destructive force that it must surely be forged from some as yet unidentified Apokolipsian metal. However, we have seen sufficient displays of the club's power to speculate as to its abilities and upper limits, even if we cannot break down its component parts.

In Kalibak's mighty hands, the Beta-Club is strong enough to shatter the thick metal hide of a standard (Earth built) armored tank with one blow. In and of itself, this would make the Beta-Club a sufficiently devastating and terrifying weapon. However, the Beta-Club — perhaps powered by a store of the mystifying X-Eiement (see BOOM TUBE) — is also capable of firing a crushing energy burst of such massive concussive force that it can shatter the wall of a small mountain. This powerful discharge can also take a more subtle — but no less devastating — form of attack as a psionic mind blast. This "mental" bolt, which appears to emanate from the Beta-Club and not from Kalibak himself, is capable of causing intense pain in a New God or Apokoliptan and death in a mere mortal. However, if this mind attack does radiate from Kalibak and is merely focused through the club, then it is unknown whether the same effect can be achieved by any other person strong enough to even lift the device (the estimated weight of the Beta-Club is seven hundred pounds).

Thankfully, Kalibak rarely appears in our dimension and has little reason to wield this mighty weapon on Earth. However, it would be most intriguing to get a closer look at the Beta-Club, under safe lab conditions, of course.

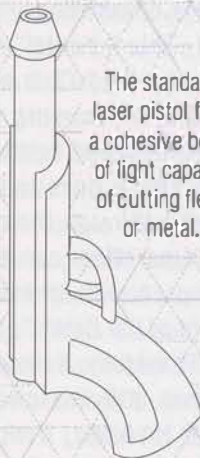
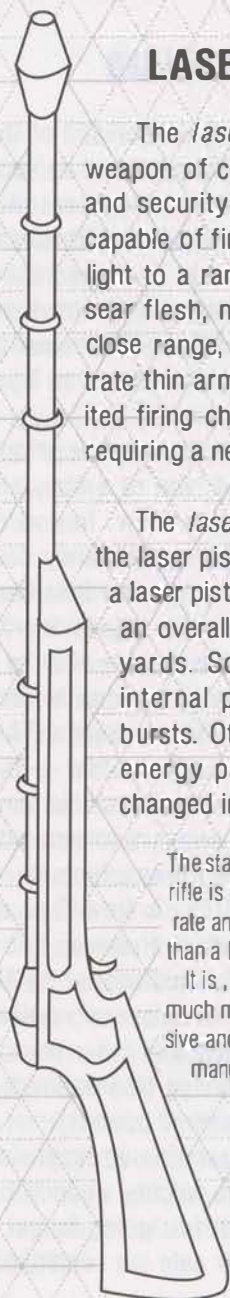
LASER WEAPONS

The *laser pistol* is the standard energy weapon of choice for most high-tech thieves and security forces. This compact weapon is capable of firing a powerful beam of cohesive light to a range of eighty feet. This beam can sear flesh, most plastics, and scar metal. At close range, the laser pistol might even penetrate thin armor. Most laser pistols have a limited firing charge of ten metered shots before requiring a new internal power pack.

The *laser rifle* is a long range version of the laser pistol. It is much more accurate than a laser pistol at ranges over fifty feet and has an overall maximum range of one hundred yards. Some laser rifles have their own internal power supply of twelve metered bursts. Others are powered by replaceable energy packs of ten bursts that can be changed in the field.

The standard laser rifle is more accurate and powerful than a laser pistol. It is, however, much more expensive and difficult to manufacture.

The standard laser pistol fires a cohesive beam of light capable of cutting flesh or metal.



MANHUNTER'S POWER BATON

Manhunter's Power Baton is a two-foot-long metal staff consisting of two detachable one-foot segments. Though we have been unable to examine the rod up close, we do know that it is made of some sort of all-metal alloy. As a hand-to-hand combat weapon, the rod has been known to knock opponents unconscious, so we can assume that it has a good bit of mass density.

The unique feature of the rod is its magnetic energy manipulation properties. Manhunter's Power Baton is able to draw upon the magnetic field common to earth and direct this magnetic energy outward either as a powerful force blast (capable of knocking a hole in the side of a stone building) or as magnetic waves on which Manhunter can ride, thus allowing him to hover or fly at low speeds (no more than twenty miles per hour).

Besides being a formidable hand-to-hand weapon, Manhunter's Power Baton has a limited ability to draw on and redirect Earth's magnetic field.

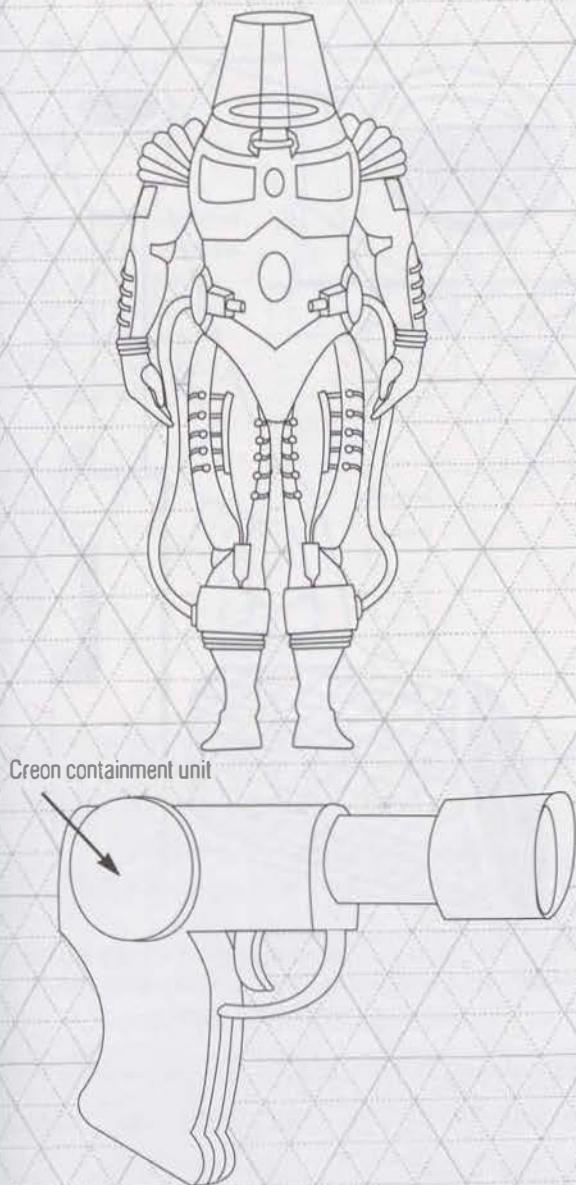


Laser Pistol (Body: 4, AU: 3, EU: 4, Range: 3, Ammo: 10, A#: 2)

Laser Rifle (Body: 4, AU: 4, EU: 4, Range: 5, Ammo: 12, A#: 2)

Power Baton (Body: 5, EU: 5, Energy Blast: 7, Jumping: 5, Magnetic Control: 5, A#: 2)

Drawback: The baton cannot be used for Killing Combat.



Mr. Freeze's original Freeze Gun was a modified pistol that fired the super-cold freezing agent Creon.

MR. FREEZE'S FREEZE GUN

The weapons employed by the tragic villain known as Mr. Freeze have ironically given way to several scientific (cold-room production of micro-circuitry), medical (cryogenic stasis), and industrial (miniature freezing units) advances. Indeed, who's to ignore a sound use of science regardless of the nature of its source?

However, Mr. Freeze did not use his genius-level scientific mind to develop any devices for the benefit of mankind. Instead, the discoveries which he spawned had their roots in the villainous research that took from Freeze his normal body. It was during an experiment with a new super-coolant that Freeze's body was damaged beyond repair, requiring that he forever live within a suit of super cold armor. The exact temperature of the interior of the armor is unknown, as is the length of time he could live outside its chilly confines.

This whole tragedy grew out of Freeze's desire to use the super-coolant to develop a weapon with which to commit any number of heinous crimes. He finally did develop the weapon he sought — a freeze gun with enormous destructive capacity. The weapon itself underwent several transformations over the years, and in its latest incarnation the device became two separate freeze pistols mounted onto his armor.

Mr. Freeze's Freeze Gun shot a stream of Creon, a super-cold freezing agent that instantaneously freezes the ambient moisture in all surrounding air molecules. The more Creon emitted, the greater the area affected and the more ice produced. In fact, Freeze has, on more than one occasion, encased an entire city block in ice. The ice produced itself was different from the ordinary cubes one finds in the freezer. The interior temperature of the ice produced by the Freeze Gun was twenty degrees Fahrenheit and appeared to take twice the amount of time as normal ice to melt. Persons and objects encased within the ice were exposed to the risk of hypothermia or permanent damage if not rescued from their predicament in a timely fashion. Prolonged encasement within this ice could lead to death.

Freeze Pistol (Body: 6, Ice Production: 13, AP: 2)

CONTAINMENT SUIT (Str: 7, Body: 7, Ice Production: 17)

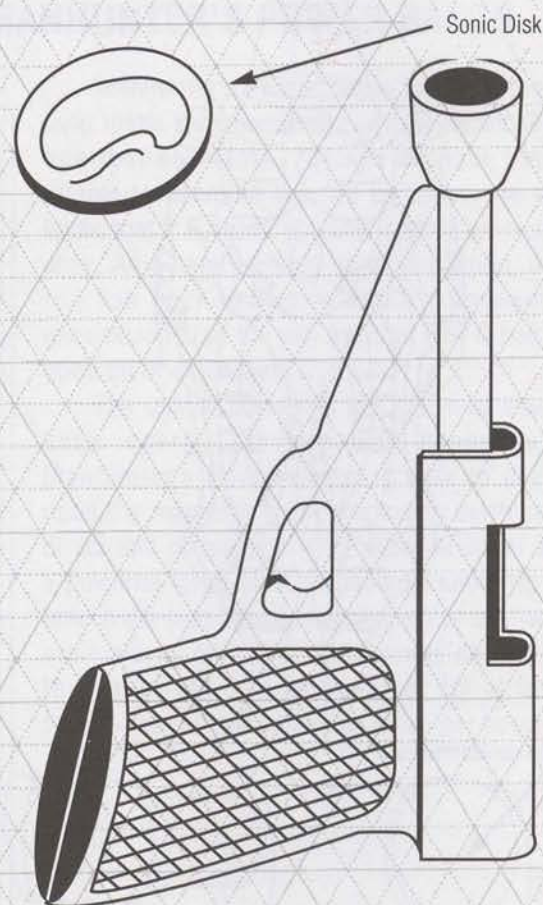
SKY PIRATE'S SONIC DISKS

During the height of the Vietnam Era of the late 1960's, brilliant young physicist Miles Lydecker used the ground-breaking work he had accomplished in the field of acoustical physics to become the anti-war terrorist known as the Sky Pirate. Oddly enough, at the apex of his folk popularity as a voice of the people and thorn in the side of the United States' government and its supporting industries, Lydecker disappeared from the scene and was eventually presumed to be dead. Recently, however, the Sky Pirate returned to the public eye in a battle with the Philadelphia meta-human known as the Black Condor (see SOCIETY OF THE GOLDEN WING SHOCK TROOPER ARMOR).

During the two's first (and so far only) battle, the Sky Pirate employed a type of sonic disk, a flat compact weapon of no little destructive power. The Sonic Disk contains what must be miniature acoustical technology beyond anything thus far developed by S.T.A.R. Labs. If we read the few published works of Lydecker's on the subject of acoustical vibrations correctly, we can assume that this particular device increases the natural ambient acoustical vibrations that surround it, perhaps one hundred fold.

In operation, we have observed a Sonic Disk attached to a concrete, glass, and steel building cause a vibration that opened up a hole ten feet in diameter. And, when one of these disks was unfortunately attached to the Black Condor, the poor hero was nearly vibrated to death. Only his quick thinking (which led him to immerse himself in the river to dull the vibrations) and his iron will (which gave him the strength to remove the disk) saved this stalwart champion's life.

A Sonic Disk is only five inches in diameter. Each one is shot from a specially built pistol to an estimated maximum range of twenty feet. The disk adheres itself to any object it hits by magnetically locking itself to the interior vibrations of its target. As seen when a disk adhered itself to the Black Condor, once locked on, a disk is nearly impossible to remove.



The Sonic Disk Gun is one of the many ingenious inventions of the Sky Pirate's which might well be adapted to more peaceful civilian tasks such as oceanographic imaging.

Sonic Disk (Booy: 2, Cling: 9, Radio Communication: 1, Sonic Beam: 10, A#: 3)

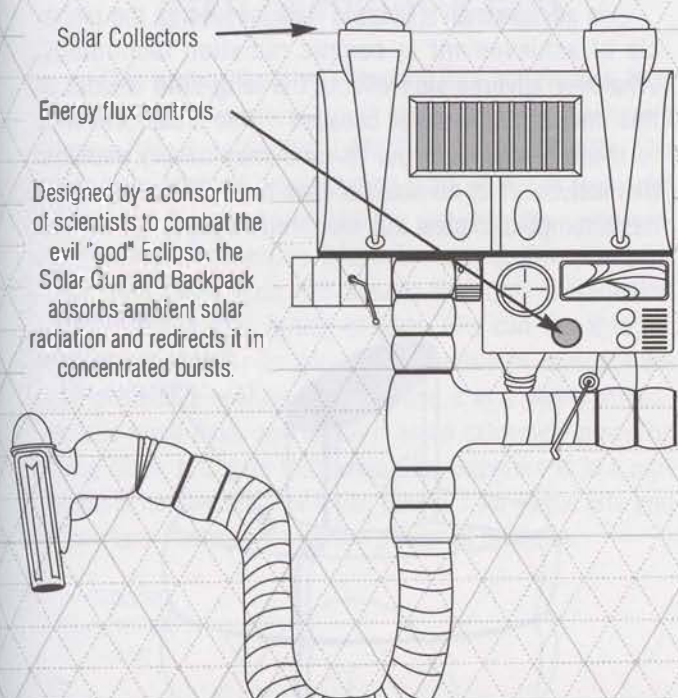
Limitations: Sonic Beam has No Range; Radio Communication cannot send, only receive.

Bonus: The Disk can be remotely detonated via its Radio Communication Power.

Sonic Disk Gun (Booy: 4, Range: 1, A#: 2)

Sonic Disk Detonator (Booy: 1, Radio Communication: 1, A#: 2)

Limitation: Radio Communication cannot receive, only send.



SOLAR BACKPACK (Body: 5, Energy Absorption: 12, R#: 3)

Limitation: Energy Absorption only works on solar radiation.

Solar Pistol (Body: 4, Flash: 9, R#: 3)

Bonus: The solar pistol's Flash Power consists of pure solar radiation, acting as a Physical Attack with an AU/EU of 9/9 against opponents who are vulnerable to sunlight (such as vampires or Eclipso).

Limitation: The pistol must be attached to the solar backpack in order to function. The pistol can fire 48 shots from a fully charged backpack.

Solar Fibrillators (Body: 3, Flash: 11, R#: 3)

Bonus: The solar fibrillators' Flash Power consists of pure solar radiation, acting as a Physical Attack with an AU/EU of 11/11 against opponents who are vulnerable to sunlight (such as vampires or Eclipso).

Limitation: Flash has No Range; The fibrillators must be attached to the solar backpack (see above) in order to function. The fibrillators can fire 12 times from a fully-charged backpack.

Solar Bomb (Body: 3, Flash: 16, R#: 3)

Bonus: Flash has an Area Effect; The solar bomb's Flash Power consists of pure solar radiation, acting as a Physical Attack with an AU/EU of 16/16 against opponents vulnerable to sunlight (such as vampires or Eclipso).

SOLAR GUN AND BACKPACK

This ingenious weapon is the product of a team of the world's greatest scientists as led by Dr. Bruce Gordon; such notable inventors as Lex Luthor II, Dr. Will Magnus, and Chester P. Runk (known as "The Chunk") worked on the project. The Solar Gun and Backpack combination were developed in response to last Summer's Eclipso affair, during which the self-proclaimed God of Vengeance possessed the bodies of some of the Galaxy's mightiest heroes. It appears that Eclipso's (and thus those possessed by Eclipso) only weakness is solar radiation, which forces the demon from the bodies that he has taken over and causes serious physical harm to Eclipso himself.

The Solar Backpack uses a complex series of miniature solar collectors to amass ambient solar radiation at an enormously fast rate (one hour of solar energy absorbed per five minute charging cycle). A fully charged backpack carries the equivalent of forty-eight hours of solar radiation. The radiation is stored within the unit in a fully sealed, lead lined containment unit.

The backpack is then hooked up to a special solar pistol via a heavy-duty, flexi-lead hose. The pistol fires a concentrated, uni-directional burst of solar rays. Each measured burst is the equivalent of one hour of sun exposure, which in most cases is sufficient to free an Eclipso-possessed subject from the villain's demonic hold. The range of the pistol is twenty feet.

A second version of the unit sports two solar fibrillator units resembling those which one might see used in a hospital to resuscitate a victim of sudden cardiac arrest. The fibrillators are attached to a split hose and must be held in contact with the intended target when the solar burst is released (they do function through normal weight clothing or a hero's costume). Each fibrillator "shock" releases a concentrated burst of solar energy directly into the target's system for a period of time equivalent to four hours of sun exposure.

A third version of the Solar Gun and Backpack is really more of a solar bomb of sorts. The solar bomb unit collects and stores the equivalent of ninety-six hours of solar radiation. The bomb unit can be rigged with a timer for planned detonation. The reported blast field of the one solar bomb ever detonated had a radius of sixty feet.

STARMAN'S COSMIC ROD

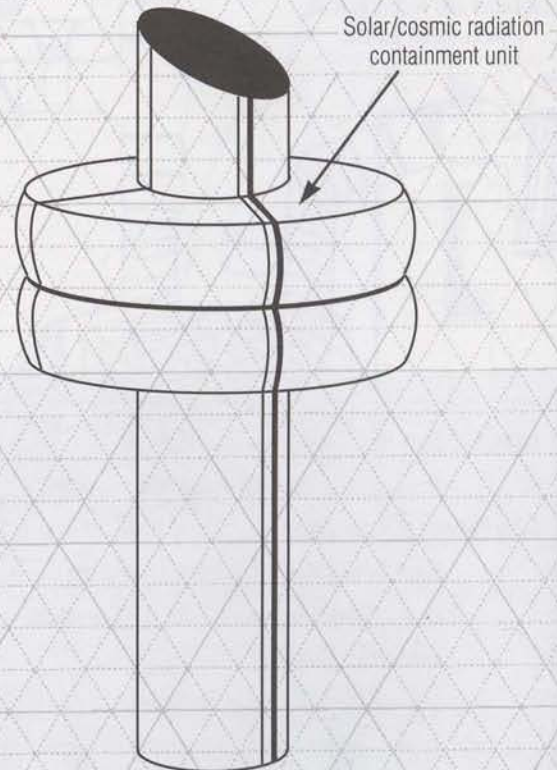
This amazing device was invented during the mid-1940's by the costumed hero known as [the original] Starman. The subject of much speculation over the past several decades, the Cosmic Rod has yet to be exactly replicated in all its wondrous aspects. However, certain things are known about the properties of the Cosmic Rod and we can from there extrapolate how the device might work.

The prevailing theory (which I wholeheartedly support) is that Starman's Cosmic Rod draws its power from his heavenly namesakes, the stars themselves. This would mean that the rod acts as an attractor and storage cell of solar and cosmic radiation. The amount of energy actually stored, and the time needed for the device to convert this energy into a usable form, is unknown at present. We do know that this energy can be released from the rod in the form of massive power blasts strong enough to knock even the sturdiest of super-powered opponents flat. The discharge has been observed to have a maximum range of forty feet and it does seem likely that the intensity of the burst produced can be moderated, especially given Starman's displayed adversity towards permanently damaging any living foe.

Besides this decidedly offensive power, Starman's Cosmic Rod has a few, more subtle, methods in which it manipulates cosmic energy. For instance, the rod appears to be able to absorb the gravitational field of the Earth in an extremely localized vicinity (perhaps a maximum radius of five feet). Starman has been witnessed to use this power on occasion to literally sweep an opponent off his feet. This gravity manipulation can also be used to allow Starman to fly (at low speeds only [no more than forty miles per hour], even if for great distances). An interesting variation of these particular functions is to use them to lift objects and move them from place to place. When used in this capacity, the rod is able to lift and move almost 500 pounds of weight.

The Cosmic Rod can also discharge a limited amount of its energy in a localized field in the direction that it is pointed. Starman has been observed using this function to erect a force field with which he can ward off bullets and other physical blows. How much damage and what could possibly break through the rod's force field is unknown.

In all, Starman's Cosmic Rod represents the pinnacle of achievement in cosmic radiation technology. Whatever adverse side effects the long-time wielder of this device might suffer because of his close proximity to these forces have yet to (and may never) manifest themselves. It is no wonder that more than one villain has attempted to steal this wondrous device.



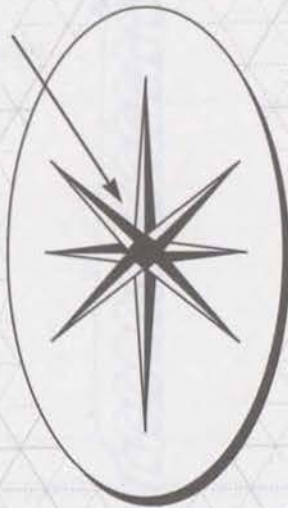
Though no one knows for sure (except for Starman himself) how the Cosmic Rod works, we at S.T.A.R. believe it to be some sort of solar/cosmic radiation collector/manipulator. We can also speculate that it is capable of manipulating Earth's magnetic and/or gravitational field.

Cosmic Rod [Boon: 10. Attraction/Repulsion: 15. Energy Blast: 13. Flame Project: 13. Gravity Decrease: 15. Reflection/Deflection: 7. Skin Armor: 3]

STAR SAPPHIRE'S GEM

The power gem wielded by the villainous Star Sapphire is similar in many ways to Green Lantern's Power Ring (see GREEN LANTERN POWER RING). The gem is capable of manipulating light waves in the violet portion of the spectrum, though not with the same creativity and precision as Green Lantern or Guy Gardner. Star Sapphire's Gem can absorb this type of radiation and redirect it to a variety of ends. She can use it to fly, seal it around her to provide a breathable atmosphere and protective coating in space, use it as a nearly impenetrable force field, and shoot it as an extremely powerful force blast. It is said that when Star Sapphire is in a particularly nasty mood, she can take out Air Force jets and Army tank battalions with the power of her gem.

Radiation
focus/redirection
point



Star Sapphire's Gem appears to be capable of absorbing and redirecting radiation in the violet portion of the light spectrum. Though not as sophisticated as those used by the Green Lanterns or Guy Gardner, the gem shares many features in common with both.

Star Sapphire Gem [Booy: 19, Flight: 25, Force Manipulation: 19, Sealed Systems: 19, Skin Armor: 8]

TWEEDLEDEE AND TWEEDLEDUM'S STUN CANES

These seemingly innocent wood-carved Gentlemen's Canes are actually steel tipped stun sticks capable of electrocuting a normal sized man. Each cane conducts a 500-volt/500-mil-ampere shock and contains a rechargeable battery. The canes are capable of discharging this shock twice before needing to be recharged. Discharge strength is controlled by a slide-switch at the insulated end of the cane and can be set as low as a mere eye-opening jolt.



Rechargeable battery

Voltage discharge point

This is an example of how Tweedledee and Tweedledum turned yet another innocent gentleman's accessory into a deadly weapon.

Stun Cane [Booy: 4, Lightning: 4, Ammo: 2, R#: 3]
Limitation: Lightning has No Range.

TRIDENT'S TRIDENT

The Trident employed by the costumed villain known by the same name is as trinary in nature as its wielder. The criminal Trident is in reality three different people all operating under the same guise so as to trick their foes into believing that only a single criminal exists. The Trident weapon, like its master, also displays three separate functions, as well as a function based wholly on the villain's duplicitous self image.

The Trident, which was sent for study to S.T.A.R. Labs New York by the local authorities when the criminals were captured by the New Titans some years back, is a hollow titanium shaft, six feet in length. The shaft is topped by three six-inch-long tines made of the highly conductive metal compound Vanadium-Tungsten-12. The shaft is also internally lined with some very advanced microcircuitry and a miniature electro-pulse generator. This internal hardware is capable of producing several interesting effects.

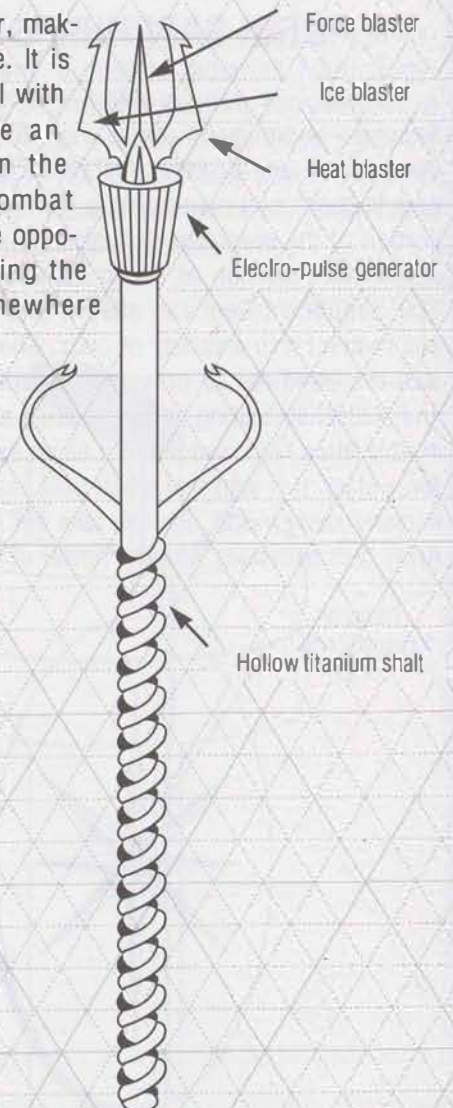
The right tine of the Trident, for instance, contains a microwave transmitter. This transmitter heats the air around the tip of the trident to such an intense temperature that the air molecules are ignited into flame. This flame can then be projected away from the weapon to a range of ten feet.

The center tine focuses the power produced by the internal generator into a solid concussive force blast. This blast, when set at its highest level, is capable of blowing a hole through the external wall of a standard concrete building. The effective range of this function is twenty feet.

The left tine of the Trident has the opposite function of the right one. This prong uses the power of the internal generator to create solid cones of ice. The ice is formed when the energy pulse passes through an internal store of Creon (see MR. FREEZE'S FREEZE GUN). Though Trident usually projects the ice as a single freezing bolt, the Trident weapon contains enough of the chemical to encase a 10' x 10' area in a block of ice.

The final function of the Trident is perhaps its most interesting. By releasing a negatively charged electro-pulse at just the right frequency, the Trident is able to project a holographlike image of its bearer up to one foot away from where the criminal is actually standing. Furthermore, this pulse masks the presence of the

weapon's wielder, making him invisible. It is an effective tool with which to make an escape or gain the advantage in combat by confusing the opponent into thinking the villain is somewhere where he is not.



The weapon wielded by the three villains known as Trident is capable of producing a wide variety of effects. The circuitry contained within is not very impressive when considered as separate units. However, the fact that they are combined into one compact weapon makes the Trident a formidable device indeed.

Trident (Body: 8, Flame Project: 9, Ice Production: 9, Invisibility: 6, Energy Blast: 10, Illusion: 6)

Limitation: Illusion Power only creates an image of the trident's wielder at a range of up to 1 AP; Invisibility only works when Illusion is engaged.



There are those in the scientific community who would like to create devices similar to the Weather Wizard's Weather Wand so that they could solve this planet's environmental problems. However, we here at S.T.A.R. are convinced that the energies wielded by this device may be detrimental to the ecosphere over the long term. Better to concentrate on recycling, conservation, and reclamation techniques than look for a cure-all.

Weather Wand [Body: 5. Air Control: 14. Fog: 25. Ice Production: 14. Lightning: 14. Water Control: 14. Weather Control: 16]

WEATHER WIZARD'S WEATHER CONTROL WAND

The Weather Wizard's Weather Control Wand uses "eonic" energy to establish and control weather patterns. By releasing a stream of negatively charged ions into the atmosphere while simultaneously removing an exponentially factored number of protons (n -squared, where n is the number of ions discharged and the difference between n and the total number of available protons is made up by removing the mass but not the charge of a requisite number of electrons so as to make up the difference), the Wand excites the nitrogen, oxygen, and carbon present in the air to create various weather effects.

The Wand can be used to create weather effects indoors or outside, on as small or as large a scale as desired. However, global weather creation could be permanently damaging to the ecosphere given the enormous shift in the number of ions, electrons, and protons present in the atmosphere caused by the wand's overuse. Conceivably, the wand could be used as a short-term solution to environmental problems (such as localized drought), but again, maintaining any effect of the wand for the amount of time needed to affect real ecological change would most likely be more detrimental than beneficial.

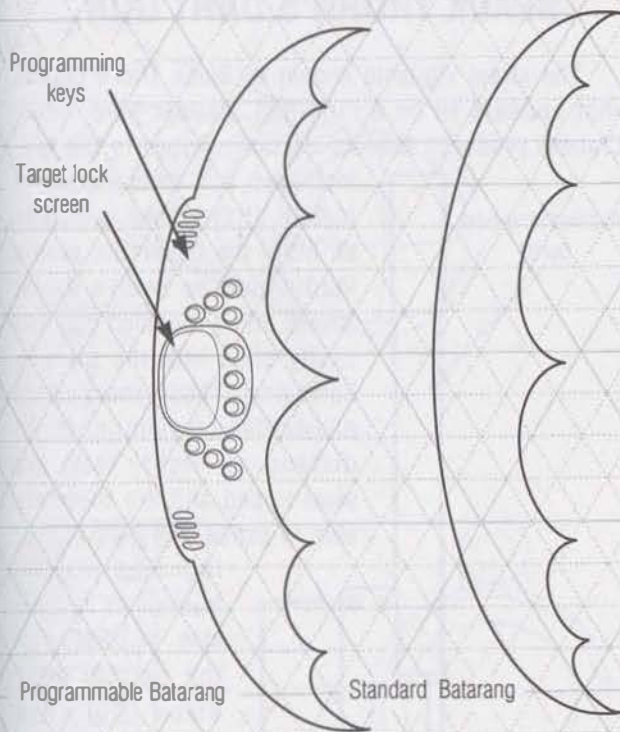
Demonstrated weather effects of the Weather Wizard's Weather Control Wand have included rain (from a small, one-person rain cloud to extended, city-wide deluges), destructive hail, blanketing snow, and tornado-strength winds.

PROJECTILE WEAPONS

Ah, the projectile weapon... the earliest category of offensive weapon developed by the first cognizant beings on Earth. The thrown rock, the hurled spear, the shot arrow, bullet or artillery shell — all of these items are related by their mere nature as things that must be fired from some sort of launcher. You might ask what then separates them from those devices categorized as energy weapons? Well, whereas the former gadgets discharged the same form of matter that powered the discharge mechanism (or a variation thereof), weapons categorized as projectiles are generally transmitted to their target via a completely different energy source. Yes, a person who uses his arm to throw a rock is just as much an energy source as the small explosion created in a pistol's chamber that shoots a bullet.

Of all the exotic devices listed in this report, the ones found in this section perhaps show the greatest ingenuity on the part of the designer. Yes, it might be easy to dismiss these particular weapons as mere variations on somewhat simple — and sometimes even ancient — themes. However, to do so would be to deny the thought that one must put into redesigning and expanding the uses of something that most people take as being as plain as the nose on your face. Projectile weapons have panache: they are built by taking the ordinary and making it even better. And, it is their ordinary roots which make these weapons so reliable, especially when compared to those devices that rely on sophisticated energy sources and complex firing mechanisms.

BATARANG



Each of Batman's Batarangs elegantly serve a specific purpose, but it is the programmable version that shows a marked leap in micro-weaponry design.

Batarang w/Line (Body: 8, Gliding: 2, Snare: 7, EU: 3)

Note: To determine the maximum distance the Batarang can be thrown, add the thrower's STR to the Batarang's RPs of Gliding. The line attached to the Batarang is 4 RPs long.

Programmable Batarang (Body: 7, Gliding: 1, Radar Sense: 3, AU: 10, EU: 3, R*: 3)

Bonus: Multi-Attacks made with the Programmable Batarang suffer one less Column Shift penalty to the OU/AU if the user spends one Automatic Action to program the Batarang immediately before throwing it.

Note: To determine the maximum distance the Batarang can be thrown, add the thrower's STR to the Batarang's RPs of Gliding.



BATMAN'S RAZORWINGS

Crafted from the same carbon-steel alloy used to make the Batarang, Batman's Razorwings are another weapon in the Caped Crusader's diverse arsenal. A razorwing is one-third the size of a Batarang and much lighter, with a maximum throwing range of forty feet. Unlike the Batarang, however, they are not designed to arc back and return to the thrower. The bat-like points of a razorwing are sword-tip sharp and are capable of piercing anything from normal skin to the type of plastic and aluminum used in most domestic and foreign made automobile fenders. Batman has been known on occasion to affix a razorwing with a microtransmitter (see TRACER) so that he can track a fleeing suspect by attaching it to the bumper of his escape vehicle.



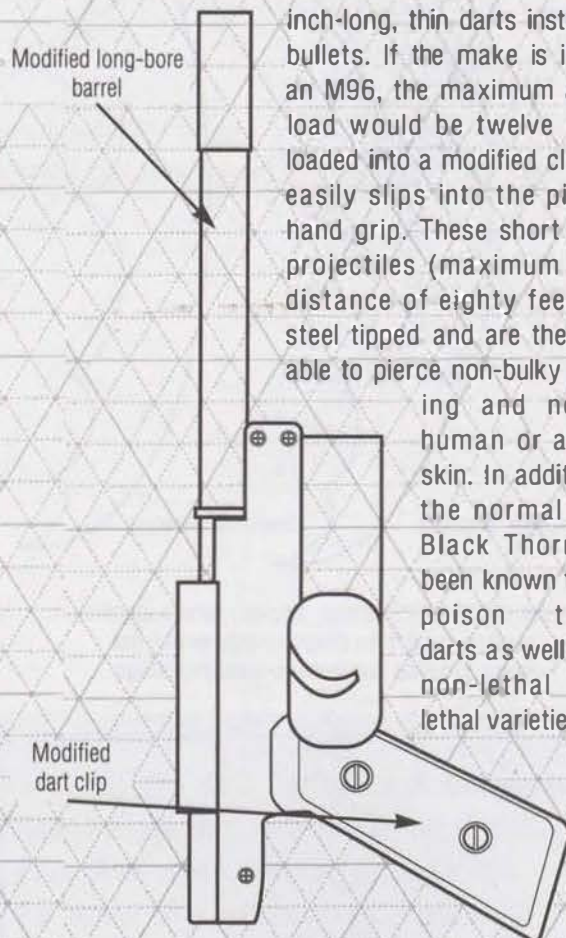
Razorwing (Body: 6, EU: 2)

Bonus: Up to four razorwings may be thrown in a single phase. The thrower adds one to his final die roll (i.e. after re-rolling all doubles) for each additional razorwing thrown.

BLACK THORN'S DART GUN

The street vigilante known as Black Thorn carries what appears to be a modified Mauser M96 Pistol (Chinese produced Modern Version), rigged to fire five-

inch-long, thin darts instead of bullets. If the make is indeed an M96, the maximum ammo load would be twelve darts, loaded into a modified clip that easily slips into the pistol's hand grip. These short range projectiles (maximum flight distance of eighty feet) are steel tipped and are therefore able to pierce non-bulky clothing and normal human or animal skin. In addition to the normal dart, Black Thorn has been known to use poison tipped darts as well (both non-lethal and lethal varieties).



The dart gun utilized by Black Thorn appears to be a modified Chinese Mauser M96 pistol. However, it is no less lethal because it fires darts instead of bullets.

Thorn Gun (Body: 3, Poison Touch: 5, EU: 4, Range: 3, Ammo: 12, R#: 3)

Bonus: Poison Touch affects a target in addition to the dart's EU. If the dart attack scores positive RAPS, the Poison Touch Power immediately attacks the target as well, acting against an DV of 0 and an RV equal to the target's Body.

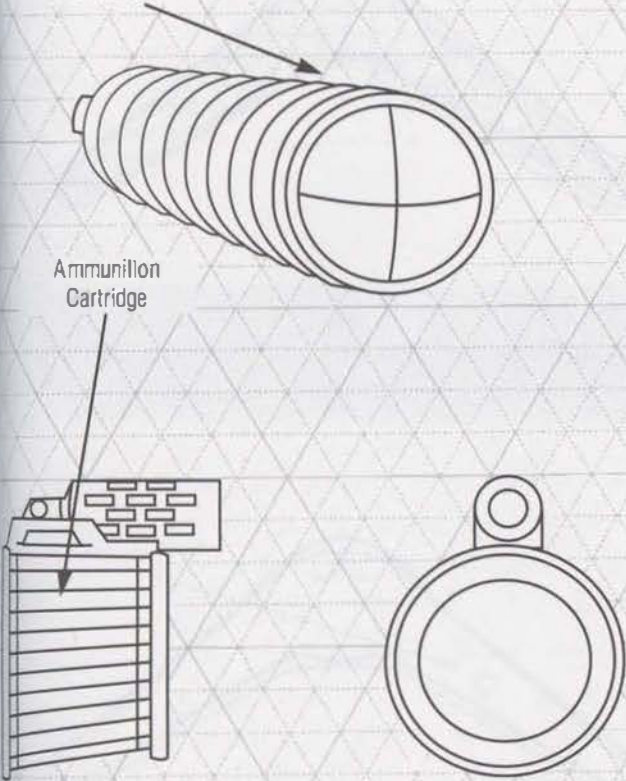
DEADSHOT'S WRIST MAGNUMS & EYE SCOPE

The psychotic member of the Suicide Squad known as Deadshot derives his name from his unerring aim with his lethal wrist shooters. Worn on both wrists, these guns are modified .357 Magnums, each designed to fire when Deadshot flexes his wrist, thus activating a pressure sensitive trigger on the body contact side of the device. Both guns carry eight .357 caliber Teflon coated "cop-killer" slugs (though in all likelihood, they can fire any type of .357 caliber bullet) and employ special slide loader clips for fast reloading (Deadshot has been known to carry several spare clips in a special belt he wears as part of his costumed persona). Each wrist Magnum masks the sound of its discharge with an air baffle attachment capable of near-perfect noise silencing.

To aid his almost flawless aim, Deadshot employs a one-eye sight which is always in place when he wears the face covering portion of his costume. The device enhances his vision range up to one-half of a mile and has a built-in infrared scope for night sighting. With this device in place, Deadshot rarely misses what he aims at.

Eye scope

Ammunition Cartridge



WAIST MAGNUMS (x2) (Body: 5, Thief (Stealth): 5, EU: 5, Ammo: 8, R#: 2)

Note: The magnum's APs of Thief/Stealth function as the DU/AD of the Perception Check necessary to hear the guns when they are fired.

EYE SCOPE (Body: 3, Telescopic Vision: 9, Thermal Vision: 7)

CARTRIDGE BELT (Body: 4)

Note: The cartridge belt holds 8 complete reloads of 8 shots each.

CAPTAIN BOOMERANG'S BOOMERANGS

The oft-times villain, sometimes reluctant hero, known as Captain Boomerang is a master of the Australian throwing weapon of the same name. And even though a normal boomerang is potentially lethal in his exceptionally skilled hands, the good Captain has taken it upon himself to modify these outback devices with a host of the latest technological gadgets.

Some of the special boomerangs on record include:

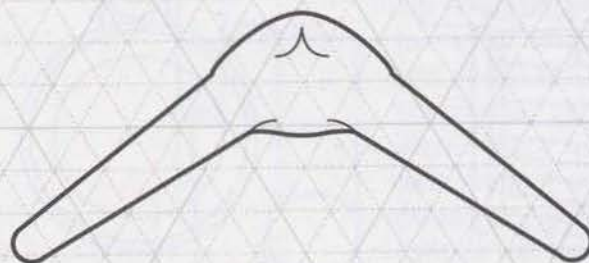
The Bafflerang: This nifty boomerang is coated with a highly reflective mirror-like substance which catches the glare of any bright light source and throws it out in all directions as a blinding flash. The dazzle effect is only temporary, usually just long enough for Captain Boomerang to make good his escape. Captain Boomerang wears specially tinted contact lenses to protect his eyes when he knows there exists the possibility that he might make use of this device.

The BOOMerang: This deadly weapon carries enough high grade plastic explosive to blast a hole through the wall of a concrete building. It is similar in design to the Smokerang (see below), in that the explosive is flattened into a thin pan-cake fitted onto one end of the boomerang while the other end is weighted for balanced throwing. However, unlike nearly all other boomerangs, the BOOMerang does not return; the entire device detonates on contact.

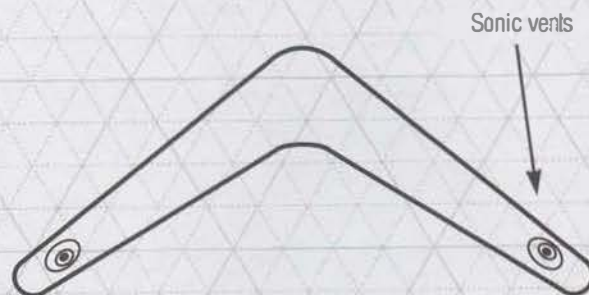
The Laserang: This highly technical device fires a short range laser beam (ten feet), which begins discharging five feet after release. The firing mechanism is timed so as to not discharge when the barrel end is pointed in the direction of the thrower, including discharges during its return flight. The laser is powered by a miniature but very powerful battery. The power source is completely expended after one throw (however, it can be replaced at a later time, not during combat). The laser is capable of burning a hole through normal clothes and skin. Only the most skilled boomerang artist could ever make use of such a weapon.



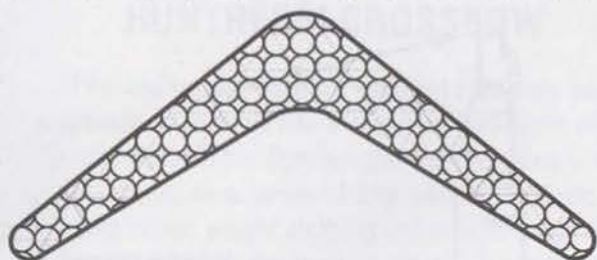
Razorang (Booy: 5, Gliding: 3, EU: 6)



Smokerang (Booy: 5, Fog: 8, Gliding: 3, R#: 2)

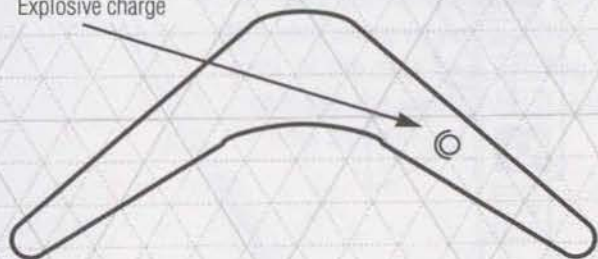


Sonic Boomerang (Booy: 5, Gliding: 3, Sonic Beam: 7, R#: 2)



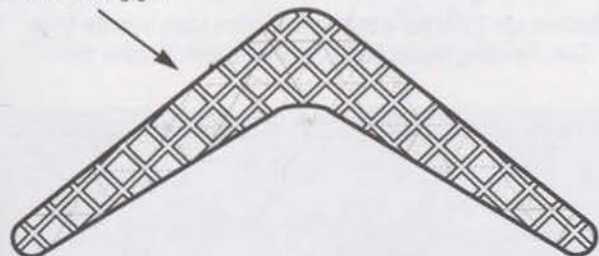
Bafflerang (Booy: 5, Flash: 7, Gliding: 3, R#: 2)

Explosive charge



BOOMerang (Booy: 5, Bomb: 8, Gliding: 3, EU: 3, R#: 2)

Laser emitting grid



Laserang (Booy: 5, Gliding: 3, Heat Vision: 3, R#: 3)

The Razorang: This weapon is a specially sharpened lightweight steel boomerang, designed to be more versatile than it would first appear. For offensive purposes, the cutting edge of the Razorang is lethal against unprotected or moderately clothed skin. However, the Razorang can also be employed in many other situations other than combat, such as when Captain Boomerang needs to cut a hanging rope or a vine during jungle operations.

The Smokerang: This boomerang carries a contact detonation smoke bomb capable of blanketing a 20' x 20' area in a dense fog. A Smokerang can also be outfitted with a tear gas bomb, or any other gas bomb device. Regardless of gas load, each bomb is a specially manufactured small polygon shaped device designed to slide over the curved end of the boomerang. The other end is then equally weighted for balance. When the Smokerang is thrown, the bomb device (and the counter-weight) releases on contact, allowing the boomerang to return to its thrower.

The Sonic Boomerang: This boomerang is internally fitted with microcircuitry capable of amplifying ambient sound waves ten-fold for effects ranging from severe auditory discomfort, to temporarily debilitating hearing loss, to complete unconsciousness.

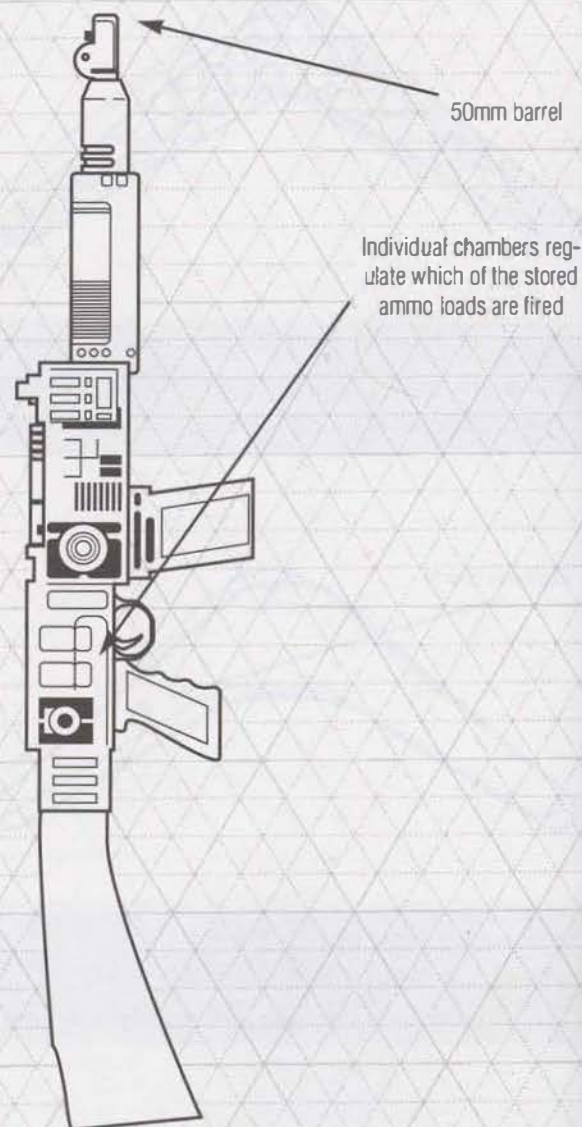
All of Captain Boomerang's throwing weapons have a maximum outward range of 150 feet and all will return to the thrower (except those designed to explode on contact).

Each of Captain Boomerang's special weapons shows a remarkable level of engineering skill and design foresight. I am certain that the cunning Captain has plans in his head for many more as yet unrevealed boomerangs.

DUCHESS' MEGA-GUN

The Mega-Gun is the primary weapon of Duchess, the female warrior associated with the Suicide Squad. Interestingly enough, Duchess' massive gun has more than a few design elements that remind me of weapons left on Earth by past invaders from Apokolips. However, the Mega-Gun does not showcase any abilities that could not be produced by purely Earth-based technology. Still, this does give rise to questions concerning Duchess' origins.

In any case, the Mega-Gun is a very formidable weapon, capable of wide-range destruction. The barrel of the gun is fifty millimeters in diameter, the size of some small artillery pieces. The unit must weigh over fifty pounds. In action, the Mega-Gun has been observed firing normal fifty-millimeter shells, large grenades, and high impact explosives. The amount of ammunition (of any of these types) which can be loaded is unknown. Reloading of any ordinance appears to take between ten seconds and thirty seconds, depending on combat situations. Maximum range of the Mega-Gun has been observed to be 200 yards.



Duchess can fire any of a multitude of ammo loads from the Mega-Gun, including regular bullets, grenades, and explosive shells.

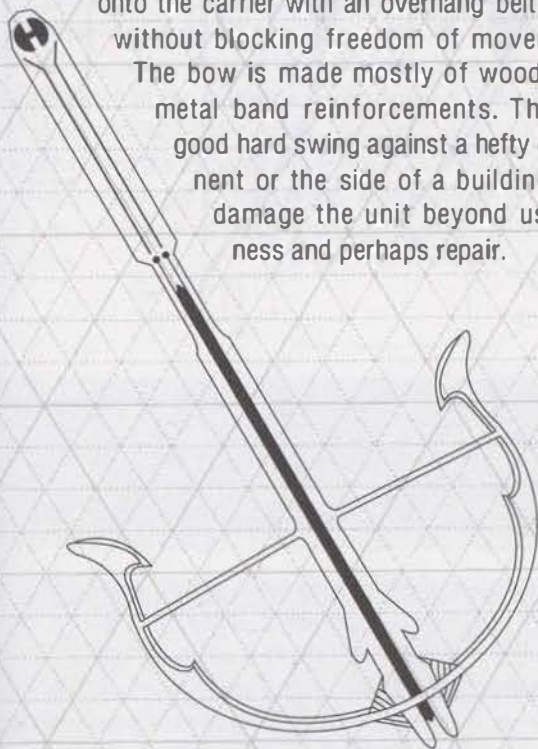
Mega-Gun (Booy: 7, Bomb: 9, EU: 8, Range: 6, R#: 2)

HUNTRESS' CROSSBOW

The inner-city female vigilante known as the Huntress carries with her a standard one-hand pistol-grip crossbow. This lightweight weapon fires a steel tipped bolt up to a range of fifty yards. The bolts can penetrate winter weight clothing and normal flesh. Given its size and compact design, this crossbow can be aimed very quickly. In fact, the only drawback to this particular weapon is the length of time it takes to reload (a great deal of skill is required to reload in just under ten seconds; most people cannot reload in less than thirty seconds).

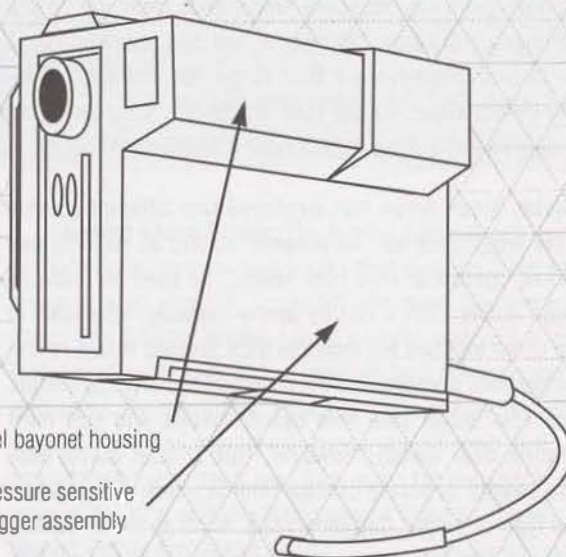
The crossbow is compact enough to be hooked onto the carrier with an overhang belt strap without blocking freedom of movement.

The bow is made mostly of wood with metal band reinforcements. Thus, a good hard swing against a hefty opponent or the side of a building will damage the unit beyond usefulness and perhaps repair.



KGBEAST'S HAND GUN

Ironically named a "hand gun" due to its permanent place at the severed end of the KGBeast's wrist, this weapon is nonetheless lethal. The single action pistol is capable of firing any .50 caliber slug, from rubber bullets to explosive load. Like Deadshot's wrist magnums (see DEADSHOT'S WRIST MAGNUMS & EYE SCOPE), the firing mechanism is pressure sensitive to the flexing of the KGBeast's muscles at the end of his arm stump. An eight-inch steel bayonet is mounted to the front of the gun for hand-to-hand combat. Ammunition is held in a semi-circle curved clip at the base of the gun. These clips can be quickly replaced during combat. Slugs can also be individually loaded directly into the chamber, but this takes a bit more time and requires reloading after every shot fired. The effective range of the KGBeast's Hand Gun is one-eighth of a mile.



Steel bayonet housing

Pressure sensitive trigger assembly

This .50 cal weapon is specially designed with an internal pressure sensitive trigger so that it can be fired by someone without a hand.

Pistol Crossbow (Body: 3, EU: 4, Range: 4, Ammo: 1, R#: 2)

Limitation: Reloading the crossbow takes 1 AP of time (2 phases).

HAND GUN (Body: 5, Claws: 4, AU: 5, EU: 6, Range: 7, Ammo: 8, R#: 2)

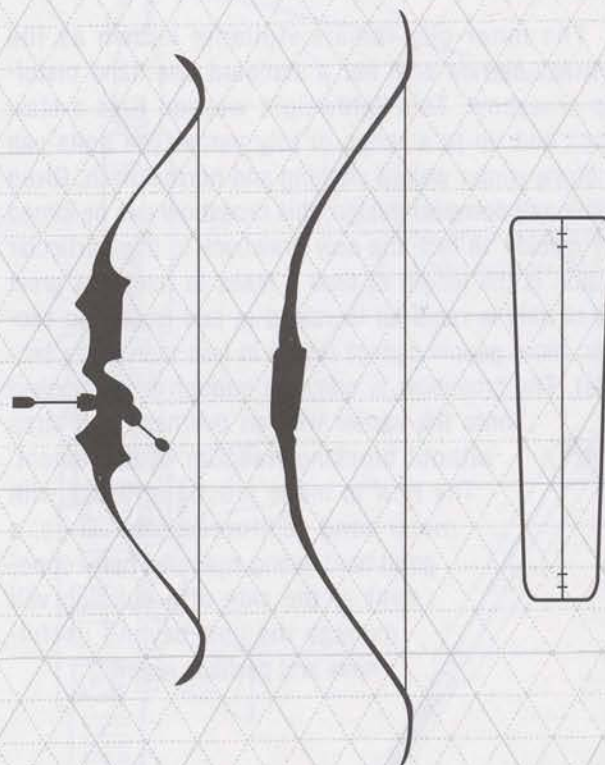
GREEN ARROW'S BOWS AND ARROWS

In the days before he left the Justice League and began his Seattle-based, crime-fighting career, Green Arrow employed a large variety of non-lethal trick arrows with which to fight ordinary thugs and super-villains. Below, I will examine the more lethal version of his crime-fighting weapon, but for the sake of completeness, it would behoove us to take time to examine the gadgets he employed early on in his career as well, if for no other reason than to better prepare for any new costumed adventurers who might employ these methods.

The original bow employed by Green Arrow was a standard composite bow, hand-crafted from fine teak wood with metal reinforcement bands. The string was standard cat gut and was attached to the bow for a release pressure of fifty pounds. This gave any standard arrow shot from the bow a range of nearly 100 yards. The special and odd construction of the trick arrows, however, cut their range considerably, down to eighty yards. Green Arrow now employs a long bow and normal steel tipped arrows, which have a range of 125 yards.

Quiver: Green Arrow has employed two different quivers during his lengthy career. At present, seeing as he employs only normal combat arrows (see below), he uses an ordinary hard sided quiver with a twenty arrow capacity. However, in the days when he used his multiple trick arrows, Green Arrow wore on his back a special quiver modified to carry his unique weapons. This quiver also held twenty arrows and was hard sided (fabric over wood). However, this special quiver was split into twenty separate compartments, each designed to hold one type of arrow. Certain arrows, such as the Acetylene Arrow (see above), were designed to work in conjunction with the quiver.

Normal Arrows: Nowadays, Green Arrow has laid aside his trick arrows in favor of normal combat arrows. These standard arrows are twenty inches in length. Their shafts are made of wood, and they are tipped with a razor sharp steel head, capable of penetrating skin, bone, and three inches of clothing. Green Arrow uses these arrows with precision aim to debilitate his opponents. However, if he so chooses, these arrows are more than capable of killing with one shot.

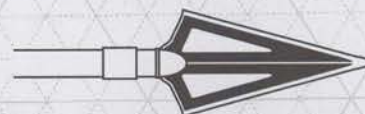


Composite Bow (Str: 7, Body: 5)

Longbow (Str: 8, Body: 4)

QUIVER (Body: 3)

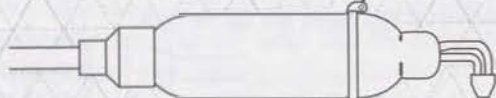
Note: The quiver holds 20 arrows.



Arrow (Body: 1, ED: 3)

Here now follows a description of the most often seen trick arrows once employed by Green Arrow:

Acetylene Arrow: This all-metal construction arrow has a hollow core filled with the highly flammable Carbon-Hydrogen gas popularly known as acetylene (C_2H_2). Before this acetylene torch aspect of the arrow can be used, however, the gas first has to be released and ignited. Green Arrow was capable of accomplishing this in one fluid motion. The gas is triggered when the tip of the arrow scrapes against the inner surface of its quiver slot (see Quiver below). Green Arrow would then quickly scrape the friction pad that surrounded the tip of the arrow against one of the bow's metal bands to light the gas. This arrow can then be held in the hands and used as a close-up cutting torch or fired from the bow at the desired target. The acetylene will burn for one hour or until the flame is extinguished by capping the gas flow. It should be noted that the burning effect of the Acetylene Torch Arrow is different than that of an ordinary flame arrow. Acetylene does not produce heat in the same way as fire does, and it can be used to either cut or weld metal. Also, neither water nor the lack of oxygen will extinguish acetylene.



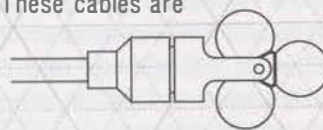
Acetylene Arrow [Body: 1, Heat Vision: 0, R#: 2]

Acid Arrow: The Acid Arrow is a hollow metal shaft with an inner lining made of glass. The arrow is filled with fifty milliliters of 18-Molar sulfuric acid (H_2SO_4). The head of the arrow is constructed the same way as the shaft and has a glass tip which breaks upon striking its target. The acid then spreads out over the surface the arrow has impacted, quickly burning or dissolving whatever it comes in contact with. The acid will continue to burn the object until it is either sufficiently diluted or is completely consumed (approximately one hour, which is sufficient time to eat through three inches of solid steel). Green Arrow avoided using such a powerful burning agent against living beings.



Acetylene Arrow [Body: 1, Heat Vision: 0, R#: 2]

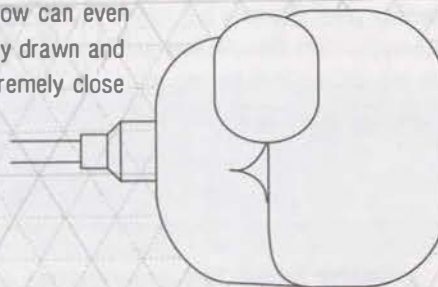
Bola Arrow: This ingenious non-lethal arrow is primarily used to subdue a fleeing suspect. A bola is a short rope (usually no more than four feet in length) with small balls attached to each end (the balls are often solid metal, up to six inches in diameter). The Bola Arrow transports to its target either a standard two-tail or four-tail bola capable of inflicting minor damage on impact with its target. Then, if properly aimed, the bola wraps itself around the subject's arms or legs, completely entangling him and preventing escape. A successful bola strike can even be used to knock a fleeing opponent unconscious. The ropes of the bola are usually thick hemp and are fairly difficult to cut through without employing a sturdy hunting knife. However, Green Arrow has also employed bolas with tails made of lightweight cable. These cables are nearly impossible to cut without heavy-duty bolt cutters.



Bola Arrow [Body: 1, Snare: 0, R#: 2]

Limitation: Snare cannot be used to make Multi-Attacks.

Boxing Glove Arrow: The Boxing Glove Arrow was Green Arrow's most comical and least lethal weapon. This particular arrow is used primarily to quickly put down the average street thug. The Boxing Glove Arrow merely employs a standard metal shaft with a tip that is replaced by a three-pound padded miniature boxing glove. However, this arrow is nothing to laugh at. If it hits you, it will knock you off your feet, and if it impacts with your head, you'll be down for the count, as if you were in the ring with the Heavyweight Champ. The impact of a Boxing Glove Arrow can even break bone, if fully drawn and fired from an extremely close range (twenty feet or less).



Boxing Glove Arrow [Body: 1, FU: 6]

Limitation: This arrow may never be used to make a Killing Combat attack.

Cryonic Arrow: Given the scientific background needed to design the Cryonic Arrow, we might conclude that Green Arrow had a bit of outside help with its conception and construction. The arrow itself is a hollow metal shaft whose interior has been separated length-wise into two distinct compartments. One compartment contains Helipolysulfate while the other is filled with Restifreeze. Separately (or together within an oxygen-less atmosphere), these two chemicals are inert; however, when the two are mixed together and combined with the ambient oxygen in our atmosphere, they produce an extreme endothermic reaction. Thus, upon impact with its intended target, the Cryonic Arrow breaks, releasing and combining the two chemicals with the air. The endothermic reaction causes the moisture in the air to drop to twenty-five degrees Fahrenheit, forming a sheath of ice around the target. The Cryonic Arrow contains enough chemical to encase three square feet of area in ice. Thus, it could be used to disable a fleeing suspect or cause an armed opponent to drop his weapon.



Cryonic Arrow (Body: 1, Ice Production: 8, R#: 2)

Limitation: Ice Production can only be used to trap a target in ice.

Drill Arrow: This arrow was Green Arrow's "handy-man" special. The Drill Arrow is first and foremost a shaft and tail combination, aerodynamically designed to rapidly spin along its axis after it leaves the bow. The normal head of the arrow has been replaced by a one-inch-diameter, diamond tipped, steel drill bit. The gyroscopic motion of the arrow triggers an interior counterweight that causes the drill bit tip to rotate at speeds sufficient to bore a precise hole through four-inch-thick aluminum. If the Drill Arrow is used against a live target, however, it could become lethal if not aimed at a specific, non-essential part of the anatomy.



Drill Arrow (Body: 1, EV: 9, R#: 2)

Limitation: It is considered Killing Combat if this Arrow is used against a living target without declaring a Trick Shot.

Explosive Arrow: This arrow features a modified arrow shaft, the head of which has been replaced by a molded plastic explosive charge. The particular explosive normally employed by Green Arrow was powerful enough to blast a hole through the side of a concrete building.



Explosive Arrow (Body: 1, Bomb: 8, R#: 2)

Extinguisher Arrow: Green Arrow's Extinguisher Arrow has come in handy on more than one occasion, either to put out a normal fire or one generated by a meta-human. The Extinguisher Arrow is a solid, heavy metal shaft with a special bulbous head. The special arrow head contains enough standard fire extinguishing chemical to put out a 10' x 10' area of flame (chemical makeup of flame retardant: ABC all fire standard dry chemical consisting of monoammonium phosphate, mica, ammonium sulfate, and talc in a base of surfactant [foaming agent] and partially halogenated hydrocarbon liquid [HCFE]). The head of the extinguisher arrow breaks on impact, releasing its contents. For the arrow to be most effective against a standard fire, it must impact either the base of or center of the flames. The arrow may be impacted directly with a living being engulfed in flame without adverse side effects. However, some beings with fire based powers may be able to withstand the retardant effects of the extinguisher arrow. Only individual test cases will tell for sure.



Extinguisher Arrow (Body: 1, Flame Control: 8, R#: 2)

Limitation: Flame Control can only be used to decrease the size and intensity of flames.

Flash Arrow: Green Arrow's Flash Arrow takes one of modern technology's simplest conveniences, the flare, and turns it into an easy-to-use, multi-purpose tool for the super-adventurer. The Flash Arrow is a hollow metal shaft arrow filled with enough magnesium powder for a quick, blinding flash (of less than ten seconds duration). The head of the arrow is metal tipped. When the tip impacts with concrete (or any other sufficiently rough surface), a large spark is given off, thus igniting the enclosed magnesium. Green Arrow often used the Flash Arrow to mask his own escape or to throw an opponent off balance for just enough time to allow him to gain the advantage.



Flash Arrow (Body: 1, Flash: 8, R#: 2)

Glue Arrow: Like the Extinguisher Arrow, the Glue Arrow is a solid metal shaft tipped with a special bulb-like head. The head, which breaks on impact and distributes its contents over a ten foot by ten foot area, contains a strong epoxy that is capable of gluing a normal human to a wall or other surface or of gumming up the works of most machinery. The glue can be washed off given sufficient time (approximately thirty minutes if a person is completely covered in the substance).



Glue Arrow (Body: 1, Glue: 8, R*: 2)

Grappling Hook Arrow: The Grappling Hook Arrow is a normal arrow whose tip has been replaced with a four pronged grappling hook. The grappling hook, which is made of light-weight but strong metal, folds around the head of the arrow and expands to full and locked position en route to its target. Attached to the grappling hook is a thin, high strength cable forty feet in length. The hook and cable combination is capable of holding four hundred pounds of weight when properly anchored (or course, that does not mean that the object to which the apparatus has been attached is capable of holding that much weight).



Grappling Hook Arrow (Str: 8, Body: 4, R*: 2)

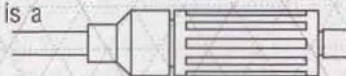
Note: The cable attached to the grappling hook arrow has a Body and Length of 5 APs.

Net Arrow: Like the Bola Arrow (see Bola Arrow), the Net Arrow is used primarily to capture fleeing suspects. However, whereas the Bola Arrow can only be used against a single target, the Net Arrow is capable of capturing multiple targets, as long as they are in close proximity to each other. The Net Arrow consists of a large hollow shaft into which a 5' x 5' net has been rolled. The arrow is designed to explode when the air pressure surrounding it increases dramatically. This event occurs when the arrow is in flight (as caused by the friction of the arrow against the atmosphere). The net then expands and engulfs whatever is below it.



Net Arrow (Body: 1, Snare: 7, R*: 2)

Smoke Arrow: Green Arrow's Smoke Arrow is simply a modified arrow the head of which has been replaced with a smoke bomb. The smoke within the containment shell is under 300 pounds per square inch of pressure. The smoke, when released, is thick enough to obscure normal vision in a 20' x 20' area. The smoke will clear after ten minutes if it is released within an enclosed room, or in five minutes if released outdoors (even less if there is a strong wind).



Smoke Arrow (Body: 1, Fog: 8, R*: 2)

Sonic Arrow: The Sonic Arrow is a hollow shaft arrow with a special head modified to emit a subaudible noise. This noise is triggered by air moving through the arrow head and shaft and is capable of causing loss of balance and minor pain in any [unprotected] persons within a ten-foot radius of where the arrow passes. Covering one's ears is not sufficient protection against the sonic scream that the arrow creates, though sturdy earplugs is.



Sonic Arrow (Body: 1, Sonic Beam: 8, R*: 2)

Bonus: The sonic arrow has a special Area Effect: it attacks every Character within 10 feet (0 APs) of its flight path with no Multi-Attack penalties.

Tear Gas Arrow: Like the Smoke Arrow (see Smoke Arrow), the Tear Gas Arrow is tipped with a special bulb-like arrow head — in this instance, one that contains tear gas instead of smoke. The tear gas is released upon impact and expands to affect a 20' x 20' area. The tear gas will debilitate anyone without a gas mask within the area of effect, making it nearly impossible to do anything that requires clear sight. After thirty seconds of exposure to the gas, all those within the area of effect will be unable to do anything but try to stumble out to fresh air. The tear gas will dissipate within twenty minutes indoors, or fifteen minutes outdoors (more quickly if there is a prevalent wind).



Tear Gas Arrow (Body: 1, Fog: 8, EU: 8, R*: 2)

Bonus: The EU affects all Characters within the Fog.

NIGHTWING'S COMBAT DISKS

The special throwing disks used in combat by the New Titans member known as Nightwing are nothing more than solid titanium disks. Each flat disk weighs five pounds and is perfectly rounded for sure aim and easy flight. The normal throwing range of one of these disks is approximately forty feet, though in the skilled hands of Nightwing, the range is a bit longer than that (to a maximum range of fifty feet, depending on if Nightwing has sufficient time to properly plant his feet firmly for the throw). Depending on where a target is hit, a person could be temporarily disabled or even knocked unconscious. Nightwing has often been observed throwing a combat disk at an object to achieve a desired effect, such as disabling a machine or altering another thrown projectile's flight path.



These solid titanium disks are precision crafted and weighted for accurate throwing.



Combat Disk (Body: 7, Gliding: 1)

Note: To determine the maximum distance a disk can be thrown, add the thrower's Str to the Disk's APs of Gliding.

NIGHTWING'S WRIST ROCKETS

In addition to some of the other gadgets that the New Titan known as Nightwing uses (see NIGHTWING'S COMBAT DISKS, STUN BOMBS, GAS MASK, UTILITY BELT), he also employs a pair of wrist rockets for those instances when he requires a lot more fire power than his standard equipment delivers. Only one rocket can be worn on a wrist; it is attached by a steel bracelet. The bracelet acts as a combination housing unit and launcher for the rocket. The miniature rocket appears to be of a standard design: three inches in length, containing a small liquid fuel load, tipped with a contact explosive head. Each rocket has a range of only fifty feet, but they are capable of blasting a hole in the side of the inner wall of a standard office building or house (two rockets fired and impacting in combination could pierce an outer concrete wall). If used against a normal human, the rocket would most likely cause serious to fatal injuries. A super-powered opponent would certainly fare better, however.

A second version of Nightwing's Wrist Rockets are less of a destructive weapon and more of a transportation device. These other rockets are a small grappling hook and cable combination fired from a tiny rocket launcher. The strong thin cable is only forty feet in length; the miniature grappling hook is actually an arrowhead-like steel tip that Nightwing fires into the side of a building where it attaches itself. This particular hook and cable apparatus is capable of supporting 200 pounds of weight (though the structure into which the head is embedded may not be).

WAIST ROCKETS (M2) (Str: 5, Body: 5, EU: 5, Range: 4)

Limitation: EU is Lethal.

Note: Attached to the rockets are swing lines 4 APs long.

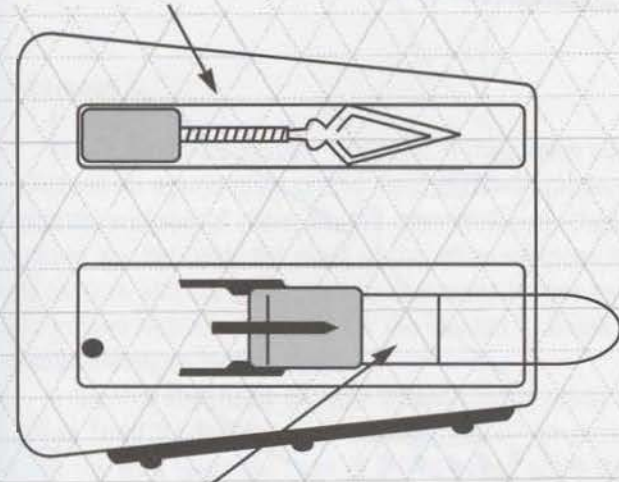
STUN BOMB

These non-lethal offensive weapons come in a variety of designs and are employed by many villains, heroes, and security forces. The standard Stun Bomb is no more than a ball three inches in diameter. The outer container of the bomb is made of a strong plastic. Inside the bomb is a second hull of plastic. Between the two hulls is a small quantity of Somnotrek (a S.T.A.R. Labs developed, fast-acting anesthetic gas) or other concentrated, and highly potent, anesthetic gas. At the core of the Stun Bomb is a solid ball of plastic explosive.

A Stun Bomb is usually aimed at the ground just below the feet of an opponent. When impacted with sufficient force against the ground, the Stun Bomb explodes, knocking the intended target (and anyone within a one-foot radius) unconscious nearly instantaneously. Holding one's breath will not negate the effects of a Stun Bomb; the gas is usually of such a high concentration, and it is propelled with such force, that it penetrates the pores. Stun Bombs are most effective against normal people or very low powered meta-humans; they are little use against heavier hitters, except as a distraction.

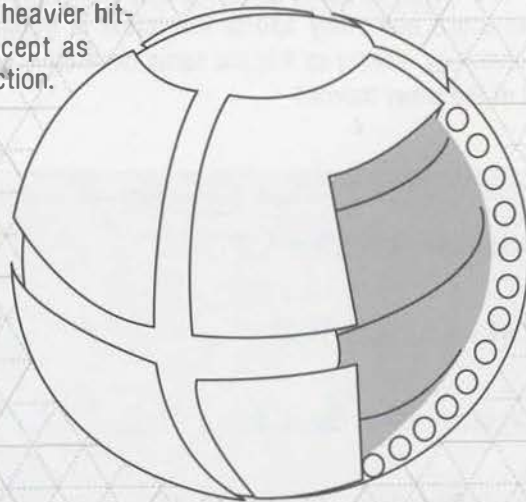
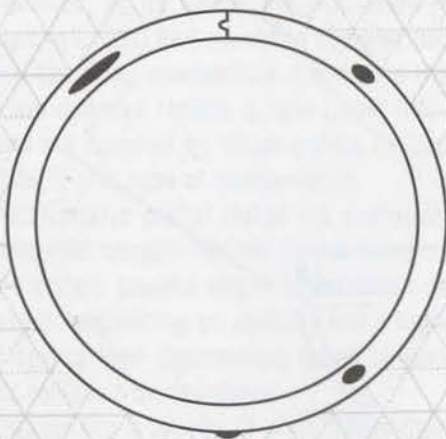
Side view cut-away

Grapple and swingline



Personal attack rocket

Front view



Stun Bomb (Body: 1, Bomb: 5)

Limitation: Bomb may not be used to make a Killing Combat attack.

THORN'S BELT OF THORNS

The mysterious vigilante known as the Thorn must indeed have a scientific intellect equal to her feminine wiles (or at least a very good supplier) to have invented her thorn-like throwing weapons. Her standard thorn is a 2-1/2 inch, dart-shaped metal flechette, with an effective twenty foot range once thrown. Like a regular dart, these devices can penetrate normal clothing and skin and only cause minor damage, unless accurately thrown at a soft, unprotected area such as the eyes. However, Thorn has been witnessed to use thorns dipped in the muscle relaxant curare, which debilitates her foes by paralyzing them for up to one hour. The Thorn has also employed explosive-packed thorns capable of blowing a human-sized hole in the side of a concrete building; flash-thorns packed with contact release magnesium to blind her opponents, smoke release thorns to obscure her escape, and a hand held laser thorn for cutting through small metal devices such as door locks. This last thorn obviously sports the latest in miniaturized technology, seeing as it is the same diminutive length as all of the other thorns!

Acid Thorn (Body: 1, Acid: 5, A#: 2)

Dart Thorn (Body: 1, ED: 2)

Explosive Thorn (Body: 1, Bomb: 5, A#: 2)

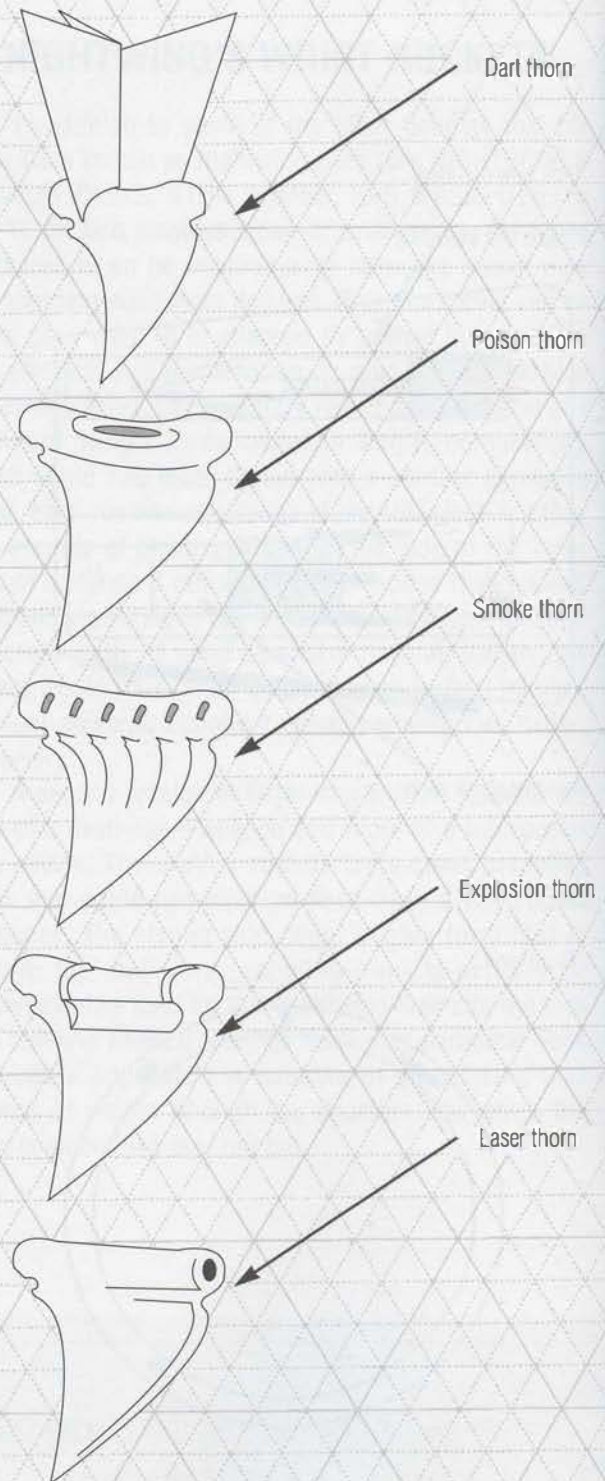
Flash Thorn (Body: 1, Flash: 5, A#: 2)

Laser Thorn (Body: 1, Heat Vision: 5, A#: 3)

Limitation: Heat Vision has a range of only 10 APs.

Poison Thorn (Body: 1, Paralysis: 5, A#: 2)

Smoke Thorn (Body: 1, Fog: 5, A#: 2)



Each of the Thorn's various weapons contains either microcircuitry or some concentrated compound to achieve its desired effect. I am certain that other thorn variations can be created as specific needs arise.

FIREARMS

In this report on "super" weapons, it may seem odd to include an examination of the most common modern projectile weapon of them all: the gun. However, these firearms are the basis for most of the other weapons in this section, and are often used by costumed heroes and villains who lack the ingenuity (or the wealth) to employ high-tech devices in their stead.

A firearm is defined as "any weapon from which a shot is fired by the force of an explosion." In most cases, the shot takes the form of a lead bullet, while the explosive force is generated by gunpowder. In some more exotic guns, the bullet may be made of any sort of metal; bullets made of (or plated with) steel, silver gold, plastic, and uranium have been examined by S.T.A.R. ballistics experts. The main difference between types of firearms is the size and shape of the ammunition and the rate of fire available.

A *revolver*, as its name implies, holds its bullets (normally five or six) in a revolving cylinder between the barrel and the firing mechanism. Each time the revolver is fired, the cylinder rotates a new bullet into position. Revolvers are favored by most police officers due to their reliability and ease of maintenance.

An *automatic pistol* holds its ammunition in a spring-feed clip, usually housed in the handle. Although automatic pistols boast a larger ammunition capacity (7 to 16 rounds, depending on caliber) and a higher rate of fire, the spring-feed mechanism tends to jam, making them less reliable than revolvers.

Shotguns fire a charge of shot rather than a single bullet, making them particularly effective for short-range use and when careful aiming is not possible. Shotguns are often loaded with "non-lethal" ammunition, such as rubber shot, for use in crowd-control operations.

The term *rifle* refers to the spiral grooves cut into the inner surface of such a weapon's barrel. These

grooves create spin in the flight of the bullet, providing much greater range and accuracy than a smooth-bore gun of similar dimensions.

A *submachinegun* is an automatic or semiautomatic firearm which takes pistol ammunition. These weapons are favored by terrorists, guerrilla forces, and federal agents for their compactness and high rate of fire.

Machineguns are automatic guns capable of firing a rapid and continuous stream of bullets. These heavy weapons are almost exclusively fired from static mountings in buildings or vehicles, although I suspect that some meta-humans could simply fire such weapons from the shoulder with sufficient super strength.

.38 Revolver



.45 Automatic



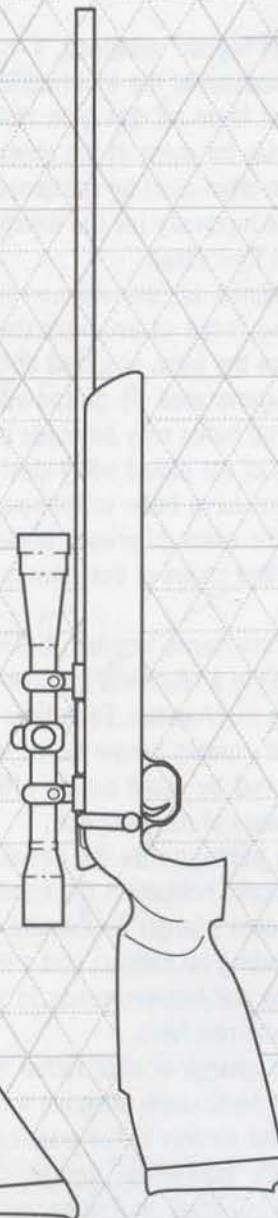
Submachinegun



Pump-Action
Shotgun



Rifle



Machinegun



.38 Revolver (Body: 4, EU: 3, Range: 4, Ammo: 6, A#: 2)

.45 Automatic (Body: 4, EU: 4, Range: 5, Ammo: 7, A#: 3)

Pump-Action Shotgun (Body: 4, AU: 5, EU: 5, Range: 3,
Ammo: 7, A#: 3)
Limitation: EU is Diminishing.

Rifle (Body: 4, EU: 6, Range: 7, Ammo: 6, A#: 2)

Submachinegun (Body: 4, AU: 5, EU: 5, Range: 5, Ammo: 4, A#:
3)

Machinegun (Body: 4, AU: 5, EU: 8, Range: 8, Ammo: 6, A#: 3)
Limitation: A machinegun must be fired from a mount or
brace, unless it is used by a Character with a STR of 6 or
greater.

MISCELLANEOUS WEAPONS

Miscellaneous. Many of us take that word, and anything associated with it, for granted. To do so in the case of those devices categorized as Miscellaneous Weapons, however, would be a grave mistake. Let me assure you, if taken for granted, the items listed below will kill you as dead as any projectile or energy beam. The weapons here are not miscellaneous in potential; they are unique in nature. Many of the devices in this category defy description. Each one represents an inventor's penchant for a specific area of scientific interest, and each invention is a reflection of its creator's individual personality. For a weapon to be listed as miscellaneous is, therefore, not an insult — it is an honor. Weapons developers could do worse than to focus a portion of their resources to the creation of wholly different, individualized items such as these.

225°
135°

240°
120°

255°
105°

270°
90°

285°
75°

300°
60°

315°
45°

330°
30°

345°
15°

DOCTOR ALCHEMY'S PHILOSOPHER'S STONE

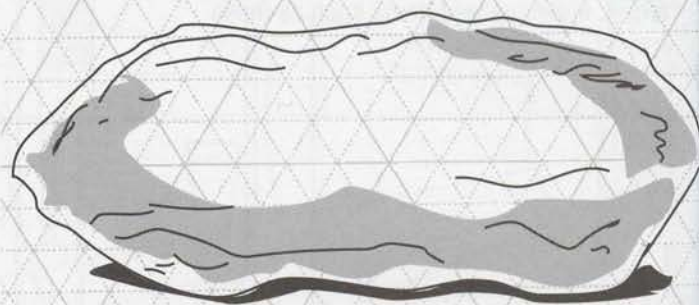
This miraculous device, which until recently was in S.T.A.R. Lab's possession, is capable of results that are nearly impossible to explain scientifically. Surprisingly, after conducting my own personal study of the Stone, I am forced to concede that the conclusions of others that claim that the device may just be magical in nature (a difficult thing for a scientist to swallow) are viable alternatives that cannot be ignored. In fact, I was almost persuaded to the point of leaving this entry out of this report. However, the physical realities of the Stone's operation are such that they deserve mention in an otherwise strictly scientific text.

The Philosopher's Stone is reputed to be the product of centuries of chemical wizardry. Regardless of its fanciful background, when it is employed the device impacts the physical universe in such a way as to alter the atomic and molecular structure of its target. All objects, whether living organic bodies or lifeless inorganic substances, contain a unique molecular structure. Furthermore, each molecule has its own specific and unique atomic make-up; each individual elemental atom combines with certain other of its periodic brethren to form an almost infinite number of diverse compounds. However, each specific molecular combination forms only one type of object, and that specific object can have only one structure by which it can be formed.

The Philosopher's Stone, through whatever science or magical energies it manipulates, takes that absolutely fundamental rule of chemistry and uses it to transmute any molecular structure into another, wholly different one. On a blackboard in a classroom this is possible. You just theoretically move and manipulate an atom's protons, electrons, and neutrons to change their number or charge and thus their fundamental elemental makeup. In the real world, however, the process of forming new atoms, molecules, and compounds is a painstaking one that is more miss than hit. The Philosopher's Stone manipulates elemental energy to take the guess work out of the process. The user of this device is able to alter the atomic structure of anything he or she desires, from oxygen into cyanide gas to lead into gold. However, the more complex the structure that is being manipulated,

the more strain that is put on the user. Thus, it is virtually impossible to change a human being or an animal into something else because of the complex molecular structure that makes up advanced life forms.

The Philosopher's Stone must be held and physically aimed at an object (or area of effect in the case of altering air) to achieve the desired results. The Stone fires a transmuting ray at its intended target. Its range is a surprisingly far sixty feet. The Philosopher's Stone is currently in the custody of the Keystone City Police Department. It is being held as evidence in the case of the evil Alchemist's recent crime spree.



As hard as it is for us scientists to swallow, it does indeed seem that the Philosopher's Stone is magical in nature. The device alters the atomic/molecular structure of any compound almost instantaneously, a feat which under lab conditions is impossible to duplicate (or explain).

Philosopher's Stone (Boov: 9, Telekinesis: 6,
Transmutation: 16)

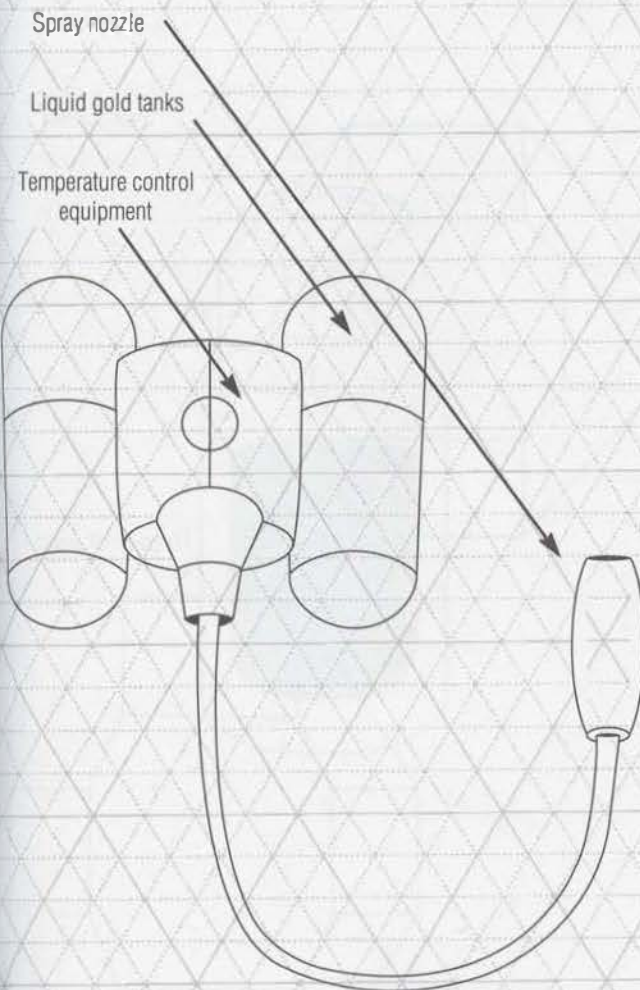
GOLDFACE'S GOLD GUN

The megalomaniacal criminal known as Goldface is also obviously a brilliant scientist. How unfortunate it is that he uses his abilities for criminal gain instead of the betterment of mankind. One of Green Lantern's most vexing foes, Goldface has proven on more than one occasion to be willing to use his chemical-based weapons in a lethal manner.

Goldface's primary destructive device is the Gold Gun, a weapon that sprays a toxic, glue-like substance. This liquid gold is primarily made of the selfsame precious metal (ironically, a major motivation for some of the crimes that Goldface commits must be his need to buy or steal the gold with which he commits his other crimes). The metal is first melted down at extreme temperatures (1064.58 degrees Celsius or 1948.28 degrees Fahrenheit). Then, cold air is slowly applied to the liquid gold to cool the metal at an extremely slow rate. As the liquid gold is cooling, undistilled ocean water from polluted coastal areas is added to the gold along with liquefied Teflon. The new compound is thoroughly mixed and reheated until it is of a gooey consistency.

The gold-glue is then loaded into a specially designed backpack unit that maintains a stable internal temperature (just warm enough to keep the mixture viscous) and protects the mixture from contact with the air. The backpack is attached via a thick hose to a modified pistol through which the substance can be discharged at immense pressure to an amazing distance of twenty feet. Upon contact with the air, the gold-glue begins to harden almost immediately, thus encasing whatever it coats in a thick golden sheen. If a living subject was to remain entirely encased within the gold for more than 2 hours, he or she would most surely suffocate and die.

Aqua Regia, a common chemical used to dissolve gold, is completely ineffective against Goldface's diabolical substance. In fact, there are currently no known reagents that can be used to dissolve the gold-glue. Most likely, this is due to some hyperactive bonding effect between the Teflon and the gold, enhanced by the pollutants present in the undistilled ocean water. However, I am at a loss to say as to why this particular compound is as sturdy and resilient as it is. Perhaps if, as a race, we didn't pollute our environment to the critical level that it is today, Goldface would be unable to concoct this deadly mixture.



Gold Gun (Booy: 3, Glue: 10, A#: 3)

Bonus: The Glue Power actually covers the target with a thin coating of gold. If the victim cannot free himself in an amount of time (in APs) equal to his Booy plus 5, he will suffocate.

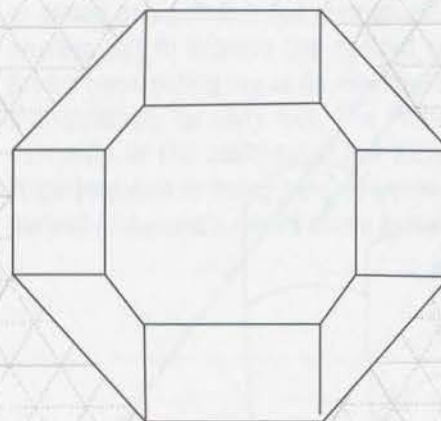
JEWEELEE'S JEWELS

Along with her husband Punch (see PUNCH'S STING STRINGS), the twisted criminal Jewel is known for some very odd crimes. Dressed as her puppet show namesake, Jewel uses a special set of jewels to varying effects while perpetrating her crimes. What mechanisms are at work inside each specific jewel is beyond examination and even speculation; the jewels (which came to S.T.A.R. for study at the request of Amanda Waller and the Suicide Squad, whom Jewel has been associated with of late) defy any testing method we have so far devised. Even the most powerful x-ray scanner available is unable to peer inside a jewel, and no amount of force has been successful in cracking open or crushing one. This would give credence to the theory that the jewels are of alien origin.

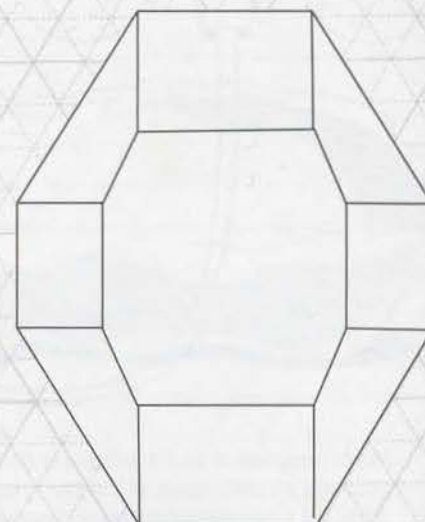
In any case, Jewel has in her possession two types of jewels. The Force Blast Jewel fires an energy beam of solid concussive force capable of punching a hole through five-inch-thick solid steel. The blast, however, leaves no traceable radiation residue, so we have been unable to capture the energy signature for further study. Furthermore, there is no trigger stud on the surface of the jewel; it appears that Jewel has some sort of symbiotic bond with the device which compels it to discharge on her command.

The second jewel in evidence is the Hypno Jewel, which uses dazzling light effects on its victims. Though the jewel does not actually allow Jewel to take over the minds of her opponents, the multicolor light waves fool the brain into believing they are seeing something that is not really there. Again, this would imply some sort of bond between the device and Jewel; the victim sees what she wants them to see.

Given the unsolvable enigmas surrounding Jewel's Jewels, S.T.A.R. Labs has given up trying to unlock the mysteries of these devices.



Hypno Jewel



Force-Blast Jewel

Force Blast Jewel (Body: 16. Energy Blast: 8)

Hypno Jewel (Body: 16. Flash: 4. Mental Illusion: 4)

JOKER VENOM

Perhaps one of the most diabolical poisons ever created, the Joker's own special toxin is deadly in any form. Delivered on most occasions as either a gas or contact liquid, Joker Venom is a hellish mixture of hydrogen-cyanide and Strychnodide (a strychnine derivative). The Joker has been known to release the gas into large meeting rooms through the central heating/air-conditioning vents (whenever he uses it in its gaseous form, the Joker must be careful to be sure that it blows away from him; it does not necessarily have to be inhaled to be deadly — absorption through the pores is just as lethal).

As a liquid, Joker Venom has previously been added to cosmetics and foods as a means with which to deliver it to the intended victim or large numbers of innocent victims.

There is no known antidote for Joker Venom, and even if there was it would be administered too late to help a victim in any case; the poison takes only seconds to kill. In whatever form it is delivered to its target, Joker Venom causes immediate cessation of heart and brain functions. As a cruel side effect of the Strychnodide, the victim is further humiliated by having his or her muscles contract in such a way as to severely tighten and discolor the skin, especially in the facial area. This leaves the victim's corpse permanently scarred with a clown-like grin in tribute to his killer.



JOKER VENOM RING (Body: 5, Poison Touch: B, R#: 2)

Bonus: When the Joker Venom kills, it leaves its victim's lips pulled back in a twisted smile.

Limitation: Poison Touch is lethal.

Joker Venom Gas Bomb (Body: 1, Fog: B, Poison Touch: B, R#: 2)

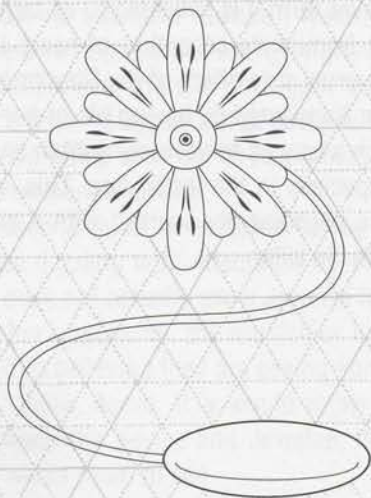
Bonuses: Poison Touch affects all characters within the area of the fog; When the Joker Venom kills, it leaves its victim's lips pulled back in a twisted smile.

Limitation: Poison Touch is lethal.

JOKER'S ACID FLOWER

The demented Clown Prince of Crime is never at a loss for a twisted offensive weapon. In this instance, the Joker has swiped his idea from the classic clown tool, the squirting flower, and has modified that otherwise innocent prank to deadly ends. Worn innocuously on the lapel, the Joker's Acid Flower is designed from a special polypropylene plastic manufactured to a density sufficient to allow it to not be subject to the burning effects of its contents, in this case three ounces of twelve-Molar strength Sulfuric Acid. This powerful solution is capable of scalding and permanently scarring human flesh, as well as slowly burning a hole through two-inch-thick steel (ten minutes).

Like the normal squirting lapel flower, the solution is held in a hand squeeze bulb reservoir that is attached back to the flower via a thin hose. Thus, it is possible to take the sting out of the weapon by severing the hose, which is actually not that difficult.

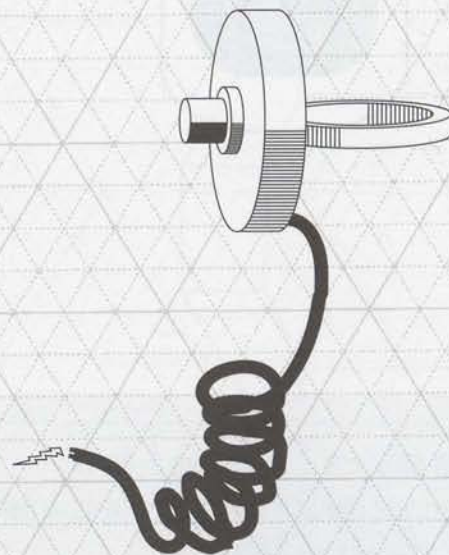


Acid Flower (Body: 2, Acid: 8, A#: 2)

Limitation: Acid has a range of 0 APs.

JOKER'S JOY BUZZER

Batman's major nemesis must be closer than you would ever want him to be if he's able to employ this particular weapon on you. With this zapper of a joy buzzer, the Joker has taken one of the most innocuous of childhood and party pranks and turned it into something very deadly. The Joker's Joy Buzzer directs a current of 500 volts at 700 milliamperes, a charge more than capable of killing nearly instantaneously. The device is charged by a super-strength, one-shot battery, requiring that each Joy Buzzer be discarded and replaced after one use. All that is required to electrocute an opponent is for the Joker to press on the skin (or sufficiently conductive surface) with the center point of the buzzer. The Joker himself is protected from the discharge by his non-conductive gloves.



ELECTRIC JOY BUZZER (Body: 4, Lightning: 9, A#: 2)

Limitation: Lightning has No Range.

MIRROR MASTER'S MIRRORS

The special mirrors wielded by the arch-villain known as the Mirror Master come packed with a variety of functions. Long ago, this criminal mastermind perfected techniques with which to build myriad mirrors much deadlier than the one hanging in the bathroom at home. Most of the mirrors described below were built based on modifications of normal mirror construction. However, the Mirror Master has gone light years beyond the looking glass to devise some very unique devices.

One of the earliest, and most commonly employed, mirrors used by the Mirror Master was a form of holographic projector (see HOLOGRAPHIC PROJECTOR). This mirror is able to capture and store the image of whatever might be reflected upon its surface. This image can then be projected back into our reality on command. The Mirror Master used this particular gadget to create diversions with which to cover up his crimes.

Another of the Mirror Master's inventions enables him to capture the actual physical reality of whatever is reflected on its surface. This mirror would actually open up a hole into a pocket dimension which is minutely out of vibrational phase with our own. Mirror Master used this particular device on occasion to capture the superhero known as Flash. A variation of this particular mirror allows the Mirror Master to enter this pocket dimension himself. Spatial reality inside this dimension is warped such that anyone inside of it can enter back into our dimension at a location other than where the mirror was initially entered.

A third device employed by the Mirror Master allows him to reflect the properties of an ordinary mirror onto any object of his choosing. This alters the physical reality of the target to the point that it becomes a mirror also, thus taking away the object's own specific properties.

Yet another mirror variation is capable of focusing light through itself and redirecting this captured light in the form of a laser beam. The power of this laser is dependent on the amount of available light. The effective range of the fired beam is forty feet. Another form of this mirror was often worn on the back of the Mirror Master. This mirror is able to collect and convert solar energy, allowing the Mirror Master limited flight capabilities (twenty miles per hour for as long as there is ambient sunlight; the mirror could also store enough solar energy for one hour's worth of flight).



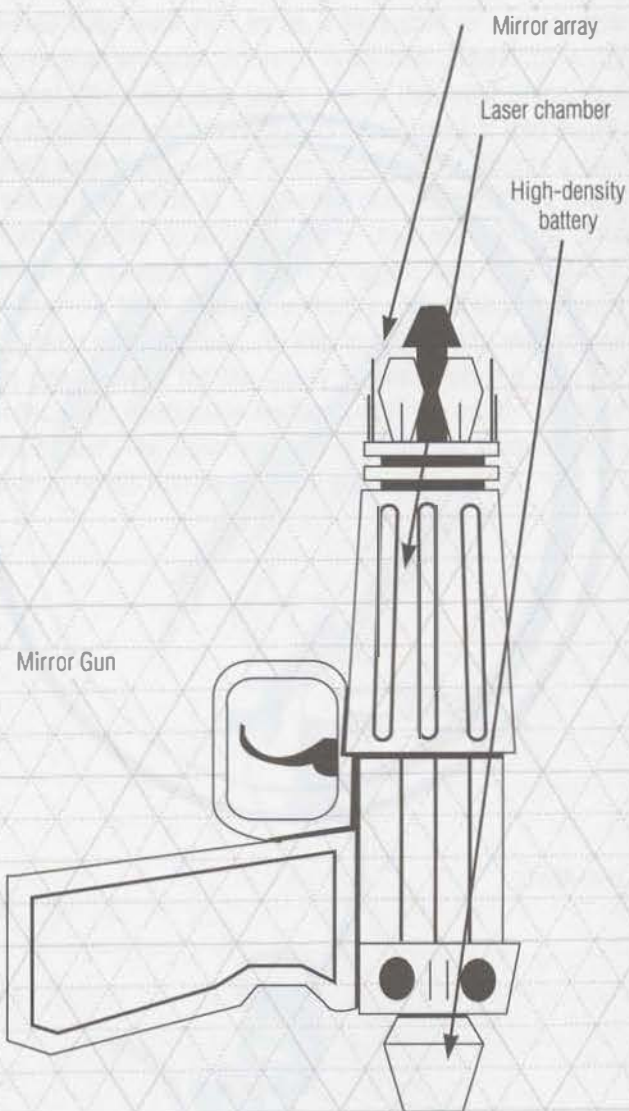
Holo-Mirror

Holo-Mirror [Body: 1, Illusion: 11]

Capture Mirror [Body: 2, Dimension Travel: 5, A#: 3]

Limitation: Dimension Travel is limited to the Banishment and Travel functions, and only to and from the "Mirror Dimension."

Looking glass



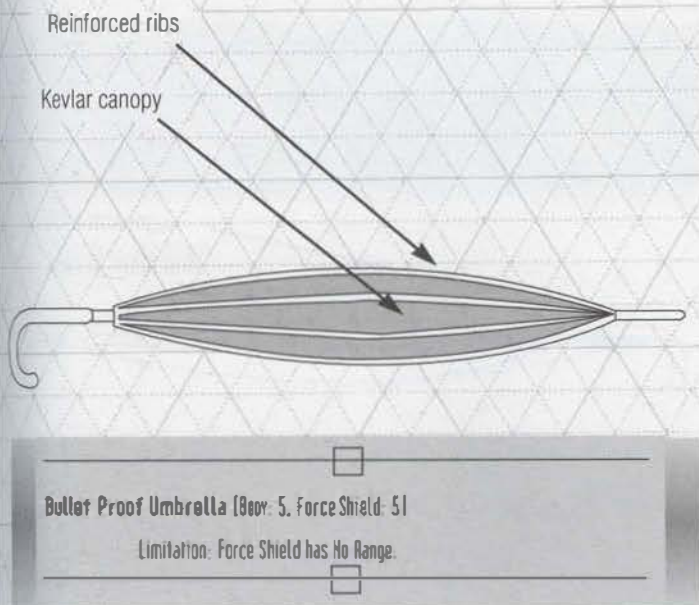
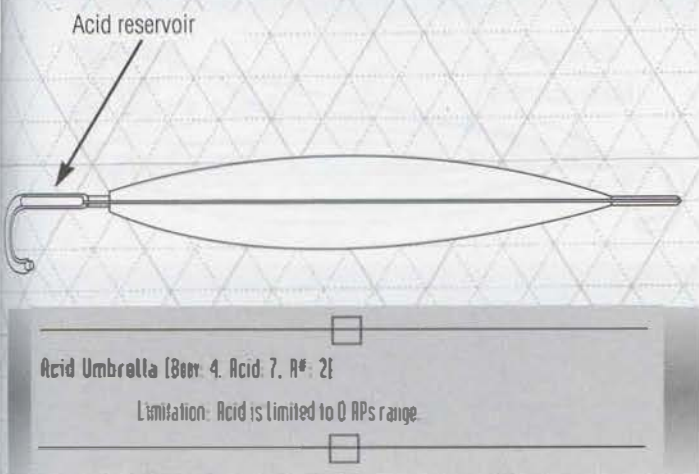
Looking Glass (Booy: 1, Chameleon: 8)

Bonus: The looking glass can be fired at a target by shining reflected light off of its surface. Once hit, the target turns into a humanoid mirror, and will involuntarily take on the form and appearance of anyone touched. This effect persists until the looking glass is smashed, at which point the Power immediately fails.

Mirror Gun (Booy: 3, Heat Vision: 8, R#: 2)

MIRROR PACK (Booy: 4, Flight: 8)

Each of the Penguin's ingenious umbrellas were designed with function and ease of use in mind.



PENGUIN'S UMBRELLAS

The archfiend known as the Penguin is as intellectually accomplished as he is criminally demented. Another major foe of Gotham City's Batman, the Penguin is capable of many incredible feats with his trick umbrellas. He employs these devices on every available occasion, sometimes even creating crimes merely to test the effectiveness of his latest invention.

Though there are perhaps no limits to what Penguin can put inside one of his trick umbrellas, here follows a list of the most often used gadgets from his vast collection.

Acid Umbrella: This dastardly device is one of the Penguin's favorites for a night of crime. The acid contained within is five-Molar-strength Nitric Acid, which is capable of slowly dissolving flesh or any metal (other than those used in coins: silver, gold, platinum, and palladium). The umbrella top is made completely from pure silver. The metals of the handle, shaft, and spines are also coated inside and out with silver to protect them from the contents. The acid is triggered by a stud in the umbrella's handle. When discharged, the contents travel in a straight line to a maximum distance of ten feet. The umbrella contains ten ounces of acid, which can be released either in one-ounce, metered bursts or as a continuous stream.

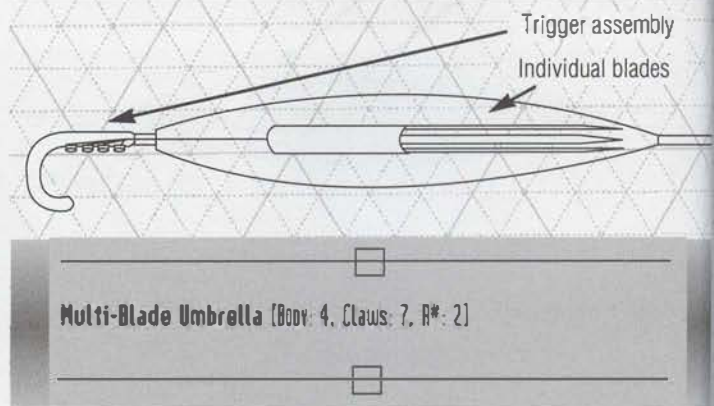
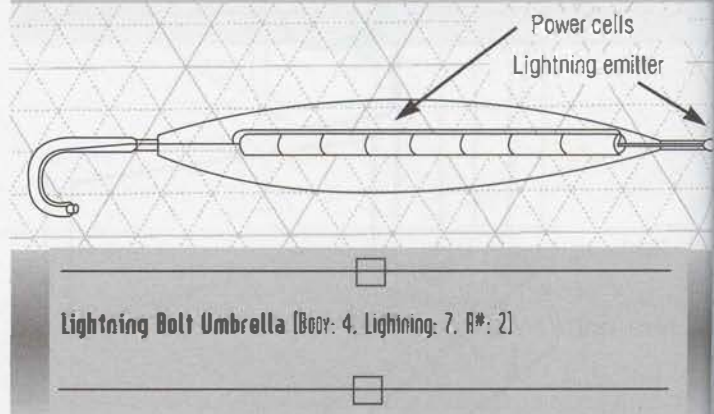
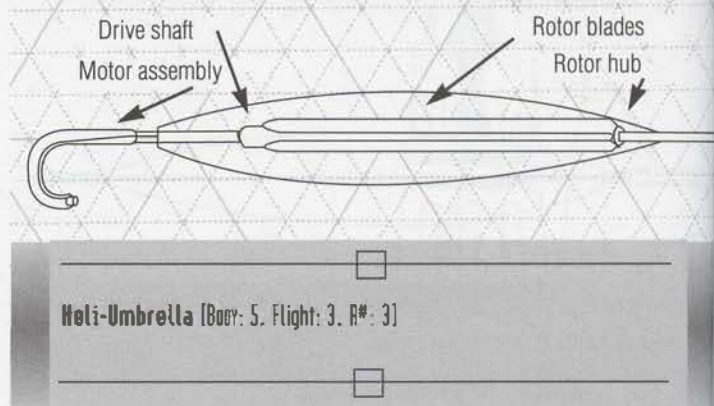
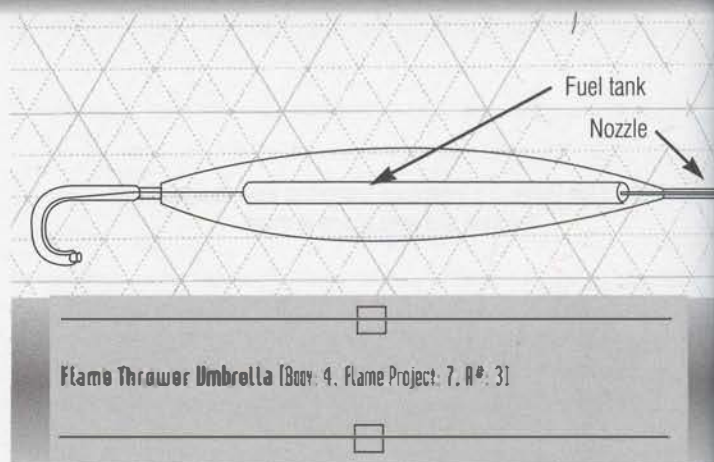
Bullet Proof Umbrella: The Bullet Proof Umbrella is one of the few defensive devices in the Penguin's arsenal. This otherwise normal parasol sports a top of weaved Kevlar, making it bullet proof against almost all normal handguns and small caliber rifles. The spines of the umbrella are manufactured from a specially reinforced plastic to keep them from cracking under the pressure of impact. This construction leaves no exposed conductive surfaces on the bullet proof umbrella, making it an effective shield against electrical attacks as well.

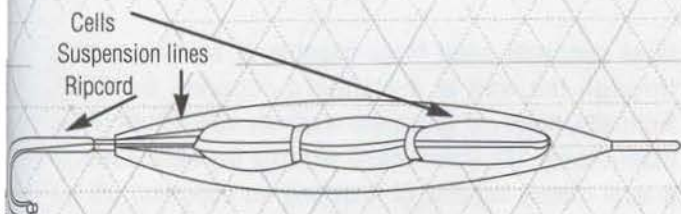
Flame Thrower Umbrella: This umbrella is quite a diabolical weapon, given the destructive power it contains. The top of the umbrella is an asbestos laced fabric, highly resistant to fire. The handle of the device contains five ounces of standard Butane gas which is discharged up and through the shaft by a handle mounted firing stud. The gas is then ignited as it passes through a small perpetual pilot light at the top of the shaft. The flame thrower is capable of five short bursts (or a smaller number of longer ones) and has a maximum flame range of five feet. However, there is a lot to be said about the destructive force of fire once it begins to spread, and the Penguin is not above torching an entire building to achieve what he desires.

Heli-Umbrella: This umbrella is a mechanical marvel, especially when one considers its size in relation to the size of the person it was designed to lift. The original version of this device was a huge, comical looking one seat gyrocopter. The modern version, however, is the same size as any ordinary umbrella. The Heli-Umbrella uses a fabric covering of a synthetic nylon/silk weave. Its shaft and spines are solid reinforced aluminum. The handle of the device contains a miniaturized jet engine to power the rotation of the blades. The Heli-Umbrella is capable of lifting its special passenger to a maximum altitude of 150 feet, of achieving pure vertical and horizontal flight, and of hovering. Maximum range of the umbrella is only two miles at a maximum speed of ten miles per hour. The device can be refueled for repeated use.

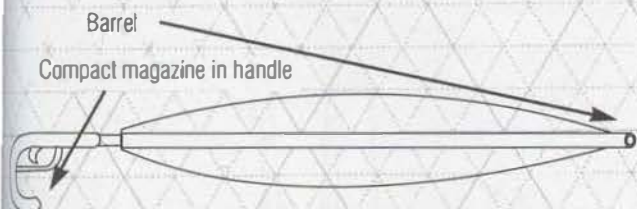
Lightning Bolt Umbrella: A potent variation of a common weapon, the Lightning Bolt Umbrella discharges a short range (ten-foot) bolt of electricity. The intensity of the bolt can be regulated for an upper limit of one thousand volts down to ten volts — the former being deadly, the later capable of popping standard door locks. The device is powered by a rechargeable battery pack.

Multi-Blade Umbrella: This exceptionally wicked device was recently discovered at the scene of an extremely bloody crime. The Multi-Blade Umbrella is an ordinary parasol with a modified tip at the top end of the shaft. This oversized tip is sword sharp, capable of penetrating through normal weight clothing and deep into the body when sufficient force is applied. The top of the tip then opens up in starfishlike fashion into four

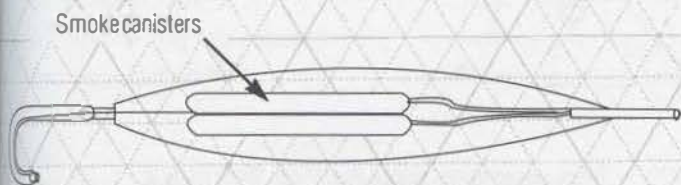




Parachute Umbrella (Booy: 4, Gliding: 2, R#: 2)

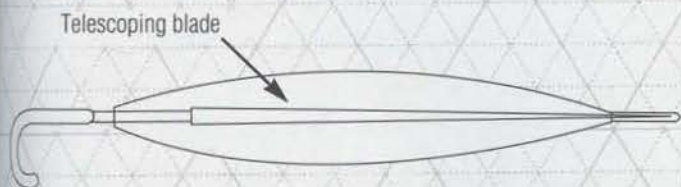


Rifle Umbrella (Booy: 4, RU: 4, EU: 6, Range: 7, Ammo: 8, R#: 2)



Smoke Umbrella (Booy: 3, Fog: 5, Poison Touch: 7, Ammo: 1, R#: 3)

Bonus: Poison Touch affects all Characters within the Fog.



Sword Umbrella (Booy: 4, EU: 5)

more (shorter) blades. Thus, nearly every internal organ of the victim is shredded into tiny pieces. A most painful death indeed.

Para-Umbrella: This particular umbrella is a variation of the normal parachute, but with some amazing properties. The fabric portion of the umbrella is a synthetic nylon/silk weave laced with metallic fibers. The spines of the umbrella are hollow aluminum wrapped in tungsten for added strength. The effect of this combination is to allow the parachute to quickly slow the Penguin's descent, even from a drop height of only thirty feet, as well as support his considerable bulk for extended descents.

Rifle Umbrella: This umbrella is a simple variation on an old theme. The shaft is a standard .22-caliber rifle barrel and firing mechanism disguised as a normal parasol. The handle is actually a ten-shot speed loader. Not the most inventive device, but one that is easily passed off as an ordinary umbrella, thus giving the Penguin and his henchmen a secret weapon when in ordinary surroundings.

Smoke Umbrella: The smoke umbrella is a normal umbrella with a hollow shaft. The handle contains enough smoke to obscure a 10' x 10' area. Variations of this umbrella include poison gas, tear gas, and laughing gas (a tribute, perhaps, to one of the Batman's other great foes).

Sword Umbrella: The Sword Umbrella is yet another one of this master criminal's innocuous looking parasols. Like the Rifle Umbrella, it is designed to give the Penguin a weapon that is easily used under otherwise normal circumstances. The sword blade is actually inside the shaft of a normal umbrella. It is an inornate sword, a mere three feet in length. In the accomplished hands of the Penguin, however, the Sword Umbrella is not a weapon to be taken lightly.

PIED PIPER'S PIPES

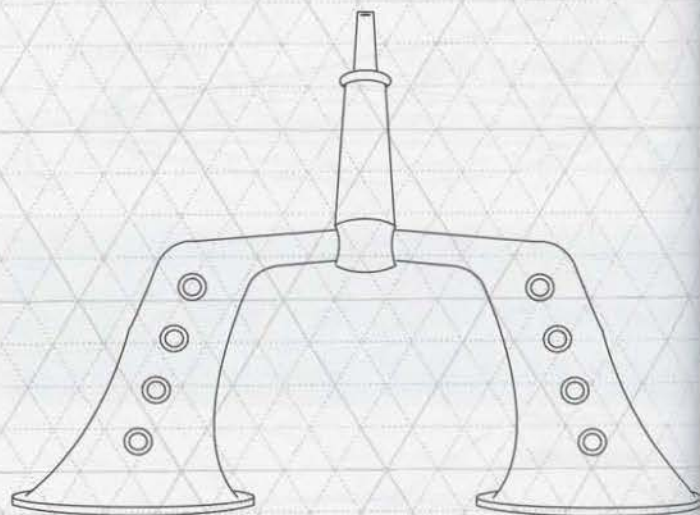
Once a dastardly super-villain, the Pied Piper now claims to walk the straight and narrow, his only concern supposedly being the care of society's less fortunate. The Pied Piper, who was once a member of the Flash's Rogues Gallery of Foes, is now a close friend of Justice League Europe member Wally West, aka Flash, and has thus offered S.T.A.R. Labs an opportunity to study the science behind his mystifying pipes.

These pipes, which on the surface are only capable of producing stunningly beautiful music, especially in the talented hands of the Pied Piper, are much more than what they appear to be. During the Piper's criminal days, they were a formidable weapon capable of a variety of amazing feats. The two primary tasks which Piper used the pipes for were hypnosis (both mass and individual) and an offensive force blast.

The hypnosis effect was generated by first priming the brain for suggestion by relaxing it with lovely, but wholly ordinary music (in other words, there was no high science involved in this first stage of hypnosis other than that of influencing one's emotions through exterior stimulus). However, to carry this first stage music over a wide distance, Piper employed within the pipes a miniature amplifier capable of displacing sound over great distances (up to one mile) while maintaining a constant volume level regardless of proximity to the instrument. After the subject(s) were primed (on the average thirty seconds), the Piper would move on to stage two music. In this stage, the Piper would click on an intensity booster that would send out an audibly silent signal which the subject(s) could only hear on a subconscious level. This signal prompted the receiver to be completely open to whatever the Piper might suggest. In all, the process really is a simple one of stage hypnosis coupled with the science of subliminal influence. Against a super-humanly fast opponent such as the Flash, however, Piper would forego trying to prep the subject and go straight to stage two hypnosis. This immediate attempt to control a subject carried with it an abnormally high rate of failure (thirty percent).

The more astonishing feat performed by the Pied Piper's Pipes is their ability to solidify sound waves into a directed concussive force blast. This blast emanates from the pipes outward to a range of forty feet. Each

blast conducts solid force capable of blasting a hole through the wall of a standard concrete building. Normally, however, given the relatively soft nature of his malevolency, the Piper would regulate the blast down to a level merely capable of knocking an opponent off his or her feet.



When played by the skilled Pied Piper, these musical pipes are capable of hypnotizing a crowd, or blasting a hole in a wall.

Pipes (Body: 2, Control: 5, Hypnotism: 10, Sonic Beam: 9)

Bonus: Hypnotism has an Area Effect.

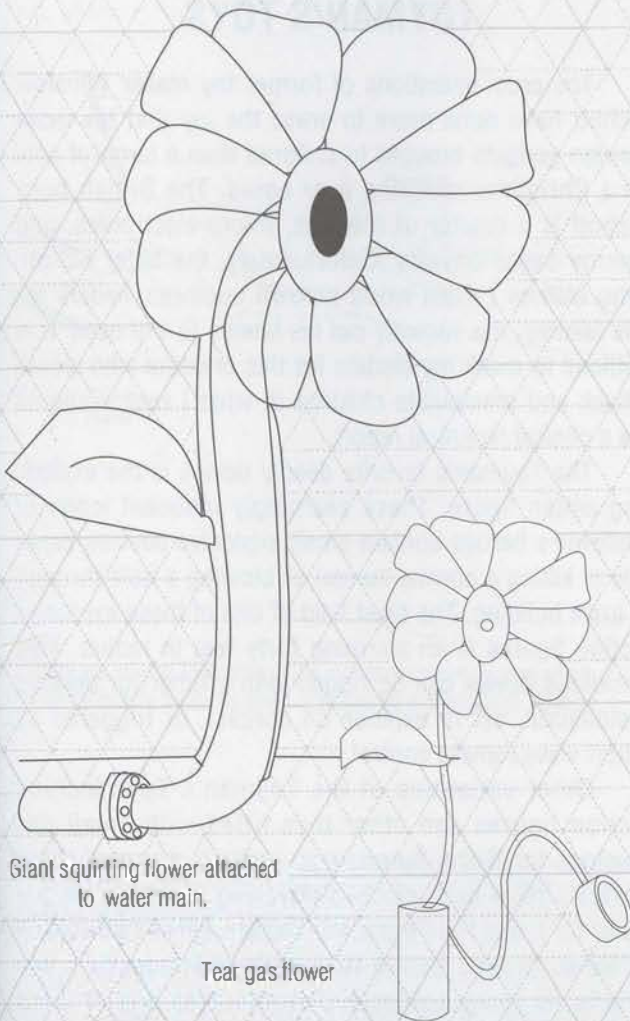
Limitation: Control can only be used after the pipes are skillfully played for a full phase. To maintain Control of a target, the user must play the pipes continuously.

Note: Control is most often used to place a target in a trance where he can then be hypnotized effectively.

PRANKSTER'S PRANKS

The Prankster is really Oswald Loomis, a vaudeville-style comedian with a nose for the dangerously funny. Prior to his brief and narrowly focused life of crime, Loomis made a living as the host of The Uncle Oswald Show, a children's show formerly broadcast nationwide on Metropolis's cable super-station WGBS-TV. Unfortunately, after years of popularity, The Uncle Oswald Show became passé, and it fell out of favor with station manager Morgan Edge. However, Loomis had expected that the day of his cancellation would finally come — a day that he prepared for by hoarding tons of various products given to him by his corporate sponsors. It is these products, and not any super-science, that fuels Loomis' many gadgets. After he was fired, Loomis went on a small rampage in Metropolis and brought the city to a halt. First, he clogged the streets of the city with gallons of soap suds, making ground travel dangerous. Then he closed off the underground transit system by popping tons of popcorn inside of Metropolis' subway tunnels. Finally, he constructed a gigantic plastic squirting flower that tapped into the city's water supply and used it to douse the city with a torrent of water.

None of the pranks, on a small scale, would be considered very original. However, it is the size of his tricks, coupled with his insane unpredictability, that makes The Prankster a deadly inventor.



GIANT SQUIRTING FLOWER [Body: 10, Super Breath: 20, R#: 2]

Limitation: The giant squirting flower must be connected to a high-pressure water source (such as a large city's water main) in order to function.

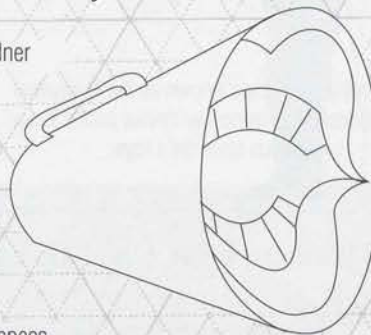
Tear Gas Flower [Body: 1, Fog: 5, Poison Touch: 4, Ammo: 1, R#: 3]

Bonus: Poison Touch affects all Characters within the Fog.
Limitation: Fog has a range of 0 APs and only lasts for 2 APs (16 seconds).

Uncle Oswald Loudner [Body: 1, Super Ventriloquism: 3]

H-Ray Specs [Body: 1, H-Ray Vision: 1]

Loudner

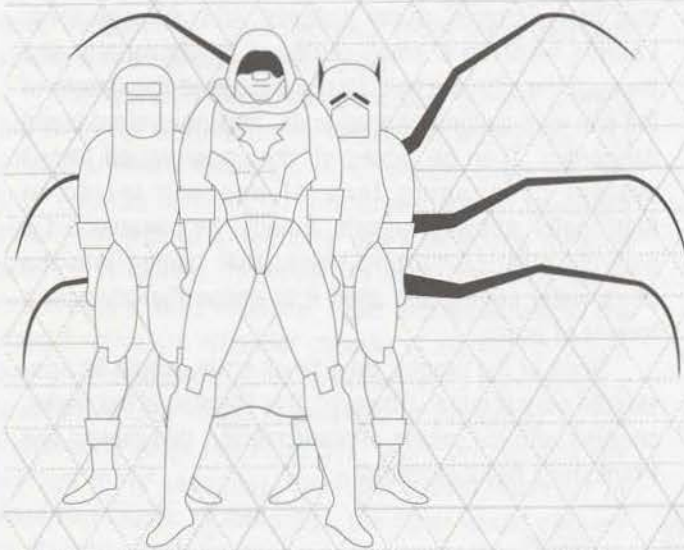


X-ray specs



PUPPETEER'S PUPPETS

Career criminal Jordan Weir, aka The Puppeteer, is a master inventor. Among his more ingenious creations are his deadly puppets. These seemingly innocent children's toys are actually computer controlled, miniature robots. Weir can operate these devices from a distance via remote control (omni-directional remote with a range of one hundred yards), or they can be preprogrammed for a specific course of action. The Puppeteer has used these robots to steal items, gather information, or murder specific victims. (For more information on The Puppeteer, see THE PUPPETEER'S HYPNO-RAY.)



Occasionally, the villain known as the Puppeteer would conceal his hypno-ray device inside these innocuous children's toys.

PUPPET SOLDIER (STR: 1, DEF: 4, BODY: 2, INT: 1, EU: 4, Range: 5, Ammo: 8, R#: 3)

PUPPET COWBOY (STR: 1, DEF: 4, BODY: 2, INT: 1, EU: 5, Range: 3, Ammo: 6, R#: 3)

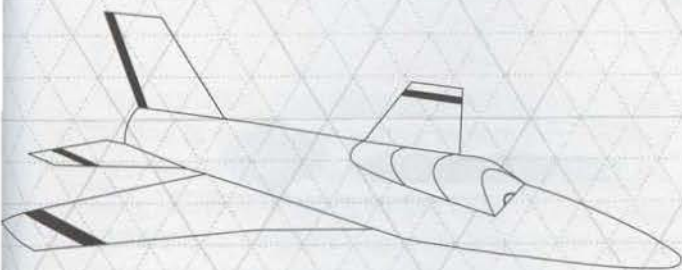
PUPPET HORSE (STR: 2, DEF: 5, BODY: 3, Running: 5, R#: 3)

TOYMAN'S TOYS

The cruel inventions of former toy maker Winslow Schott have done more to erase the joy that his more benign gadgets brought to children than a lump of coal in a Christmas stocking ever could. The British born Schott is a master of robotics, micro-electronics, and energy based physics. Unfortunately, the bitter Schott, who blames certain world renown business leaders for his failures, has recently put his talents to evil uses. It is difficult to mask my disdain for this creature who would attack and manipulate children in what I realize should be a clinical technical report.

The Toyman's favorite deadly device is the exploding action figure. These seemingly innocent icons of children's heroes contain small explosive devices capable of killing a normal human or blowing a hole through a brick building. The blast field of one of these explosive action figures is an alarming forty feet in radius. This insidious device can be rigged with a timer for delayed detonation, set to explode on contact, or triggered by short wave remote control.

Other variations of the Toyman's Toys include action figures and other toys fitted with small gas engines for flight. Surprisingly enough, some of these gadgets have been clocked travelling at fifty miles per hour for a one hour duration. These engines can also be fitted to ground bound toys such as model cars and trucks. In most instances, Toyman uses one of these devices to lure his prey to a specific area. On occasion, however, they have been used to deliver explosives to distant targets.



Toy plane



Exploding action figure - interior

Here are several examples of the innocent children's toys which became deadly weapons when modified by the nefarious Toyman.

Killer teddy bear



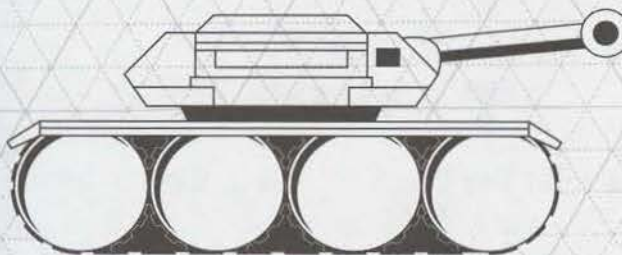
EXPLODING ACTION FIGURE (D_{EN}: 10, S_{TR}: 7, B_{ODY}: 7, I_{NT}: 1, Bomb: 9, Energy Blast: 9, Flight: 5, Shrinking: 6, A#: 2)
 Limitations: Shrinking is Always On; The figure's Bomb Power goes off only when it is remotely detonated, or when the figure's Current Body Condition is reduced to 2 RPs or less. In either case, the figure itself is destroyed in the blast.

KILLER TEDDY BEAR (D_{EN}: 2, S_{TR}: 6, B_{ODY}: 3, I_{NT}: 1, Claws: 5, Stealth: 4, A#: 2)

TOY TANK (S_{TR}: 2, B_{ODY}: 6, Flame Project: 6, Running: 5, Hardened Defenses, A#: 2)

TOY PLANE (D_{EN}: 6, B_{ODY}: 4, I_{NT}: 1, Bomb: 4, Flight: 5, Ammo: 2, A#: 2)

Toy tank



TRICKSTER'S TRICKS

The wickedly demented Trickster employs a variety of ingenious gadgets to aid him in his crimes. Perhaps his most deadly attribute is his unpredictability, a characteristic that keeps us from guessing just what he might use as a weapon. The Trickster is a superior electronic designer, and he has used his vast knowledge and skill in the past to construct very nasty devices from the most mundane of practical jokes and toys. For example, when one of The Trickster's exploding cigars goes off, it's very likely to take the smoker's head off along with it. Or the seemingly innocuous rubber chicken may conceal a radio receiver and gas powered engine that the villain can control from a short distance. Ring Toss rings might conceal razor sharp blades capable of severing a limb (maximum throwing distance of eighty feet), or the same toy might spray a potent knock-out gas. The possibilities are endless. The Trickster's Tricks are capable of almost anything. (See also TRICKSTER'S AIR-WALKER SHOES.)

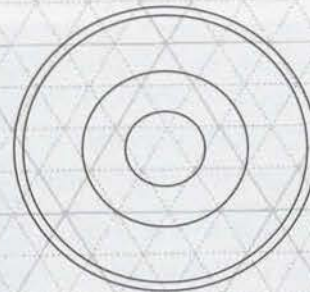
The wicked Trickster has modified several gags and party novelties, turning them into some of the most dastardly weapons around.



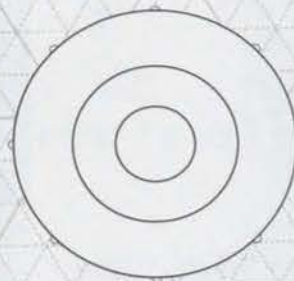
Exploding cigar



Exploding rubber chicken



Razor ring



Knock-out ring

Exploding Cigar (Body: 1, Bomb: 4, R#: 3)

Exploding Rubber Chicken (Body: 3, EU: 5, Bomb: 6, R#: 4)

Note: The chicken may be used as a melee weapon with an EU of 5, or a bomb in the chicken can be activated to explode on contact. If any Dice Action using the rubber chicken yields a number equal to or less than its Reliability Number, it will explode on the wielder.

Razor Ring (Body: 5, EU: 7, Gliding: 3)

Limitation: The ring's EU is lethal.

Knock-Out Ring (Body: 5, EU: 3, Fog: 5, Gliding: 3, Poison Touch: 6, R#: 2)

Bonus: Poison Touch affects all characters within the fog.



TRANSPORTATION

Transportation: The means by which we travel from one location to another. In a more mundane world, that definition would seem obvious. However, in the ever-expanding universe in which we live today — a universe in which we have neighbors not only around the corner but across the great dimensional divide as well — this simple word takes on whole new layers of meaning.

If we were to look at history through a strictly technological lens, then the yardstick by which we would measure progress would have to be the advances made in modes of travel. When mankind simply walked from place to place under its own power, only short distances could be covered in a lengthy period of time; we were but mere children crawling forward slowly as a scientifically immature race. The first great advance in transportation was not even a technological one — we merely enslaved certain sturdy beasts of burden to carry us upon their bowed backs. Following that relatively minute change in how we travelled came the first actual leap of technology: the use of the wheel and straight wood to build carts in which to ride.

As technology advanced, man began to rely less on animal power and more on machine power. As a result, the world became smaller and bigger both at the same time. Boats allowed us to discover that our kind was spread across a vast world ripe for exploration and conquering, but all of these new locales were long months travel from anywhere.

For many centuries, horse power on land and boat power at sea were the only modes of transportation available to us. For the most part, we had topped out how far and fast we could travel. Then the steam engine was invented and the technology of transportation made furious strides forward once more. The railroad, steam ship, automobile, and eventually airplane were born; distance and time both began to compress at ever increasing rates.

Today, we take all of this for granted. Look all around you and at the news each evening. Fast cars, sleek new military jets, shuttle trips into space — these have become as mundane to us as the antiquated horse

and buggy combination was in Nineteenth Century America. The new barriers which we seek to break are those between dimensions. Distance and time are no longer a measurement of how far and how long — in fact, they have begun to lose all meaning. There are whole universes mere molecular vibrational moments from our own. And time? Soon time might well become as obsolete as the horse.

Below you will find a list of the most advanced means of transportation known to mankind. The entries are further subdivided into the categories of Land, Sea, Air/Space, and Interdimensional modes of travel. In those instances where a vehicle might fall across the lines of two subgroups, I have included it under the heading that best describes its primary use.

However, let me note that while a good many of these do indeed originate on Earth, there are more than a few entries for devices that are alien in origin. For the most part, these other worldly conveyances are powered by mysterious energy sources not found on our planet. I list them here because, even though we may not be able to build them or to duplicate their function, they are a part of the larger body of universal scientific knowledge. And they also give us something to strive for — lofty goals to set for our own developing research.

LAND VEHICLES

The two vehicles listed here represent the pinnacle of achievement in ground transportation technology. Though neither contains mechanical contrivances that could not be reproduced by other manufacturers, they are both unique in design and thus warrant our attention.

BATMOBILE

No one who has ever visited Gotham City at night can resist the secret urge to see the Darknight Detective's Batmobile in action. That is, unless they are in some way transgressing against the law. Then this sleek black vehicle of justice is the last thing you'd want to see hurtling down the thruway.

Unfortunately, despite repeated offers on our part to the Batman that we become his own special service station, S.T.A.R. Labs has yet to get a close look under the hood of this remarkable vehicle. What we do know of the Batmobile is speculation based on observation.

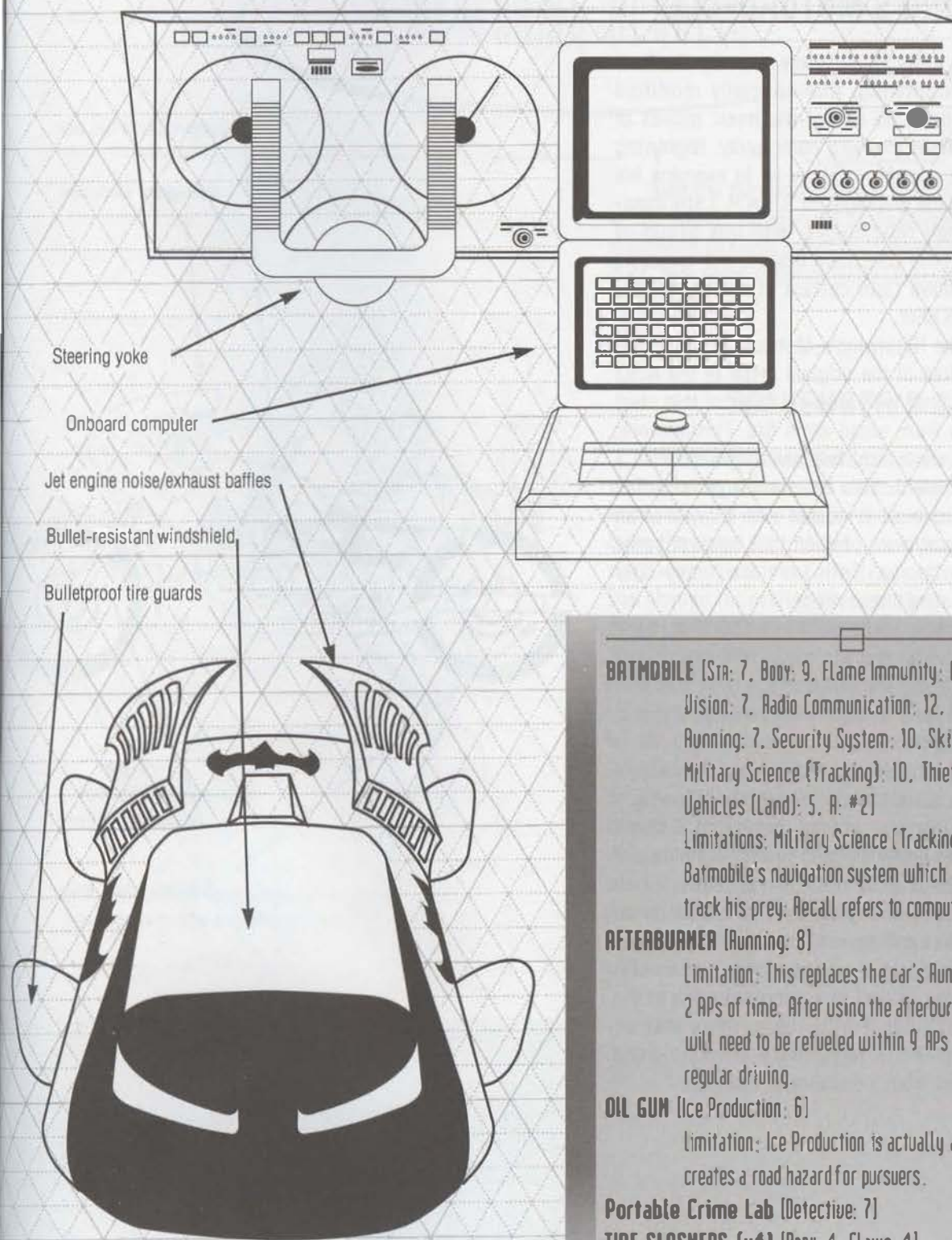
Over the years, there have been several Batmobile designs in evidence. The earliest version was nothing more than an armor plated, four-door sedan with rounded corners to improve the car's aerodynamics. Later, design improvements transformed the vehicle into what it is today: quite simply the most impressive land conveyance imaginable.

The current Batmobile is a low-profile, smooth surface vehicle capable of cutting ambient wind friction/resistance to less than half that of a normal car. This allows the Batmobile quicker acceleration, as well as superior handling. The chassis of the Batmobile appears to be made of a lightweight (perhaps a titanium/aluminum-steel alloy) metal covered with some sort of ceramic coating, making the vehicle bullet proof against small arms fire as well as semi-automatic weapons. The special coating may even protect against armor-piercing, handgun fired rounds.

The tires of the Batmobile must be made of a special, high-resistance, puncture-proof rubber (perhaps with a groove fitted polymer coating). No one has ever witnessed the Batmobile with a flat tire. The wheels are further protected by full-size metal wheel covers (a part of the uni-body chassis). The single-slide back windshield is made of a bullet-resistant glass (again, perhaps coated with a special clear ceramic or polymer), protecting it against hand guns and semi-automatic weapons.

The observed speeds of the Batmobile belie a powerful engine, perhaps an experimental automobile engine or a scaled down jet aircraft engine. The vehicle has been clocked at an acceleration rate of 0 to 90 miles per hour in 5.2 seconds (by comparison, a Lamborghini Countach or Lotus Esprit Turbo require the same amount of time to accelerate from 0 to 60 miles per hour, and your standard family sedan needs between eight and nine seconds to reach sixty). The Batmobile's top cruising speed has been clocked at 225 miles per hour, faster than a stock car racing at the Daytona 500. Furthermore, on more than one occasion Batman's vehicle has been observed to use some sort of short duration rocket burst. This burst can either be used to accelerate the car from a still position to 90 miles per hour in under four seconds, or to raise the maximum cruising speed to 350 miles per hour for ten minutes.

In addition to its exceptional properties as a driving machine, the Batmobile is also fitted with several devices of an interesting nature. For instance, two separate rear panels are capable of laying down a total vision-obscuring smoke screen or a small oil slick with which to evade pursuers. Also, on more than one occasion, the Batmobile has been seen jettisoning its passengers on parachute fitted ejection seats while it operated apparently independent of a driver. Thus, I would suspect that Batman has outfitted his vehicle with either a preprogrammed radar navigation and steering system or a remote control transmitter through which he can maintain control of the vehicle (or both).



BATMOBILE (Str: 7, Body: 9, Flame Immunity: 8, Fog: 7, Heat Vision: 7, Radio Communication: 12, Recall: 12, Running: 7, Security System: 10, Skin Armor: 5, Military Science (Tracking): 10, Thief (Stealth): 8, Vehicles (Land): 5, A: #2)

Limitations: Military Science (Tracking) represents the Batmobile's navigation system which allows Batman to track his prey; Recall refers to computer memory only.

AFTERBURNER (Running: 8)

Limitation: This replaces the car's Running Power for only 2 APs of time. After using the afterburner, the Batmobile will need to be refueled within 9 APs (32 minutes) of regular driving.

OIL GUN (Ice Production: 6)

Limitation: Ice Production is actually an oil slick which creates a road hazard for pursuers.

Portable Crime Lab (Detective: 7)

TIRE SLASHERS (#4) (Body: 4, Claws: 4)

NIGHTWING'S MOTORCYCLE

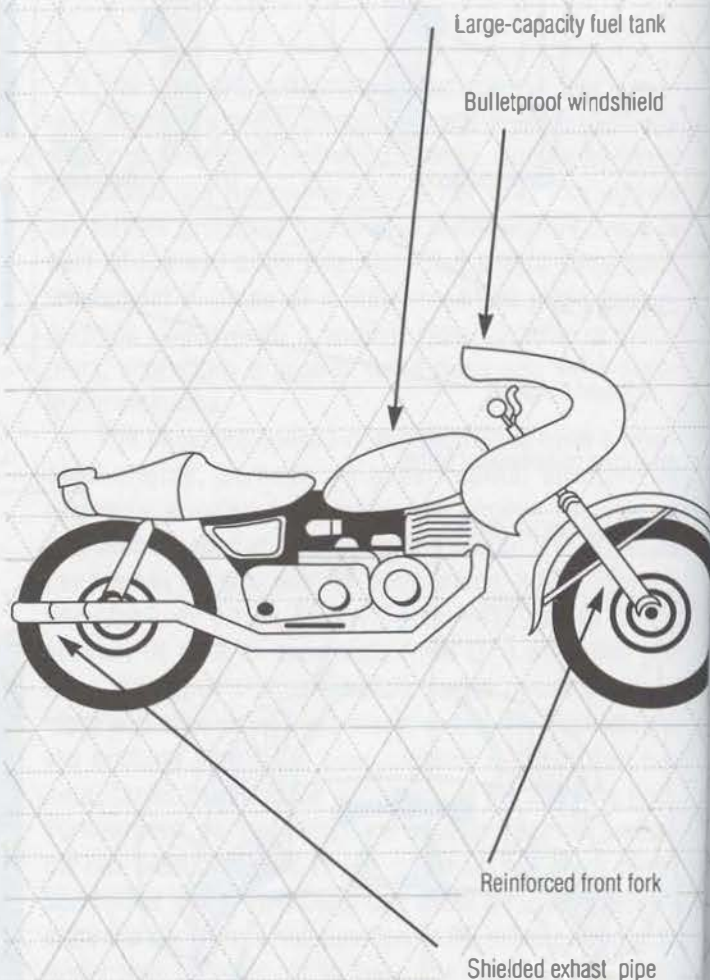
Though rarely seen in use these days by the New Titan known as Nightwing, this specially modified motorcycle still represents one of the finest modes of street transportation in the hero community. Nightwing has been gracious enough to allow us to examine his motorcycle (one of the privileges of S.T.A.R. Labs maintaining such a good relationship with this group of young heroes) with the constraint that we not reveal its maximum capabilities (and certain other key crime-fighting features) in print.

We can say that Nightwing's Motorcycle is a modified Ninja 2000. Most of the original metal of the Ninja 2000 has been covered with an extra layer of thin steel to better protect it from small arms fire. Furthermore, the standard front windshield has been replaced with a larger Plexiglass shield, also resistant against small arms fire. This windshield is coated with a layer of an energy reflecting polymer, protecting it against some low-grade energy beams. Both tires are heavy-duty puncture-resistant steel belted rubber.

The engine of this particular Ninja 2000 has been "souped up" a bit, yielding a top speed of between 120 and 175 miles per hour. The range of the cycle has also been extended to yield a maximum driving range of more than 200 miles on a single load of fuel.

To further help obscure the abilities of Nightwing's Motorcycle, he has asked that we include the following:

The cycle may or may not be capable of a single speed burst that can either be used to accelerate from 0 to 60 miles per hour in under four seconds, or to increase the current cruising speed of the bike by an additional forty miles per hour for a one-minute duration. The front windshield might be laced with an LED radar tracking display as well as a microwave link to the Titan's central computer. Furthermore, there may be credence to the rumor that Nightwing's Motorcycle can be remote controlled from a distance of one mile.



NIGHTWING'S MOTORCYCLE (STR: 3, BODY: 5, Radio
Communication: 10, Recall: 11, Running: 7, Skin Armor:
3, Vehicles (Land): 5, R#: 2)

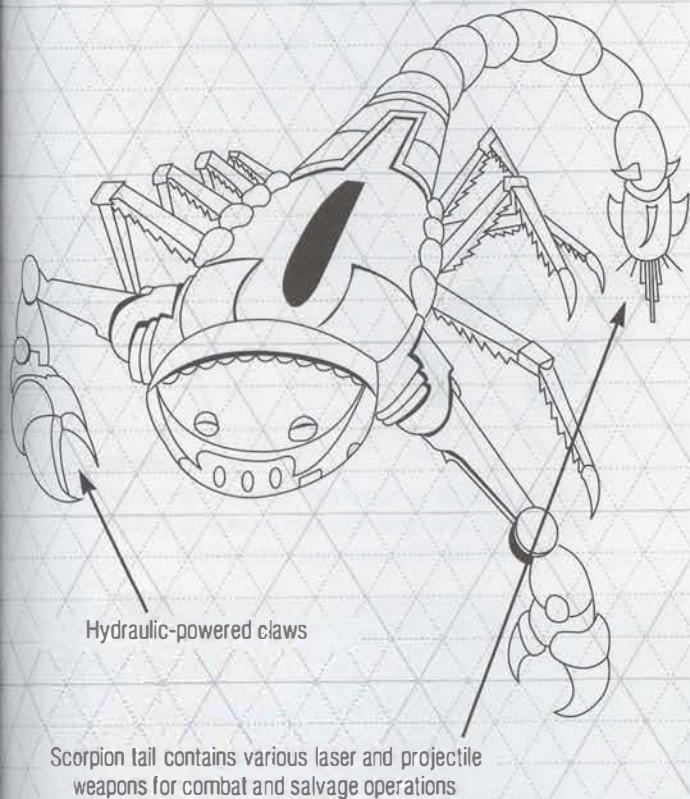
SEAFARING VESSELS

Like the two land vehicles describe previously, both of the entries categorized as Seafaring Vessels are constructions of Earth-based manufacturing. They too, however, represent superior achievements in transportation technology.

SCAVENGER'S SHIP

Not much technical data is available concerning the craft used by Aquaman's old foe, the Scavenger. We do know that the ship's outer hull is constructed entirely from the same sort of solid steel that is used in heavy naval combat ships. For sinister effect, the Scavenger has shaped his craft in the semblance of a giant scorpion (an interesting choice for an ocean vessel considering the fact that scorpions are land-bound arachnids), complete with a menacing, long, curved tail and two vise-like pincers. The ship is well over sixty feet in length, twenty feet wide and ten feet tall.

The craft is completely sealed for submersion to the depths of the ocean's floor. Duration of submersion — as well as top speed, maximum range, and offensive and defensive systems — are unknown. We do know, however, that whatever hydraulic-type system is used to power the front claws of the Scavenger's Ship, they are capable of crushing the hull of almost any other sea vessel like an aluminum can.



SCORPION SHIP (Str: 10, Body: 14, Claws: 15, Extra Limb (x9): 10, Force Field: 5, Radio Communication: 12, Running: 4, Sealed Systems: 18, Sonar: 12, Swimming: 4, Water Freedom: 4, AU: 7, EU: 12, Range: 7, Hardened Defenses, R*: 2)

BAT-BOAT

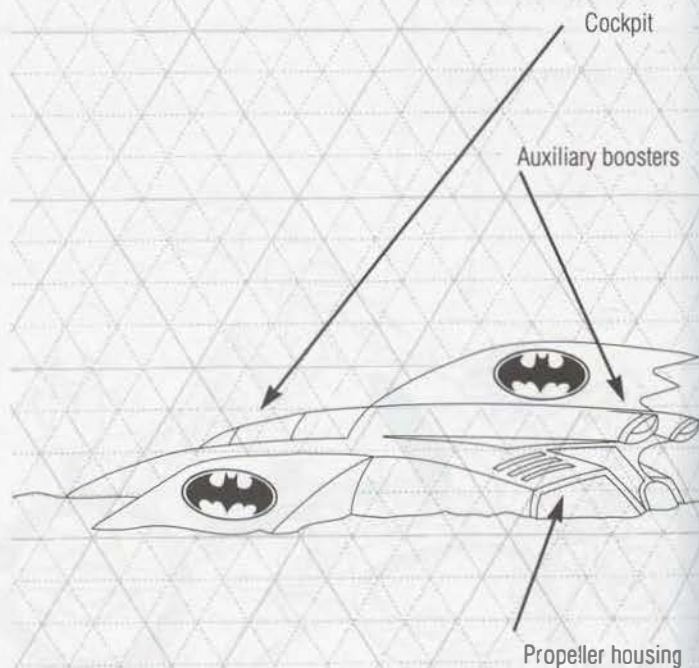
Though it has not been seen in use for many years, it is known that at some point in the past Gotham City's Batman employed a specially constructed speed boat when his crime fighting required any activity at sea. The Bat-Boat, as this craft became known, is a specially modified (or custom constructed) over-sized speed boat with some remarkable design additions.

First of all, as opposed to the open cabin construction of the standard speed boat, the Bat-Boat encases the entire above surface portion of the vehicle in a uni-body chassis. The exact alloys used to construct this casing are unknown; however, we can assume that it is built from some sort of lightweight but sturdy metal capable of withstanding automatic weapons fire. The forward portion of the upper body sports an aircraftlike cockpit, complete with a sliding Plexi-glass canopy. While forward and side visibility from the driver's seat is outstanding, the boat's construction does have an extremely limited field of vision. We might assume, knowing the Batman's cautious nature, that this is compensated for with an on-board, 360-degree radar array.

The engine of the Bat-Boat must be extremely powerful, indeed. What limited action the craft has seen tells us that Batman's water transportation is capable of sustained speeds in excess of 175 miles per hour. The thrust of the engine(s) are directed through four rear-mounted jets. Maximum range of the Bat-Boat is unknown, but it has never been observed in use much further than 300 miles from shore.

Special modifications to the craft also allow it to function as a hydroplane in swamp lands. Under these conditions, the boat surely has a limited speed, perhaps half that of its open sea velocity. It is also rumored that the Bat-Boat can completely seal itself for fully submerged ocean operation, but this has yet to be verified.

For offensive punch, the Bat-Boat carries at least four undercarriage mounted torpedoes. The torpedoes have been modified to track the targeted craft's propeller wake and to strike the aft of the ship that Batman is pursuing. The detonation is only sufficient enough in power to disable the intended target.



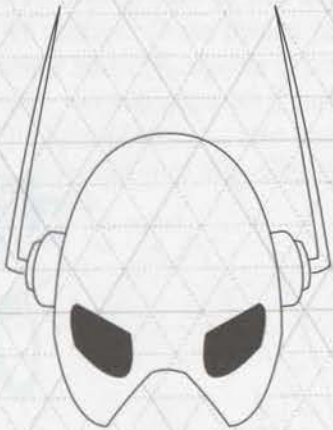
BAT-BOAT (Str: 5, Body: 5, Radar Sense: 15, Radio Communication: 12, Sealed Systems: 10, Skin Armor: 5, Sonar: 12, Swimming: 7, A*: 2)

TORPEDOES (x4) (Def: 7, Body: 3, AU: 6, EV: 11, Sonar: 10, Swimming: 6, Water Freedom: 7, A*: 2)

AIR/SPACE VEHICLES



The Air Wave helmet and belt must be used in conjunction for any effect to be realized.



The second generation hero known as Air Wave modified the original equipment to work better with today's more sophisticated communication devices.

Unlike those vehicles previously described, the ones found in this section are much more exotic in nature as well as in origin. Some are capable of in-atmosphere travel only, while others are used primarily for interplanetary transportation.

AIR WAVE'S HELMET AND BELT

This interesting mode of transportation was first employed by the masked crimefighter known as Air Wave during the early- and mid-1940's. The device then came into use during recent history by another superhero of the same name. (The second Air Wave has since undergone some experiments that activated his meta-gene, and he subsequently became known as Maser. The current whereabouts of the Air Wave equipment is unknown.)

The Air Wave Helmet and Belt must be used in combination to function properly. Succinctly put, the two devices together allow the wearer to tap into the electromagnetic spectrum, specifically that portion of the spectrum that is manipulated by radio, television, and telephone transmissions. Thus, Air Wave can tap into phone lines and/or any broadcast stations whose signals cross his area and listen in on the transmission.

A more remarkable capacity of the helmet and belt allows Air Wave to convert his body to pure electricity and literally ride the transmission waves either to their point of origin or destination, or to any point in between. Phone line travel occurs at the speed of sound, pure transmission wave travel just below the speed of light. It should be noted that severe sunspot activity does interfere with the Air Wave Helmet and Belt in the same way that it does with other transmission signals.

Furthermore, the Air Wave Helmet and Belt, though primarily used for transportation (and eavesdropping), allow the wearer to tap into and manipulate weak magnetic energy, drawn from the Earth's own magnetic field. This energy can be used to repel attackers by "pushing" on whatever metal they may be carrying, or to hurl metal objects at opponents.

HELMET (Body: 5)

Note: The helmet has no Powers of its own, but the radio belt (below) is useless without it.

RADIO BELT (Body: 5, Magnetic Control: 6, Super Hearing: 8, Radio Communication: 20, Running: 29, A#: 2)

Bonuses: Super Hearing can be used to eavesdrop on telephone conversations when the user has access to appropriate phone lines. Radio Communication can be used to place a telephone call from any location. To receive such a communication, the listener must have access to a telephone receiver.

Limitation: Running can only be used to move along phone lines. The belt's Powers are useless without the helmet.

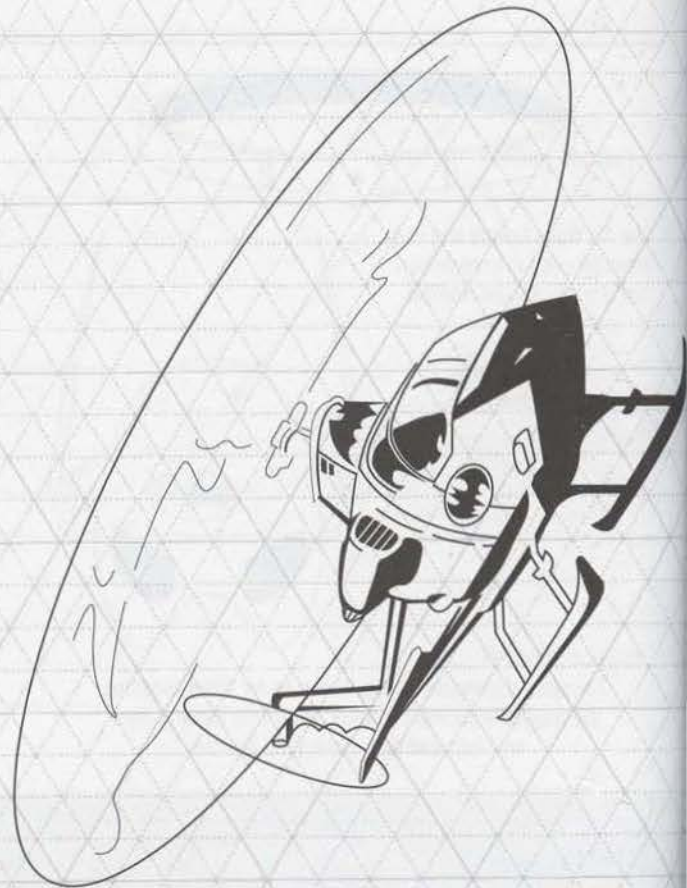
BAT-COPTER

The helicopter employed by the Batman is so unique in its design that it is nonsensical to even refer to it as a heavily modified version of any standard type of helicopter. Roughly the shape and size of a four passenger corporate helicopter, the similarities between the Bat-Copter and other flying machines end there.

The Bat-Copter sports an oversized upper rotor for superior vertical ascension speeds; it has been clocked to climb straight up at a range of three thousand feet per minute. The oversized rear rotor serves to provide superior flight stability. Overall, the maximum flight speed of the Bat-Copter has been observed to be somewhere between 250 and 300 miles per hour — well ahead of the speed capabilities of an unloaded attack helicopter. The Bat-Copter achieves these great speeds with the aid of two small jet engines mounted on the craft's undercarriage. These engines can rotate from a 4forty-five-degree arc from their standard rear-facing fire position to facing straight down to aid in vertical ascent.

The Bat-Copter is the perfect vehicle for air pursuit and investigation. The engines and rotors of the craft are outfitted with special sound baffles, thus rigging the craft for near silent operation. In addition, this helicopter is fitted with an auto-hover feature that allows Batman to descend from the craft on its 100 foot long drop cable (unrolled and retrieved by a standard pulley and winch setup) while the craft maintains steady flight. A store of flares and chaff drones are used to aid Batman in evading any air-to-air and ground-to-air heat-seeker and radar-lock missiles that may be launched at him. For offensive punch, the Bat-Copter sports twin, forward-firing laser cannons. These cannons fire single low-intensity beams which Batman uses to disable attacking aircraft or ground targets. The beams appear to have a maximum range of 200 yards.

The Bat-Copter has been observed operating in both daylight and at night, in all types of weather conditions. Thus, we can assume that it is equipped with a rather sophisticated radar navigation system, as well as state-of-the-art surveillance equipment.



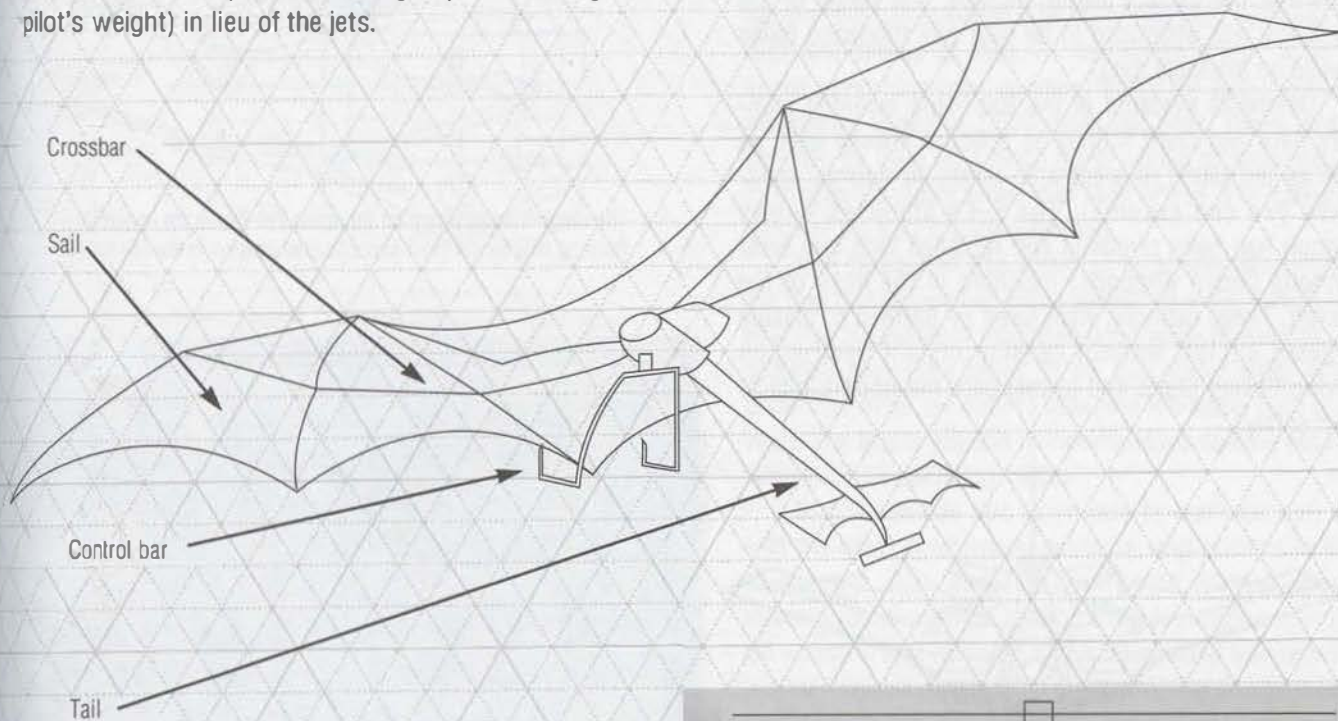
The formidable Bat-Copter has not been seen in action much these days, but you can be certain that an aircraft of such superior design is still capable of undertaking even the most taxing of air pursuit roles.

BATCOPTER (STR: 7, BODY: 7, FLIGHT: 8, HEAT VISION: 7, RADAR SENSE: 17, RADIO COMMUNICATION: 13, RECALL: 12, THIEF (STEALTH): 5, VEHICLES (AIR): 5, AP#: 2)

Note: The Batcopter is equipped with a 4 AP long cable and winch for rescue operations.

BAT-GLIDER

Much like the other vehicles in Batman's travel arsenal, the Bat-Glider is an ingenious modification and adaptation of a commonly used piece of equipment. The Bat-Glider is very much like an ordinary sportsman's hang glider. Its body is made of reinforced lightweight metal (aluminum is a standard glider body compound) over which a sturdy fabric covering is pulled. However, in the case of the Bat-Glider, the Caped Crusader has added specially reinforced hard-point pylons, one each at opposite ends of the lift surface. These pylons can each be equipped with a single boost jet capable of propelling Batman with sufficient force to allow for a vertical or no-wind take-off. The hard-points can also carry an additional 200 pounds of weight (not including the pilot's weight) in lieu of the jets.



The Bat-Glider is yet another ingenious modification the Caped Crusader has made to commonly found equipment.

Other than the above special features, the Bat-Glider acts like any other normal hang glider. It has excellent flight characteristics and handling. It can also be disassembled and collapsed to be stored and carried in a large backpack.

BATGLIDER (STW: 3, BODY: 5, Flight: 2, Gliding: 8)

Limitation: Flight represents pylon-mounted boost jets. This Power can only be used for a total of 5 APs of time before the jets run out of fuel.

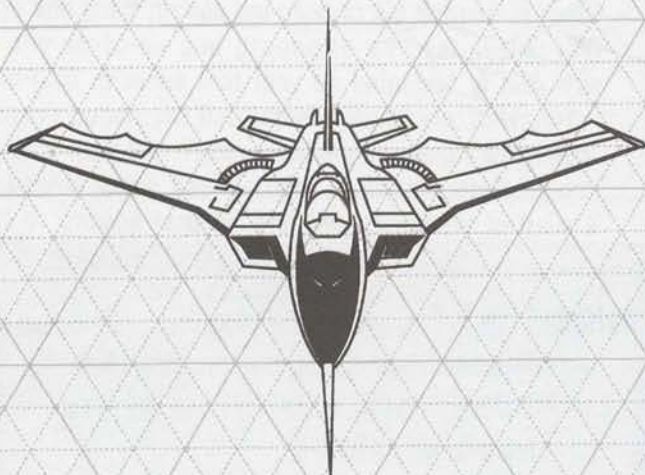
Note: The glider is collapsible and can be stored in a backpack if the jets are removed.

BAT-PLANE

The Bat-Plane is yet another piece of sophisticated hardware in the Caped Crusader's arsenal of grim justice. Actually, there have been two different aircraft seen in use by the Batman. The first Bat-Plane was a modified fighter-type aircraft designed around the frame of a McDonnell-Douglas F-4 Phantom Jet. However, the Bat-Plane is capable of much more than its progenitor.

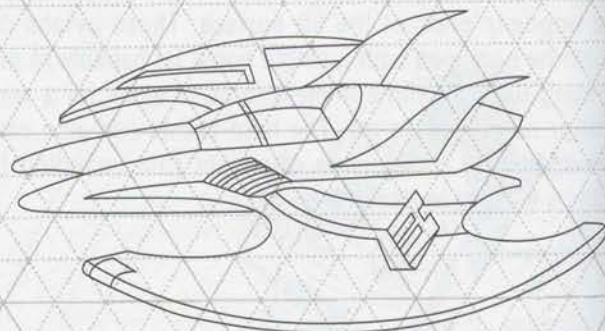
The original Bat-Plane was capable of attaining speeds of nearly 1500 miles per hour at 40,000 feet (nearly 400 miles per hour faster than a service loaded F-4 Falcon). This incarnation of the Bat-Plane had a service ceiling of 60,000 feet. Its dual turbo-jet engines were also rigged for near silent running, and the plane was covered with radar absorbing polymers, making the Bat-Plane the perfect stealth aircraft. The range of the Bat-Plane was estimated to be over two thousand miles (based on available data).

Defensive systems of the Bat-Plane included standard flare and chaff rounds to obscure missile lock, as well as the latest in electronic jamming counter-measures (we can assume). The F-4's standard Vulcan Cannon had been removed and replaced with two laser cannons (beam weapons) mounted in the nose of the aircraft. These cannons were used by Batman to disable targeted aircraft without causing instant destruction (giving fleeing pilots and passengers the opportunity to eject safely).



Though based on the design of the now-obsolete F-4 Phantom, the Bat-Plane can still out-perform most of today's combat aircraft.

The second and newer version of the Bat-Plane is more of a rumor: few people have seen it in operation. It is said that this aircraft is some sort of "BatWing" — a flying vehicle consisting of a giant bat-shaped wing interrupted only by the pilot's cockpit. The all black aircraft has yet to be tracked by radar or even photographed. Speed, maneuverability, range, and offensive and defensive capabilities are unavailable at this time. Suffice it to say, if the "BatWing" does exist, it is most likely the most sophisticated and superior aircraft in the skies today.



The modern replacement for the aging Bat-Plane, the mysterious Batwing may be the most sophisticated weapon in the sky today.

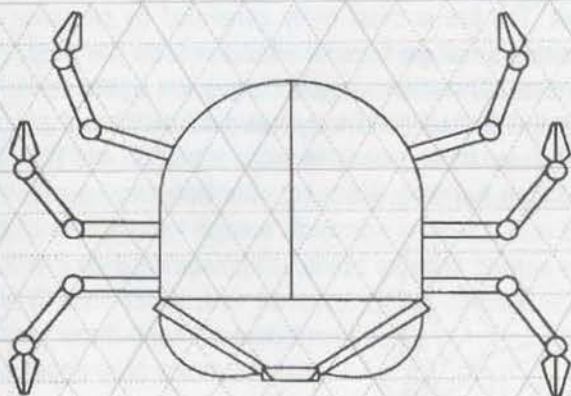
BRT-PLRHE [STR: 8, Body: 10, Flight: 10, Heat Vision: 7, Radar Sense: 20, Radio Communication: 14, Recall: 12, Sealed Systems: 14, Thief [Stealth]: 4, Vehicles [Rir]: 5, Hardened Defenses, A#: 2]

BRTWING [STR: 7, Body: 10, Flight: 9, Heat Vision: 8, Invisibility: 13, Radar Sense: 20, Radio Communication: 14, Recall: 13, Sealed Systems: 15, Thief [Stealth]: 9, Vehicles [Rir]: 6, Hardened Defenses, A#: 2]

Limitation: Invisibility only affects Radar Sense.

Note: An attempt to locate the Batwing with Radar Sense is a Dice Action using its APs of Invisibility as the DV/RV. The RV is the locator's IRI, while the EV is equal to the APs of Radar Sense being used.

Top view

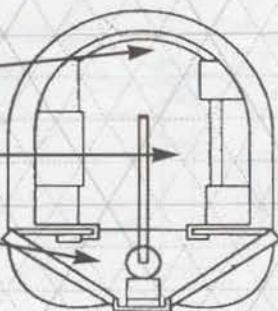


Interior view

Extra seating

Labs

Flight deck



The Blue Beetle's Bug is constantly undergoing modification (or re-construction), but the general layout shown here remains the basis for each design.

BUG Dex: 5. Str: 10. Body: 10. Int: 10. Will: 3. Claws: 8. Directional Hearing: 10. Extended Hearing: 6. Extra Limb (x2): 10. Flight: 10. Fog: 7. Force Shield: 5. Full Vision: 6. Heat Vision: 9. Lightning: 10. Magnetic Control: 9. Radar Sense: 12. Radio Communication: 12. Recall: 12. Sealed Systems: 15. Solar Sustenance: 20. Super Hearing: 12. Swimming: 7. Telescopic Vision: 5. Ultra Vision: 10. Thief (Stealth): 8. A#: 2

Bonuses: Lightning and Magnetic Control can be used on the hull to electrify or magnetize the hull, respectively. The Bug's Dex provides the operator with a Team Attack bonus of -1 Column Shift to the DV of all piloting rolls.

BLUE BEETLE'S BUG

Blue Beetle's Bug represents the pinnacle of achievement in goofy-but-effective-flying-vehicle technology. Over the years, there have been at least two versions of the Bug, the current one of which is rumored to be cobbled together with parts salvaged from the many air machines crashed by the Justice League. If this is true, then the Blue Beetle might have a heck of a career ahead of him as a demolition derby mechanic.

Regardless of how it was put together, the new Bug still sports some impressive flight characteristics. It has a respectable maximum cruising altitude of 30,000 feet at a cruise speed of 450 miles per hour. The maximum speed of record for the Bug is an impressive 600 miles per hour, especially given its bulk and complete lack of aerodynamic design (the bug is better than thirty feet long, eighteen feet high and almost as wide; — you figure it out). A jet fan speed burst (one-hour duration) helps the Bug achieve an emergency speed of 1,000 miles per hour. These jet fans can also be used on a much lower setting to allow the Bug to maintain a stable hover over land or sea. The maximum range of the Bug is undocumented.

Blue Beetle has also added some special equipment to the Bug that almost had it categorized as a sea vehicle. The new Bug is capable of sustained underwater operations. The apparent maximum speed of the Bug under water is just under 250 miles per hour (a little over if Booster Gold is driving). The Bug is capable of instantaneous shifting between water- and air-operating modes.

Blue Beetle has also taken care to outfit the new Bug with the latest in offensive, defensive, and communications equipment. The Bug is constructed from a special titanium/vanadium alloy, making it highly resistant to projectile weapons fire. The outer hull is also coated with reflective polymer capable of deflecting most incoming energy weapon beams. Also, the Bug can emit a stable smoke screen that sticks to the outer hull. This can serve to camouflage the vehicle to look like a slow-moving cloud (great on dates).

As offensive weapons, the Bug sports a set of six legs (three per side) that can be used as heavy-duty pincers capable of crushing a New York City bus. Blue Beetle has also seen fit to equip the bug with a variety of magno-beams, electro-pulse chargers, and solar-heat blasts, any of which is capable of detaining or demolishing another flying opponent or unfortunate grounded by-standers.

BLUE DEVIL'S TRIDENT

The would-be actor turned reluctant super-hero known as Blue Devil carries with him a most unusual device in the shape of an ordinary trident. There are many different rumors surrounding the origin of this device. Some say it is a high-tech Hollywood prop, others contend that it's an alien secret weapon, and one faction even goes so far as to claim that it's magical. However, all of its heretofore displayed effects can be explained with earthly science and duplicated by normal (albeit sophisticated) technology.

The trident itself is a six-foot-long, cylindrical metal shaft most likely composed of poly-carbon steel and various other strong but lightweight metals (perhaps including tungsten, aluminum, and vanadium). One end of the shaft branches out into three prongs (hence its categorization as a trident). The other end tapers off into a small nozzle.

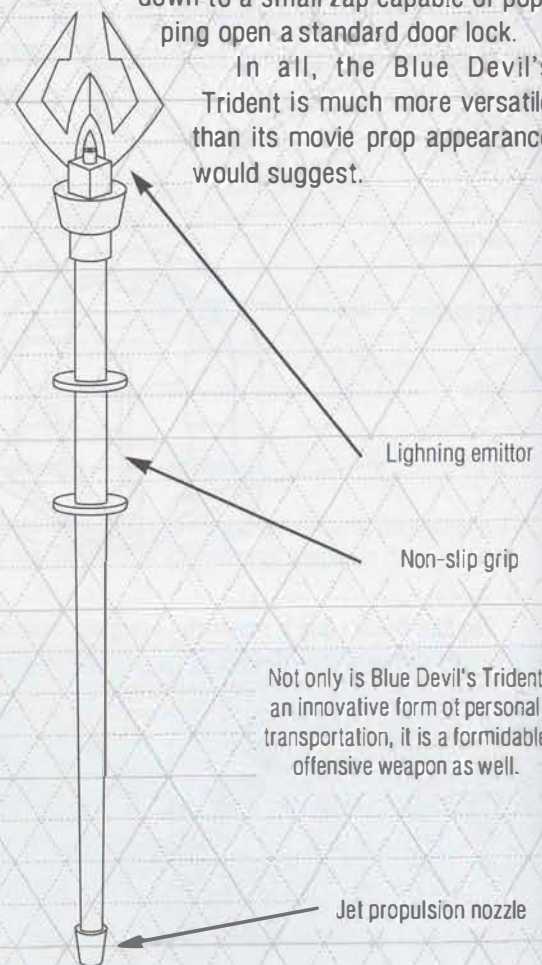
The main function of the Blue Devil's Trident is transportation. Observation reveals that the trident contains a rocket powered propulsion system of power sufficient enough to lift at least six hundred pounds (as evidenced on numerous occasions). Whether this is the upper limit of its weight capacity is unknown. Blue Devil "rides" the trident by grasping it in one hand and aiming the tri-pronged end in the direction he wishes to fly. He has been clocked going as fast as one hundred miles per hour. (NOTE: A normal, unprotected human could not withstand this speed for more than a few minutes before becoming severely disoriented and potentially losing consciousness. Blue Devil is obviously protected by his superhuman nature.) As with its weight capacity, it is unknown if this is the upper limit of the trident's speed. Duration and range of flight have also yet to be determined.

The trident has been observed on occasion to fly independent of Blue Devil and seemingly at his command. This could be achieved with a simple remote control transmitter/receiver array built into the trident and concealed on Blue Devil's person. It could also be the result of preprogrammed commands.

Besides its primary transportation function, the Blue Devil's Trident also makes a keen offensive weapon. The tail end of the device is capable of firing either flame or electrical energy, both to devastating

effect. The flame-thrower function has a range of ten feet. The fire is most likely generated by releasing and igniting small portions of whatever fuels the propulsion system. The electrical discharges are lightning bolt in form, with a range of forty feet. Each bolt has the potential destructive power to blow a hole in the side of a wooden building. However, the bolt can be regulated down to a small zap capable of popping open a standard door lock.

In all, the Blue Devil's Trident is much more versatile than its movie prop appearance would suggest.

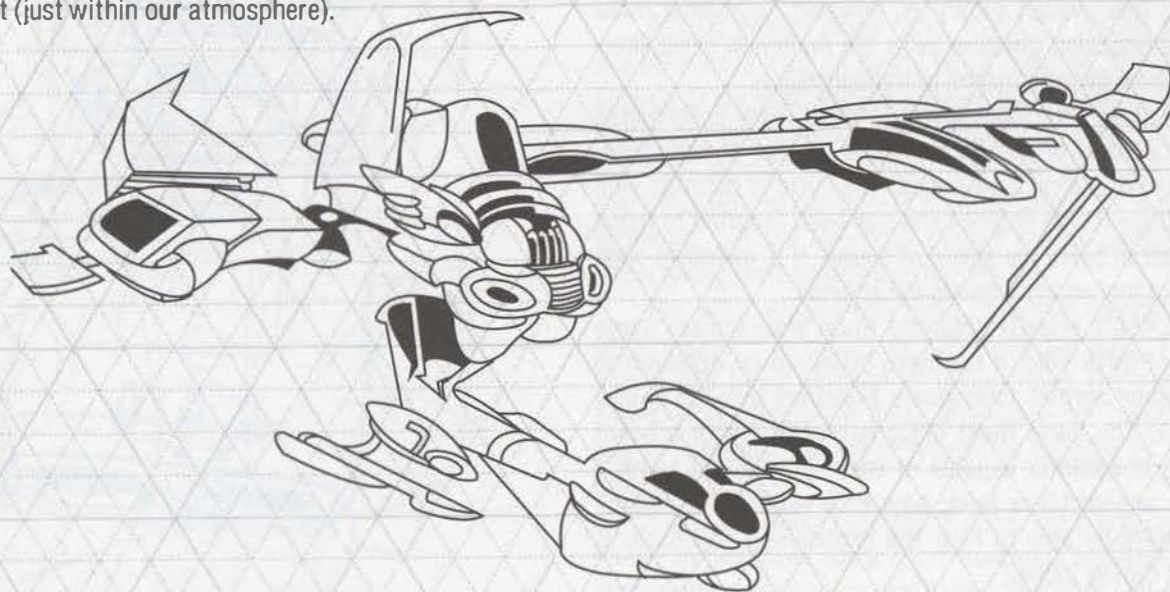


Trident (Body: 10, Flame Project: 8, Flight: 7, Lightning: 8, EU: 5)

Note: Blue Devil can control the trident's flight remotely, using special relays built into his suit, up to a range of 7 APs.

DARKSTAR PERSONAL CRUISER

Spurred on by newly surfaced reports concerning the heretofore unknown intergalactic law enforcement agency called The Darkstars (see THE DARKSTAR EXOSKELETON), S.T.A.R. Labs diverted one of our atmospheric survey satellites to trace the organization's Earth agent — the alien named Colos — when he next traveled off planet. Recently received satellite photos confirm the presence of a Darkstar Space Cruiser in low Earth orbit (just within our atmosphere).



First and foremost, the Darkstar Personal Cruiser must be constructed of transmission absorbing metals: no radar signature has been detected through the use of conventional means. Furthermore, the ship may also be outfitted with some sort of cloaking device — visual confirmation was not possible until just before agent Colos arrived at the orbit sight. During the short time that the ship was visible and could be scanned, however, we determined that it contains some sort of unknown power source capable of producing energy readings beyond the range of any previously conceived scale. Whether this energy powers interstellar warp engines, shields, weapons, or any combination thereof, is unknown. We had contemplated mounting a manned expedition to further examine the ship, but abandoned this as a potential provocation that might only serve to put both S.T.A.R. Labs and Earth out of Colos' good graces.

DARKSTAR CRUISER (DEH: 4, STR: 9, BODY: 11, INT: 9, WILL: 3, Extended Hearing: 7, Flight: 35, Full Vision: 7, Invisibility: 7, Radar Sense: 20, Radio Communication: 60, Recall: 16, Sealed Systems: 25, Skin Armor: 3, Telescopic Vision: 7, A#: 2)

Bonus: Invisibility affects only spatial and visual sense Powers, including Radar Sense, Telescopic Vision, Sonar, and Ultra Vision.

Note: An attempt to locate the cruiser with a sense Power is a Dice Action using its APs of Invisibility as the DV/RV. The RV is the locator's INT, while the EV is equal to the APs of Power being used.

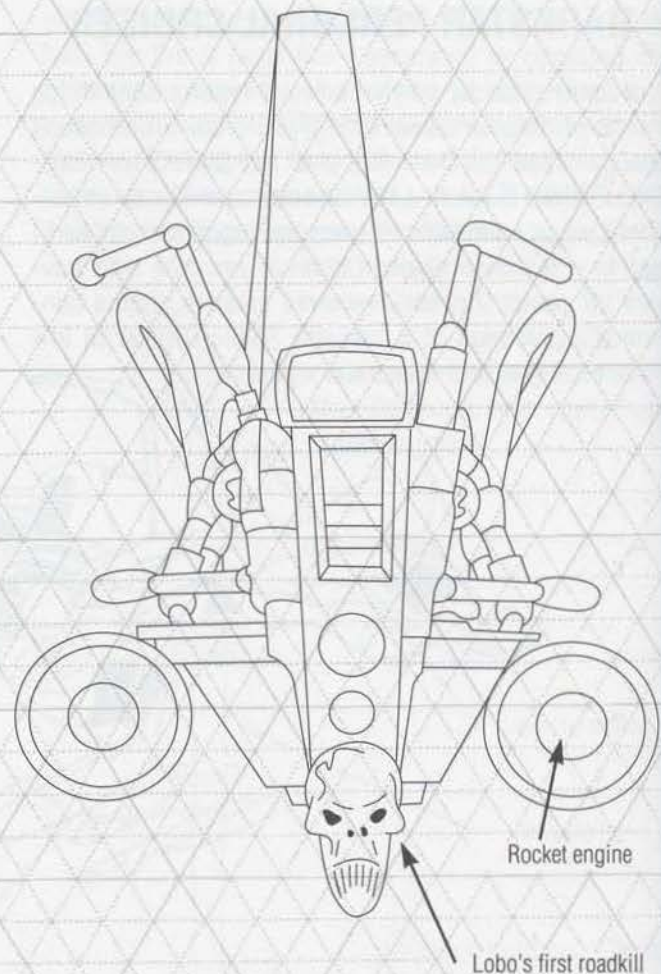
LOBO'S INTERGALACTICYCLE

Not much is really known about the space cycle ridden by the self-proclaimed Main Man, who is more widely known as Lobo. In fact, I could not find one research assistant within all of S.T.A.R. Labs who was willing to attempt to interview Lobo concerning this wondrous means of conveyance. I would have interviewed Lobo myself, but I feel it would be inappropriate for a Senior Scientist such as I to take on mundane field work. Observation allows us, however, to at least make some educated guesses as to the minimum capabilities of Lobo's favorite means of transportation.

Lobo's InterGalacticycle is most likely constructed from a blend of non-Earth metals capable of withstanding extreme structural stress. The cycle is outfitted with two huge rocket engines and has been reported to travel at least at twice the speed of sound. It is unknown what sort of fuel source powers the engines.

Lobo's InterGalacticycle must also project some sort of force field; it has been observed on occasion to transport normal atmosphere breathers through airless space. The cycle most likely is outfitted with a beam voice transmitter capable of conveying sound along a wide angled force field; how else would other space joyriders be able to hear the expletives Lobo hurls at them during battle?

Whether the InterGalacticycle is outfitted with any sort of weapons systems is unknown. At this point, I would speculate that it is not. After all, what does a rough and tumble heavy hitter like Lobo need with any weapons of mass destruction other than his fists? I think you see my point.



No one was willing to interview Lobo concerning the capabilities of his "space hog," thus all information contained here is purely speculative. I, for one, admire its unique, rugged styling.

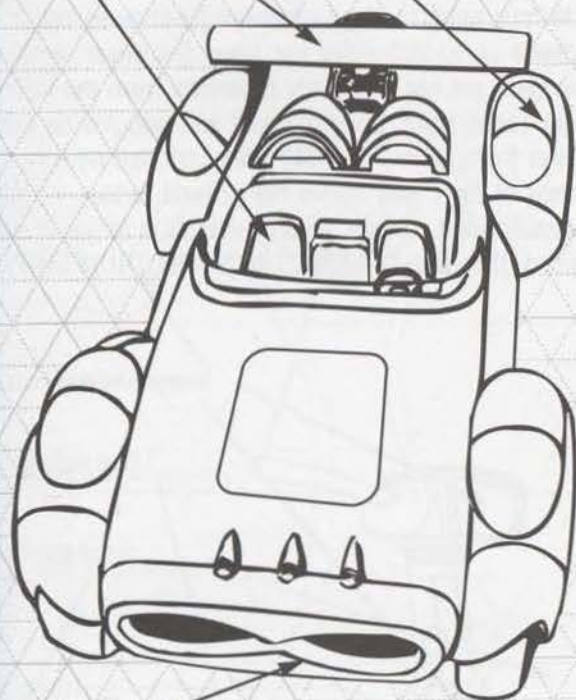
SPACE HARLEY (Custom "SpazFrag 666") (Str: 7. Boov: 7. Flight 39. Projectile Weapons: 9. Radar Sense: 15. A#: 4) Drawback: Unluck

Note: Contrary to Dr. Godfrey's speculation, Lobo's "hog" does not project any kind of force field or atmosphere. Lobo himself can breathe and speak in airless space, but any passengers he carries must wear space suits or at least some sort of breathing apparatus.

A Passenger compartment

Spoiler

Sealable cockpit



Jet intake

Though it appears to be little more than a teenager's hot rod, the Whiz Wagon is a vehicle of remarkable capabilities, including flight.

NEWSBOY LEGION'S WHIZ WAGON

Little is known about the Whiz Wagon except what can be gleaned from observing it in use by the hijinks-prone Newsboy Legion. The Newsies are attached in some unknown way to the super-secret thinktank known as the Cadmus Project, so we can assume that The Whiz Wagon is an invention of the scientists in residence there.

From a design stand-point, the Whiz Wagon looks like little more than an overly fancy race car. The upper chassis of the Whiz Wagon appears to be made of a very sturdy yet lightweight metal compound molded into a uni-body aerodynamic shell. Just how much punishment this vehicle can take in combat situations is undetermined, but the Newsboy Legion seems undaunted when taking their vehicle into harm's way.

The Whiz Wagon has been observed travelling at ground speeds in excess of 125 miles per hour. Flight speed has been clocked at three times the ground speed. It is unknown if these are maximum speed values or whether the Whiz Wagon is capable of even greater velocity.

It has also been reported that the Whiz Wagon can hover, fly vertically for a short duration, be used as a water surface vehicle, or seal itself completely and operate as a submarine of sorts. Again, none of these are effects that other design and engineering shops cannot achieve. However, it is quite remarkable that they exist together in one all-purpose vehicle.

WHIZ WAGON {Str: 8, Body: 11, Flight: 11, Running: 9, Sealed Systems: 12, Swimming: 6, A*: 2}

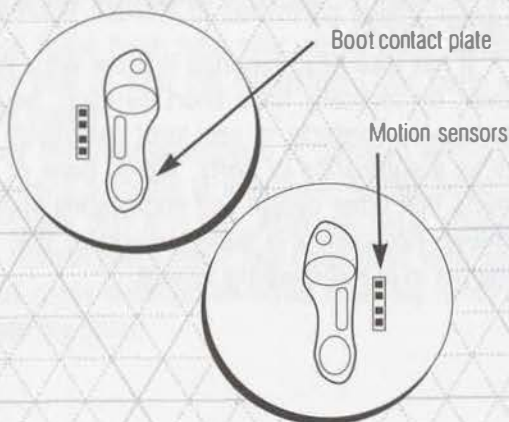
Bonus: The Whiz Wagon can be remotely controlled by the Newsboy Legion from up to 12 APs (four miles) away.

Note: The wagon was not, in fact, created by Cadmus scientists as Dr. Godfrey suggests. The Newsboys hijacked it from the Hairies, a group of genetically engineered geniuses.

MISTER MIRACLE'S AERO-DISCS

All of the unknowns surrounding New God and former Justice League member Mister Miracle's Aero-Discs points out the ever-increasing need for S.T.A.R. to build a relationship with someone thoroughly versed in Apokolipsian technology. We do know that the Aero-discs, which expand and contract from Mister Miracle's boots, allow the hero to fly. How fast, how long, and just plain how, however, eludes us. I would theorize that, given their small profile and the fact that they expand and contract so easily, the discs direct some sort of anti-gravitonic energy. If this is made possible through some hidden store of X-Element (see BOOM TUBE), or the machinations of Miracle's Mother Box (see MOTHER BOX), is unknown.

We have observed Mister Miracle using his aero-discs to hover or to fly as slow as a normal person walks. He has also been observed using them to fly as fast as 100 miles per hour (and that might not even be the discs' top speed!). The discs are capable of both horizontal and vertical flight. It should also be noted that they appear to be an exceptionally stable flight platform.

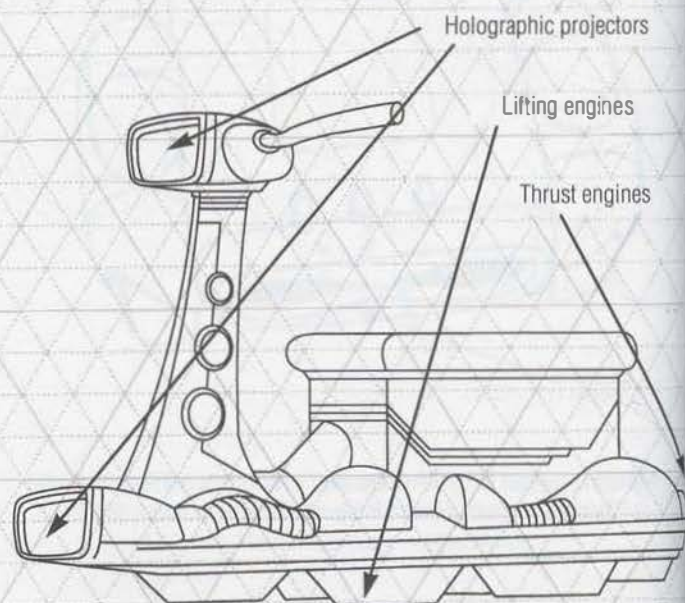


AERO DISCS (Body: 12, Flight: 8)

Limitation: The discs must be controlled by a Mother Box.

DR. SPECTRO'S SKY SLED

Doctor Spectro's primary mode of transportation is a single seat sky sled capable of lifting 450 pounds (two reasonably normal sized passengers can ride on the one seat if they are under the weight limitation). The unit sports four undercarriage mounted jet-engines capable of speeds up to 200 miles per hour, (However, normal passengers are not physically protected from the rigors of high speed flight; Spectro's suit and goggles do protect him from harm.) The Sky Sled can also hover at a distance of forty feet above the ground, water, or any reasonably solid surface. Flight duration is as yet undetermined. (See also DR. SPECTRO'S SPECTRUM SUIT).



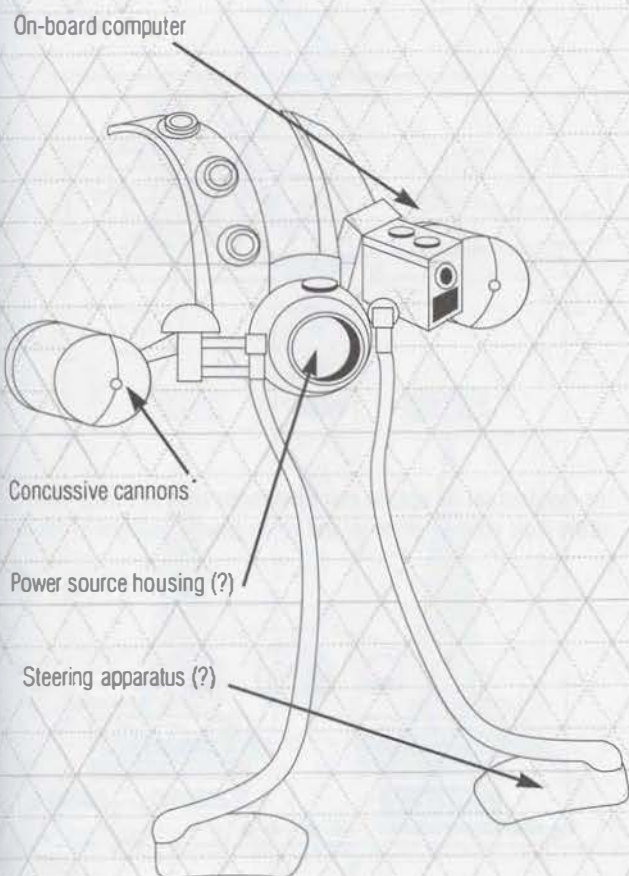
SKY SLED (Str: 4, Body: 6, Flight: 7, Energy Blast: 10, A#: 3)

ORION'S ASTRO-GLIDER

We can only speculate as to the full capabilities of Orion's Astro-Glider. This member of the New Genesis race known as the New Gods (and rumored son of the evil conqueror Darkseid the Destroyer) declined S.T.A.R. Lab's invitation to study the device. However, observation has revealed to us some of what the Astro-Glider can do.

Orion's Astro-Glider represents a unique mode of both planetary and interstellar travel. In atmosphere (Earth), the Astro-Glider has been observed flying at speeds in excess of three hundred miles per hour. There are no reports on what speeds the Astro-Glider can achieve in free space. The unit is also capable of both vertical flight and stationary hovering. Standard NASA rocket engines can easily match the lower observed speeds of this unique vehicle; however, they cannot hope at this point to duplicate such feats at the obviously small size of the Astro-Glider's engines. Perhaps some form of plasma energy is used as a power source or even concentrated bits of X-Element (see BOOM TUBE). Also, seeing as no spacesuit or rebreather apparatus is apparent on Orion's person, we can assume that the Astro-Glider also protects its rider from the rigors of airless space. Flight duration for the Astro-Glider has yet to be established.

In addition to the amazing feats of travel that the unit can accomplish, the Astro-Glider is also one of Orion's primary offensive weapons. The glider sports forward mounted twin cannons, both of which fire concussive force bolts. The bolts themselves leave no traceable radiation signature, thus we cannot begin to speculate what energy source powers them. Regardless of that fact, each bolt is capable of rending a hole in solid earth in a one-foot-diameter circle three feet deep. The cannons, however, can be set to fire a considerably less destructive blast, and Orion has shown the sense not to turn their full power on any but the hardest of opponents. The cannons appear to have a maximum range of 150 feet.



Like many other unique vehicles, the Astro Glider is of alien design. It is quite likely that only beings possessing strength equal to the New God Orion are capable of handling this vehicle's power.

ASTRO-GLIDER [Str: 8, Body: 16, Int: 1, Energy Blast: 25, Flash: 15, Flight: 30, Magnetic Control: 20, Sealed Systems: 14]

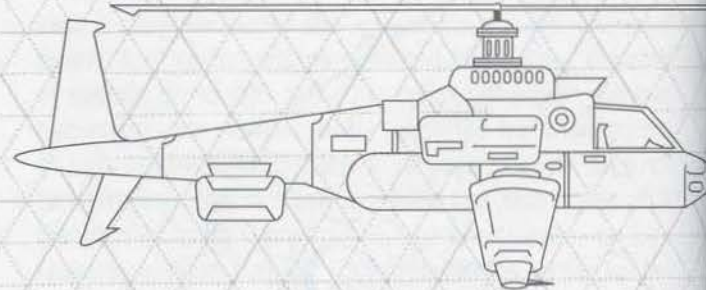
PEACEMAKER'S ATTACK HELICOPTER

The Peacemaker's Attack Helicopter appears to be nothing more than a United States Army issue Apache AH-64 Attack Helicopter (manufactured by McDonnell-Douglas) with certain performance modifications and weapon enhancements. For the sake of this text, I will list the Apache's performance stats (though the Peacemaker's copter has been seen to out-perform other Apaches, exact specs and data are unavailable).

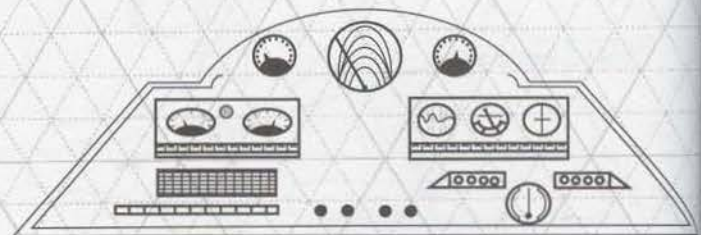
The Apache AH-64 is a turbo-aided, two-rotor attack aircraft designed to complete missions under fair weather, all-terrain conditions — even those missions conducted in desert surroundings. Both rotors consist of four blades (the main rotor is forty-eight feet in length), providing excellent stability. The two engines are 1,696 super-horsepower turboshafts, providing excellent thrust and acceleration. At full mission weight (14,455 pounds), these engines are capable of impressive speeds (top speed of 227 miles per hour, level cruising speed of 184 miles per hour). The Apache can climb at a rate of 2,500 feet per minute. The craft has a combat range of 300 miles and a maximum ferry range of 1057 miles.

Though the defensive systems of the AH-64 are government classified, we do know something about its offensive punch capacity. The Apache can carry either sixteen bottom mounted Hellfire High Explosive missiles (laser guided) or seventy-six unguided Hydra Rockets for use against hard-point or armored ground targets. Air-to-Air encounters are resolved with either two Sidewinder Heat Seeking Missiles or radar lock Stingers. Close-in encounters are handled with the 30mm M230A-1 Chain Gun (1,200 round capacity).

Again, though the exact capabilities of the Peacemaker's Attack Helicopter are undocumented, we can safely assume that it packs more speed, maneuverability, and firepower than the standard Apache AH-64.



The modified AH-64 Apache attack helicopter used by Peacemaker is one of the most effective air-to-air and air-to-ground weapons in use today.



Interior

AH-64 APACHE (modified) (Sta: 7, Body: 9, Flight: 8, Radar Sense: 19, Radio Communication: 12, Hardened Defenses, A#: 2)

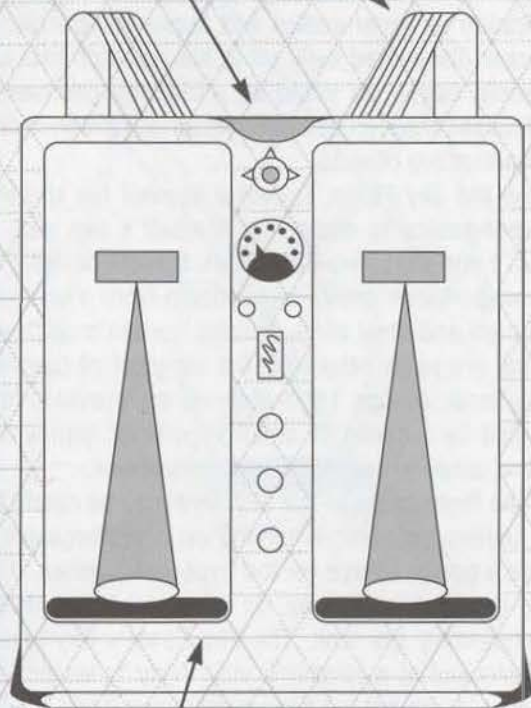
CHAIN GUN (Body: 5, AV: 5, EV: 8, Range: 9, Ammo: 12, A#: 3)

Sidewinder Missiles (x2) (Def: 12, Body: 2, AV: 7, EV: 13, Flight: 12, Thermal Vision: 7, A#: 2)

Hellfire Missiles (xB) (Def: 10, Body: 4, AV: 8, EV: 14, Flight: 10, Radar Sense: 15, A#: 2)

Kevlar shoulder straps

Air intake



Exhaust ports

Fuel tank

PEACEMAKER'S JET PACK

Most of the specs for the jet pack used by the costumed vigilante called Peacemaker are unavailable to us. However, this particular flight vehicle displays functions a bit better than those proven by common tested packs, so we are able to extrapolate.

Peacemaker's Jet Pack is definitely more compact than most standard models. Unlike other jet packs, the one employed by Peacemaker fits snugly on his back with no visible overhang. The entire unit consists of two connected jet ports, capable of independent or synchronized firing. The heat and exhaust of the jets are directed away from the wearer's body by the use of heat resistant, metal baffles.

The top recorded speed for the common market jet pack closest in size to this one is 200 miles per hour. We can assume that the one worn by Peacemaker travels a bit faster than this. Flight duration is estimated at just over five hours. However, only someone in peak physical condition could hope to sustain continuous flight for so long. For that matter, an unprotected person would soon slip into unconsciousness if they tried to maintain flight for any length of time at the pack's top speed. Peacemaker is protected from the wear of flight by his body suit/costume and his special helmet (see PEACEMAKER'S HELMET).

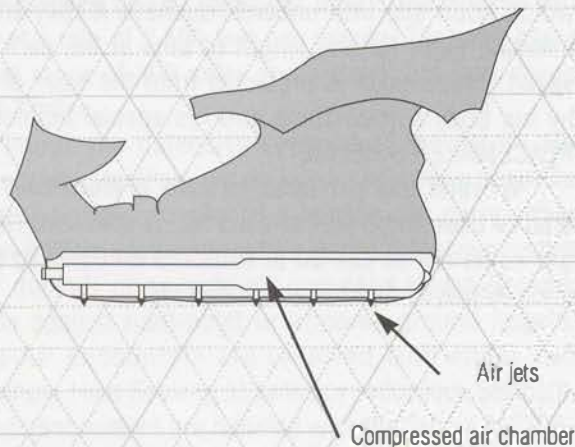
Whether this particular jet pack is electrically powered or uses some sort of solid fuel is unknown (regular gas could not be carried in sufficient amounts to power such displayed flight characteristics).

MINI-JET BACKPACK IDEN: 3, STR: 3, BODY: 3, FLIGHT: 6, R#: 21

PUNCH'S BOOTS

The exact origins of Punch's special boots are a mystery. The masked criminal partner of Jewelee claims that the devices are of alien origin, much like he claims is the case with his infamous Sting Strings (see PUNCH'S STING STRINGS). However, the effects that his boots can achieve are not much different from those of the Trickster (see TRICKSTER'S AIR WALKER SHOES), so we could assume his claims to be false in this instance.

Punch's Boots appear to use special jets of compressed air to allow him to walk a maximum of ten feet above any solid surface (including a body of water, which for the sake of argument can be said to have a solid top as produced by the volume of the water). Conceivably, Punch could aim his boots at a person or object and fire the compressed air as a weapon. This effect would at best only knock a normal sized person off-balance. No upper duration of time has been witnessed for the use of the boots (Punch has been known to tire out before his boots do).



AIR BOOTS (Body: 4, Air Walking: 5, Flight: 5, Super Breath: 3, A#: 2)

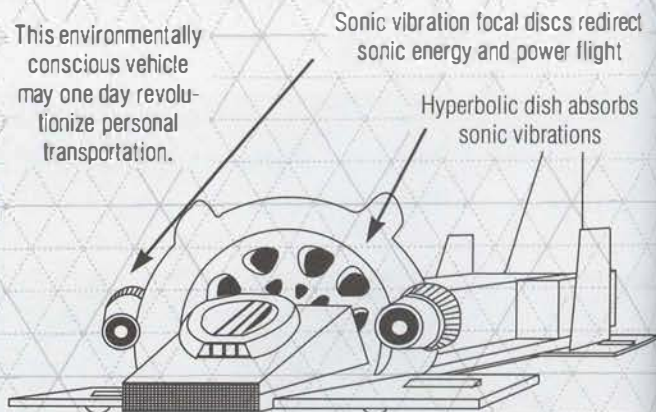
Limitation: Serious Power Burnout on Flight

SKY PIRATE'S SKY SLED

This ingenious, environmentally safe mode of transportation was invented by Miles Lydecker, aka the Sky Pirate. Like Lydecker's special Sonic Disks (see SKY PIRATE'S SONIC DISKS), the Sky Sled operates under the principles of acoustical physics — the practical application of hyper-sonics and hyper-sonic vibrations. Lydecker discovered early on in his research that ambient sonic vibrations could be multiplied geometrically and focused through specially designed parabolic dishes to lift and move objects.

As the Sky Pirate, Lydecker applied his knowledge of hyper-sonics to design for himself a sky sled. This sled is a one-seat (two-passenger, banana design), open air transportation device constructed from a lightweight aluminum and steel alloy, utilizing certain modifications to what are really otherwise the simplest of theories of aerodynamic design. Lift and thrust are provided for the Sky Sled by a series of small hyperbolic dishes which capture, amplify, and focus sonic vibrations.

The flight range of the Sky Sled may be nearly limitless, unless Lydecker is relying on a rechargeable battery as a power source for the hyperbolic dishes. If he is using stored solar energy, as I suspect he is, then the sky is virtually the limit. The Sky Pirate's Sky Sled has been clocked at a relatively slow forty miles per hour. However, it has not yet been determined if this is indeed the device's maximum speed.



SKY SLED (Str: 4, Body: 7, Flight: 6, A#: 2)

THANAGARIAN ANTI-GRAVITY BELT

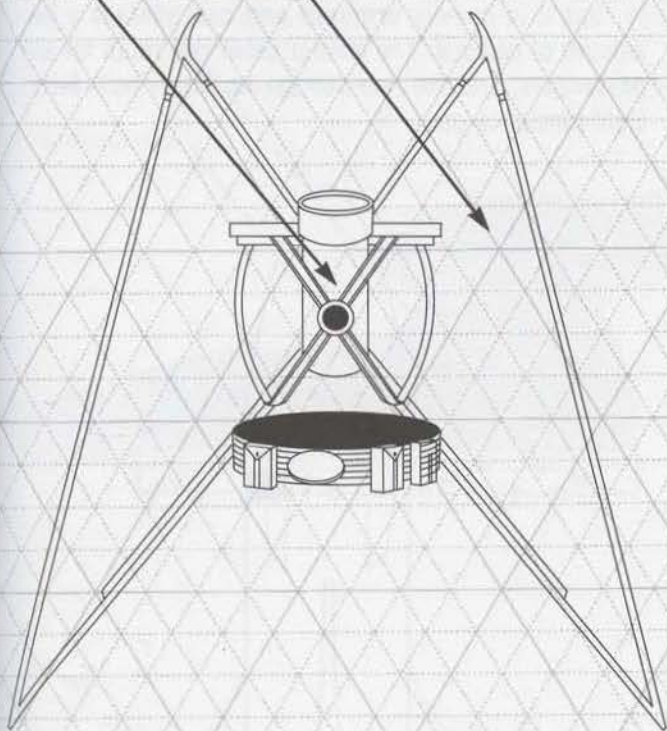
First worn on Earth by the celebrated heroes known as Hawkman and Hawkwoman, these otherworldly devices almost defy description. Earth science has recently posited the existence of magnetons — atoms from which the repelling force of protons and electrons are released when all of the neutrons are removed from a particular element — which could account for various anti-gravitational effects, but no one has yet been able to construct a device capable of harnessing magnetonic power. For that matter, no as-yet-discovered Earth element is capable of having its neutrons removed without causing the destruction of the element or, at worst, a nuclear explosion. The Hawks are quite silent on the science behind these devices, saying only that a Thanagarian element not found on Earth is the source of the belt's anti-gravitational effect.

In any case, the standard Thanagarian Anti-Gravity Belt appears capable of lifting 800 pounds to an undetermined height for an unknown duration. Hawkman and Hawkwoman control the velocity and vector of flight with pairs of solid poly-carbon steel and reinforced fabric wings laced with some sort of flame retardant similar to Flameweave (see AGENT LIBERTY). These wings are therefore highly resistant to flame and heat based attacks, and are able to withstand heavy physical blows. The wings are maneuverable and flexible enough, however, to be folded around the wearer's body, thus allowing them to function as a formidable defensive shield. The Hawks have also been known to employ on occasion small jet-packs for increased speed and maneuverability.

It should be noted that it is speculated that three other Earth heroes, the Golden Age Hawkman and Hawkgirl, and the reportedly missing Infinity Inc. member known as Silver Scarab, also use forms of anti-gravity devices for various flight effects. Whether these devices are Thanagarian in origin or use some previously unrevealed Earth element capable of generating magnetons is unknown.

Flat surface wings for precision flight control

Harness



Earth science has yet to replicate the element used to power this Thanagarian anti-gravity device.

ANTI-GRAVITY BELT (BODY: 9, GRAVITY DECREASE: 7)

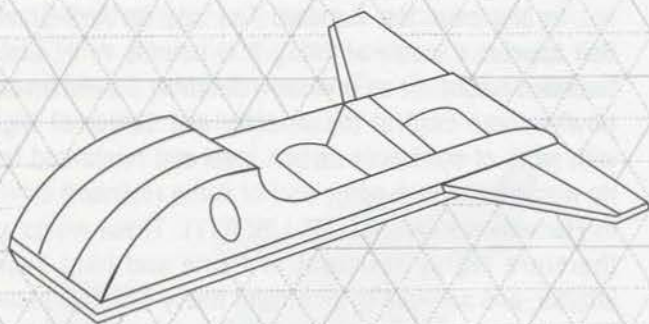
Limitation: Gravity Decrease only allows the wearer to hover in place and lift great weights.

WINGS (STR: 6, BODY: 10, FLIGHT: 8)

Limitation: Wings will not function unless used with an Anti-Gravity Belt.

TITANS SKYCYCLE

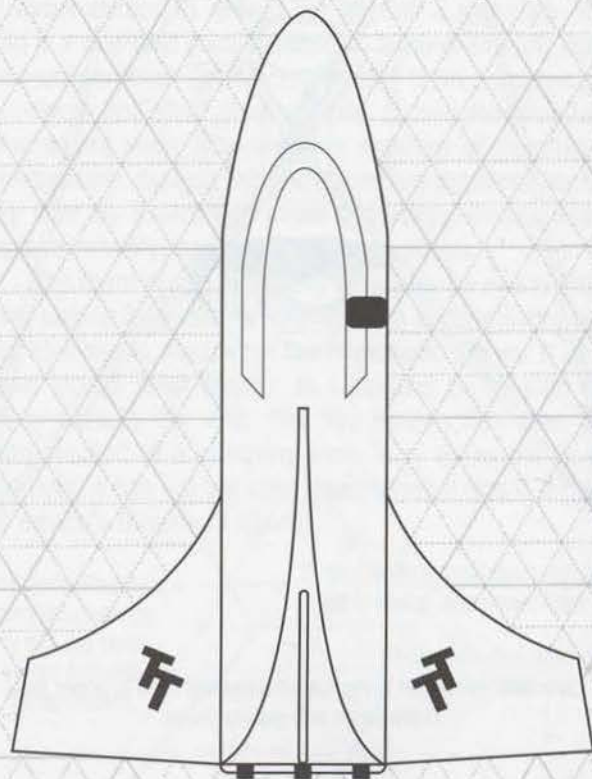
The Titans' Skycycle is a lightweight flying platform developed to give added mobility to the group's non-flying members. It is very maneuverable: it can hover at an altitude of 1/4 mile and can fly at speeds close to 100 miles per hour. The Skycycle is not capable of sustaining much damage and is not outfitted with any offensive weaponry; its primary purpose is to provide mobility. The Skycycle carries enough power to sustain a one-hour flight. The vehicle can carry two passengers and a total weight of 700 pounds.



SKYCYCLE IStr: 4, Bdy: 6, Flight: 6, Radio Communication: 7, R#: 21

TITANS T-JET

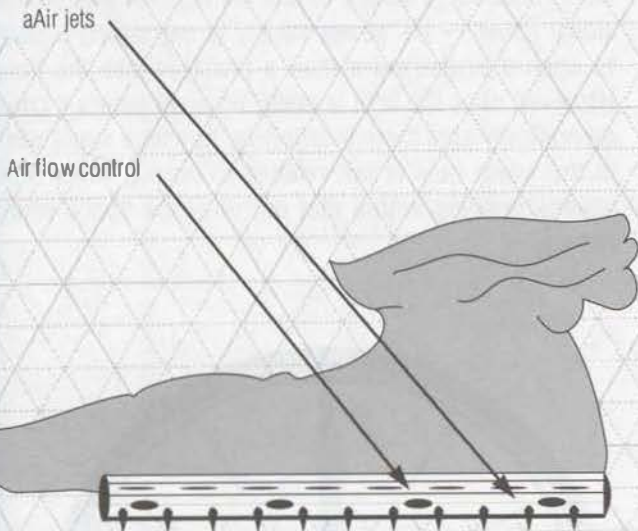
The Titans' T-Jet is used to transport the entire team over long distances. It has a range of 5,000 miles before requiring refueling (it is powered by standard aviation fuel). The T-Jet is fast (cruising speed of 550 miles per hour, maximum speed of 700 miles per hour) and competently maneuverable. It has no offensive weaponry, but it is heavily armored and can sustain a fair amount of damage. The interior cabin has room for ten passengers, and the rear storage bays can hold forty-eight tons of cargo.



T-JET IStr: 12, Bdy: 9, Flight: 9, Radar Sense: 16, Radio Communication: 12, Hardened Defenses, R#: 21

TRICKSTER'S AIR-WALKER SHOES

Unlike the special footwear worn by Punch (see PUNCH'S BOOTS), the Air Walker Shoes utilized by the garishly costumed Trickster have decidedly Earth-bound origins. Created by the Trickster to help him in his first career as a high-wire aerialist, the Air Walker Shoes shoot a concentrated burst of compressed air in a very localized field. These air jets allow Trickster to seemingly walk on air. To operate, the shoes must be no more than twenty feet above a solid object on which the air can push. However, the stream of air can be controlled with such precision (and such is the advanced level of Trickster's proficiency with the device) as to allow Trickster to walk above an object no more than two inches across. No upper time limit for the continual use of the Air Walker Shoes has been established. In fact, it is quite possible that the shoes draw on the air around them to fuel their effect. If that is the case, then the duration would be limited only by whatever actually pressurizes and shoots the air (CO₂ cartridges perhaps). The Trickster has never been witnessed servicing his shoes, however, so there is no evidence on which to base our statistics.



The Trickster's Air Walker Shoes appear to draw air from outside the shoe and redirect it in vectored thrust.

AIR-WALKER SHOES (Boev: 3, Air Walking: 10, A#: 2)

INTERDIMENSIONAL VEHICLES

One of the most amazing achievements of science and technology in this century is the cracking of interdimensional barriers. Before the recent advent of interdimensional transportation and teleportation, distance had to be travelled linearly. Now, vast distances the span of universes can be traversed in the mere blink of an eye.

There are several types of "doorways" used for interdimensional travel. The most common doorway taps into the huge power of nearby Black Holes and uses the energy from these singularities to fold space. Another common method for interdimensional travel is through worm holes, which are actual tunnels that connect two rifts in space. Unlike the singularity method however, which allows the manipulator to travel from anywhere to anywhere, the worm hole traveler can only exit at specific points along the tunnel.

Below, we examine some of the known devices that are capable of tapping into these awesome energies.

Though Chronos can use the device to open up the worm hole, he is unable to use the hole for interdimensional travel — his power supply is not strong enough to open a portal more than a few feet into the hole. However, once the hole is open, whoever enters it could theoretically stay there indefinitely. Any time spent within the worm hole is not relative to normal time; thus, anyone residing within that out-of-phase space would not age.

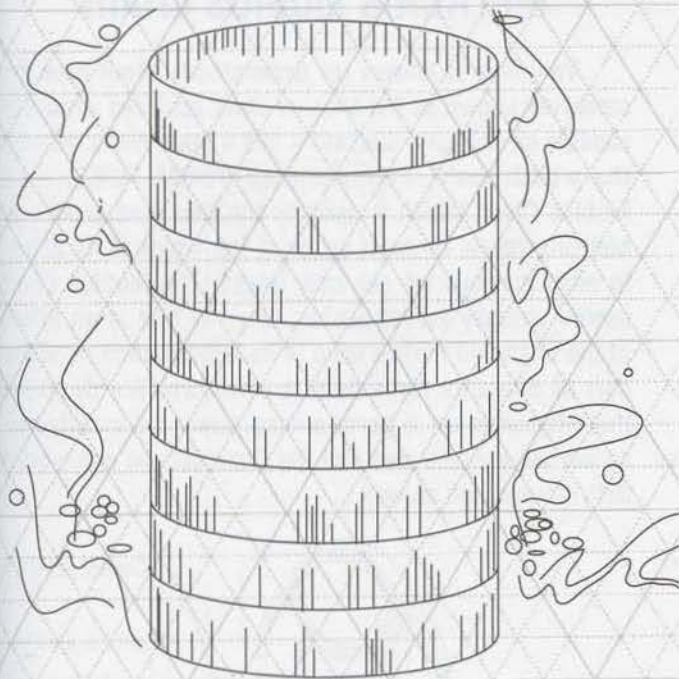
CHRONOS' CLOCKS

The master thief known as Chronos has always claimed that his clocklike devices allow him to traverse the boundaries of time. However, study of several captured clocks reveal that they do not actually instantaneously propel the user through the time stream. Instead, Chronos' Clocks use the compact energy source of matter taken from a collapsed white dwarf star to tap into a local worm hole into which the user merely steps, causing him or her to become out of phase with normal time and space. The effect causes observers to see what they believe is the user vanishing into thin air. In actuality, however, he or she is still within the same physical proximity and can even see and hear what is going on (you could equate this effect to looking through a one-way mirror — you can see out but no one can see in).



CHRONOS' COSTUME [Boat: 6, Cell Rot: 9, Postcognition: 12, Teleportation: 8, Time Travel: 15]

Note: Although he has used clock-like devices in the past, Chronos' most recent time-travelling equipment is incorporated into his costume.



BOOM TUBE SUMMONING MACHINE (Body: 25, Dimension Travel:

B, Warp: 65, R#: 9)

Note: Most of the Boom Tubes used by the New Gods are summoned by this machine, which is located in Highfather's palace on New Genesis. (Darkseid has a similar machine on Apokolips, as well as BoomTube circuitry worked directly into his uniform.) Alerting the machine to summon a Tube requires a Mother Box and a sample of X-Element. For all practical purposes, the range at which a Tube may be summoned is infinite. The only limitation of the machine is that it is only capable of summoning a single Tube at a time. Since there are many New Gods who call upon the machine, users are not assured of getting a Tube every time they need one. When a user attempts to summon a Boom Tube with the machine, first roll against the R# of his or her Mother Box. If this check fails, the Mother Box has run out of X-Element and may not be used to summon a Tube until the supply is replenished. If the check succeeds, roll against the Summoning Machine's R#. If this second check fails, someone else is using the machine and the summoner must begin all over again next phase.

BOOM TUBE

This strange and wonderful teleportation device was designed and developed on either the world of Apokolips or the planet known as New Genesis. Controlled primarily through a Mother Box unit (see MOTHER BOX), a Boom Tube is capable of near instantaneous interdimensional travel. A Boom Tube is a localized worm hole teleportation field (see Interdimensional Transportation) which life forms and other objects enter into and traverse through to a distant destination. The tube merely opens a worm hole portal at its point of origin and then is connected to a portal at the desired exit point.

The energy source that opens this worm hole is the strange element known as the X-Element. X-Element is extremely rare and can only be found on either New Genesis or Apokolips. Only a small amount of X-Element is needed, however, to create a Boom Tube. Furthermore, X-Element is extremely unstable, and unless held within a containment field (as generated by the Mother Box), it is highly volatile and given to sudden destructive combustion.

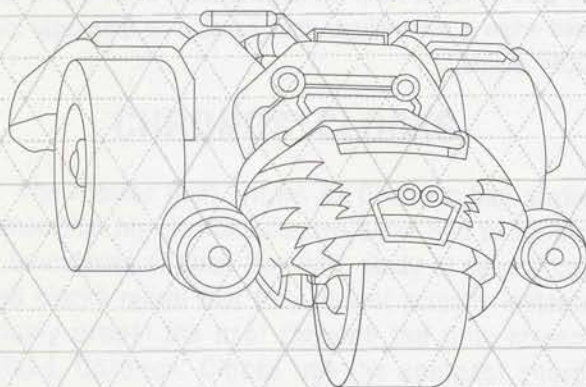
A Boom Tube portal can be opened into any desired dimension or to any planet within creation. Furthermore, Boom Tube portals are immense in diameter and thus just one person or an entire army can travel through a tube. The Boom Tube gets its name from the large amount of air that is displaced when it materializes, thus causing an extremely loud "BOOM" sound.

FOREVER PEOPLE'S SUPER CYCLE

The Earthlings turned New Gods known as the Forever People employ a unique mode of travel that they affectionately call the Super Cycle. The Forever People's Super Cycle, which I have unfortunately never had the pleasure of examining up close under lab conditions, displays many functions that lead me to believe it is powered by a large supply of the X-Element (see BOOM TUBE). The cycle is a three-wheel tricyclelike vehicle that seats at least six passengers.

Abilities of the Super Cycle in evidence include interdimensional worm hole teleportation (of any range) provided by a Boom Tube and the ability to turn itself and its passengers intangible, allowing them to pass through any solid matter. The Super Cycle also fires a powerful energy blast capable of punching a hole through solid concrete at a range of sixty feet. A force field which surrounds the entire cycle and its passengers is also in evidence. The force field appears capable of withstanding powerful explosive blasts of near nuclear bomb levels.

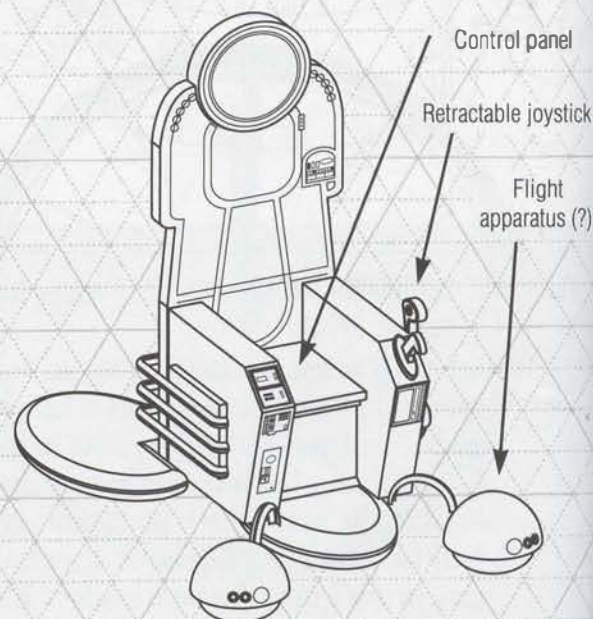
The upper speed and range of the Super Cycle are unknown.



SUPER-CYCLE (Str: 11, Body: 13, Int: 4, Dispersal: 15, Energy Blast: 9, Flight: 17, Force Field: 10, Invisibility: 10, Life Sense: 12, Radio Communication: 12)
 Bonus: Invisibility affects all senses.
 Note: The Super-Cycle contains the circuitry necessary to create a Boom Tube (see BOOM TUBE).

METRON'S MOBIUS CHAIR

Very little is known (or understood) about how the construct known as the Mobius Chair achieves what it is capable of, though I suspect it has a good bit to do with the wondrous X-Element (see BOOM TUBE). The Mobius Chair, which is used by the New God known as Metron, travels through space at the whim of its driver to what purpose we can only guess. The Mobius Chair seems virtually indestructible; whether that is an effect of the unknown metals used in its construction or some sort of powerful force field is unknown. We do know that Metron is on a never-ending quest for knowledge, so we can assume also that the Chair acts as a powerful data storage unit as well.



Little is known about how the Mobius Chair works. However, it almost certainly has something to do with the wondrous "X-Element."

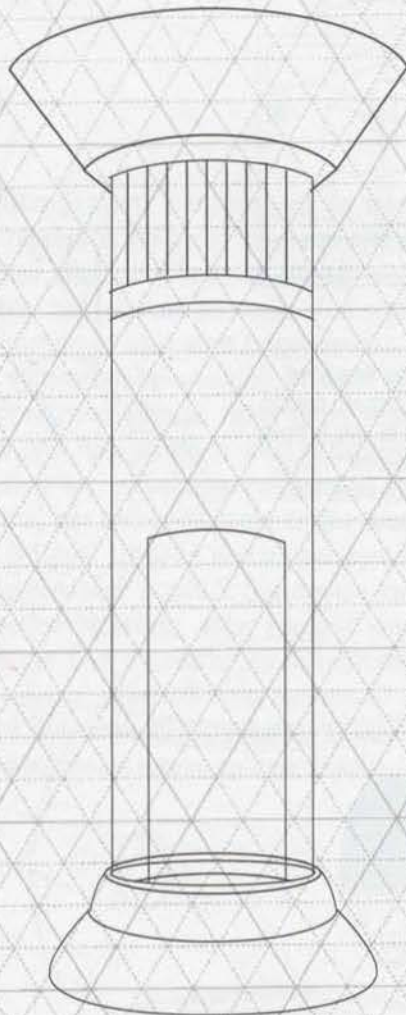
MOBIUS CHAIR (Body: 25, Int: 20, Dimension Travel: 13, Flight: 50, Force Field: 25, Omni-Power: 15, Recall: 60, Sealed Systems: 25, Telekinesis: 50, R#: 21)
 Note: The Mobius Chair is powered by a supply of X-Element: when the chair fails a Reliability Check, it has run out of X-Element.

JUSTICE LEAGUE TRANSPORTER TUBE

The international law enforcement/super-hero group known as the Justice League has employed many various headquarters over the years, though in the past there have only been at most two operational headquarters open at any one time. More recently however, as part of their commitment to global unity and service, the Justice League has begun to maintain several headquarters in various cities worldwide. However, not every member of the League is capable of super-fast personal travel and oftentimes it is not feasible to use other methods of transportation merely to get from one headquarters to another (see BLUE BEETLE'S BUG). Thus, each headquarters location, plus several member's personal residences, are equipped with long range teleportation tubes.

Each teleportation tube is a uni-directional beam transmitter device. The subject to be teleported enters the tube, where his or her person is broken down into its individual composite molecules. The molecular structure of whatever items they are wearing or carrying are broken down as well. This data is charted and stored (as a safety precaution). The molecules of the subject are then transmitted via high-speed, radio wave transmission to a special receiving tube at the other end. The radio waves travel on a top secret, shielded transmission frequency for security (and safety) purposes. At the destination end of the transmission, the receiving tube's computer reconstructs the subject's molecular structure. The entire process takes a mere one minute to complete.

These devices are highly specialized and require constant diagnostic observation and maintenance, and there are few technicians competent enough to be trusted with the task. For that reason, the Justice League is currently the only known super-group using this particular type of teleportation transport system, and they employ nearly every certified technician capable of upkeep of the system.



The uni-directional beam transmitter transporter tube used by the Justice League may one day put an end to the need for conventional vehicles if the design problems of expense and energy consumption can be reconciled.

TRANSPORTER TUBE (Body: 6, Teleportation: 23, R#: 5)

Limitation: Teleportation can only send target to the location of another Transporter Tube.

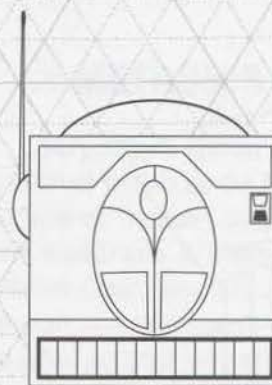
TIME BACKPACK & TIME SPHERE

Time Travel is still one of the great mysteries of the universe, and though there are several scientists who claim to have journeyed temporally, I must caution that we approach such claims with skepticism. However, in the hero community, there is talk that noted engineer Dr. Ripley "Rip" Hunter has indeed found several ways to crack the time barrier. Though we here at S.T.A.R. Labs have yet been able to duplicate any of his claimed effects using the theories he is famous for; for the sake of completeness, I will expound on what is known.

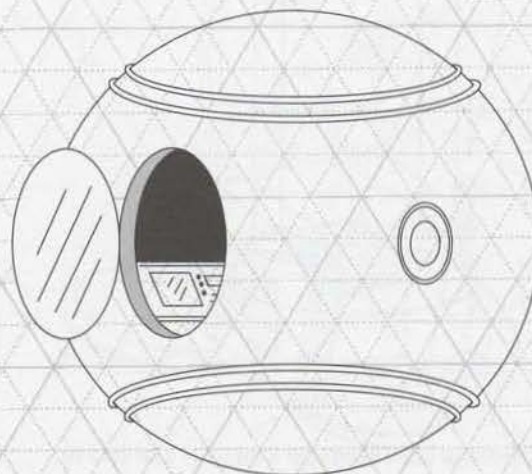
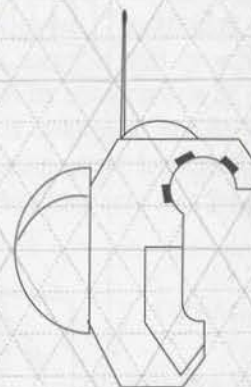
According to Dr. Hunter's theories and experiences, Time Travel is possible using a variety of methods. His Time Backpack, for instance, is a compact device that supposedly uses a tachyon-tracing device to help the wearer achieve temporal instability. The backpack shoots super-fast tachyon particles theorized to be faster than the speed of light into the time stream and then draws the user into the time stream after them. The device then taps into Earth's morphogenic field to power the return trip. The Time Backpack regulates with near pinpoint accuracy the energies manipulated, thus allowing the user to set his destination to the date and time of day when they plan to exit the time stream.

A second time travel device, the Time Sphere, taps into the energies produced by nearby Black Holes and uses these energies to power its singularity drive. Like the Time Backpack, the sphere is extremely accurate and carries with it the added advantage of being able to transport up to six people at once.

An interesting claim by Dr. Hunter is that a single person can only use a particular time travel method once before it becomes inoperative for that person. It is theorized that this is due to the user's personal energies becoming tuned in a way to the energies manipulated during the journey. In any event, it is highly difficult to predict what reality-shattering phenomenon might result from manipulation of the time stream or of the history travelled through. It is impossible to know if the point in time traveled to is directly connected to the traveler's reality or to some other alternate plane of existence. Time travel is a risky business, to say the least.



This personal time travel device uses a tachyon particle tracer to allow its user to break the time barrier by "riding" particles which travel faster than the speed of light.



The Time Sphere used by Dr. Rip Hunter is capable of transporting multiple passengers forward or backward through the time stream.

TIME BACKPACK (Body: 5, Time Travel: 25, R#: 3)

Limitation: Time Travel can only send the wearer himself through time.

TIME SPHERE (Sta: 6, Body: 8, Time Travel: 25, R#: 5)

Limitation: Time Travel can only send the sphere and its passengers through time.

MIND-AFFECTING DEVICES

Those gadgets categorized as mind-affecting devices represent the most insidious inventions in creation. They attack the brain or the nervous system — completely and without remorse. The victim is forced into a situation of near utter hopelessness. Some items leave a victim totally unaware of what he or she did while under mind control. Other mind-affecting devices leave the prey fully aware of what is happening to them, though they are completely helpless to stop whatever actions they are forced to commit. The founding philosophy of S.T.A.R. Labs, as well as our personal morality, prohibits our ever producing a device such as those found below. However, after reading what follows, I hope we can find the resources to redouble our efforts to find ways in which to help victims of such terrible intrusions overcome the everlasting scars such callous, villainous treatment leaves on their psyche.

MENTO'S MENTO HELMET

The Mento Helmet is the creation of scientific genius (and the world's sixth richest man) Steve Dayton. Dayton is the head of one of S.T.A.R. Labs' rival companies, Dayton Industries. However, this relationship remains a friendly one, and thus, though he would not reveal exactly how the Mento Helmet works, Dayton was willing to share with us some of what the helmet is capable of doing.

The Mento Helmet was first worn by Dayton many years ago when he was an honorary member of the original Doom Patrol in the guise of the hero called Mento. Later on in life, Dayton donned an improved version of the helmet for use during various adventures, one of which was a supposed seance of the supernatural involving several alleged sorcerers. It was during this encounter that Dayton's mind became seriously injured. He remained in a dangerous, psychotic state until he was healed by the alien empath and former member of the New Titans known as Raven. Though Dayton will not reveal any details of the encounter to S.T.A.R., it has been intimated that excessive use of the Mento Helmet caused his dementia. Since that time, Dayton has not donned the helmet. Its current condition and whereabouts are unknown.

Be that as it may, we do know the following things about the Mento Helmet. First of all, we know that the helmet amplifies a hundred-fold the latent psychokinetic energy of the wearer. Whether the helmet will work for just any normal wearer, or if the person needs to possess a certain meta-gene, is unknown. However, seeing as brainwave activity is more or less a physical reality, I would speculate that a helmet similar to the one employed by Dayton could be constructed that would work for anyone who wore it. Keep in mind that I do not necessarily endorse this course of research. A lot more study is needed concerning both the long- and short-term debilitating effects of artificially enhanced mental activity before such an item can be constructed and tested in good conscience.

The helmet worn specifically by Dayton enabled him to perform numerous feats of mental and physical manipulation. For instance, the Mento Helmet enhanced Dayton's personal psychic mystique to such a great level that he was able to mentally control the will and actions

of nearly any normal human he so desired. This control was so complete that Dayton could even force his victim to carry out actions that would normally go against his personal moral and ethical code.

Another more benign function of the helmet allowed the wearer to establish a powerful telepathic link with nearly anyone he or she desired. This "mental conversation" could be established with multiple recipients and allowed everyone linked back to the wearer to share their thoughts. Telepathy of this sort, however, could also be turned into an offensive weapon. While linked, Dayton could carry out psychic attacks on anyone within the telepathic circle of effect. Or, as Mento, Dayton could carry out a true psychic/physical attack in the form of a powerful mental blast. The effective ranges of both of these functions of the Mento Helmet are unknown.

A third function of the Mento Helmet allowed Dayton to cast very realistic illusions that could be seen by anyone he so desired within normal viewing distance. These illusions did not carry with them any physical reality; they were merely powerful figments of the viewer's imagination. However, Dayton could create an illusion to mask nearly every conceivable reality and thus he could use this function of the helmet to confuse his opponents into believing that they had suffered damage from a physical attack.

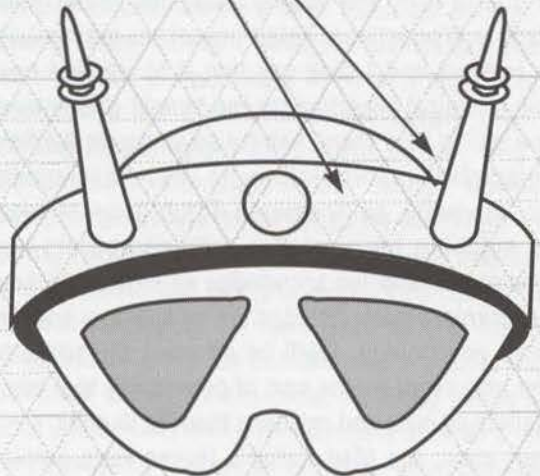
The final two documented functions of the Mento Helmet are vaguely similar in nature. The first is the ability of the helmet to allow its wearer to create a physical manifestation of his or her mental energy. This energy could then be manipulated by the wearer to form it into the semblance of nearly any object that could be conceived. For example, if Dayton found himself in physical combat with a super-villain who wielded a huge cannon, he could form a net with which to catch any debris blasted from surrounding buildings, a baseball bat with which he could swat the projectiles into space, or a huge pair of salad tongs with which to pluck the gun right out of the criminal's hands.

The last function of the Mento Helmet on record is that of simple, yet extremely powerful, telekinesis. Telekinesis is the ability to mentally move physically real objects. This power affects objects regardless of whether they are organic or inanimate. It allows the user

to “pick up” the item and move it anywhere he or she wants. However, a living target of sufficient mental power might be able to resist Mento’s desire to move it.

Both of the aforementioned functions appear to have an effective range limited only by the wearer’s physical place in space and the person’s own visual range. Whether or not there is a burn-out point for the Mento Helmet (or similar devices) is unknown. Odds are that the wearer’s mental capacity would falter before the helmet would.

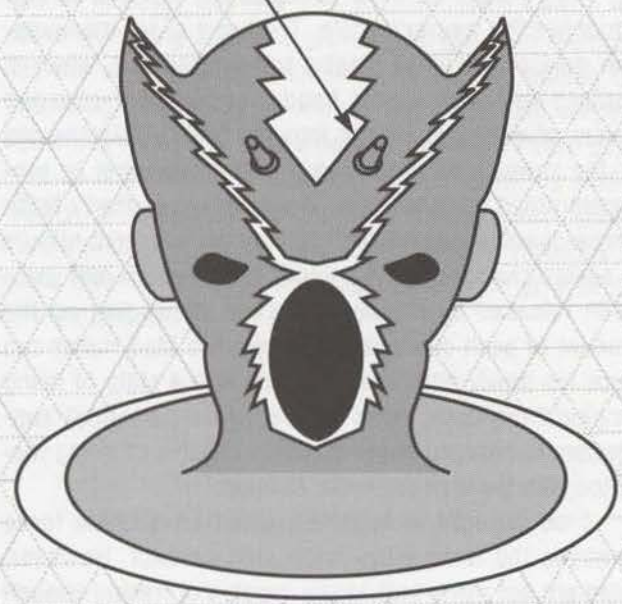
Psonic broadcast antennae
Mental amplification coil (?)



Original Mento Helmet

The psionic enhancement functions of the Mento Helmet makes it one of the most formidable weapons ever created.

Note reduced antennae size



Improved Mento Helmet

Mento Helmet (Original) [Body: 5, Illusion: 13, Mental Blast: 8, Mind Blast: 8, Telekinesis: 8, R# 2]

MENTO HELMET (Improved) [Body: 8, Control: 15, Force Manipulation: 25, Illusion: 18, Mental Blast: 13, Mind Blast: 13, Telekinesis: 20, Telepathy: 20, R# 2]

Limitation: Use of the Improved Mento Helmet will slowly destabilize the wearer’s sanity.

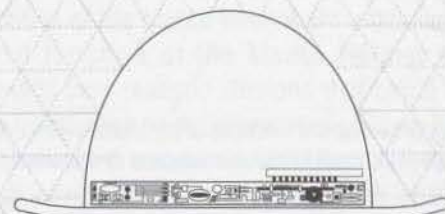
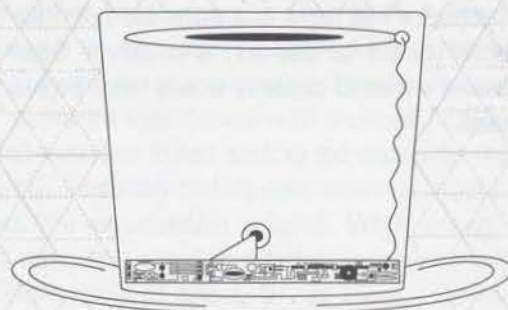
MAD HATTER'S HYPNO HATS

The Mad Hatter's Hypno Hats are the ingenious creation of inventor Jervis Tetch, who takes his criminal nom de guerre from the insane character whom Alice encounters in Wonderland. Tetch possesses a singularly superior intellect and I dare say that if he applied one-half of his technical expertise for the benefit of mankind, there's no telling how many helpful advances in the field of bio-electrical manipulation he may have made. However, the petty, self-centered Tetch appears incapable of applying his expertise with computers and micro-electronics and his knowledge of biology to anything but criminal gain. Perhaps in an ancillary treatise on criminal psychology, I will be afforded the space to go further into detail on the sort of personality that takes great intellectual gifts and misuses them to ill ends.

In any case, the Mad Hatter's Hypno Hats employ state-of-the-art biofeedback technology to manipulate a subject's brain chemistry. First off, be certain that you understand that the hat motif that Tetch utilizes is a mere affectation. The technology employed by this villain could be hidden in nearly any object that comes in direct contact with a subject's physical person. In his hats, for example, Tetch has created a wafer thin version of his device and sown it into the underside of the brim, leaving a tiny portion of it camouflaged but exposed so that it touches the wearer's scalp. The heart of his manipulation device is a small electro-transmitter that, when in contact with a person's head, sends super-charged bursts of electrical energy into the brain. These bursts — the strength of which can be regulated either by pre-programmed commands or close proximity (forty feet), single-direction-aimed remote control — cause minute to severe changes in the amount of adrenaline and serotonin released by the human brain. Depending on the amount of each chemical produced, the Mad Hatter can force his newly enthralled subjects into a state of being ranging from being open to direct (overpowering) suggestion, to enraged super-zombies capable of going toe-to-toe with his arch-nemesis, Batman.

Free thought is regained when an outside force removes the transmitter from skin contact. However, there are not many individuals capable of freeing enough of their own will to allow them to remove the device themselves. It is rumored that, before his latest capture,

the Mad Hatter was designing a new microscopic version of his control device that could be implanted under a subject's skin. Such a device would be introduced into the blood stream by hypodermic injection. If Tetch were to perfect such a devious technology, there is no telling how far reaching his diabolical schemes would become.



Mad Hatter's Hat [Booy: 2, Control: 8, Radio Communication: 10, R# 2]

Limitations: Control only affects targets wearing mind control devices (see below); User must issue commands to Controlled subjects verbally, either directly or over the radio.

Mad Control Device [Str: 5, Booy: 1, Radio Communication: 8]

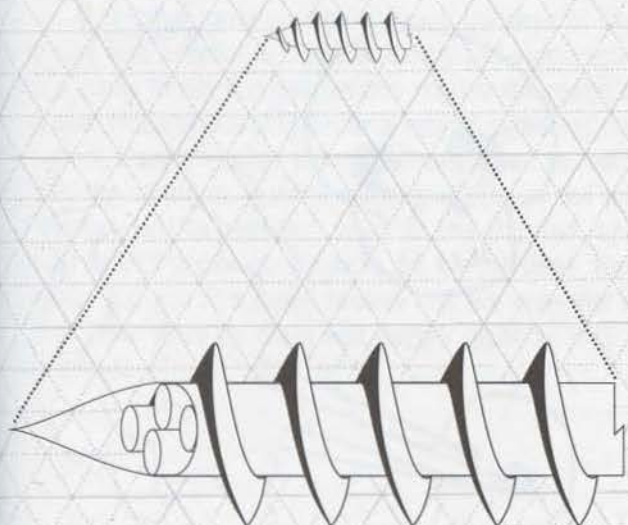
Bonus: The device makes the wearer susceptible to the Mad Hatter's Control Power.

Limitation: To be effective, the device must be in contact with the wearer's body.

Note: Although the Mad Hatter usually places these devices inside of hats, they can be planted anywhere on a subject's person, so long as part of the device touches the subject's body.

PUNCH'S STING STRING

Sting string tip (actual size)



Magnified cut-away view showing control relay cables.

Sting String Gun [Str: 5, Body: 4, Control: 8, Lightning: 7, AV: 4, R# 2]

Limitations: May not Multi-Attack; To use either Lightning or Control, the target must first be Grappled by a string, using AV/EVs of 4/5 against the target's Dex/Str. Positive RAPs do not do damage, but the target is immediately attacked with the appropriate Power, and is Grappled. The Power will automatically attack the target each phase until he can break the Grapple, or until Punch chooses to attack a different target.

The Sting String is the super-criminal Punch's primary weapon. Due to his recent association with the Suicide Squad, we have been fortunate enough to study one of these "strings." Analysis reveals that the "string" material is a unique blend of several highly conductive, malleable metals (with surprisingly high tensile strength) including aluminum, silver, and copper. Certain other elements of the "string," however, defy categorization and have yet to be identified in nature, giving rise to the theory that the device may be of alien origin. In fact, test string compositions consisting purely of those elements we have been able to identify were unable to produce the demonstrated results. Regardless of how it came into existence, the Sting String is a powerful device with which to subjugate another's will.

The Sting String can either be physically thrown or shot from a modified pistol, both methods with a maximum range of twenty feet. The "string" — which has an amazingly sharp metal tip — penetrates the skin, discharging an initial electric shock of 1,000 volts at 450 milliamperes (an extremely painful jolt just below permanently debilitating). The intrusive portion of the "string" then grafts itself to the victim's nervous system while maintaining a slightly lower current. If Punch retains hold of the free end of the device (while, of course, wearing insulated gloves), he can then manipulate the victim's motor functions by literally pulling on the string, which causes minute but significant amperage shifts along the host's nervous system. These continuous fluctuations of electrical charge make the victim highly open to suggestion, thus putting him under Punch's control for as long as the device remains in place. We have yet to find the upper limit of a Sting String's charge.

SCARECROW'S FEAR TRANSMITTERS

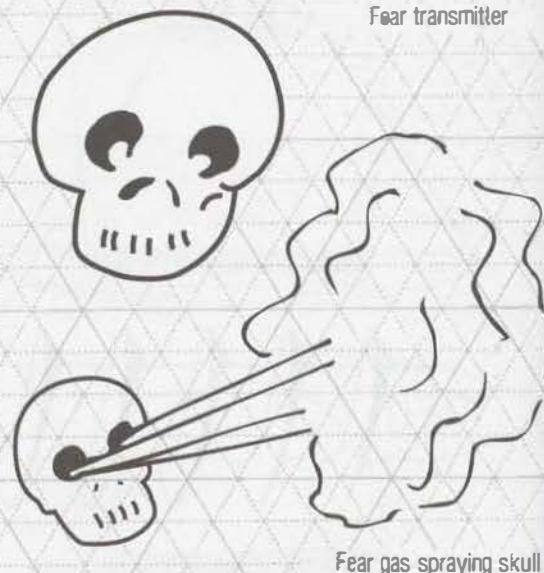
Former university professor Jonathan Crane is an expert in the fields of psychology and physiology, especially as they relate to the strong emotion known as fear. After a humiliating dismissal from his post due to the extreme nature of some of his fear experiments, Crane adopted the costumed persona of the Scarecrow and set about to use his knowledge of fear to build a criminal empire. Fortunately, the Batman and his young companion Robin have been able to foil the villain at every turn.

The Scarecrow's true power is contained in the many devices that he has developed to elicit fear from his victims. Originally, Crane employed a sort of fear gas, which when inhaled would cause a victim's brain to release an inordinate amount of endorphins. Under normal circumstances, the release of endorphins would cause a general sense of well-being. However, this sudden overdose of the chemical has the reverse effect, causing a sort of jittery terror which taps into the psyche and figuratively releases what the subject fears most upon him or herself in the form of a very powerful hallucination. Later on in his career, Crane modified the gas so that it would work on contact with the skin, thus negating the benefit of wearing a gas mask in encounters with him (see GAS MASK).

The Scarecrow later introduced a fear transmitting machine to replace the original gas. These small electronic transmitters send out powerful sub-audible signals which again cause the brain to over-produce endorphins. The transmitter has a range of forty feet and its signals can only be blocked by electronically jamming the sound waves at the source or by destroying the transmitting unit (thus, complete blockage of the ears is ineffective because the physical sound waves still penetrate the body; magically induced silence, if such a thing exists, might also prove incapable of stopping the transmitter).

Another form that the Scarecrow's fear-inducing products have taken is a chemical known as the fear pheromone. This drug, when injected into a host body, causes the subject to produce powerful pheromones, a chemical that the body emits into the air that elicits an emotional response from those who come in close proximity of the producer (ten feet). This fear pheromone

causes the receiver to become inexplicably afraid of the transmitter. Thus, on occasion, the Scarecrow has turned the tables on the Batman by making him the object of Gotham City's scorn and dread.



Fear transmitter

Fear gas spraying skull

Though he did go through a period where he relied mainly on his sub-audible Fear Transmitters, the Scarecrow now uses his original fear toxin as the mainstay of his arsenal.

Fear Gas Bomb (Body: 1, Fog: 8, Phobia: 14)

Bonus: Phobia affects all Characters within the Fog.

Fear Transmitter (Body: 2, Phobia: 15, R#: 2)

Fear Pheromone (Aura of Fear: 13)

Limitation: Aura of Fear is limited to a range of 0 APs (ten feet).

Note: The fear pheromone must be injected into a host body. Once injected, the drug will cause the host to constantly emit the Aura of Fear Power for 13 APs of time (8 hours) or more, depending on the dosage used.

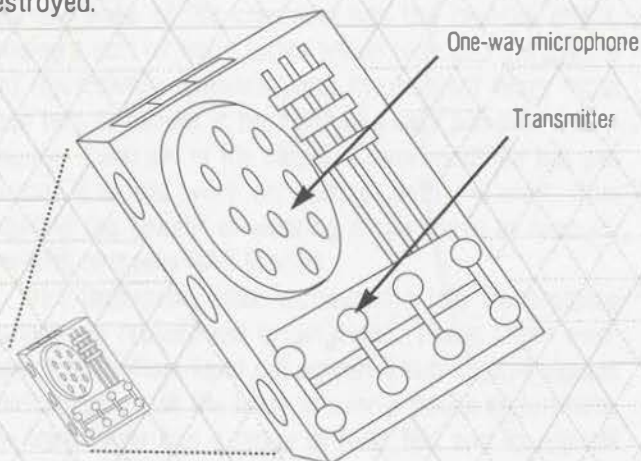
DETECTIVE TOOLS

Detective tools are the primary gadgets of those heroes who practice subtlety as an art and preparedness as a trade. While some situations require the rough and tumble tactic of intimidation as a way of gathering information, there are other times when what can be learned from the shadows is more valuable. Some of the more effective justice seekers, such as the Batman, use a good deal of both techniques to get the job done. Listed below, you will find those devices that are essential and most often used by cloak and dagger types as they ply their trade.

BUG

Not to be confused with the gigantic aircraft of the same name, in this instance the name bug refers to a category of listening devices. A bug is a small (usually no more than one inch in diameter), one-way microphone that is used to listen in on conversations and criminal dealings. Bugs are often hidden in out of the way places or disguised to appear as something innocuous — under tables, inside a bouquet of flowers being delivered, as part of the ornate design of a table lamp. They have a general audio pick up range of forty feet for normal conversation, but they normally do not contain any sort of amplification equipment that would allow them to hear conversations taking place in rooms other than where the bug is planted. All sound “heard” by the bug is simultaneously transmitted to a nearby receiver unit no more than one mile away.

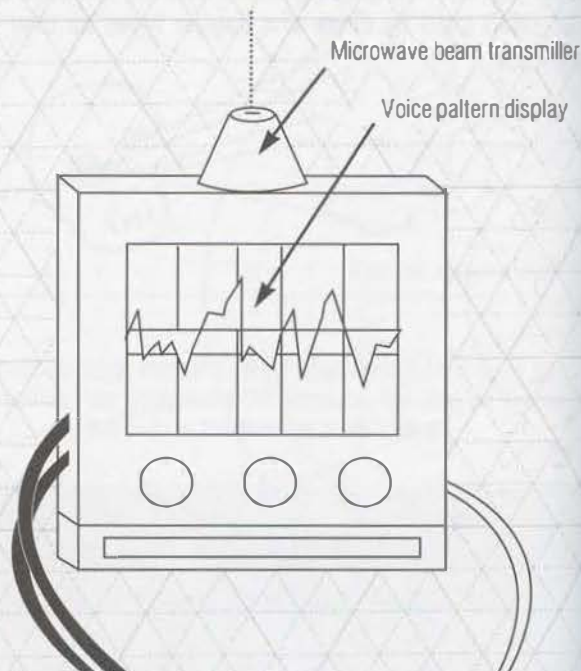
Bugs are very fragile devices and are easily destroyed.



Blown up here to show its inner workings, a real bug is usually no more than an inch or less across.

LASER MICROPHONE SURVEILLANCE SYSTEM

A Laser Microphone Surveillance System is a special type of directional microphone that allows the user to pick up normal conversations at a great distance (one-quarter of a mile). This particular device works by shooting a thin beam of microwaves in one specific direction. The microwaves, which are not obstructed by normal building structures, then transmit what they “hear” back to the user of the device. The microwaves are invisible and transmit very little heat, making it nearly impossible for those being eavesdropped on to discover they are being observed.



This particular detective tool utilizes advanced microwave technology to listen in on distant conversations.

Bug (Body: 1, Radio Communication: 5, A#: 3)

Limitation: Radio Communication is limited to transmitting only.

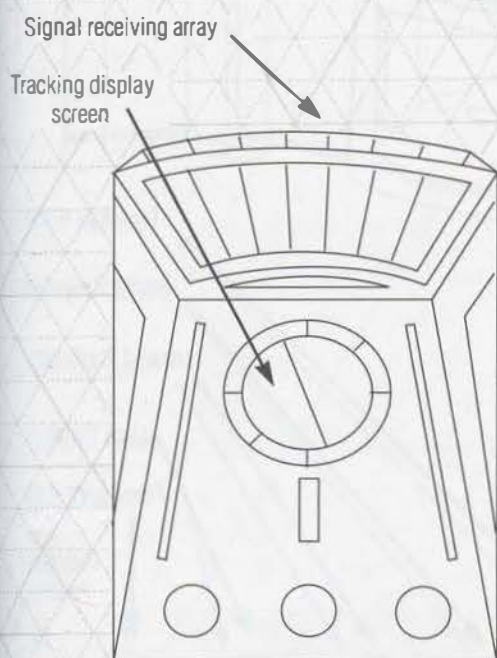
Note: The bug transmits all sound it “hears” to any receiver tuned to the proper frequency within the range of its Radio Communication Power.

Laser Microphone (Body: 2, Extended Hearing: 6, A#: 2)

Note: Characters with Thermal Vision or Super Hearing might notice the beam generated from a Laser microphone. Such an attempt is a Perception Check using the APs of Power as the RU/EU against an OU/AV of 6/6.

TRACER

A Tracer is a small transmitting device similar in many ways to a bug. However, whereas a bug transmits sound, a tracer sends a multi-directional radio signal to a receiver designed especially to tune in to the tracer's location. Tracers are used to help detectives track down suspects that they encounter and may want to find at a later time. They are small (usually one-half inch in diameter) and difficult to detect. The standard tracer has a transmitting range of five miles and its signal is not obscured by buildings and other cityscape structures.



The Tracer receives signals from "bugs," small radio transmitters that can be hidden on people and vehicles. These signals are broadcast at a constant frequency, allowing the user of the Tracer to easily zero in on the bug's position.

Tracer (Body: 1, Radio Communication: 7, A#: 3)

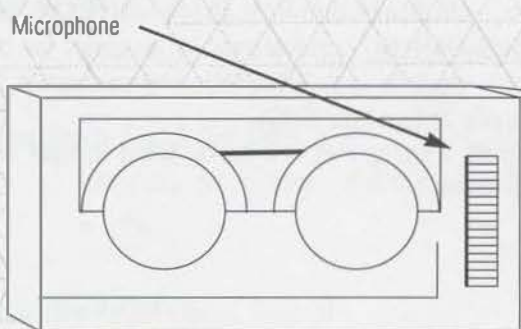
Limitation: Radio Communication is limited to transmitting a signal only.

Receiver (Body: 1, Detect: 12, A#: 2)

Note: The receiver's Detect Power analyzes the signal sent by the tracer, providing the user with the range and heading to the tracer.

VOICE-ACTIVATED RECORDER

A voice-activated recorder (also known as a sound activated recorder) is a special type of listening device used when a detective knows he might not be in close enough range for a bug to transmit and be received (see BUG). Voice-activated recorders come in a variety of shapes and sizes and are often disguised as some ordinary hotel or house accouterment. When set to record, this particular device pauses the recording tape until its 360-degree sensor is triggered by sound waves. They are capable of being triggered by whispered voices at an unobstructed range of five feet and by normal conversation (or other noise) at a range of twenty feet. When triggered, a voice-activated recorder runs for three minutes after they are no longer receiving any sound waves. The internal mechanisms and circuitry are shielded to make the unit run silently. They come equipped with recording tape of various lengths from five minutes to ninety minutes.



The inner workings of a Voice Activated Tape Recorder are often concealed within common house furnishings such as lamps or hotel ice buckets.

Voice-Activated Recorder (Body: 1, Recall: 11, A#: 3)

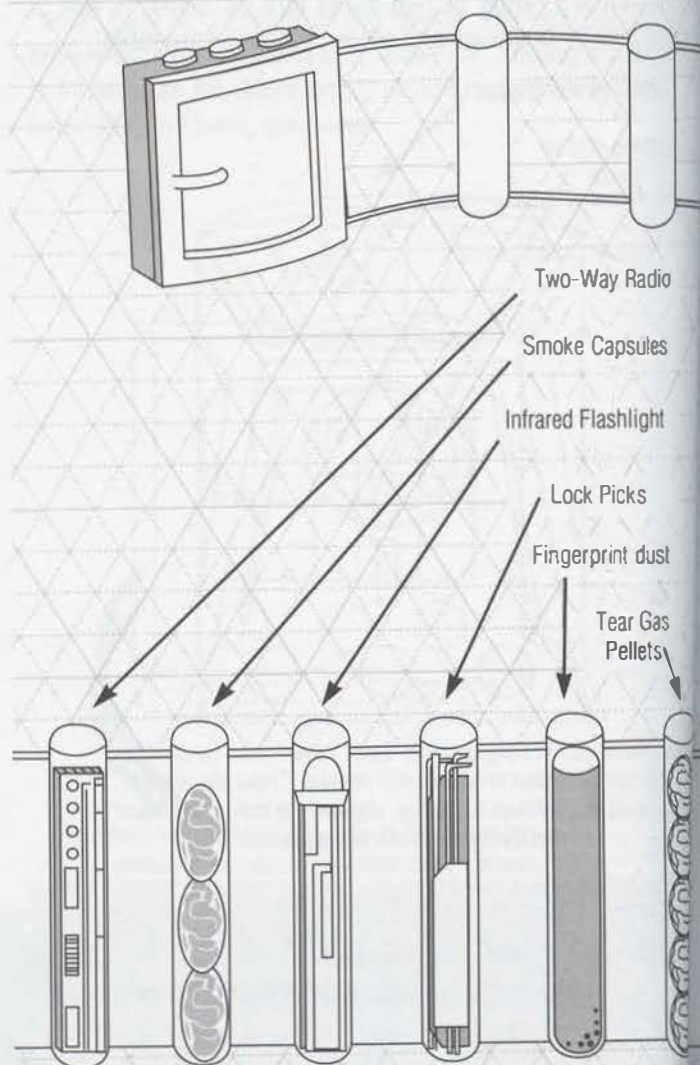
Limitation: The Recall Power represents the recorder's ability to record sounds. The recorder can record up to 11 APs (90 minutes) of sound on its internal micro-tape.

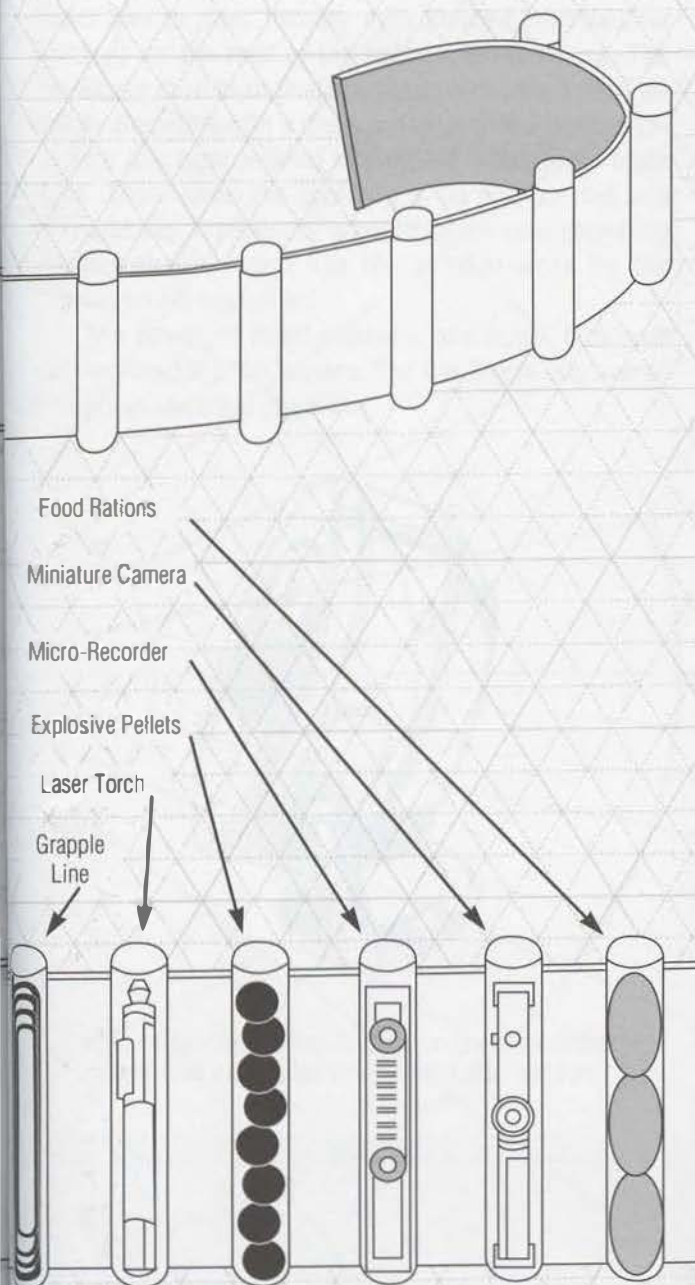
UTILITY BELT

A Utility Belt is not important in and of itself to the discerning detective, but what it holds (besides one's pants) is. Most Utility Belts are made of interlocking metal plates or pliable synthetic material. Interspersed around the belt are small compartments, each of which holds an important gadget; most utility belts have nine of these compartments.

It is often difficult to guess what a hero or villain might have stored in their utility belt, so I'll just run down the list of the most popular gadgets in evidence: two-way short wave radio communicator (range of thirty miles), three to five smoke capsules (capable of obscuring vision in a 10' x 10' enclosed area), infrared flashlight, lock picks, fingerprinting dust, three to five tear gas pellets (same area of effect as smoke), ten feet of high tensile strength cable, laser torch (capable of cutting through steel at a rate of one inch per ten seconds), three to five small explosive pellets (area of effect limited to impact zone only), rebreathing apparatus/minature gas mask (see GAS MASK), micro-recorder, miniature camera, throwing darts (see THROWING DARTS), survival rations (enough for one day), tracer devices (see TRACER), and perhaps a listening device or two (see BUG).

All in all, a Utility Belt is a handy thing to have with you at all times.





UTILITY BELT (Body: 2)

Two-Way Radio (Body: 1, Radio Communication: 10, R#: 2)

Smoke Capsule (Body: 1, Fog: 5)

Infrared Flashlight (Body: 2, Flash: 2, R#: 2)

Limitation: Flash can only be seen by Characters with the Thermal Vision Power.

Lock Picks (Body: 1)

Note: Without Lockpicks, the use of the Locks & Safes Subskill of Thief suffers a penalty of +3 Column Shifts to the OU/RV.

Tear Gas Pellet (Body: 1, Fog: 5, Poison Touch: 5)

Bonus: Poison Touch affects all Characters within the Fog.

Laser Torch (Body: 2, Heat Vision: 9, R#: 5)

Limitations: Heat Vision is limited to a range of 0 RPs, and is Lethal.

Explosive Pellet (Body: 1, Bomb: 5)

Micro-Recorder (Body: 2, Recall: 10, R#: 2)

Limitation: The Recall Power represents the recorder's ability to record sounds. The recorder can record up to 10 RPs (1 hour) of sound on each micro-tape.

Miniature Camera (Body: 2, Recall: 12, R#: 2)

Limitation: The Recall Power represents the camera's ability to take pictures. It may take 12 pictures per roll of film.

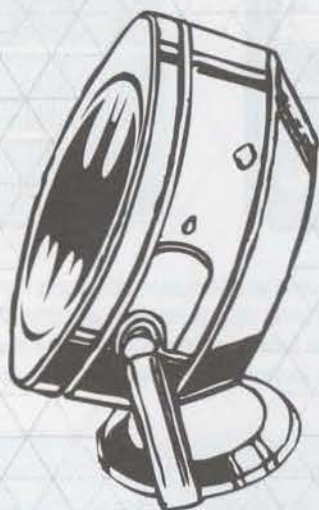
MISCELLANEOUS GADGETS

Though the devices listed and described in this particular section fall under the amorphous heading "miscellaneous," let us never doubt for a moment that they are all essential inventions, either for the scientific advancements that they represent, or the integral part that they play in the day to day operations of many members of the hero community. Some of the gadgets listed here were invented by mainstream R & D concerns or government agencies for use by normal industries, the armed forces, or purely for the sake and joy of discovery. Other items described below were developed by and/or for the sole use of costumed adventurers. In either case, to a one, these gadgets play an important role in the technologically advanced world that we live in today.

BAT-SIGNAL

The Bat-Signal is a device used by the Gotham City Police Department to call the Batman's attention and direct him to meet (usually with Police Commissioner Gordon) on the roof of the main precinct house. The Bat-Signal itself is an oval spotlight (with an x-axis of six feet in diameter) with a glass top on which a bat-like silhouette has been painted in indelible water-proof black paint. Thus, when the spotlight is on and pointed into the night sky, it produces a bright yellow oval encircling the bat shape, much like the symbol worn by the Batman on his costume.

The spotlight itself contains one huge, 600 watt bulb working at 8600 lumens. The Bat-Signal is powered by its own electrical generator.



When the Bat-Signal shines its ominous light on the Gotham City skyline it strikes fear into the hearts of all criminals.

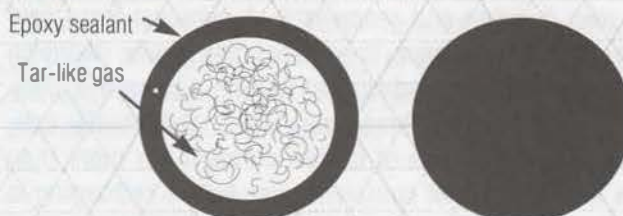
BAT-SIGNAL [Booy: 3, Flash: 7]

DOCTOR MID-NITE'S BLACK-OUT BOMBS

The Black-Out Bomb was first designed and used by the World War II era crime fighter known as Doctor Mid-Nite as a complement to his special darkness piercing goggles (see DOCTOR MID-NITE'S GOGGLES). When employed, one Black-Out Bomb is capable of producing a dense, viscous black fog in a 1,000 cubic foot area (a room 10' x 10' x 10' or the outdoor equivalent volume).

This fog is completely black, the absolute essence of the absence of light. No light can penetrate it, and nearly all forms of special vision are useless either within the cloud or to see into it or through it from the outside. Only a person skilled in operating without use of his or her sense of sight — such as Doctor Mid-Nite — can hope to function normally within the cloud.

The workings of a Black-Out Bomb are rather rudimentary but interesting nonetheless. Each bomb is usually no more than a four-inch-in-diameter, hollow plastic sphere. Inside the sphere is a gas that has been specially processed to turn it pure black and to thicken it. This almost tar-like agent is made of dark dyes which have been super-heated at extreme pressure to turn them from liquid into gas. This gas is then injected into the sphere, which is then immediately sealed with a thin layer of epoxy to keep the gas from escaping. A Black-Out Bomb has a limited shelf life of four days on the average before the substance inside reverts once again into a liquid.



The gas within a Blackout Bomb creates a thick fog as dark as its absolute black casing.

Black-Out Bomb [Booy: 1, Darkness: 5, Fog: 5]

FORCE FIELD GENERATOR

Force Field Generators are without a doubt one of the most important advancements in the discipline of defensive technology made to date. Regardless of design and type, the sole purpose of a force field generator is to provide an impenetrable barrier between a person or persons and those hostile towards them. There are several variations of this device in common use today.

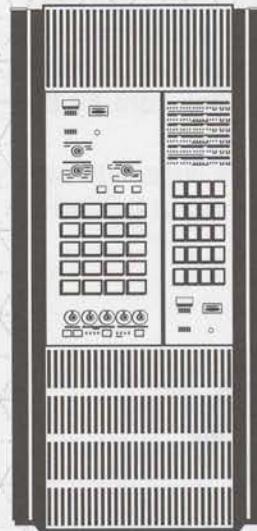
The most common force field generator draws upon a magnetic energy source, either internal or external to the device, and uses this energy to form a zone of repulsion. This zone is able to ward off any metal projectiles aimed at it. This type of force field also provides protection against physical blows due to the compactness of the magnetic energy formed by the generator's output. However, blows of sufficient force are capable of "pushing" the force field — and those within it — from where it stands; the most powerful of blows are able to break through some weaker magnetic force field barriers.

Another type of force field accelerates the molecules and hard particles of the air within its range (see below) to form a much more stable and protective barrier than the magnetic force field generator produces. An instance has yet to be documented where one of these particular barriers has been breached by any sort of weapon or physical blow.

Regardless of what sort of energy a particular force field generator uses to produce its specific effect, they can be built in a variety of shapes and sizes, each with its own duration and range limit. A personal force field generator, for instance, is usually small in size (worn on a belt, most likely) and is used to form a complete barrier only around the person wearing it, and usually contains a power source of limited duration (no more than one hour's worth of cumulative use before recharging is required or complete burnout). Most of these generators are of the magnetic type. Other force field generators are much larger in size and are often integrated into a more sophisticated weapons system or building defense module. These generators are capable of projecting large spherical force fields depending on the size and power source in use.

An interesting variation of the force field generator is the force "shield" generator. This type of field is flat in

shape and must be directed at the proper angle to deflect incoming projectiles and physical blows. Agent Liberty wields such a force shield (see AGENT LIBERTY BATTLE SUIT).



The Molecular Force Field Generator accelerates hard particles to form an effective barrier against weapons and physical blows. The prototype shown here may one day replace the magnetic field generator as the most common force field device.

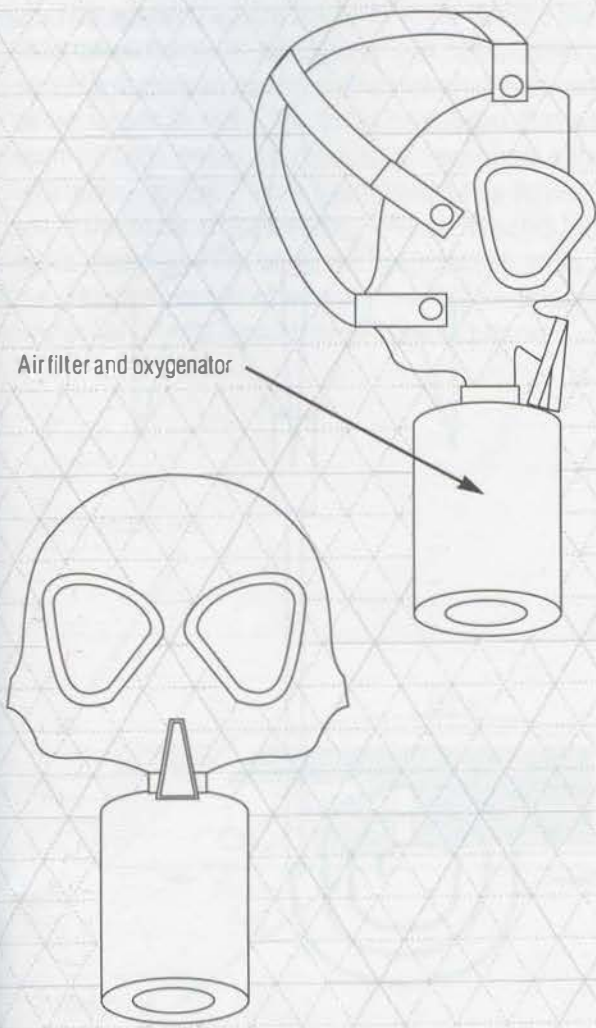
Note: Force field generators of all types and sizes usually have the Force Field Power. Those built on present-day Earth can range in strength from 1 to 12 APs or more, although generators capable of creating Force Fields more powerful than 10 APs are typically very large and extremely expensive. Force field generators with extraterrestrial and/or futuristic origins can be smaller and more powerful, having the Force Field Power rated at up to 25 APs. It is important to note that personal "skin-tight" force fields, like those generated by Green Lantern Rings, can be represented by the Skin Armor Power.

GAS MASK

There are many specific types of gas masks, all designed around the purpose of filtering harmful fumes from the air to provide a breathable environment for the wearer.

The most common type of gas mask covers the entire face of the wearer. This mask allows the wearer a normal field of forward vision, but pretty much cuts off all peripheral vision. This type of mask has a canister attachment through which all incoming air is shuttled and processed before it is inhaled. However, the common thought that any gas mask will effectively filter out any poisonous gas in the atmosphere is a dangerous misconception. There are an enormous amount of different toxins that can be used to pollute the air we breathe, and not all gas masks are equipped to handle them. For instance, if the gas used is derived from an acid, then one must be wearing a base-neutralizing filter for protection. The idea here is that for every type of poison released, an appropriate filtering system is needed. In any case, the filtering system of these types of masks last for only a half hour or so before the filter canister must be replaced.

Another type of gas mask consists merely of a nose and mouth covering. These masks will not protect the wearer's eyes from watering if the gas so illicit that particular effect. However, the purpose of this type of mask is to provide a solid barrier between one's own breathing apparatus and the poisoned air. Breathable oxygen is provided to the wearer by a tube connect to a personal, clean oxygen supply. These small oxygen supplies are available in a variety of durations, from the standard ten minutes up to one hour's worth of breathable air contained in a large tank.



The most common protection against airborne poisons is the standard army-issue gas mask.

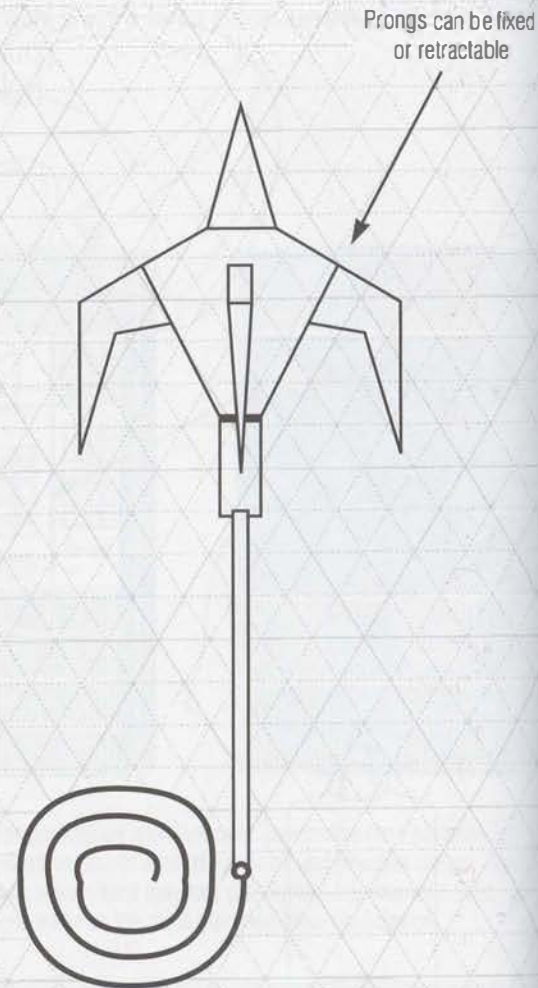
Note: Gas masks have the Sealed Systems Power with the Limitation "Ineffective Against Radiation Attacks." The AP rating of the Sealed Systems equals the amount of time (in APs) that the mask is effective, generally 7 to 10 APs.

GRAPPLE & SWINGLINE

The grapple and swingline is standard equipment for anyone who needs to reach roof top level from the ground or make their way from rooftop to roof top. A swingline must be strong enough to hold the required weight and long enough to reach the desired height. Mountain climbing rope makes up the standard swingline. Some criminals and costumed crimefighters use thin steel cable as swingline. A standard grapple is a steel four- or six-prong hook with a protruding shaft onto which the swing line can be attached securely. While holding one end of the swingline, the grapple is thrown to the desired destination where (if you are skillful enough) it hooks to the underside of the roof ledge or around a chimney or tree branch.

Some of the more frequent roof hoppers, like the Batman, carry modified grapple and swingline launchers. In the Caped Crusader's case, he often employs an oversized pistol-like device from which he shoots a mini-grapple (nine inches in diameter) attached to a strong steel cable (strong enough in fact to hold the Caped Crusader and one adult sized passenger). The end of the cable opposite the grapple remains within the launcher, which can then be triggered to rewind the cable, thus pulling the Batman up with considerably more speed than if he climbed the distance under his own power.

The New Titans member Nightwing also uses a modified Grapple & Swingline setup (see NIGHTWING'S WRIST ROCKETS), as does Green Arrow (see GREEN ARROW'S BOWS AND ARROWS). Conceivably, the Huntress could also modify a crossbow bolt so it would serve as a grapple (see HUNTRESS' CROSSBOW).



This common piece of equipment remains a fixture in most crime fighter's arsenals.

Grapple & Swingline (Str: 3, Body: 6)

Grapple Gun (Str: 4, Body: 8, EU: 4, Range: 3, R*: 3)

Note: The grapple gun fires a mini-grappling hook (EU: 4) attached to a 3 RP (80 foot) long steel cable. Once the hook is imbedded in a surface, the gun can reel in the cable in one phase.

HOLOGRAPHIC PROJECTOR

This amazing device traces its roots directly back to the original theory of holography and holographic photography developed by Nobel Prize winning physicist Dr. Dennis Gabor in 1947. Dr. Gabor postulated that a split beam of light would be capable of recording a three-dimensional image. This is accomplished by having one part of the beam strike an object and be reflected by that object, complete with all of the irregularities of its surface. The second half of the light beam is simultaneously reflected off of a smooth (non-irregular) mirror.

The two beams of light then meet and rejoin on a piece of photographic film. When this film is developed, it actually appears to be completely blank. However, when light is made to pass through this seemingly blank film, the light itself takes on the characteristics of the irregular object and thus produces a three-dimensional image. Interestingly enough, however, Dr. Gabor's theory could not be made to work until the discovery of the laser over thirteen years later. Until then, there was no available light source capable of such cohesiveness that it could be split, redirected, and reformed.

Since the technology behind holography has been perfected, many members of the super-community have adopted the use of holographic projectors into their modus operandi (see PHANTOM LADY'S CAPE CLASP and MIRROR MASTER'S MIRRORS). The technology has even been incorporated into some building's security systems.

The standard holographic projector requires that the requisite images that one wishes to display be pre-recorded by the use of laser-light photography. These holograms can contain an immeasurable amount of sophisticated images, limited only by the time available to create them and the storage capacity of the final transmitting apparatus. Holograms that contain motion originally required a large amount of time to be produced; each image had to be recorded and strung together like animation. Now, however, the process has been streamlined through the use of high-intensity lasers and motion picture recording equipment. These full motion holograms can project images of virtually anything (excluding flat computer generated images, which are only two-dimensional to begin with). Any hologram which has sound is merely a hologram which has been synchronized to a secondary sound recorder/player.

In these exciting technological times, holographic projectors can be as small as, well, as small as a cape clasp. We have witnessed holographic projectors built into belts, gauntlets, and parts of adventurer's costumes. With the advances in laser technology and miniaturization, we can expect to see holographic setups get even smaller, even as the quality of the projections become more lifelike.

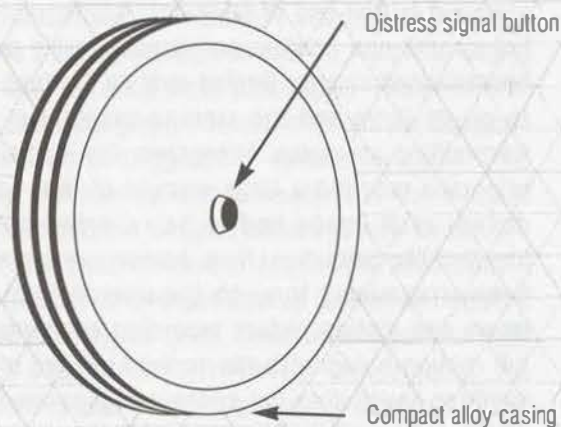
Image projectors (x3)

Control panel

Note: Modern full-motion holographic projectors possess the Illusion Power rated at 3 to 10 APs. Earlier versions were only rated at 1 to 4 APs, and could only generate still, pre-recorded images.

JUSTICE LEAGUE SIGNAL DEVICE

The Justice League Signal Device represents a superior achievement in radio signal transmission and reception technology. Though the device is not capable of voice communication, it is capable of transmitting a tonal signal from one point on Earth to nearly any other point on the planet. The transmitting device continues to send its signal to the receiver as a continuous beam so that the receiving device can be used to home in on the distressed party's location. The particular beam frequency used modulates along a rather wide kilohertz band, thus allowing it to pass through solid rock (the signal actually passes between the rock's molecules), nearly all metals and plastics, and even water. The devices are powered by long-life, lithium batteries, which are estimated to last ten years under normal use.



JLI Signal Device (Body: 4, Detect: 25,

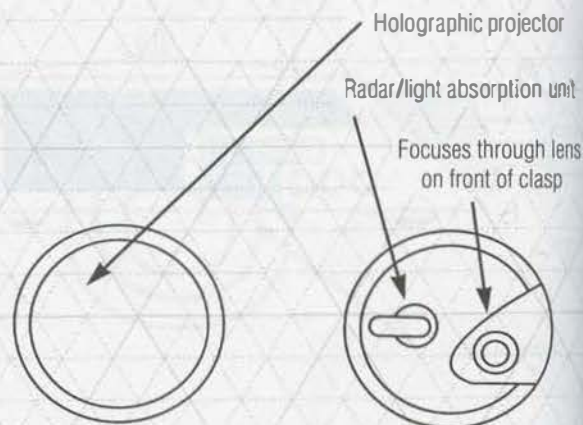
Radio Communication: 20)

Limitation: Radio Communication sends only a signal, allowing other JLI signal devices to home in on its location (using their Detect Power).

PHANTOM LADY'S CAPE CLASP

The dazzling beauty of the Phantom Lady is not the only sense-obscuring device at this heroine's disposal. Her cape is held on by a seemingly ordinary costume jewelry clasp that is, in reality, a technological marvel of superconducting micro-chips and laser optical circuitry. When activated, the clasp cloaks its bearer from even the most sophisticated electronic surveillance devices by warping all ambient light around the wearer and absorbing any directed radar or motion detection transmission signals. The clasp can also record, store, and project lifelike holographic images (see HOLOGRAM PROJECTOR), which are focused through a special miniature projector/lens combination. These holograms can be projected to a range of ten feet and can be synchronized with previously recorded sound.

On its face, this device appears to be nothing more than a piece of costume jewelry...

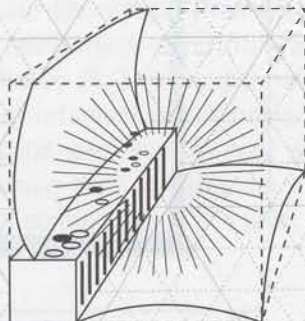


...however, it is actually a sophisticated piece of laser-optical equipment.

Cape Clasp (Body: 2, Illusion: 8, Invisibility: 10, R#: 2)

Limitation: Invisibility only affects Radar Sense and other electronic surveillance devices.

Exterior view



Theoretical cut-away view

Though we have been unable to determine exactly what makes the Multi-Cube work, it is a safe assumption that it contains a sophisticated computer and various highly advanced micro-mechanical apparatus (possibly powered by the "X-Element").

Multi-Cube (Body: 3, Int: 2, Flash: 5, Flight: 7, Heat Vision: 9, Illusion: 5, Radio Communication: 10, Recall: 10, Sonic Beam: 9, R#: 2)

Limitations: Flight only allows the cube itself to fly; The multi-cube will not work without a Mother Box (see MOTHER BOX).

Note: The cube can release a cable with Str: 9, Body: 1, and a length of 5 APs.

MISTER MIRACLE'S MULTI-CUBE

The effects witnessed as being produced by Mister Miracle's Multi-Cube again point out the superior technological level achieved by the scientists of New Genesis and Apokolips. This amazing device is capable of many interesting feats. Each taken alone is quite ordinary and mundane, but when you realize the fact that all of the functions mentioned below are accomplished by a cube that measures a minuscule one inch on every side, you begin to see how remarkable this device truly is.

Now, I make no claim to any knowledge as to how the Multi-Cube works, even though we have some hard evidence as to what it is capable of. I would speculate that many of the effects function through one set of multi-purpose circuitry, but even this would have to be achieved with a good deal of advanced miniaturization techniques. In any event, we can assume this all-metal box contains several glass and/or plastic lenses of various curvatures, a light emitting energy source, and some sort of microprocessor capable of processing millions of instructions per cycle (see section on COMPUTERS).

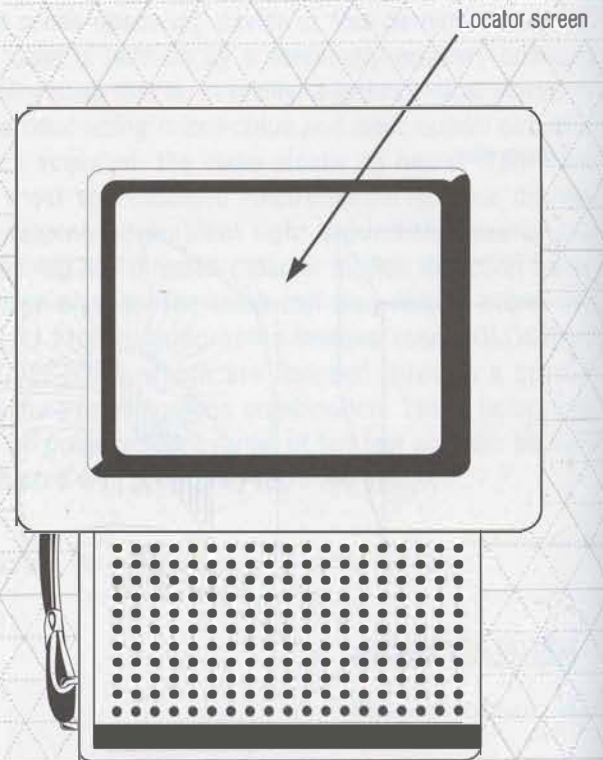
The Multi-Cube has been observed performing the following functions: It can be used to fire a powerful short-range (ten feet) laser beam capable of rapidly cutting through metal or searing flesh. It is capable of projecting (prerecorded?) holograms complete with sound. It has some sort of transmission and reception communication function capable of voice link and central computer access. The Multi-Cube contains a thin yet very strong metal cable at least twenty feet in length; this cable is strong enough to hold at least 400 pounds. The Multi-Cube can emit various forms of light and can be used to light one's way in the dark or to pick up trace UV radiation. Finally, the Multi-Cube appears capable of producing strong sonic vibrations (assumption: only in the presence of an exterior ambient sound source) powerful enough to knock a normal person off their feet up to a power level capable of shattering a stone wall.

It should be noted that two Mister Miracles have been seen together at times, both wielding their own Multi-Cube. Whether each cube is capable of all of the above effects is unknown. For that matter, the Multi-Cube might be capable of doing another dozen things as yet unobserved.

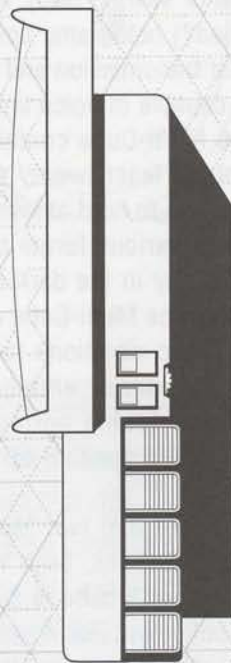
MOTION DETECTOR

A Motion Detector is a device used to detect, trace, and track any movement within the detector's range. The most common motion detectors, those used in building security, are actually a series of strategically placed sensors linked to a central monitoring station. Each sensor emits a pulse of light from its location to a set location (usually the wall across the room from it). The central computer knows exactly how long that pulse takes to reach the sensor at the other side and to reflect back to the transmitter. Any discrepancy in the amount of time taken to complete this circuit is registered as motion.

Motion detectors are now also being produced in a hand-held variety. These detectors emit a continuous energy beam (an energy net, actually) in a three-dimensional arc out from, down from, and above their own location. The beam travels through the air and through stationary solid objects. Any movement through the arc causes the frequency of the beam to fluctuate. The hand-held unit then presents to the user the location of the fluctuation with pinpoint accuracy on its view screen. These hand-held motion detectors have a range of 150 feet.



The Hand-Held Motion Detector actually offers a wider arc of detection than the standard wall-mount unit.



Side view

MOTION DETECTOR (Booy: 3, Heat Vision: 1, Thermal Vision: 1, A#: 3)

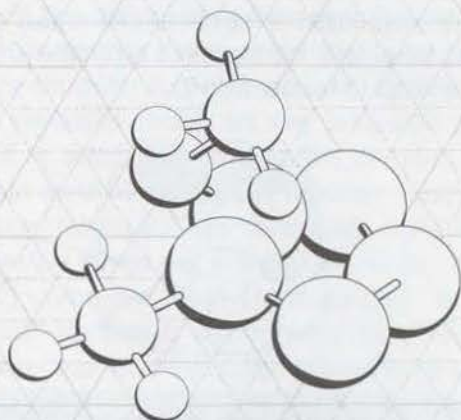
Note: The motion detector is a stationary device that will sound an alarm if the beam it creates is crossed. Locating and avoiding such a beam is relatively easy; a Perception Check against DU/RUs of 5/5 will spot the detector, as will any Character with Thermal Vision.

Motion Detector (hand-held) (Booy: 4, Radar Sense: 4, A#: 3)

Limitation: Radar Sense will only locate and track *moving*

PROMETHIUM

Promethium is the self-regenerating energy source invented and patented by Steve Dayton of Dayton Industries, and, unfortunately, Dayton is not about to reveal its secrets to us. We do know that Promethium can conceivably be used to power nearly anything that requires conventional fuel (with the proper hardware modifications), but DI has yet to pursue any of these profit avenues. So far, to our knowledge, Promethium has been used only as a component to further other experiments being conducted by DI. There was a rumor circulating that a group of reluctant super-powered criminals known as the Hybrid were each infused with different powers by combining their life essence with Promethium, but we can not confirm this at this time.



Portion of Promethium molecule (theoretical)

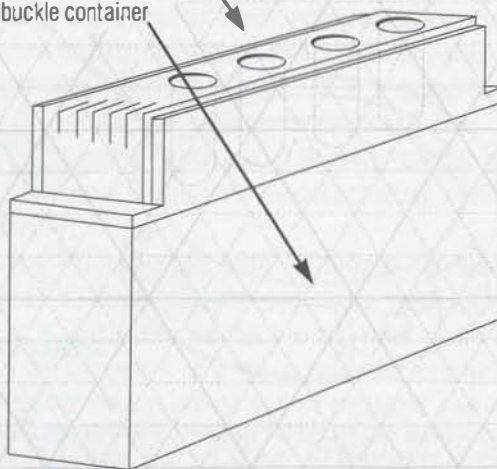
Note: Promethium has an endless number of uses, only some of which have yet been realized. When combined in alloy with titanium and vanadium, Promethium becomes an impenetrable metal (Boov: 20). It can generate theoretically infinite quantities of energy, so can be used as a power source for any type of Gadget. Also, Dayton did indeed use Promethium when creating the Hybrid (Mutation: 20).

THE QUESTION'S FACE PUTTY

This identity obscuring device most likely traces its roots to the children's-mask-making toy known as Pseudoderm. However, unlike that organic, non-toxic toy (which is held on by stage makeup glue and is easily torn or removed), The Question's face putty appears to be strong enough to withstand the slash of a knife or sword. Obviously, a hard-resin reagent, such as S.T.A.R. Lab's Teflink, has been bonded to the Pseudoderm to raise its tensile strength while allowing the putty to retain its flexibility. This modified pseudo-skin is bonded to normal skin by an adhesive gas, a side effect of which also triggers changes in organic dyes such as those used in hair coloring and clothes. Overall, this ingenious organic and inorganic chemical combination creates a safe substance with which to completely obscure one's identity.

Single application of putty

Bell buckle container



MASK (Boov: 1, Cling: 8)

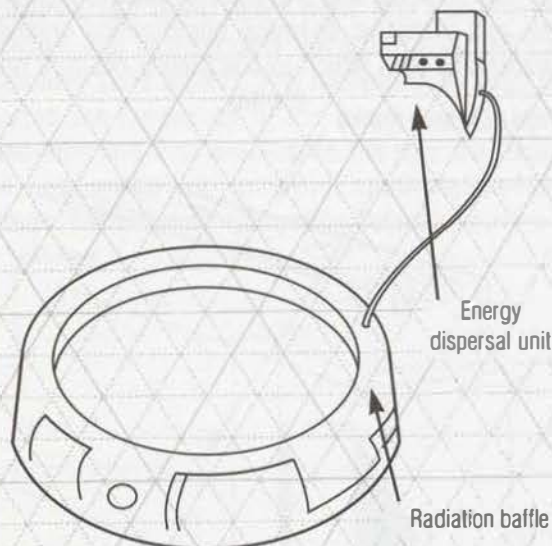
Limitations: Cling must be activated by the gasses contained within the Question's gas dispenser (see below).

BELT BUCKLE GAS DISPENSER (Boov: 5, Chameleon: 12, Fog: 3)

Limitation: Chameleon is usable only to change the user's hair and clothes color

RAMPAGE'S REGULATOR COLLAR

Based on a design by former S.T.A.R. Labs scientist Tom Moyers, Rampage's regulator collar uses a simple radiation baffle/energy dispersal unit to reduce the amount of solar and cosmic rays absorbed into the body of the wearer. In this instance, the device has been modified to regulate huge amounts of incoming atmospheric rays to a target receptor that has unfortunately become a sort of living lightning rod for cosmic energy. S.T.A.R. is currently working on a miniature version of the regulator collar — perhaps to be worn as a belt attachment — for everyday use by skin cancer patients to reduce the damaging effects of ultra-violet rays.



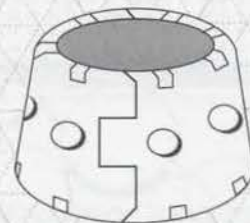
A miniature version of the Regulator Collar may one day help us reign in incidents of skin cancer. For now, however, it remains the only method of controlling Rampage's awesome power.

REGULATOR COLLAR (Body: 4, Energy Absorption: 12)

Limitation: Energy Absorption can only absorb solar and cosmic radiation, and serves only to keep Rampage's Powers under control.

SUICIDE SQUAD COMPLIANCE BRACELET

The formerly government sponsored, super-operatives agency known as the Suicide Squad was composed mainly of super-villains who were granted clemency in exchange for taking on extremely dangerous strike missions. However, seeing as they were criminals, the operatives were not fully trusted with their freedom. Thus, each criminal member of the Suicide Squad was fitted with a wrist bracelet which contained enough plastic explosive charge to blow their arm off of their torso. At first, the bracelets merely sent a signal back to a main receiving unit (usually on the person of the Squad's chief administrator, Amanda Waller) and if the operative moved out of the reception range, the bracelet would trigger itself. Other versions of the device, however, could most assuredly just be detonated if an operative failed to check in and report at a pre-arranged time. Also, the bracelet's detonator is triggered by any attempt to tamper with it.



COMPLIANCE BRACELET (Body: 5, Lightning: 6, Bomb: 6, AP: 3)

Limitations: Lightning and Bomb have No Range; Bomb is Lethal; The wearer has no control over the bracelet's Powers.

Note: The bracelet's Powers are controlled remotely by Suicide Squad command. Use of the Bomb Power is always considered a Trick Shot to blow off the wearer's arm. The DV of this attack is 0 and the RV is equal to the wearer's Body. If the APs received exceed one-half of the RV, the wearer's hand is blown off, permanently reducing his Dex by 3 APs in addition to the Killing Damage done by the attack.

COMPUTERS

The advent of sophisticated computer equipment perhaps represents the single most important leap in technology. Electronic computers were first thought of, and designed to be, merely fancy number crunchers capable of making complex numerical calculations hundreds of times faster than any human possibly could. Later, as developers' vision and electronic sophistication grew hand in hand, the true potential of the computer came into focus. If the computer could do math better than a person, why not build machines capable of doing other things that the human brain can do also and have the machine do it faster and more efficiently? Thus, computers became a way of storing knowledge and data, and a tool with which to draw upon that data with a lot less legwork than library research entails. Of course today, the computer has come to mean so much more as these wonderful devices are now being built and programmed to automate a huge variety of tasks, freeing the human mind to concentrate more on thinking, philosophizing, theorizing, and developing. Make no mistake, there are things that humans can do that computers can't; even the most sophisticated "Artificial Intelligence" machine is nothing more than the sum of its developer's input, a tool suited to specialized tasks.

There are several standard and advanced types of computers, as well as a variety of minor and major computer technology developers. Each variation of a computer system has many standard components and abilities in common, even though they may be customized with various hardware and software for specific tasks.

At the heart of every computer is the microprocessor. This is the "brain" of the computer: the single piece of hardware that all attempted functions are ferried through, like a toll booth on a long stretch of highway. The first microprocessors were capable of only a very few simple operations per clock cycle (the mythical standard of micro-time that defines the way in which a computer grinds through data and instructions). Today, we have microprocessors capable of processing millions of instructions during an ever shrinking clock cycle; the computers of today operate at what we perceive as

blinding speed only to be made to look like a three-legged donkey by next year's new technology.

Almost every computer also has a variety of internal and external peripherals: hard disks capable of storing hundreds of megabytes of data and accessing the data in milliseconds; monitors of all sizes from the tiny screen of a wrist-top computer to those capable of projecting images onto a wall; printers to compile hard copies of data; and floppy disk drives that copy data onto small transportable storage media.

Even with the basic nuts and bolts in common, however, there are still a wide variety of computer types. The most common one is sitting on your desk, and on the desks of countless other people out there: the personal computer or PC. As a stand-alone device, most PCs are limited in their capabilities. They are slaves to the capacity and speed of their individual microprocessor, the size of their hard disk, and whatever peripherals they might have. Still, the home PC is a powerful tool capable of running thousands of software programs. The computer giants Digitronix, IMP, and Polestar dominate the Personal Computer manufacturing and retail sales industry.

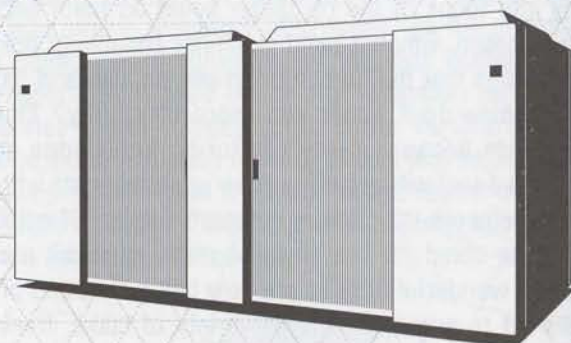
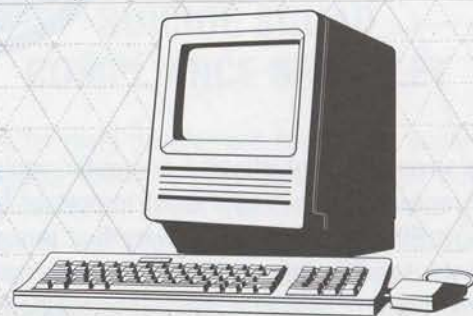
Also, a PC equipped with a modem can use the phone lines to communicate and share data with any computer it can make contact with, thus potentially making it an extension of a more powerful machine. In fact, the sometimes criminal use of modems and other computer telecommunications equipment by so-called "hackers" has caused more than one international incident; on several occasions computer pirates have used their own PCs to break into top-secret databases or accidentally pushed the world to the brink of nuclear annihilation. Don't let these incidents sour you on all of the "hacker community," however. Some of these people are young pioneers and avant-garde visionaries, and they may one day become a part of the greater scientific development community.

A variation of the PC is the Local Inter-Office Network configuration enjoyed by most large and small businesses around the world. A LION System actually

links any number of PCs to each other either directly or through a file server (a high storage capacity PC dedicated to providing two-way data flow from and to those PCs it's connected to). An even more powerful version of this is the Business Mainframe. A mainframe system serves not only as a file server, but as a processor, allowing multiple terminals to dedicate themselves to different tasks while using the mainframe's inherent computing power. Again, Digitronix and IMP dominate this particular market, though Polestar has shown its remarkable versatility by offering versions of their file servers and PCs as mini-mainframe mimickers.

A sister of the Business Mainframe is the Research Mainframe. These powerful computers are capable of running several sophisticated software programs all at one time, or they can be used to dedicate their vast processing power to one supremely complex task. The best Research Mainframe systems are provided by Digitronix and LexCorp. As you know, here at S.T.A.R. we use the awesomely powerful Kilotrax Computer, a massive research mainframe of our own design. Besides being able to split its processing power over several tasks, the Kilotrax is capable of pooling all of its processor resources for one super-burst of processing power. This is made possible through our own Ultra-C Processor Boost, the only known proprietary hardware of its type. The Ultra-C more than doubles the capabilities of the Kilotrax while it is dedicated to the one proposed task. However, this burst is of a limited two minute duration. I recommend the improvement of the Ultra-C Processor be made a top priority at our Wichita facility. For the present, we refrain from making the Kilotrax publically accessible, though we have often allowed those heroes in the super-community that we have close ties with to make use of the system.

Many heroes, villains, and governments make special use of computers, proving that its adaptability is yet another key asset that makes the computer such a vital piece of technology. For instance, many costumed types rely on computers to help them combat crimes by using them as processors of various disparate pieces of information gathered during a case, or as a means of keeping track of the details of their adventures. Examination of certain Gotham City crime records intimates that Batman possesses some sort of super-computer that he uses for a variety of effects. The Caped Crusader, however



Personal Computer (budget model) (Body: 1, Int: 1, Recall: 9, R#: 4)

Personal Computer (Body: 1, Int: 1, Recall: 11, R#: 3)

BUSINESS MAINFRAME (Body: 2, Int: 3, Recall: 15, Split: 2, R#: 3)

RESEARCH MAINFRAME (Body: 2, Int: 4, Recall: 16, Split: 3, R#: 3)

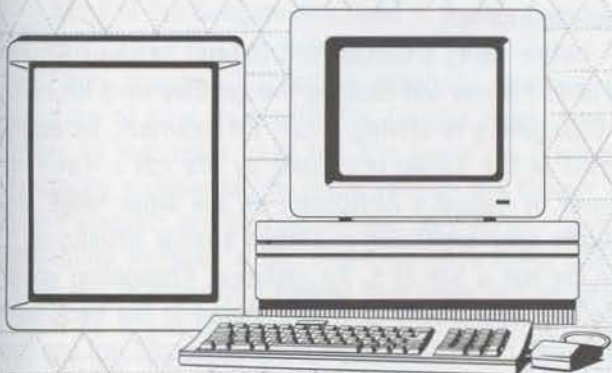
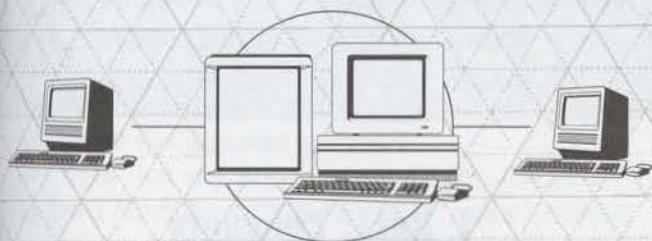
RESEARCH MAINFRAME (advanced) (Body: 2, Int: 6, Will: 2, Recall: 18, Split: 5, R#: 2)

S.T.A.R. KILOTRAX (Body: 3, Int: 8, Will: 6, Mind: 6, Recall: 20, Split: 7, R#: 2)

ULTRA-C PROCESSOR (Body: 1, Int: 18, R#: 4)

Limitation: The processor increases the Kilotrax's Int to 18, but only lasts for 2 minutes (5 RPs) before it burns out.

BATCOMPUTER (Body: 6, Int: 6, Radio Communication: 12, Recall: 17, Split: 5, Detective: 6, Gadgetry: 6, Medicine (Forensics): 6, Military Science: 6, Scientist: 6, R#: 2)



he may afford the equipment, appears to have access to some very powerful computer technology; even a master detective would need use of a huge database to solve some of the mysteries that he has.

Some computers, especially the micro-miniaturized versions apparent today, are used as integral parts of various gadgets and battle equipment. Computer-aided holographic systems are known to exist in abundance, as well as computer automated field artillery, attack aircraft, and robotic soldiers with computer brains. The international conglomerate, Cypher, holds many patents on some of the most sophisticated automated battle systems, but what individuals or nations are on their client list is not known.

Regardless of the size, capabilities, or designed purpose of any particular computer system, it is vital that we understand the power behind the machine that once could barely win a game of tic-tac-toe. Today's computers are amazing in their own right. However, the designer and developer that keeps his eye on the future and his mind on the sky will know no limits to the uses to which computer technology can be put. I submit that the computer may well indeed be at the heart of more than seventy-five percent of all the various scientific, manufacturing, electronic, military, and commercial breakthroughs humankind makes as it moves into the next century and beyond.

Note: Computers equipped with the Split Power can "multitask," creating duplicates of their "minds" to run several programs at once. Any computer may be equipped with certain Skills and Advantages, representing various programs the computer has in memory. Unless a computer is in control of some physical system (such as a robot), it will be unable to perform Skills which require any physical manipulations of an object. For example, a computer could not build a Gadget by itself simply by having the Gadgetry Skill. A computer may use a Skill at its own APs of the Skill, or it may be used to enhance the Skill use of a Character who also has the Skill. In this case, reduce the Opposing and Resistance values of the Action by the computer's number of APs of the Skill, to a minimum of 0 APs.

Up until now, the entirety of this report has focused on those weapons, gadgets, and devices that already exist in this, and other, universes. As previously stated, the dual purpose of this exhaustive descriptive listing and analysis has been to better acquaint us with the technology that we are faced with today (in the event of an attack on S.T.A.R. by ill-meaning super-villains and to better aid and supply those allies that we enjoy among the hero community), as well as to help us more keenly direct our research and development endeavors in the future. Thus, this section of my report shall focus on some of the possible paths that our R & D efforts can take.

One possible approach to future device design is to seriously expand upon those weapons, gadgets, etc., that already exist. As core technology continues to advance in essential disciplines such as miniaturization, computer control and interfacing, and construction techniques, we will most certainly be afforded myriad opportunities to co-opt the best of what has gone before and couple it with the best that is yet to come. For instance, new techniques in creating reflective polymers will allow us the opportunity to modify existing battle armor systems to make them more resistant to energy weapons discharge. Or perhaps the discovery of smaller, faster, and more reliable computer technology will precede the development of a new breed of wholly automated field weaponry.

However, beyond taking the steps to merely refine those devices worth our efforts to enhance, we must also concentrate a considerable portion of our energies to the development of completely new and unique forms of technology. Here our own imagination is the engine as well as the only limit to what we can achieve. For if the rapid recent advances in the scientific and engineering fields have taught us anything, it is that we have the capacity to create nearly anything that we can theorize. All that is needed is a superior mind, plenty of hard work, proper funding and facilities, and a large dose of perseverance.

Gadgetry in DC Heroes

This section contains the Gadgetry rules found in *DC HEROES, Third Edition*, and also introduces several optional rules that can be used to add extra detail to the Gadgets in any campaign. If certain terms presented previously in this book seem unfamiliar (such as R# or EV), this is the place to find definitions for them.

Note: Any differences between this text and previous texts are intentional and should be considered rules updates.

I. Basic Concepts

A. Abilities

Like Characters, *Gadgets* can have Attributes, Powers, and Skills. A car, for example, has the Running Power because it can move fast, and a STR because it can carry weight. All Gadgets have a Boov, which defines how much Physical damage they can take before they cease to function.

When using a Gadget, a Character can usually use all of its Powers and Skills as though they were his own. If Changeling is driving a car, for example, he could travel at the speed indicated by the car's Running Power. A Gadget's Attributes, on the other hand, are usually only applicable in certain special situations. If the car has a STR of 5, for instance, Changeling could use it to haul 5 APs of weight stored in the back seat and trunk of the car, but he obviously could not use the car's STR to throw a punch, or to bench press 1000 lbs.

Whenever a Gadget has an Attribute in its description that is *italicized*, the user has the option of substituting that Attribute score for his own matching Attribute score, in all situations. If a Gadget has an Attribute that is not italicized, the Attribute can only be applied under certain special circumstances. A bullet-proof vest might have a *BODY* of 4, for example, meaning that the user of the vest can substitute its *BODY* of 4 for his own *BODY* when defending against Physical Attacks, or in just about any other situation in which the *BODY* Attribute is relevant. A gun, however, might have a *BODY* of 4 (not in italics), meaning that the *BODY* of the gun only applies to efforts aimed at damaging the gun itself, not its user. Similarly, Rocket Red's Battlesuit has an italicized *STR*, because Red can substitute the *STR* of the battlesuit for his own *STR* in all situations, whether it is lifting things, throwing things, or as his EV in hand-to-hand combat. On the other hand, a crane would have a non-italicized *STR*, because a Character could only use the crane's *STR* under certain circumstances, like lifting large objects at a construction site. Exactly when Powers, Skills, and Attributes that are not italicized may be applied is up to the GM, using the function for which the Gadget was designed as a guide.

Note that the previous paragraph speaks of a Gadget's Attributes substituting for its user's Attributes. A Gadget's Abilities always substitute for those of its user; they never add to those abilities. A Character with a *BODY* of 3 who puts on an armored suit with a *BODY* of 4, now has a *BODY* of 4, not 7. Similarly, a Character with the Flame Project Power rated at 5 APs who picks up a napalm gun with the Flame Project Power rated at 8 APs, now has 8 APs of Flame Project, not 13.

B. Reliability Numbers

Most of the Gadgets described in these pages have an "R #" listed in their descriptions. "R #" stands for *Reliability Number*. A Gadget's Reliability Number is a measure of how frequently the Gadget jams, breaks down, or just plain fouls up. The lower the Gadget's Reliability number is, the more reliable the Gadget is. Some Gadgets are so reliable that they do not have a Reliability Number at all: these Gadgets never break down. An example of a Gadget that never breaks down would be Green Lantern's Power Ring. Green Arrow's old nuclear warhead arrow was a Gadget that broke down frequently.

Reliability and Dice Actions

Anytime a Gadget is used to perform a Dice Action, and the Player rolls less than or equal to the Gadget's Reliability Number on the first dice roll made to resolve that Action (that is, before rerolling due to doubles), the Gadget's Ability breaks down and the Action is immediately cancelled.

Reliability and Automatic Actions

The first time that a Character uses each one of a Gadget's Abilities to perform an Automatic Action on each day (15 APs of time), the Player must roll two dice just prior to resolving that Action, although the Action itself is still Automatic. If this dice roll is less than or equal to the Gadget's Reliability Number, the Gadget's Ability breaks down and the Automatic Action is cancelled. Each of a Gadget's Abilities that are used to perform Automatic Actions need only be checked for Reliability once per day. Thereafter, the Character may continue to use that Ability to make Automatic Actions for the rest of the day without checking against Reliability. Making an Automatic Action with a different Ability that has not yet been checked for Reliability that day, however, necessitates a new roll.

Reliability Failure and Gadget Breakdown

If a Gadget breaks down due to Reliability failure, the APs of any Ability or Abilities it was using to resolve the Action that caused its breakdown are instantly reduced to 0 APs. In this case, the Gadget must be Repaired before the broken-down Ability may be used again.

C. Gadgets vs. GADGETS

Some Gadgets have their names printed in upper and lower case letters in their Gadget description, like the **Batarang** and the **Submachinegun**, while others have their names printed in all capitals: **BATMOBILE** and **POWER RING**, for instance.

This convention has been adopted to quickly identify Gadgets that can and cannot be stripped away from their user by employing a Trick Shot or the Take Away maneuver in combat. Gadgets that have their names printed in upper and lower case letters can be Taken Away in combat, while those printed in all capitals cannot. Whether or not a Gadget can be Taken Away during combat is defined at the time the Gadget is built.

D. Gadgets and Damage

Gadgets take damage just like people. Players should keep track of their Gadgets' Current Body Condition as they would for their Characters. Unlike Characters, however, a Gadget can have its Current Body Condition reduced to less than zero in normal Bashing Combat.

When inanimate objects such as walls, trees, mailboxes, or whatever are targeted by an attack, the OV/RV of the effort is equal to the object's Body/Body and the AV/EV is equal to the attacker's STR/STR or APs of Power. Gadgets, however, have a variable OV (0 or the DEX or Skill level of their user) and an RV equal to the Gadget's Body, meaning that a Gadget is usually more vulnerable than an inanimate object with the same Body score. This is because Gadgets are assumed to have all sorts of vulnerable moving and working parts. Lois Lane can disable a car made of solid steel by pulling out the ignition wires, disconnecting the battery, etc., but she certainly could not harm a solid steel mailbox.

An *inanimate object* is defined as any item that has only a non-substitutable Body. Anything else is a Gadget. Trees, mailboxes, buildings, and jungle-gyms, therefore, are inanimate objects and have an OV/RV equal to their Body/Body. Cars, robots, guns, and Batarangs, on the other hand, are Gadgets, since they all have Abilities other than their Body.

Whether an object is classified as an inanimate object or a Gadget, 1 RAP of damage is enough to knock a hole in the object that is large enough to walk or climb through, assuming that the object is large enough to sport such a hole. If Superman punched a normal tank and did 1 RAP of damage, for example, he would put a hole in the tank large enough to fly through, so he could move into the vehicle and attack its crew. The tank would continue to function in this case until its Current Body Condition was reduced to zero or lower.

When a Player is building a Gadget, he may add +2 to the Factor Cost of its Body in order to exempt the Gadget from this rule. This is referred to as *Hardened Defenses*. If Superman punched a tank constructed with Hardened Defenses, he would have to reduce its Current Body Condition down to zero and disable the tank before he could get at the crew.

A Gadget that has its Current Body Condition reduced to zero or below will no longer function, and must be Repaired in order to resume functioning.

Gadgets never Recover damage like Characters. They must be Repaired. A Gadget that has its Current Body Condition reduced down to a number of points below zero equal to its starting Body is permanently destroyed and cannot be Repaired.

Only Gadgets that have a MIND or SPIRIT are vulnerable to Mental or Mystical damage, respectively. All Gadgets have a Body and are vulnerable to Physical damage.

Optional Rule: Reliability and Damage

As Gadgets take damage, they become more and more subject to breakdowns. To represent this, the Reliability Number of Gadgets is increased by one for every RAP of damage they take. For example, a car that has a Body of 6 APs and an R# of 2 is thrown across a football field by Despero. When the car lands, it suffers 3 RAPs of damage. The car's R# is increased to 5 ($2+3=5$) as a result.

Gadgets that have a Reliability Number of zero (or have no R# listed) are not subject to breakdown, so are not affected by this rule.

E. Hero Points and Gadgets

The user of a Gadget may spend Hero Points to increase the Acting, Effect, Opposing, and Resistance Values of any Dice Action involving the Gadget, as though all of its Abilities were his own.

In addition, a Gadget's Automatic Powers and Attributes can be Pushed. A failed attempt to Push a Gadget's Ability instantly reduces the Ability being pushed to 0 APs. Such a Gadget must then be Repaired before it will function again.

II. Building Gadgets

Characters with the Gadgetry Skill can actually create new Gadgets in their laboratories during play. Creating a Gadget is a five-step process:

1. Design the Gadget and decide whether or not the Gadget can be Taken Away
2. Allow the GM to approve the Gadget

3. Calculate and pay the Gadget's Hero Point Cost
4. Buy parts
5. Add Powers and Attributes to the Gadget

Step 1

Design the Gadget

When a Player designs a Gadget, he decides exactly what Powers, Skills, and Attributes the Gadget will have and assigns each Power, Skill, and Attribute a value in APs.

Suppose Chuck wants his Character to build a car. The car must have a Body, and it should probably have the Running Power, so it can move fast, and a STR, so it can carry Chuck's Character and his friends. In addition, Chuck decides to supe the car up a bit, give it radar (the Radar Sense Power), and install a pair of laser weapons mounted in the headlights (the Heat Vision Power). Now Chuck has to assign AP values to all of the car's Powers and Attributes. Since the car cannot be Taken Away in combat, its name is in all capitals. His final design for the car looks like this:

CAR [STR: 4, Boov: 5, Running: 7, Radar Sense: 5, Heat Vision: 7]

Many of the mundane weapons (guns, knives, and so forth) listed in the Gadget descriptions have been assigned EVs, Ranges, and sometimes AVs, rather than specific Powers and Skills. If they desire, Players may assign their own Gadgets AVs and EVs and Ranges. A design for a revolver might look like this:

Revolver [Body: 4, EV: 4, Range: 4].

In addition to Powers, Skills, and Attributes, gadgeteers may also assign Drawbacks to Gadgets. Ultimately, any Drawbacks that are assigned to a Gadget will make it cheaper to produce. If a villain were producing the revolver in the example above, for instance, he would probably want to assign it the Ammo Restriction Drawback. If Chuck were designing the car described before, the Miscellaneous Drawback: "Must stop to refuel every 18 APs of distance travelled" might be in order. Since the GM must approve the Gadget's design, make sure that all Drawbacks selected are logical and appropriate. For example, the revolver described previously should never have a Drawback like "It may only be fired by persons born on a Tuesday."

A Gadget's Powers and Attributes may also be assigned in conjunction with any appropriate Bonuses and Limitations. Bonuses will make the Gadget more expensive to produce, while Limitations will make the Gadget cheaper. Assigning an italicized Attribute to a Gadget is automatically a +2 Factor Cost Bonus to the Attribute in question.

During this step, the gadgeteer also decides whether or not the Gadget can be Taken Away in combat. Common sense should provide all of the clues needed to make this decision. Obviously, a car or a battlesuit cannot be Taken Away and it would be awfully hard for someone to slip a Power Ring off of Guy Gardner's finger in the middle of a fight; but guns, knives, swords, and control boxes are another story. Gadgets that can be Taken Away are generally cheaper to produce.

Step 2

Allow the GM to Approve the Gadget

The next step is up to the Gamemaster. He must take a good look at the Gadget and judge whether or not its design is feasible.

The GM should feel free to overrule any Gadget that he is not comfortable with, including those that seem too powerful or unlimited in scope. The GM should also overrule any Gadget that is just plain silly or impossible, like a car with an italicized STR and WILL. Pay particular attention to any Drawbacks that have been assigned to the Gadget, making sure that they actually limit the performance of the device in some way.

Gadgets that are rejected might be redesigned, or simply outlawed.

It is up to the GM to determine whether or not a Character must have the Genius Advantage to build the Gadget. The rule for figuring out whether or not the Genius Advantage is necessary to build a Gadget is simple: if the device cannot be built right now, in the late 20th century, in the real world, the Character must have the Genius Advantage to build it in the game; otherwise Genius is unnecessary. This means that Chuck's Character does not need the Genius Advantage to build a car, or even a car with radar, because we can build radars right now. However, he would need the Genius Advantage to build force field belts, teleportation machines, invisibility helmets, laser pistols, and so on. The GM has final say on whether or not a Gadget fits

current technology, although Players may try to convince him that a Gadget is feasible, by producing scientific journals, newspaper articles, or other sources of information that may support their design.

Step 3

Calculate Hero Point Cost

Gadgeteers must spend Hero Points in order to build Gadgets. Calculate the Hero Point Cost of a Gadget as if it were a Character, using the rules found in **Chapter Two** of *DC HEROES, Third Edition*. Add up the costs of all of the Abilities that are being purchased for the Gadget by looking to the AP Purchase Chart and cross-indexing the Factor Cost of each Ability with the number of APs of that Ability that is being purchased. Remember to take into account the Factor Cost modifiers of any Bonuses or Limitations being built in conjunction with the Gadget's Abilities, and add in the Base Cost of any of the Gadget's Powers and Skills (Attributes have a Base Cost of 0). A few other considerations which can modify the final cost are as follows:

Reliability Table

Reliability Number	Factor Cost Modifier
0	+3
2	+2
3	+1
5	0
7	-1
9	-2

Reliability Number

Before building the Gadget, the gadgeteer must choose its Reliability Number from the following table. All of the Attributes, Powers, and Skills purchased for that Gadget have their Factor Costs modified as indicated.

Italicized Attributes

Assigning an italicized Attribute to a Gadget adds +2 to the Factor Cost of that Attribute.

Hardened Defenses

A Gadget with *Hardened Defenses* has the Factor Cost of its Body increased by +2.

AV, EV, and Range

AV, EV, and Range may be purchased individually for Gadgets. Each has a Base Cost of 5 and a Factor Cost of 1.

Note: A Gadget with AV and/or EV, but no Range, is a melee or thrown weapon. The item can be used in melee combat or (if appropriate) it can be thrown at a target, following the usual rules for throwing things.

Drawbacks

After adding up the Hero Point Costs of all of the Gadget's Abilities, subtract appropriate Hero Points from the Gadget's cost for each of its Drawbacks. A Gadget may never have its cost reduced by Drawbacks to lower than one-half (fractions rounded up) of its cost without those Drawbacks. A 33-Hero-Point Gadget with two 10-point Drawbacks, therefore, would have a final cost of 17 Hero Points, not 13 Hero Points; as would a 33 Hero Point Gadget with five 10-point Drawbacks, or ten or twenty or a thousand Drawbacks.

Ammunition Restriction (listed in Gadget descriptions as Ammo) is a special Drawback normally reserved for Gadgets. A Gadget with this Drawback can only be used a number of times equal to its Ammo rating before it must be reloaded; reloading is an Automatic Action, but a Character may not perform a Dice Action during a phase in which he reloads. The Hero Point bonus for this Drawback depends on the Gadget's Ammo rating, as listed on the table below:

Ammo Table

Ammo Rating	Hero Point Bonus
1	20
4	10
5	8
6	6
8	5
10	4
12	3

Gadget Bonus

Because Gadgets by their very nature have certain inherent shortcomings, Players may divide the Hero Point Cost of any items they build by a *Gadget Bonus*. Divide the Hero Point Cost of a Gadget that can be Taken Away in combat by a factor of four (rounding fractions up). Divide the Hero Point Cost of a Gadget that cannot be Taken Away in combat by a Factor of 2 (rounding fractions up).

This division is always the last step a Player performs when calculating a Gadget's Hero Point Cost. A Player building a Gadget must pay the final Hero Point Cost before he can proceed any further with construction.

Bombs and Grenades

Certain Gadgets, such as bombs, grenades, and missiles, can only be used once during an adventure. Such Gadgets use a variation of the Ammunition Restriction Drawback (see above). These items have an Ammo rating of one and cannot be reloaded. The Hero Point Bonus for such a Gadget is doubled (to 40 points). This doubling can also apply to any Gadget that cannot be reloaded in the middle of an adventure, even if the device has more than one shot.

In any case, a Gadget that cannot be reloaded during an adventure *can* be reloaded *between* adventures. For example, if Batman uses all six of his smoke pellets during the early part of an adventure, he will be unable to reload them and use them later. However, at the beginning of the Dark Night Detective's next case, his utility belt will be loaded with six fresh pellets, at no Hero Point Cost. (Note: Batman's smoke pellets could have been bought either as one Gadget with an Ammo Rating of six, or as six separate Gadgets with Ammo Ratings of one each.) Note that all bombs, grenades, etc. listed in this and other DC Heroes products are assumed to have this drawback. Although it should be fairly obvious which items should and should not have this Drawback, the GM's discretion should always prevail when there is any doubt.

Step 4

Buy Parts

The next step is to buy all of the parts and equipment needed to build the Gadget. This is a normal Wealth Check. The dollar cost of the parts necessary to build the Gadget, and the OV/RV of the Wealth Check necessary to purchase the parts, is equal to the highest AP rating of any of the Gadget's Abilities plus one for each additional Ability assigned to the Gadget. The dollar cost of the Machinegun in the former example, therefore, is 9 APs (Body of 6 plus 1 for AV plus 1 for EV plus 1 for Range equals 9), while the dollar cost of the Batarang in the latter example is 8 APs (Body of 7 plus 1 for the Gliding Ability equals 8).

If the Wealth Check does not gain any positive RAPs, the Character obviously cannot begin to construct the Gadget. In this case, the Player must wait until his Character is entitled to another Wealth Check.

As soon as the Player successfully makes the necessary Wealth Check, he may begin actual construction.

Step 5

Constructing the Gadget

All that remains is to actually construct the Gadget. Each one of the Gadget's Abilities must be installed separately. The Body of the Gadget must be installed first, and then the rest of its Abilities may be installed in any order the building Player chooses. Installing an Ability is a Dice Action, using the gadgeteer's APs of Gadgetry Skill as the AV/EV and the APs of the Ability being installed as the OV/RV. One or more RAPs are necessary for success.

If a Gadgetry Check fails, the Ability in question is not successfully installed, and the gadgeteer must attempt to install that Ability all over again. In order to make another attempt to install an Ability after having failed an earlier attempt, the gadgeteer must pay a special *failure fee* of 10 Hero Points.

Time

The base time that it takes to make a Gadgetry Skill Check is one week (18 APs of time). Each one AP of time the Player adds to this base time before he rolls the dice allows him to add 1 to the AV and EV of the Gadgetry Check. Each AP of time the Player decides to

subtract from this base time before he rolls the dice subtracts 1 from the AV and EV of the Gadgetry Check.

To compute the actual time it will take to install the Ability, subtract the RAPs earned by the Gadgetry Check from the base time. The result is the amount of time in APs that it takes the Character to install the Ability. If the Gadgetry Check does not receive any RAPs (i.e. the Ability is not successfully installed), the entire base time, plus any time that the Gadget builder deliberately added to the Gadgetry Check, is automatically consumed.

During the time a Character spends working on a Gadget, he cannot perform any other activities, except eating, sleeping, and other natural functions. Once he has spent the necessary time to install the Gadget's first Ability, he may then move on to the second Ability, and then the third, and so on. Once all of its Abilities have been installed, the Gadget is ready for use. A Gadget may not be used until all of the Abilities in its original design have been successfully installed.

Laboratories

Laboratories make Gadget production more efficient. A Laboratory's AP rating (or "Lab rating") is the maximum APs of a Gadget Ability that may be built there. If a Character builds a Gadget in a 5 AP Laboratory, the maximum Attribute, Power, or Skill for that Gadget is 5 APs. The Reliability Number of a Gadget is not affected by the AP value of the Laboratory where it was built.

Unless a Character making a Gadgetry Check to install an Ability has access to a Laboratory which has a lab rating that equals or exceeds the APs of the Ability he is trying to install, the OV and RV of the effort each receive a bonus of +2 Column Shifts to the right.

When a Character is planning to build a Laboratory, its AP value must be decided before it is built. The time required to build a Laboratory is determined by the Gamemaster, based on its AP rating. The minimum building time for any Laboratory is 19 APs (two weeks), but the cost of building must be completely paid before Gadgets may be built there.

To find the Hero Point cost for building a Laboratory, use the Factor Cost 3 column of the AP Purchase Chart. All Laboratories have a Reliability Number of 0, but must be maintained. To maintain a laboratory, the Character(s) who own the lab must make a

Wealth Check once per game year. The OV/RV of this Check is equal to the APs of the lab. Positive RAPs indicate success. If the maintenance cost is not paid, the laboratory falls into disrepair and cannot be used to construct Gadgets until it is repaired and restocked. The Character repairing the laboratory must pay a Hero Point fee equal to one half the original cost of the lab (rounding fractions up).

Multiple Gadgeteers

If multiple Characters with the Gadgetry Skill are all working on a Gadget at the same time, they have several options. Either one gadgeteer can work on installing one Ability while the other gadgeteers work on the other Abilities; or two or more gadgeteers can team up to install the same Ability.

If the gadgeteers are working on separate Abilities, resolve each installation attempt separately as normal. However, the two or more Characters may make their attempts in the same time span, allowing the Gadget to be completed in less time.

If two or more Characters with the Gadgetry Skill are combining their abilities to work on installing the same Ability, the highest Skill level present is used as the AV and EV of the attempt; but the OV of the effort receives negative Column Shifts as though the Characters were performing a Team Attack in combat. That is, 2 Characters get -1 Column Shift to the OV, 3-4 Characters get -2 Column Shifts, and so on.

Multiple gadgeteers working on the same item may split its final Hero Point Cost between themselves as they see fit, and all gadgeteers may attempt to purchase the parts necessary to build the device.

III. Modifying Existing Gadgets

Heroes with the Gadgetry Skill may attempt to add another Ability to an already existing and functioning Gadget at a later time. Resolve such an attempt as though it were a new Gadget: calculate and pay the Hero Points, buy the parts, and roll the dice. An attempt to modify an existing Gadget automatically has its OV and RV shifted +2 Columns to the right, because the Character is adding an Ability to the Gadget for which it was not initially designed.

IV. Repairing Gadgets

Damaged Gadgets must be *Repaired*. By Repairing a Gadget, a Character can restore any APs that it has lost from its Current BODY Condition (or Current MIND or SPIRIT Conditions, if the Gadget has a MIND or SPIRIT) or any APs of a Power, Attribute, or Skill lost to Reliability break down. Each of a Gadget's Abilities must be repaired separately.

Repairing a Gadget is a Dice Action. The AV and EV of the attempt are both equal to the Gadgetry Skill of the Character conducting repairs, while the OV and RV are both equal to the starting AP value of the Ability under repair. If Lex Luthor were trying to Repair an armored suit with a BODY of 6 that had taken damage to its Current BODY Condition, for example, the OV/RV of the attempt would be 6/6.

If the Ability under Repair has been reduced to a negative value, the Character conducting repairs must buy parts to Repair that Ability. The OV/RV of the Wealth Check necessary to buy the parts is equal to the Ability's starting AP value. Repairs cannot begin until any necessary parts have been purchased.

Repair Kits

Characters may purchase a *repair kit*, which acts as a Laboratory when Repairing damaged equipment in the field. If the Gadget has been totally destroyed, new equipment may not be created through the use of a repair kit. Gadgets may not be repaired beyond the APs of the repair kit. Partial repairs are not possible; for instance, a Character may not Repair a Gadget with a BODY of 15 APs using a repair kit of 7 APs.

Repair kits cost 10% as much as a Laboratory of the same APs, with a minimum cost of 1 Hero Point for each repair kit. Repair kits have a Reliability Number of 5, which is checked when a Repair attempt is made using the kit. If the repair kit breaks down, the Repair attempt automatically fails. It is not possible to Repair a repair kit if it breaks down. A new repair kit must be purchased.

Unless the Character conducting Repairs has access to a Laboratory or repair kit that has a rating in APs that equals or exceeds the starting AP value of the Ability under Repair, both the OV and RV of the attempt receive +2 Column Shifts to the right. If the Repair roll is

less than or equal to the Reliability Number of the repair kit, the Check automatically fails and the repair kit breaks down and must be replaced. This does not do further damage to the Ability being repaired.

It takes just as long to Repair an Ability as it does to install an Ability in a new Gadget. The AV and EV of the Repair attempt can be increased or decreased if the Character conducting Repairs is willing to spend more or less time on the effort. The RAPs earned in a Repair attempt equal the number of APs restored to the Ability under Repair.

Repairing an Ability does not cost any Hero Points; although the gadgeteer may spend Hero Points to increase his AV or EV for the attempt as usual.

V. Replacing Destroyed Gadgets

Gadgets that have had their Current BODY Conditions (or Current MIND or SPIRIT Conditions, if the Gadget has a MIND or SPIRIT) reduced to a negative value which exceeds their original values are permanently destroyed and cannot be Repaired. Since plans and notes for creating these devices already exist, however, they can be rebuilt or duplicated with much less effort than it would take to completely recreate the Gadget from scratch.

To recreate an already existing device, simply pay its Hero Point Cost and buy the parts. No Gadgetry Rolls are necessary; and the entire device can be rebuilt in two days time (16 APs). Only a Character with at least as many APs of the Gadgetry Skill as the Gadget's original creator can rebuild Gadgets in this way. The Character that actually builds the device need not necessarily be the Character that pays the Hero Points for the device or buys the parts. If the Gadget is a major element in one or more Characters' Subplots, the GM must rule whether the device may be replaced in this manner, or whether it must be completely redesigned and rebuilt.

VI. Omni-Gadgets

Omni-Gadgets simulate a comic book character's ability to have exactly the right device to get out of any situation when he has only a finite number of Gadgets with him.

Omni-Gadgets are devices whose exact Powers and Attributes are unknown. They are only defined when the Gadget is taken out and used. The same Omni-Gadget might be a gas grenade, suction cups for the hands and feet, or a flame-arrow that will melt Killer Frost's ice-wall, depending on the particular needs of its owner.

The main limitation of Omni-Gadgets is the range of devices they can turn into. The Ranges are:

- A** Physical Attributes
- B** Mental Attributes
- C** Physical and Mental Powers
- D** Italicized Attributes*

*: An Omni-Gadget allowing Italicized Attributes ("D") must also have the ability to mimic Attributes ("A" and/or "B").

No matter what an Omni-Gadget is used for, it always has a Boov equal to its AP rating. An Omni-Gadget may be used for one battle, or for a duration of time equal to its AP rating, whichever is shorter. Omni-Gadgets may never possess Skills or Advantages.

Omni-Gadgets must be built just like regular Gadgets. The major difference is that all Omni-Gadgets have but one single Ability: their AP rating. The Base Cost of this Ability is 10. The Factor Cost of this Ability begins at 5, though each Range of Abilities that the Omni-Gadget can mimic adds to the Factor Cost.

Ability Range	Factor Cost Modifier
A	+1
B	+1
C	+2

An Omni-Gadget has a Gadget Bonus divisor of 5. Whether or not an Omni-Gadget may be Taken Away in combat is always up to the GM, depending upon what it turns out to be. Omni-Gadgets can be replaced after they have been used or destroyed just like any other Gadget, although it is not necessary to "buy parts" to replace an Omni-Gadget.

Example: Batman has two 10 AP ABCD Omni-Gadgets. They cost him 34 Hero Points each to build (10

APs at Factor Cost $10 = 160 + \text{Base Cost of } 10 = 170$, divided by Gadget divisor of $5 = 34$). In a battle between Batman and the Joker and a dozen thugs, the Clown Prince of Crime unleashes a cloud of deadly gas upon the Caped Crusader to cover his escape. Thinking fast, Batman reaches into his utility belt and pulls out a miniature compressed air fan (actually an Omni-Gadget). The fan would look like this:

Miniature Fan [Boov: 10, Air Control: 10]

Batman then uses the fan to blow the gas out of a window, saving the thugs lives, as well as his own. Chasing after the Joker, Batman sees the villain getting away in a helicopter. Although the Joker is already out of reach of the Batrope, Batman is fortunate enough to have brought his micro boot-jets along (another Omni-Gadget). Using these tiny devices, Batman easily overtakes the chopper and captures the Joker. The boot-jets would look like this:

MICRO BOOT-JETS [Boov: 10, Flight: 10]

Note that both of the Gadgets Batman used would only last until he caught the Joker (ending the "battle"). In order to use them again, Batman will have to replace them as though they had been destroyed, although he doesn't have to buy parts for them.

Optional Rule: Dividing Omni-Gadget APs

In order to represent a wider range of devices, an Omni-Gadget's AP rating can be divided among several Attributes and Powers, as long as the total APs of all such Attributes and Powers do not exceed the Gadget's AP rating. In the previous example, Batman could have given his boot-jets the following Powers:

MICRO BOOT-JETS [Boov: 10, Flight: 7, Fog: 3]

The jets could then expel an obscuring cloud of smoke behind the Caped Crusader as he flew. Other examples of Omni-Gadgets using this rule include multi-function scanners [Boov: 10, Thermal Vision: 3, Ultra Vision: 3, Telescopic Vision: 2, Radar Sense: 2] and collapsible, expendable exoskeletons [Str: 7, Boov: 10, ForceShield: 3].

VII. Gadgets in Combat

When using a Gadget in combat, the AV of any attack it makes is determined by the GM using the following guidelines:

1. If a Gadget has DEX, it can be used as the AV for any Attacks that would normally use DEX as the AV such as Claws, Poison Touch, etc. Note that the Character using the Gadget may be able to substitute his own DEX or Weaponry Skill for the AV, if appropriate.

2. If a Gadget has AV, it can only be used for its EV, not for other Abilities it may have. Again, the Character using the Gadget may substitute his Weaponry Skill for the AV if appropriate.

3. In all other cases, the AV is determined as appropriate to the Power being used (usually the APs of Power).

Gadgets can be targeted in combat just like Characters. A Gadget's Resistance Value against Physical Attacks is equal to its BODY. A Gadget's Opposing Value against Physical Attacks depends upon the type of Gadget:

1. Gadgets with a DEX always use their own DEX as their OV (unless they are being carried or worn; see 2. below).

2. Gadgets that are being carried or worn by a Character use their owner's DEX as their OV. Aiming at a Gadget that is being carried or worn is always a Trick Shot.

Optional Rule: Miniaturization

Normally, small Gadgets are more difficult to target with Trick Shots and are more convenient to carry around, but do not cost any more Hero Points to build than large Gadgets. At the GM's option, Players may be required to buy APs of Always On Shrinking for their miniature Gadgets. In this case, all Gadgets are assumed to be the size of an adult human, and must be reduced to the appropriate size with the Shrinking Power (with the Always On Limitation). The Gadget then gains the requisite OV modifiers due to its size whenever a Character attempts to attack it or Take It Away.

3. Vehicles have an OV equal to their driver's Vehicles Skill rating; motionless vehicles have an OV of zero.

4. Gadgets that do not fit any of the other categories have an OV of zero.

Remember that Gadgets without a MIND or SPIRIT are immune to Mental or Mystical Attacks.

Armor and Armored Suits

Characters wearing armor (i.e. a Gadget with an italicized BODY), may substitute the BODY of the armor for their own BODY when computing their RV against Physical Attacks. They may also spend Hero Points equal to the BODY of the armor to increase their RV in Physical Combat. Such Characters have a starting Current BODY Condition equal to their own BODY, however, not the BODY of the armor, and can only spend Hero Points to negate damage equal to their own BODY through the use of Last Ditch Defense.

Attacking an armored Character with the intent to damage the armor rather than the Character is a Trick Shot.

Optional Rule: Partial Armor

To better represent smaller pieces of armor, such as breastplates and bullet-proof vests, the italicized BODY of such armor can be purchased with a special Limitation: *Partial Coverage*. Partial Coverage armor is normally treated just like other armor, but it can be avoided entirely by using a Trick Shot. The smaller the piece of armor is, the easier the Trick Shot to avoid it, and thus the higher the Factor Cost Bonus. These effects are summarized on the following chart:

Partial Coverage Armor Table

Trick Shot OV Column Shifts	Factor Cost Modifier	Example
+1	-3	Vest
+2	-2	Jacket
+3	-1	Long Coat

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.38 Revolver	78	Black Thorn	64	Deadline	24,49
.44 Automatic Pistol	20	Black-Out Bomb	135	Deadshot	65
(Checkmate Knight)	78	Blue Beetle	46,105	Deathstroke the Terminator	49
.45 Automatic	45	Blue Devil	106	Deputy Exo-Mantle (Darkstar)	23
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Acid Flower	110	Bolt Costume	17	Doctor Alchemy	80
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AUTHOR'S AFTERWORD

Since the beginning of the DC HEROES TECHNICAL MANUAL you have known me only as Dr. S.L. Godfrey (okay, except for my the fact that my real name is on the front cover, which was probably a dead giveaway). However, let me assure you that I am not a scientist. Most of what appears in this book is pseudo-science at best, and even on occasion, complete flight of fancy. There are bound to be real world science gaffs, but then again, if all of the wondrous gadgets of the DC Universe worked in our world, there would be little need for writers and artists to wrack their brains to put our favorite heroes in situations that demand super-science to get them out. In other words, it is just this type of stretching of the rules that makes comic books great. So, if you find a glaring error in my science, be merciful and please overlook it.

There are a few people whom I would like to thank who have been helpful along the way to putting the TECHNICAL MANUAL together. This was a research project as much as it was an exercise in fiction writing and there are people without whom this book would not have become a reality. So to the Thank Yous.

THANKS to:

Lenny Schafer (DC Comics Librarian) for research assistance

Bob Kahan (Editor of WHO'S WHO UPDATE) for keeping me up to date

Michael Jan Friedman (Creator and Writer of THE DARKSTARS) for moral support

All the great comic book writers and artists who dreamed up almost all of these gadgets and devices

Mark Waid (Writer of FLASH) [and all of the other writers] whose fantastic WHO'S WHO entries kept me from having to run into the DC Comics offices everyday to sift through old comics (not that spending a lot of days doing that wouldn't have been loads of fun)

But most of all, I'd like to say a very special thank you to Dr. Sabrina Godfrey Novick, Ph.D. Chemistry (and the real world inspiration for the fictional Dr. S.L. Godfrey), who helped me keep the science straight and answered a million questions. Any scientific blunders or omissions within the entries are not her doing and are there most likely because some leaps of fancy are just too great to overcome.

This indispensable reference includes detailed descriptions and diagrams of the most amazing weapons and gadgets from across the DC Universe, including: Arael Holy Armor, the Darkstar Exo-Skeleton, Goldface's Gold Gun, Joker venom, Lobo's Intergalacticycle, the Mento Helmet, and The Penguin's Umbrellas.

A must-have for comics fans and game players alike, this book includes complete DC Heroes game information for every gadget along with technical commentary from S.T.A.R. Labs' world renowned R&D department.

S.T.A.R. LABS

inter office memo

TO:

Dr. A. Issacs — Director of Research and Development

FROM:

Dr. S. L. Godfrey — Senior Manager, R&D

RE:

The Present State of Technology in the Super-Community

FOR YOUR EYES ONLY

Attached you will find the comprehensive report you requested concerning the present state of technology in the super-community. My small but dedicated research team put an enormous amount of man-hours into culling this information from all available sources (and a few new avenues of research that put more than one of my staff in personal danger, as well).

It is my hope that this comprehensive report will help you guide S.T.A.R. Labs' R&D into the next century.



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