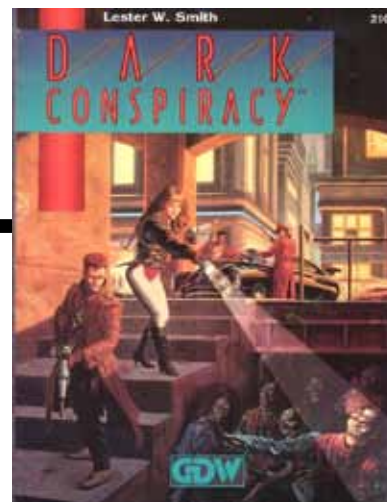


# GEAR UP!

## Equipment for Dark Conspiracy

by Paul Riegel-Green



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### Gear Up- Equipment for Dark Conspiracy

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## INTRODUCTION

This book is one of three: **Gear Up**, **Wheels Up**, and **Guns Up**. It contains the catalog of what is just known as “The Shop”. While many items may seem mundane, many others are quite exotic, all have their purpose.

The mundane items are included to add flavor, depth, and force the players to think about their equipment needs. Nothing is worse than planning for a quick trip on foot and not having the proper hiking and camping gear, or only having trendy clothes when you need to attend a formal ball, or need a pair of bolt cutters to get past a nasty lock.

The exotic items are among the highest tech available but all the items included in this book are commercially available, although not all are legal to possess.

All the items here are either currently available or are natural extensions of items already on the market.

Game masters will present this to the players to aid them, not only in getting the right equipment but also as a way to get them to think “outside of the box” and give them alternatives.

### NOTES

**SKILL CHECKS:** (Change) There are Easy, Normal, Difficult, Very Difficult, and Impossible. Very Difficult checks are done at 1/4 normal, Impossible checks are made at 1/8 normal.

**RANGE:** (Change) There are five range bands; Point Blank, Short, Medium, Long and Extreme. Point Blank is ½ the printed range for the weapon. Shots at Point Blank range are an Easy task with an additional -2 DM.

**SKILLS:** Skills are divided into Trained and Untrained.

Most skills are trained which means that the character must have accumulated levels in the skill in order for it to be used.

Untrained skills may be used by using the ½ the controlling attribute as the skill level before any modifications are made for difficulty is taken into account.

**ARMOR:** Some armor numbers will appear as two numbers separated by a slash (/). The number to the left is the armor verses melee weapons (the number of points reduced not the number of dice) the number on the right is verses firearms. Sometimes the number on the right is surrounded by parenthesis ( ) this represents the number of points of lethal damage absorbed by the armor.

**Knock Down Damage:** The term “Subdual Damage” and “Knock-down Damage” are interchangeable for the purposes of this book.

## The Shop

*The Shop, that's what everyone who talks about it, calls it, is located just outside of Dreamland. It's located there so that those who live and work in Dreamland can sneak out and grab some item, that might not be available without being traced.*

*This non-descript entrance is on a quiet side street in a brick warehouse that looks like any other. If you didn't know it was there you would drive right by.*

*It has a simple metal plaque next to the door on the side of a brick Warehouse. It simply states "Acme Import – Export". The door is glass and silvered metal and has a tattered Open / Closed sign that hangs in the window.*

*However, from the moment you touch the knob on the front door, you realize that you are entering the shady world where anything can be bought, as the knob is covered with a rough surface to resist the leaving with fingerprints.*

*Inside there are two men, one behind a counter and the other on a stool just inside the door. They are both dressed in dark suits, plain black ties, and are clean-shaven without any distinctive characteristics or markings. They are both acutely focused on you as you enter the shop.*

*No matter how many times you come here you never seen any other customers. The man behind the counter always speaks in a hushed monotone voice to welcome you and find out why you have come to his "humble shop". The man near the door never says a word.*

*The man near the door stands as you enter the shop, not in an intimidating fashion but more like out of reflex. He then follows you around the shop with a small white rag in one hand, it's then you notice that both men are wearing white cotton gloves. As you proceed around the store, every surface that you touch is immediately wiped clean of fingerprints.*

*The storefront itself is small and full of glass display cases housing hundreds of items and on the back counter is a catalog containing any non- weapon, non-vehicular device an character might need.*

*Despite the small size of the storefront if an item is in their catalog or on display the man behind the counter will disappear into the back room and produce the item requested.*

*Several times upon leaving you notice that the open/closed sign is flipped back to the open side and you can hear the tiny whir of a motor as the video camera high above the door tracks your movements out of sight.*

## ARMOR

Armor provides protection against attacks.

### Light Armor

**Ballistic Coveralls, Ramtech CO-1:** A full body coverall made of a lightweight ballistic cloth that gives the wearer full body protection from stabs and small caliber firearms. Weight 4 Kg Price \$150 Availability (S/C) Special Armor (3)

**Ballistic Jacket, Big Ben 1070:** A jacket, made of a lightweight ballistic cloth, that gives the wearer upper body protection from stabs and small caliber firearms. Weight 2 Kg Price \$100 Availability (S/C) Special Armor (3)

**Ballistic Shirt, Big Ben T201:** A T-Shirt, made of a lightweight ballistic cloth, that gives the wearer protection that covers the majority of the upper body from stabs and small caliber firearms. Weight 1 Kg Price \$75 Availability (S/C) Special Armor (3)

**Leather Armor:** A lightweight custom made armored breastplate made of a thick leather. This affords some protection from melee attacks and small caliber rounds. Weight 8 Kg Price \$350 Availability (R/R) Special Armor 4/1

**Light Undercover, Ramtech Lt 2000:** This vest is designed to be as protective as possible while being totally concealable. Weight 1 Kg Price \$100 Availability (S/S) Special Armor 1

**Pull-Up Pouch Vest, Big Ben V111:** A lightweight ballistic vest, that covers most of the torso, but can be stored in something as small as a fanny pack when not worn. Weight 1 Kg Price \$125 Availability (S/S) Special Armor 1

**Stab Vest, Security Industries V-17:** A small concealable vest designed primarily to protect the wearer from stab wounds. It is used extensively by corrections officers. Weight 1 Kg Price \$75 Availability (S/S) Special Armor 3/-

**Undercover Vest, Miltech Ltd.:** This vest is a heavier version of the Light Undercover that gives better coverage but also is more noticeable. Weight 1 Kg Price \$200 Availability (S/S) Special Armor 2/1

### Medium Armor

**Carbon Fiber Vest, Security Industries CF12:** This consists of a solid carbon fiber vest that provides a good overall protection but is not concealable and makes upper body movements a bit more stiff. Weight 3 Kg Price \$550 Availability (S/C) Special Armor 3

**Concealable Vest, Security Industries CV201:** This is your standard issue for most law enforcement being lightweight, long wearable and good overall protection. Weight 2 Kg Price \$400 Availability (S/C) Special Armor 2

**Chain Shirt:** A long shirt made of small interlocking rings that provides good protection against melee attacks but not as good as firearms. However, the shirt is very obvious and heavy. Weight 20 Kg Price \$750 Availability (R/S) Special Armor 6/-

**External Vest, Czech State Factories 5:** This is the standard military body armor vest. It is made of Kevlar but is too bulky to be worn concealed. Weight 7 Kg Price \$250 Availability (C/V) Special Armor 3

**Flak Jacket, Security Industries:** (See *Dark Conspiracy* Pg. 271). Weight 8 Kg Price \$400 Availability (R/C)

Special Armor 3

**Kevlar Battle Dress Uniform, Miltech Limited:** This rarely used but military and police forces due to the expense but it incorporates Kevlar into a normal Battle Dress Uniform. Available in woodland camouflage, blue and black. Weight 6 Kg Price \$500 Availability (R/C) Special Military Armor 4

**Kevlar Jacket Liner:** A special Kevlar liner that can be worn inside of the jacket of a Business or Formal outfit. It is designed to be concealed under the jacket. Weight 5 Kg Price \$450 Availability (R/C) Special Armor 4

**Kevlar Vest, RamTech Bodyguard:** (See *Dark Conspiracy* Pg. 270) Weight 2 Kg Price \$800 Availability (S/C) Special Armor 4

**Light Duty Vest, Security Industries LT:** A lighter weight version of the standard police vest that is designed for comfortable extended wear while sacrificing slightly on protection. Weight 4 Kg Price \$600 Availability (S/C) Special Armor 3

**Tactical Vest, Ramtech Assault:** This is the standard vest for tactical teams, providing a little wider and heavier protection in addition to several storage pockets for items needed for immediate access. Weight 5 Kg Price \$750 Availability (R/C) Special Armor 3

### Heavy Armor

**Bomb Squad Suit, Miltech Limited AFG:** This suit is a bulky suit that covers the entire body from head to toe with the exception of the hands. It incorporates a sealed helmet (no need to buy separately). Weight 20 Kg Price \$900 Availability (I/S) Special Law Enforcement / Military Armor 5

**Close Assault Armor, RamTech:** (See *Dark Conspiracy* Pg. 271). Weight 16 Kg Price \$1,200 Availability (-/S) Special Law Enforcement Armor 4

**Dragonskin Armor, Ramtech:** This is the ultimate in Tactical vests that comes with shoulder, neck, side, thigh, and crotch, detachable panels. While giving more coverage it is more flexible than the normal tactical vest. Weight 7 Kg Price \$1,000 Availability (-/R) Special Military Armor 4

**Forced Entry Unit, Czech State Factories 750:** This unit gives most body coverage with excellent protection against melee weapons and good protection against firearms. Weight 10 Kg Price \$800 Availability (I/S) Special Law Enforcement Armor 6/3

**Full Body Armor, Miltech Limited:** A total body covering, Kevlar armor similar to but not as bulky or effective as a Bomb Squad Suit. Does not include a helmet or face mask. Weight 13 Kg Price \$1,000 Availability (-/S) Special License Armor 4

**Plate Mail:** This may seem archaic but if your desperate enough you simply can use a steel or iron plate to cover the torso. It affords good protection against melee weapons and some small arms but is very heavy and bulky. Weight 25 Kg Price \$1,250 Availability (-/R) Special Armor 10/2

**Special Response Vest, Security Industries SR:** This is an *External Vest* with additional protection covering the neck and groin. Weight 8 Kg Price \$800 Availability (S/S) Special Law Enforcement Armor 4

### Helmets

**Bikers, Wilson-Rawlings:** This is the standard protective head wear worn by persons who ride bicycles. This helmet is lightweight and covers the top to the wearer's head. It comes in a variety of colors. Weight 0.5 Kg Price \$30 Availability (V/V) Special Armor (1)

**Climbers, Grizzly 100:** A solid lightweight head covering worn by climbers to prevent injury from falling rocks and head strikes. Weight 0.5 Kg Price \$15 Availability (S/C) Special Armor (1)

**Construction, McFadden Industries:** This is the standard "Hard Hat" that is common on the workplace today. Weight 1 Kg Price \$90 Availability (C/C) Special Armor 1

**Fireman's, Czech State Factories:** This is the classic fireman's helmet with the long hack bill to allow water run off. Weight 3 Kg Price \$100 Availability (S/S) Special Armor 1

**Military Kevlar, Miltech Limited KV-1:** (See *Dark Conspiracy* Pg. 271) Weight 0.5 Kg Price \$100 Availability (S/C) Special Military Armor 2

**Military Steel, Garcia-Seguro:** (See *Dark Conspiracy* Pg. 271) Weight 1 Kg Price: \$50 Availability (C/V) Special Armor 1

**Motorcycle, Wilson-Rawlings:** This helmet fully encloses the head with only a small Plexiglas covered vision slot. The helmets cut off the peripheral vision and hearing, resulting in a -2 penalty to Observation checks to flanks. Weight 2 Kg Price \$150 Availability (V/V) Special Armor (3)

**Riot, Security Industries:** A police style riot helmet featuring a hardened plastic shell and a plexiglass shield for the face. Weight 1 Kg Price \$100 Availability (R/S) Special Law Enforcement Armor 2

**Sealed:** This helmet features its own oxygen supply tank, worn on the back, for up to an hour of air. When worn it makes the wearer immune to inhaled poison and chemical attacks. Weight 3 Kg Price \$300 Availability (-/R) Special Armor 1

**Sports, Wilson-Rawlings:** A helmet designed for a sport that is primarily designed to absorb shock. Weight 1 Kg Price \$75 Availability (C/C) Special -

# CLOTHING

Body coverings worn for comfort, protection, style, and cultural purposes.

**Clothing Sets** These consist of one complete set of clothing: pants, shirt underwear, and socks for men, dress or blouse and slacks, underwear and socks or hose for women. Foot ware is purchased separately.

## Civilian

**Business:** This is for those occasions where a character needs to be presentable in a business setting. It consists of a suit jacket with matching dress pants, shirt, tie, and underwear for men. A suit jacket, blouse, skirt or dress slacks and underwear for women. Weight 2 Kg Price \$200 Availability (S/C) Special -

**Casual:** This set usually consists of a golf shirt and khakis for men, a sweater or causal blouse and skirt or slacks for women. Weight 1 Kg Price \$50 Availability (C/C) Special -

**Designer, Gucci-Versace:** This consists of an outfit that bears the logos and labels that would be recognized worldwide. It consists of clothes that are appropriate to the wearer and are made just for the wearer. Weight 1 Kg Price \$300 Availability (R/S) Special -

**Formal, Gucci-Versace:** This is for the black tie event and consists of the tuxedo with jacket, shirt, pants, vest, and tie for men and the classic floor length gown for women. This gains the character a temporary +1 CHA for the first round of interactions. Weight 3 Kg Price \$500 Availability (R/C) Special -

**Normal:** This set consists of a sports coat, dress shirt, and dress slacks for men. A conservative dress or pants suit for women. Weight 2 Kg Price \$75 Availability (C/C) Special -

**Poor:** This set usually consisting of T Shirts, jeans, or thin cotton dresses. This is used by individuals who cannot afford more or as part of a cover. This gives the character a +1 DM to interactions with those that are classified as rich and a -1 DM to interacting with the poor or homeless. Weight 1 Kg Price \$20 Availability (C/C) Special -

**Surgical Scrubs:** These are lightweight drawstring pants and pull over top designed to be worn in the medical setting. They are usually done in green or blue. They do not provide any protection from heat or cold. They provide a -1 DM to intimidation checks when dealing with medical issues. Weight 0.5 Kg Price \$25 Availability (S/C) Special -

**Trendy, Gucci-Versace:** These consist of clothes dictated by whatever the current trends in fashion are. They are

## INTIMIDATION CHA (Untrained)

Intimidation is used in two ways. The first way is to extract information from a character without having to spend the time to convince them in other slower ways. It's used a lot against characters that are naturally opposed or hostile to the questions being asked.

The second way is to get someone to do something or allow you're character to do something that they would normally be opposed to.

The more opposed the character is to revealing or doing something the harder the check will be.

appropriate to the sex of the wearer, or lack of sex if the uni-sex look ever comes back into fashion. This will allow an individual to fit in among those that buy, wear and produce these clothes. Weight 1 Kg Price \$200 Availability (S/S) Special -

## Military/Law Enforcement

**Uniform:** This consists of any kind of formally recognized uniform that you run across in daily life. It could be the hotel maid or waitress or security guard. In their normal setting they tend to blend into the background and go unnoticed. This is often necessary when in disguise as one of the occupations that wear a uniform.

**Fatigues, Czech State Factories:** This is the standard shirt and slacks uniform which has flaps on all the pockets, except the front pants pockets. It is a standard for most of your third world military, para-military, police, fire forces and pre-1980 U.S. military forces. This gives a -1 to all Intimidation checks against non-military individuals in third world countries. It comes in various shades of green, black, and blue. Weight 2 Kg Price \$30 Availability (S/C) Special -

**Standard, Law Enforcement Limited:** This police uniform consists of a normal shirt, with epaulets, and slacks. The shirt pockets are reinforced to carry a badge and name tag. They come in white, black, light blue, and dark blue. This gives the character a -1 DM to all Intimidation or Interrogation checks against non-police characters. Weight 2 Kg Price \$40 Availability (S/C) Special -

**Battle Dress Uniform, Miltech Limited:** This constitutes most of the world's military uniforms as well as police force special operations as well as many civilian hunters. It consists of a four-pocket camouflage jacket and matching six pocket camouflage pants usually with brown or olive drab green underwear. It is made of a material that is interwoven with nylon threads to make it rip resistant. (see Notes on Camouflage Materials below) This gives a -1 DM to all Intimidation checks against non-military individuals. Weight 3 Kg Price \$50 Availability (S/C) Special -

**Military Dress Uniform, Miltech Limited:** This is the formal uniform worn by most military forces that push paper for a living or are on parade. These are specific to the branch and rank so that is must be known upon acquiring the uniform. It consists of a suit jacket, blouse, tie, and pants or skirt depending on the sex of the individual. This gives a -1 DM to all Intimidation checks against non-military individuals and -1 DM Act/Bluff Checks against military individuals. Weight 3 Kg Price \$75 Availability (R/S) Special Military

**Formal Dress Uniform, Miltech Limited:** This is the most formal of military uniforms, which can be worn to any formal occasion. Soldiers below E-5 will not have access to these, unless part of a special detail, or part of a cover. Soldiers over E-8 or O-3 are required to purchase one of these. It consists of a suit jacket, blouse, bow tie, and pants or skirt depending on the sex of the character. This gains a -1 DM to all Intimidation skill checks against soldiers of a lower rank than the individual. Weight 3 Kg Price \$300 Availability (I/S) Special Military

## Coats

While there are slight differences in styling most coats

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## SURVIVAL CHA (Untrained)

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Survival is the ability of the character to operate without hindrance in extreme weather or in wilderness. Should a character have to be in a wilderness setting needing some survival skill, building a fire, creating a shelter, etc.. In addition, it gives the character to survive in extreme heat, cold, or in extreme terrain, mountains, rain forest, swamps, deserts, ice fields, etc.

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are pretty much the same for both sexes.

**Cape:** This consists of a heavy cloth cape that wraps around and clasps at the neck. It is water resistant and comes in many solid colors. Rarely seen these days so it will usually draw attention. They are comfortable down to about 20 degrees. This coat offers you a -1 DM to all Survival Checks vs. cold. Weight 0.5 Kg Price \$20 Availability (S/S) Special -

**Coat, Dress, Gucci-Versace:** A full-length coat worn in most business and formal occasions. It features two deep pockets and sometimes has a belt. It is comfortable down to -10 degrees. This coat offers you a -1 DM to all Survival Checks vs. cold. Weight 1 Kg Price \$30 Availability (C/V) Special -

**Coat, Fur, Gucci-Versace:** A full-length fur coat that is worn more for its appearance than its protective quality. These coats are usually may be purchased by a character as part of a cover or for their own vanity. They are comfortable down to 10 degrees. This coat offers you a -1 DM to all Survival Checks vs. cold. Weight 2 Kg Price \$250 Availability (R/R) Special -

**Coat, Lab:** A long white coat with two large and one small pocket, It is knee length and can be buttoned but usually isn't. This is the usual garment for those working in lab and many physicians in hospital setting. It gives the characters a -1 DM to Act/Bluff skill checks when presenting themselves in a physician or scientific career. Weight 0.5 Kg Price \$10 Availability (C/V) Special -

**Coat, Leather:** This consists of a full-length leather coat with or without a belt. It is protective down to 0 degrees. It provides excellent concealment for both holstered and larger weapons. This coat offers you a -1 DM to all Survival Checks vs. cold. Weight 2 Kg Price \$150 Availability (S/S) Special -

**Coat, Rain, Trench Style** This is the old style single or double breasted, belted trench coat. It has a removable liner and is water resistant. This is designed with the liner in place to keep a person warm down to 0 Degrees. This coat offers you a -1 DM to all Survival Checks vs. cold. Weight 1 Kg Price \$50 Availability (C/C) Special -

### Jacket

**Jacket, Field, Miltech Limited.** A waist length four-pocket jacket with a removable liner and a hide away hood. It comes in all camouflage patterns and black and olive drab green. It is water resistant and cold resistant down to -10 degrees with the liner. This coat offers you a -1 DM to all Survival Checks vs. cold. Weight 2 Kg Price \$40 Availability (S/C) Special -

**Jacket, Flight, Boeing Space X A-1:** A waist length nylon jacket that is popular among pilot types because of its warmth and lack of bulk. It is a nylon jacket with a green

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## CAMOUFLAGE PATTERNS

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The clothing in camouflage pattern comes in one of the following styles: Woodland, Tiger Stripe, Tree Bark, Desert, Desert Night, Digital (most common), and Urban.

**Woodland** is the most common being used by most of the worlds militaries that have adopted the battle dress uniform. It consists of large irregular patterns of two different colors green, black and brown. This pattern adds 1 to the DC of an opponent's Spot in most non-urban terrain.

The **Tiger Stripe** has been used by the USMC since the 1940s and is widely used by military and para-military forces in tropical regions. It uses the same basic colors as the woodland pattern but uses them in tight irregular "stripes" rather than large blotches. This pattern adds 1 to the DC of an opponents Spot in most jungle terrain.

The **Tree Bark** pattern is widely used by hunters and is not an "official" military camouflage. It consists of small irregular blocks of browns, gray, and greens bordered by black in a vertical pattern to imitate the broken appearance of tree bark. This pattern adds 1 to the DC of an opponents Spot in most wooded terrain.

The **Desert** pattern consists of a basic tan with large splotches of dark brown and black and even small spots of white. This pattern is extensively used by forces whose combat area is the Middle East and northern Africa. This pattern adds 1 to the DC of an opponents Spot in desert terrain.

The **Desert Night** pattern is a basic tan with a criss-crossed black pattern superimposed on it. It is not widely available. This pattern adds 1 to the DC of an opponent's Spot in most desert terrain at night.

Digital camouflage pattern takes shades of green, gray and black into a small tight camouflage pattern. This has become the standard camouflage for most modern western militaries post 2000..

Finally the **Urban** camouflage, another unofficial camouflage that has taken off in the civilian market. It consists of a basic gray outfit with irregular shaped spots of black, gray and white covering the fabric.

**Effects of Camouflage:** characters wearing camouflage in the proper environment (digital is good for any terrain). For purposes of this rule stationary means that the character does not move more than 25% of their normal movement.

Characters that are behind over three-quarters concealment and remaining still have Observation checks, to see the character, done at Impossible level. If under one-half cover and stationary or moving less than half under three quarters cover, then Observation checks are made at Very Difficult level. If prone stationary in open, stationary under one-quarter cover or moving half or less under one-half cover or more then Observation Checks are made at Difficult level. If crawling in the open, or moving one-half or less under one-quarter cover then Observation check made against the character is at Normal level with a +1 DM.

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sage exterior. It can be reversed to reveal its' orange interior for visibility of the wearer in case of emergency. It fits snug against the wrists and allows the wearer to wear it comfort-

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## ENDURANCE CHA (Untrained)

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Endurance comes into effect the characters in one of two ways; the Long March, and the Continuous Activity.

The **Long March** consists of any walk, hike, run etc that lasts more than one hour. The first check will start off at normal, then increasing in difficulty for ever 30 minute check after. If running then that will cause the difficulty to increase one lever to, unless the character has specifically trained for long distance running. Failing means that the character must stop and rest for 30 minutes for every check that they had to make before failing a check.

The **Continuous Activity** endurance check is made after 12 hours of active or 24 hours of quiet activity. It takes a normal check at first. It increases in difficulty by a level for every 12 hour check thereafter. Failure means that the character must get some sleep, at least 4 hours for every check that they have had to make.

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able down the 10 degrees. This coat offers you a -1 DM to all Survival Checks vs. cold. Weight 1 Kg Price \$35 Availability (R/S) Special -

**Jacket, Leather Bomber, Boeing Space X B-17:** A waist length, two-pocket, leather, cinched waist jacket. Due to its design it affords good concealment for shoulder holster. It is often lined with an historic map, a good hide in plain sight place for a useful map to the character. It affords protection down to 10 degrees. This coat offers you a -1 DM to all Survival Checks vs. cold. Weight 2 Kg Price \$100 Availability (S/C) Special -

**Jacket, Parka, Grizzly:** (Expands *Dark Conspiracy* Pg. 274) A knee length heavy-duty coat with a fur edged hood. They come in blue-gray and white and are comfortable down to 50 degrees below zero but are uncomfortable above 0 degrees. This coat offers you a -2 DM to all Survival Checks vs. cold and provides a damage reduction of 1 point from any damage as a result of cold. Weight 3 Kg Price \$75 Availability (C/C) Special -

**Jacket, Windbreaker:** This consists of a lightweight jacket designed more for cool or windy weather rather than cold. It comes in any solid color and is useful in hiding bulky things like a Kevlar vest or a holster underneath. Weight 0.5 Kg Price \$20 Availability (V/V) Special -

### Foot Wear:

**Boots:** These are outdoor wear that comes in ten varieties:

**Arctic:** These white rubber boots with air bladders for insulation are designed for use in deep snow and extreme cold. These reduce the wearers running speed by 25%. They protect the wearer feet up to 4 hours in any temperature or snow depth. They provide a damage reduction of 1 against cold. They take a full action to put on or remove. Weight 3 Kg Price \$125 Availability (S/C) Special -

**Combat, Miltech Limited:** These are the standard military issue boots with the high sides for the ultimate in lower leg support. The wearer gains a -1 DM to all Endurance checks verses a long march. In addition, the wearer gains a -1 DM to an Intimidation Check when the check verses normal civilians. They reduce the character's speed by 5 feet

per round for wearers not used to wearing combat boots. Weight 2 Kg Price \$100 Availability (C/V) Special -

**Cowboy:** These are the standard calf high boots with a pointed toe. The boots are usually adorned with either leather work or silver or both. Weight 2 Kg Price \$100 Availability (C/C) Special -

**Desert, Miltech Limited:** These are a brown combat boot that is a bit lighter in weight and having a bit better ventilation. The wearer gains a -1 DM to all Endurance checks verses a long march. In addition, the wearer gains a -1 DM to an Intimidation Check when the check verses normal civilians. These reduce speed by 5 feet per round for wearers not used to wearing combat boots. Weight 2.5 Kg Price \$175 Availability (R/S) Special -

**Dress:** These are leather boots like fine leather boots for men or high-heeled boots for women. These are designed more for good looks than to be functional in an outdoor setting (see Note on Heels below). They reduce the character's speed by 10 feet per round when moving over slippery terrain. Weight 2 Kg Price \$150 Availability (S/V) Special -

**Fireman's:** The Fireman's Boots are black, rubberized, oversize boots. They are insulated with a thin layer of NO-MEX and has a steel plate in the sole and toe. A character wearing them suffer an overall movement reduction of 5 feet but suffer no penalties for wet or slick surfaces and give the character a -1 DM on all checks verses slips and falls. Weight 3 Kg Price \$175 Availability (R/R) Special -

**Hiking:** These are the standard civilian outdoor boot with rubber soles and a thick tread for good traction. They give good support to the foot and the ankle. The wearer gains a -1 DM to all Endurance checks verses a long march. Weight 2 Kg Price \$75 Availability (C/C) Special -

**Jungle, Miltech Limited:** These are green or camouflaged combat boots with leather and canvas to allow maximum ventilation. The wearer gains a -1 DM to all Endurance checks verses a long march. In addition, the wearer gains a -1 DM to an Intimidation Check when the check verses normal civilians. Wearing them reduces the character's speed by 5 feet per round for wearers not used to wearing combat boots. Weight 2.5 Kg Price \$150 Availability (R/S) Special -

**Over-boots:** These are to be fitted over dress or athletic shoes to protect them from the elements and give the wearer an additional level of insulation. Weight 1 Kg Price \$50 Availability (C/C) Special -

**Work:** These are a well-constructed, rugged pair of leather boots with a steel toe and a rubber sole. Weight 2 Kg Price \$75 Availability (V/V) Special -

**Flip Flops:** This consists of a rubberized base with no upper foot coverage. They make a distinctive sound when walking on solid surfaces. The character has their movement reduced by 10 feet when moving over muddy or rocky ground. Weight - Kg Price \$10 Availability (V/V) Special -

**Sandals:** Anything from simple straps and a sole to the up to date Birkenstock slip on. They afford no protection for the feet from the elements but can be removed or put on without an action. They Reduce the characters speed by 10 feet when moving over muddy or very rocky ground. Weight 0.5 Kg Price \$25 Availability (C/C) Special -

**Shoes:** Shoes have been generalized into three categories athletic, dress, and sports.

**Athletic:** These are shoes designed athletic activity and as such usually have rubber tracked bottoms for extra traction. They come in a variety of colors. The wearer receives a -2 DM when making a check verses a checks involving speed or sudden direction changes. The wearer gains a -1 DM to all Endurance checks. Weight 1 Kg Price \$50 Availability (V/V) Special -

**Dress:** These consist of a pair of leather dress shoes for men or a set of heels for women (see note on Heels below). They reduce speed by 10 feet when moving over slippery terrain. Weight 1 Kg Price \$150 Availability (S/C) Special -

**Sports:** These are leather or canvas shoes with cleats on the bottom to provide the best footing on grass and dirt. They gain a -2 DM when playing in the sport that they are designed for and against slipping on wet ground. Weight 1 Kg Price \$150 Availability (S/S) Special -

#### Head Gear

**Bandanna:** This is the basic cloth wrapped around the head. Used primarily to keep hair and or sweat out of the face but has been adopted by some groups to identify members. Weight - Kg Price \$5 Availability (V/V) Special -

**Beret:** This flat water-resistant cap comes in a wide variety of colors and patterns. The military uses black, green and red ones to raise the Esprit de corps of certain elite units. Weight - Kg Price \$30 Availability (S/S) Special -

#### Cap

**Baseball, Wolson-Rawlings:** These come in a variety of colors, both camouflage to match uniforms or with a huge variety of sports and other logos on them. Weight - Kg Price \$20 Availability (V/V) Special -

**Boonie, Miltech Limited:** This water-resistant cap that features a small brim all the way around. They come in a full selection of camouflage colors as well as black and olive drab green. Weight - Kg Price \$15 Availability (S/S) Special -

**Garrison, Miltech Limited:** This is the standard dress cap for the dress military uniform for enlisted military individuals. It's a flat folding cloth cap that sits atop the head. Weight - Kg Price \$30 Availability (R/S) Special -

**Saucer, Czech State Industries:** A flat round cap that is used by many police forces and soldiers dress uniforms for military officers. Weight - Kg Price \$150 Availability (I/R) Special -

**Ski, Epoke-Roskgnoil:** This is similar to a watch cap but it can be pulled down to totally cover the head with the exception of the eyes and mouth. Weight - Kg Price \$10 Availability (C/C) Special -

**Watch:** This is the typical wool stretch cap that is designed for cold weather protection. It comes in a wide variety of solid colors. Weight - Kg Price \$10 Availability (V/V) Special -

**Desert Shemagh, Miltech Liited:** A lightweight desert camouflaged cloth that is designed to be worn over the head to conceal and help with protection from the heat. Weight - Kg Price \$25 Availability (R/S) Special -

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#### HIGH HEELS

It has been said that, "High Heels for women must have been invented by a man". As such they are detrimental to run in and can cause significant injury.

An individual wearing high heels has their run speed reduced by ½. In addition, for every round spent running the character must roll a d10. If the result is a 1 the character falls. An character that has fallen must then spend an action to get up.

Upon getting up the player roll a d10. If it exceeds the characters CON then the character has twisted their ankle.

A D10 is rolled and if the character has twisted an ankle then take the roll multiplied by 5 and that represents the percentage of walking speed the character may move until the ankle has been examined and bandaged. The character may not run and if the another d10 and it exceeds the characters CON then the ankle is broken and the character suffers 1 point of damage and cannot move without assistance.

If the characters ankle was not twisted then the character has its speed reduced 10% for the next three rounds, after which they may move normal.

Female characters in high heels do gain a temporary -2 DM to any skill that has CHA as a controlling attribute, during the first round of interaction with a male.

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#### Hat

**Bush (Australian):** This hat has a wide brim upturned on one side at the tip and having the other sides brim folded up close to the head. It comes in any solid color but primarily brown and green. Weight - Kg Price \$20 Availability (S/S) Special -

**Cavalry, Miltech Limited:** A version of a cowboy hat that is made of black felt with a cold cord wrapped around the base of the brim. Weight - Kg Price \$40 Availability (R/S) Special -

**Cowboy:** A typical western cowboy hat with a wide brim turned up on either side of the head. It primarily is found in various shades of brown, white and black. Weight - Kg Price \$30 Availability (S/S) Special -

**Doughboy, Miltech Limited:** This hat consists of a rounded, dented top with a wide flat brim. They are usually done in green and brown but can be made into a variety of colors. These are widely used to distinguish military instructors from their units and heavily used in police forces in the United States. Weight - Kg Price \$75 Availability (I/R) Special -

**Fedora:** The hat of choice for those that choose head-gear for work or more formal occasions. They are raised over the top of the head affording a small space for the concealment of materials. Weight - Kg Price \$50 Availability (S/S) Special -

**Recon Wrap, Miltech Limited:** A black cloth designed to be worn around the head in one of many ways from just covering the neck to completely covering the head and helmet. Weight - Kg Price \$50 Availability (R/S) Special -

**Wet/Cold Weather Gear:** The following gear is designed specifically for the protection of the individual from rain and or extreme cold weather.

**Cold Weather Suit, Grizzly S12:** Similar to the rain suit (see below) but it is only water resistant and thickly lined. It is designed to be used in temperatures below 0 degrees. This suit offers you a -2 DM on all Survival checks versus cold and provides a damage reduction of 1 against cold. It reduces the characters movement by 5 feet per round. Weight 4 Kg Price \$250 Availability (V/V) Special -

**Extreme Cold Weather, Grizzly EC141:** This set of clothes consists of thermal underwear, a heavy-duty set of over-pants and a wool shirt. It is designed to keep the wearer warm down to -25 degrees. This suit offers you a -3 DM on all Survival checks versus cold and provides a damage reduction of 2 against cold. Weight 5 Kg Price \$400 Availability (C/V) Special -

**Gore-Tex:** This suit consists of a thermal based top and a heavy-duty full-length coveralls. It is warm down to about -30 degrees. It reduces the characters movement by 5 feet per round. This suit offers the character a -3 DM on all survival checks vs. cold and provides a damage reduction of 1 against cold. Weight 3 Kg Price \$900 Availability (S/C) Special -

**Poncho:** This consists of a rubberized, hooded 360 degree cape that can be fitted with a liner for warmth down to 15 degrees. They come in camouflage as well as a full spectrum of solid colors. Weight 0.5 Kg Price \$10 Availability (V/V) Special -

**Rain Suit, Coleman R100:** This consists of a waterproof hooded pull over jacket and a pair of over-pants that are designed for the individual who is going to be in the rain all day. Weight 1 Kg Price \$35 Availability (C/V) Special -

**Thermal Fatigues, Big Ben:** See Dark Conspiracy Pg 274) Weight 6 Kg Price \$100 Availability (C/C) Special -

#### Special Outfits:

These outfits are designed to meet the requirements of special types of jobs. Also see Suits.

**Asbestos Firefighter's Suit:** The Asbestos Firefighter's Suit consists of a full silvery body covering suit: coat, boot covers and hood. It is designed for the most intense firefighting duties. It provides a -3 DM to all fire based attacks and a damage reduction of 2 against flame damage. It cuts the characters movement in half. Weight 10 Kg Price \$750 Availability (-/R) Special -

**Bug Deterrent Impregnated:** A shirt and pants impregnated with materials that will deter insects of all types from bothering the wearer. Weight 2 Kg Price \$150 Availability (S/S) Special -

**Camosuit:** A technologically advanced coverall with a hood. When worn and powered on it will change colors to match the surrounding terrain. Providing that the face is hidden and the wearer is still it makes them nearly impossible to see. Weight 2 Kg Price \$5,000 Availability (-/I) Special -

**Clean Room Suit:** This is an all white foot to hood covering that is designed to be used in environments that must remain sterile. Weight 2 Kg Price \$50 Availability (R/S) Special -

**Firefighter's Suit:** The Firefighter's Suit consists of a heavy-duty waterproof pants lined with NOMEX and a heavy, waterproof coat lined with NOMEX. It provides a -2 to all at-

tacks from fire and a damage reduction of 1 against flame damage. Weight 5 Kg Price \$75 Availability (R/S) Special -

**Flight Suit, Boeing Space X A2:** This is the standard neck to ankle nomex flight suit issued to all military pilots. It is flame resistant because of the nomex material and features four small zippered pockets as well as two large flapped cargo pockets on the calves. It is typically only available in sage green and sky blue. Weight 1.5 Kg Price \$45 Availability (R/S) Special -

**Flight Vest, Boeing Space X 1270:** This vest is worn by pilots or aircrew to store all of their survival gear. It features a nylon mesh vest with attachment points for a knife sheath, and a holster (neither are included). In addition, it has small pockets containing a small magnetic compass, fishing line and hooks. Also on the vest is a pocket for an emergency radio and holders for up to three flares, again neither are included. Weight 0.5 Kg Price \$50 Availability (I/S) Special -

**G Flight Suit, Boeing Space X GT:** This includes everything that a Flight Suit has but also has G Suit Leggings. This fit over the legs of the flight suit and fill with air, constricting the legs, in high G maneuvers keeping the blood in the upper body. This allows the individual to remain conscious during maneuvers that would cause non-G suited persons to pass out. Weight 3 Kg Price \$100 Availability (I/R) Special Military

**Jacket, Concealed Carry with Holster:** This looks like a heavy suit jacket that conceals a hidden pistol holster. Weight 2 Kg Price \$100 Availability (R/S) Special -

**Jacket, Wilson-Rawlings Running:** A lightweight jacket that is designed to be water resistant while allowing perspiration to evaporate off the wearer. Weight 0.5 Kg Price \$60 Availability (C/C) Special -

**Over Armor Vest, Security Industries O:** A vest with four large pockets that is designed to be worn over an armored vest. Weight 1 Kg Price \$135 Availability (R/S) Special -

#### Coveralls

**Prole:** These are the standard wear for Proles. Its a full length paper coverall that is designed to be worn one day then disposed of. Weight - Kg Price \$5 Availability (V/V) Special -

**Workman's:** These come in both a neck to ankle or as bib overall styles, depending on the wish of the purchaser. They are designed to allow a full range of movement while protecting the wearer and his clothing from the dirt and grime of the typical mechanics work area. They feature six deep pockets, two of which are cargo pockets on the legs and two loops to hold tools on the thighs. Weight 2 Kg Price \$25 Availability (C/C) Special -

**Workman's, Cold Weather:** These are very similar to Workman's Coveralls except they have a sewn in inner liner. It is water resistant and cold resistant down to -10 degrees with the liner. This coat offers you a -1 DM to all survival checks vs. cold. Weight 4 Kg Price \$100 Availability (S/S) Special -

**Shirt, Wilson-Rawlings Running:** Like with the *Running Jacket* this piece of clothing is designed to allow perspiration to evaporate off the wearer. Weight - Kg Price \$30



Availability (R/S) Special -

**Sports Uniform, Wilson-Rawlings:** This is an entire uniform for a sport, minus headgear and foot ware. Weight 2 Kg Price \$150 Availability (C/C) Special -

**Vest, Security Industries CCV Concealed Carry with Holster:** Like the Concealed Carry Jacket with Holster it appears to be a normal vest but it also hides a concealed holster for a small pistol. Weight 1 Kg Price \$75 Availability (R/S) Special -

#### Face Gear

**Face Mask:** These cover from the forehead down below the chin and are held in place by a pair of elastic straps. They have eye holes and spaces for the nostrils and mouth otherwise cover from front of ear to front of ear. They appear to be made of a thin but stiff foam. As they are worn they limit the side vision so that any Observation attempts outside of the character direct line of sight are subject to a +4 DM..

**Cold Weather, Grizzly:** This mask comes in white and is designed for facial protection against extreme cold weather. It allows the wearer to operate in conditions below -10 degrees for periods of time without damage to their face from frostbite. Also they are very useful for skiers and snow mobilers in cold weather where the wind chill would be a major consideration on exposed skin. This mask makes anyone attempting to identify the wearer one level more difficult when worn. Weight - Kg Price \$10 Availability (C/C) Special -

**Concealing, Capone Limited:** This mask can come in any color or camouflage, although it is usually comes in black is designed to protect the wearers' identity more than anything. This mask gives the character a -1 DM to any attempts at Intimidation. This mask makes anyone attempting to identify the wearer one level more difficult when worn. Weight - Kg Price \$15 Availability (S/C) Special -

**Protective, Miltech Limited:** This mask provides anonymity to the wearer and does provide limited protection against shrapnel. If the attack would hit the face all damage would be reduced by 1 point. This mask makes anyone attempting to identify the wearer one level more difficult when worn. Weight 1 Kg Price \$75 Availability (R/S) Special -

**Glasses/Sunglasses:** This item is typical face wear for many people during the summer to eliminate glare and brightness.

**Arctic, Grizzly:** These are designed to eliminate glare more than anything and are more of a goggle, fitting tight to the face all around. They give the wearer a -1 DM when attempting an Observation check during the day on snow or ice covered terrain. They also give a -1 DM to the effects of a sudden flash of light. Lastly they give come limited protection to the eyes from wind and cold. Weight Negligible Kg Price \$40 Availability (S/S) Special -

**Corrective Lens:** These are glasses that are designed not for looks but to correct the wearers eye sight. Weight Negligible Kg Price \$60 Availability (V/V) Special -

**Corrective Lens Inserts:** These are Corrective Lens Glasses crafted to fit under goggles, masks, and gas masks. Weight Negligible Kg Price \$50 Availability (I/R) Special -

**Mirrored:** These standard yet stylish sunglasses, these designer shades grant a -1 DM to Intimidation checks and are

#### NOMEX MATERIAL

This material is lightweight, fire resistant and insulating. It will not catch fire unless exposed to open flames for 5 minutes and reduces the heat damage from fire by one point per round of exposure.

Its insulating properties allow the wearer to operate down to 10 degrees comfortably and reduced frostbite damage by 1 point per round of exposure.

sure to leave the character brimming with self-confidence. Weight Negligible Kg Price \$35 Availability (C/C) Special -

**Safety, ACE:** These are standard safety glasses. They give a -1 DM to anything directed against the eyes (first round only). Weight Negligible Kg Price \$40 Availability (C/C) Special -

**Safety Lighted, ACE:** These are standard safety glasses that are fitted with two small LED emitters. This allows working in dark locations and clandestine work. You can read by the light of the glasses at 3 feet and the light can be seen out to fifteen feet. Weight Negligible Kg Price \$45 Availability (S/C) Special -

**Serengeti Sunglasses:** (See Dark Conspiracy Pg. 274) Weight Negligible Price \$300 Availability (S/C) Special -

**Standard:** These are your typical store bought, wrap around sunglasses. The wearer gains the usual protections against sunlight, glare and wind but also gains a +2 DM applied to any other characters attempt to see where the wearer is looking. Weight Negligible Kg Price \$20 Availability (C/V) Special -

**Goggles:** These are protective eye ware that covers the face from mid nose to mid forehead, fit tight to the face, and held in place by a strap. They also limit the person who wears them peripheral vision, a shift of one difficulty harder to make Observation checks to the flanks

**Dust, Grizzly:** These goggles are like the protective goggles except they only have a thin Plexiglas front so provide no protection from solid objects but will still allow characters to operate in blowing sand and the like without any additional penalty. Weight Negligible Kg Price \$5 Availability (V/V) Special -

**Flash:** These give the wearer a +1 to their DC when attempting Observation checks during the day on snow or ice covered terrain. They also give a -2 DM against sudden flashes of light. Weight Negligible Kg Price \$25 Availability (S/C) Special -

**Glare:** Commonly used by skiers, these tinted goggles gut down glare from the suns reflection off of snow and ice. They give the wearer a -1 DM to their Observation checks during the day on snow or ice covered terrain. They also give a -1 DM against sudden flashes of light. Weight Negligible Kg Price \$20 Availability (S/C) Special -

**Protective, ACE:** These goggles are designed to protect the eye region not only from dust, and the like, but also from flying debris. Characters wearing protective goggles gain a -1 DM against light directed at the eyes and sudden flashes. They cut off the peripheral vision, resulting in a +2 DM to Observation checks to the flanks in addition to the normal goggle effects.. Also, they give a +2 DM to any attacks from tear gas or mace. Weight Negligible Kg Price \$40

Availability (S/C) Special -

**Gloves:** While these were originally designed to protect the hands they serve a decorative function as well.

**Arctic, Grizzly:** These gloves have three layers: a wool glove insert, a leather shell, like that of the cold weather gloves, and then an outer mitten of heavy thermal material. These gloves come in sage green color. These gloves, since they are mitten style, interfere with the use of a weapon and with fine motor skills. These gloves provide a damage reduction of 2 against cold damage directed against the hands. Weight 0.5 Kg Price \$30 Availability (S/C) Special -

**Climbing:** These are a thin, rubber faced glove are used by rock climbers. They aid in the climber's grip while protecting the hands from the face of the rock. Use of these gloves reduce the difficulty of a hand over hand climb on irregular surfaces (i.e. rocks) by -2 DM and over regular surfaces (i.e. brick walls) by -1 DM on Climbing checks. Weight Negligible Kg Price \$20 Availability (S/C) Special -

**Cold Weather:** These gloves consist of two layers, a woolen glove insert and a leather glove shell. This allows the wearer to keep their hands warm down to 0 degrees. These gloves provide a damage reduction of 1 against cold damage directed against the hands. These gloves interfere with the use of a weapon and increase the difficulty category by one and fine motor skills checks with the hands by -2 DM. Weight Negligible Kg Price \$10 Availability (V/V) Special -

**Dress, Gucci-Versace:** These are thin black leather gloves designed to look good on the hand. While they serve little purpose other than for looks they prevent unwanted fingerprints from being left behind. These gloves interfere with the use of a weapon and increase the difficulty category by one and fine motor skills checks with the hands by -1 DM. Weight Negligible Kg Price \$50 Availability (S/S) Special -

**Fireman's:** A black rubberized shell and a NOMEX liner. These gloves interfere with the use of a weapon and increase the difficulty category by one and fine motor skills checks with the hands by -2 DM. Weight Kg Price \$75 Availability (S/C) Special -

**Fliers:** These are thin, sage green, flame resistant gloves made of Nomex material. These gloves allow full range of motion with the hands and fingers. Weight Negligible Price \$30 Availability (S/C) Special -

**Latex:** These are originally designed for use in the medical field but have found wider use as the tool of the individual who does not wish to leave behind any fingerprints. They do limit the sensation of touch and should the GM determine that the sense of touch is needed for a skill, it can increase the skill check by +1 or +2 DM. (Box 100 pairs) Weight 0.5 Kg Price \$10 Availability (C/V) Special -

**Protective, ACE:** These are heavy rubber gloves designed to protect the hands from high voltage and chemicals. Being made of thick rubber. These gloves interfere with the use of a weapon and increase the difficulty category by one and fine motor skills checks with the hands by -2 DM. Weight Negligible Price \$30 Availability (S/C) Special -

**Repelling, Wilson-Rawlings:** These leather gauntlets are designed to protect the hands against a rope slipping though them while still having a good enough gripping surface to grab the rope and stop it.

Repelling attempts made without gauntlets, that miss the Climbing check by more than 3, results in rope burned hands. The character suffers 1 point of damage to their hands. Rope burned hands makes all further repelling attempts at repelling a Difficulty level harder. until the hands heal. In addition, when suffering burned hands, any task requiring a tight grip is performed at two difficulty levels harder.

These gloves make the use of a weapon impossible and fine motor skills checks with the hands by -2 DM. Weight Negligible Price \$40 Availability (S/C) Special -

**Shooting, Czech State Factories:** These gloves look like a pair of leather dress gloves but are specially vented in the back to prevent the hands from sweating. They have rubberized grips in the palm and non-trigger finger to keep the weapon firmly in place. The trigger finger is made extra thin to fit into any trigger guard and to give the shooter the full feel of the trigger. Weight Negligible Price \$30 Availability (S/C) Special -

**Tactical, Miltech Limited:** These are made from a lightweight leather like material that fits the wearers hand like a second skin. It allows the most feeling while still according some protection. They are most often worn by special forces and other special operatives. Weight Negligible Price \$20 Availability (R/C) Special -

**Trigger Finger, Czech State Factories:** These gloves, while the look and function like cold weather, but these have a removable index finger cover. This allows the wearer to operate in cold climates and still function normally with a gun. Weight Negligible Price \$27 Availability (S/C) Special -

**Work, ACE:** These are heavy leather or canvas gloves used to protect hands from cuts, scrapes, and bumps while providing a good gripping surface. These gloves do interfere with the use of a weapon, applying a +2 to all firearms checks, and increase the Difficulty level on fine motor skills with the hands one level. Weight Negligible Price \$5 Availability (V/V) Special -

#### Miscellaneous:

**Device Transporter:** This looks like a bandoleer but its designed to securely hang your cell phone, tablet, or other small devices off of it and be ready for immediate use. Weight Negligible Price \$80 Availability (C/V) Special -

#### Jewelry

Primarily a woman's accessory but also does have some effect for men. It consists of a variety of pieces with the exception of watches (which are handled separately).

Jewelry has several functions in the game. First it can be used as part of a cover, showing off ones wealth, or perception that they have money. Secondly characters vanity. Thirdly it gives a -1 DM on all initial Intimidation checks against those who perceive themselves of a lesser economic stature. The jewelry can be faked and provide a decoy for the real jewelry. Lastly, it gives a -1 DM to all Seduction checks against characters of another sex.

Jewelry in addition can make a character a target for thieves depending on the situation.

**Costume:** This is fake jewelry made to imitate the real stuff but made with lesser ingredients.

It is virtually indistinguishable from real jewelry at a casual glance. The only exception to that is if the piece of costume jewelry is made to copy a real piece of known jewelry then an Observation check at very difficult for casual observation, or a normal difficulty under close inspection, will reveal it to be a counterfeit.

Normal costume jewelry if closely inspected an Observation check of difficult or Appraisal check at easy to reveal its true nature. An additional -1 DM is applied for each round spent examining the piece up to a -5. Weight Negligible to 0.5 Kg Price \$10 to 150 Availability (C/V) Special -

**Fine Jewelry, Gucci-Versace:** This is the real stuff provides the character with a certain stature in a crowd. In addition it can be pawned for one half the purchase value. Negligible to 0.5 Kg Price \$100 to 5,000 Availability (R/S) Special -

### Handbag

This is the typical woman's accessory

**Clutch:** A small handbag that is made to be carried and thus has no strap. Weight Negligible Price \$35 Availability (C/C) Special -

**Standard:** A bag about 2 feet by one foot on a strap that is used to carry everything a woman needs on the go. Weight 0.5 Kg Price \$25 Availability (V/V) Special -

**Range Pack:** This bag is black and capable of carrying 8 pounds internally and another 4 in external pouches. Weight 1 Kg Price \$50 Availability (S/C) Special -

**Over sized:** This bag is a standard shoulder handbag but it measures 2.5 feet by 2.5 feet. Weight 1.0 Kg Price \$45 Availability (C/C) Special -

**Designer, Gucci-Versace:** This bag is a handbag bearing the marking and quality of a designer. It is immediately recognized by those who know fashion. Weight 1.0 Kg Price \$250 Availability (R/S) Special -

**Money Belt:** This offers a place of concealment for cash, documents or other flat items. It is worn under normal clothes and is not visible. It has the capacity of storing up to 100 pieces of currency without being noticeable by vision. It takes an Observation check at impossible for casual observation and a very difficult if watched closer. There is a -1 applied to the Observation checks for every 50 pieces of currency over 100. Weight Negligible Price \$15 Availability (S/C) Special -

**Photographer's Vest, Nikon:** This vest is made of cloth and and mesh. It has a series of small pockets to contain film canisters, memory cards, and other things the professional

photographer will need in the field. Weight 0.5 Kg Price \$60 Availability (C/C) Special -

### Wallet

These are carried by individuals to contain cards, ID, and money.

**Cloth:** This wallet is made of cloth and can come in any color. Weight Negligible Price \$5 Availability (V/V) Special -

**Leather:** The leather wallet comes in black and is the most common. Weight Negligible Price \$10 Availability (V/V) Special -

**Metal:** The Metal Wallet is actually a case that contains those items normally contained inside a wallet. It has the advantage of being unable to be scanned though but it is inflexible. Weight 0.5 Kg Price \$15 Availability (C/V) Special -

### Watches

While many consider a watch a piece of jewelry it is also a useful tool for many different functions.

**Childrens' Character, Disney-Kodak:** The Child's Character Wrist Watch is a standard, although undersized watch face for adults, quartz movement wristwatch. It uses the character as the hands. It is water resistant but not waterproof. Weight Negligible Price \$20 Availability (C/C) Special -

**Digital Wrist:** The Digital Wristwatch give the numerical reading for the time. It also has functions for day/date/year, a second time zone, an alarm, and even a stopwatch. It is waterproof down to ten meters. Weight Negligible Price \$10 Availability (V/V) Special -

**Divers Wrist, Pepsico:** The Divers Wristwatch is a quartz movement wristwatch with a second hand that is used to time dives and decompression. It is waterproof down to 100 meters. Weight Negligible Price \$100 Availability (R/S) Special -

**Pocket:** The Pocket watch is primarily for the eccentric. It has a quartz movement and a large face. It is neither water resistant or waterproof. Weight 0.5 Kg Price \$50 Availability (R/R) Special -

**Quartz Movement Wrist:** This is the standard non-digital wristwatch. In addition to providing the time, it also provides the day and date. It is waterproof down to 20 meters. Weight Negligible Price \$100 Availability (V/S) Special -

**Solar Powered Digital Wrist:** A *Digital Wrist Watch* that has a small solar panel. This allows the watch to run one day for every hour exposed to light, with the capacity of seven days. Weight Negligible Price \$15 Availability (C/C) Special -

# BLACK BAG EQUIPMENT

Items for covert operations.

**Caltrops, Capone Limited (25):** Caltrops are small metal three pointed spikes that are tossed on the round and they always land with one spike up. This forces anyone crossing them to move around or make a check, Acrobatics Normal or AGL Difficult, If moving through at a run then it gets one level more difficult. Failing a check the character crossing will take 1-3 points of damage to the feet and has to halt for one full round to remove the caltrops. If wearing steel bottomed shoes or boots then the character will suffer no damage but will have to make an Acrobatics easy or AGL normal check to avoid falling down. Weight Negligible Price \$10 Availability (S/C) Special -

**De-Gaussing Unit:** This small black box contains a device capable of destroying a computers hard drive. To use it in the first round the De-gaussing Unit is placed in contact with the computer and turned on. It will destroy 10% of the hard drive per round in contact. The hard drive is totally unrecoverable by any means (See *Electronic Hardening* below). Weight Negligible Price \$500 Availability (I/S) Special -

## Disguise Kits

**Actors Makeup Kit:** This is the basic disguise kit. It includes a full selection of bases and shades to allow the character to change the skin tone and hair coloring. Also, you will find false nails, glasses, hair extensions and even a couple of wigs. This is the minimum required for use of the Disguise Skill. It has enough materials to do four simultaneous disguises requiring hair or a dozen disguises total before needing refilled. Weight 3 Kg Price \$60 Availability (S/S) Special -

**Special Effects Makeup Kit:** This set has everything in the Actors Makeup Kit and more. It has the molding, breathable plastic skin mixture and glue to do anything from scars to full faces. It has enough materials to do six simultaneous disguises requiring hair or full-face coverings or twenty disguises before needing refilled. This gives a -2 DM to all Disguise checks. Weight 5 Kg Price \$200 Availability (R/S) Special -

**Dog Deterrent:** This item is a palm sized, ultrasonic emitter that can only be heard by dogs. It is painful to the animal's ears, so much so that dogs will flee or maintain their distance from the person with the device. It has a range of 15 feet and the battery has a life of 15 minutes per charge.

Dogs must make a check or else they will flee (Normal Dogs need a 2 or less, Guard Dogs need a 4 or less, Attack Dogs need a 5 or less). If they do not flee then Guard Dogs and Attack Dogs may attempt to enter the 15-foot radius of protection if they pass a second check.

Each subsequent round if the dogs are inside the radius they must make a check. If they are standing their ground outside the radius then they do not have to make a check. Weight 0.5 Kg Price \$25 Availability (C/C) Special -

## Forgery and Forged Items:

**Currency Forgery Kit, Capone Limited:** This allows a character with a Forgery Skill to counterfeit currency. It includes a hand press and enough paper and ink to do 100 sheets, ten to a sheet, of currency (classified as four runs). It

includes plates for a U.S. 20 Dollar bill and the 20 Euro note, but neither of them will pass much scrutiny. It included 4 blank plates (enough to do two different bills front and back). See *Forged Currency* below for effect. Weight 10 Kg Price \$1,000 Availability (I/R) Special Illegal

**Document Forgery Kit, Capone Limited:** This kit has everything needed to forge official looking governmental and non-governmental documents. Included are stationary, passport covers, Visa and other identification blanks, a set of official looking seals from customs in over 50 countries. This kit can produce 6 passports with a like number of entry documents, and up to thirty other document pages before needing a refill.

When manufactured the character will roll a Forgery check and at whatever level the forgery check would have been passed then that is the level of scrutiny it will pass with an observation check. If the forger failed an easy check then any observation check will let the observer know it is funny money. If the forger passed a very difficult check when making the currency then it will take an Observation check with a very difficult check passed to know it is forged. If the observer has forgery as a skill then they receive a minus DM equal to ½ their Forgery skill. Weight 12 Kg Price \$1,500 Availability (I/R) Special Illegal

**Dreamland Pass:** A special pass featuring the owner of the passes name, holographic image, right thumb print, and an electronic strip. The electronic strip contains special passwords for levels of dreamland the owner of the car is allowed to go to. These are needed to enter Dreamland, access elevators (only levels approved), and keys to doors. Weight Negligible Price Special Availability (Special) Special Must have Permission of Dreamland

**Forged Currency:** Forged currency comes in a variety of qualities but is cheaper to purchase than their denominations would denote. When manufactured the character will roll a Forgery check and at whatever level the forgery check would have been passed then that is the level of scrutiny it will pass with an observation check. If the forger failed an easy check then any observation check will let the observer know it is funny money. If the forger passed a very difficult check when making the currency then it will take an Observation check with a very difficult check passed to know it is forged. If the observer has forgery as a skill then they receive a minus DM equal to ½ their Forgery skill. Weight Negligible Price ½ face value Availability (I/R) Special Illegal

**Forged Dreamland Pass:** This is a forged electronic pass to the lower levels of a specific Dreamland. The character creating the pass must make a Forgery check. In order to determine that the pass is forged the character must pass an Observation check one level easier than the level of forgery check passed. Weight Negligible Price \$5,000 Availability (I/I) Special Illegal

**Forged Papers:** These are papers needed for identification, movement, or being able to access different areas. When manufactured the character will roll a Forgery check and at whatever level the forgery check would have been passed then that is the level of scrutiny it will pass with an observation check. If the forger failed an easy check then any observation check will let the observer know it is funny

money. If the forger passed a very difficult check when making the currency then it will take an Observation check with a very difficult check passed to know it is forged. If the observer has forgery as a skill then they receive a minus DM equal to ½ their Forgery skill. Weight Negligible Price \$500 – 5,000 Availability (I/R) Special Illegal

**Forged Security Pass:** A forced electronic security pass. This will give the character access to levels of whatever the security pass is for. The character creating the pass must make a Forgery check. In order to determine that the pass is forged the character must pass an Observation check of the same level that the level of forgery check passed. Weight Negligible Price \$500 – 5,000 Availability (I/R) Special Illegal

**Identification Card:** Everyone is issued and must always have with them a national Identification Card. In addition, anyone who is a Prole or an employee of a megacorp will have an ID Card in addition to any security pass they may have. Weight Negligible Price None Availability (V/V) Special -

**Passport:** This document is a card with a characters name, photo, and thumbprint. It has a writable magnetic strip on the back that keeps track of all national border crossings. Weight Negligible Price \$50 Availability (C/C) Special -

**Security Pass:** (Addition to *Dark Conspiracy* Pg. 260) This is an electronic card issued by megacorps to regulate who goes to certain levels in corporate facilities. Weight Negligible Price None Availability (V/V) Special -

**Transit Papers:** This consists of a small book that is issued to individuals so that they can move from area to area in a city or state. These are usually more important to Proles and lower classes as someone with a Dreamland pass will rarely even be asked for these documents. Weight Negligible Price \$50 Availability (C/V) Special -

**Glass Cutter, Capone Ltd GSB:** The Glass Cutter consists of a suction cup and an adjustable arm that holds the cutting blade. The suction cup steadies the device against any smooth surface and a revolving blade that cuts a clean hole through up to three inches of glass.

The character simply attaches the suction cup to a glass (requiring one half action). The character then cuts the glass (requiring one half action per six inches in diameter). Finally the character pulls the circle of cut glass free (requiring a half action) with the suction cup.

The size of the hole left behind can be adjusted between six inches diameter and a 36 inches diameter (large enough for most characters to slip through). The blade can be used separately on up to one inch of glass but then there is no control over the glass once its cut. Weight 0.25 Kg Price \$20 Availability (S/S) Special -

**Key Making Set, Ace 1515:** This set can make keys to most key locks and about 75% of the world's autos in the matter of thirty minutes. If the character does not have an original key then they must make a successful Lockpick check, one level more difficult than the lock would be to pick in order to make a key. It has enough blanks to make 30 keys before needing a refill. Weight 20 Kg Price \$750 Availability (I/S) Special License

## Lock Picking Sets

(Replaces Lockpick Tools *Dark Conspiracy* Pg. 266).

**Auto Jiggler, Capone Ltd AJ:** This ten piece set of keys will quickly open and start many foreign and domestic vehicles. They are easy to use, as they do not require the use of a separate tension tool. They take a Lockpick skill check or an AGL check. The difficulty runs from normal for cars 20 or more years old, difficult for those ten years or more older, and very difficult for those newer. They will also open most large padlocks requiring a Lockpick skill or AGL check of very difficult level. Weight 0.25 Kg Price \$25 Availability (S/C) Special License

**Car Opening Kit, Capone Ltd:** This consists of several pieces from a long wire to a flack metal piece, both of which are slipped between the window and the door frame. The use of this kit requires a Lockpick skill check with the difficulty running from normal for cars 20 or more years old, difficult for those ten years or more older, and very difficult for those newer. An AGL check can also be used with a difficulty running from difficult for cars 20 or more years old, very difficult for those ten years or more older, and impossible for those newer. Weight 2 Kg Price \$100 Availability (S/C) Special License

**Electronic Lock Breaker Ring, Capone Ltd ELB:** This ring looks like a normal ring when looking at it from the back of the hand. On the palm side, however, there is a two by two inch metal plate. When placed over an electronic lock it causes it to short circuit the lock and make it release, unless it has a dead power lock. The lock however is short circuited in the process and the damage would be obvious to anyone looking at it afterwards. Weight Negligible Price \$250 Availability (R/S) Special Illegal

**Electric Lock Pick, Capone Ltd ELP:** They require some skill to use, but for most, it is the easiest to use of all snap-guns or conventional picks. Each gun includes four picking needles, three tension tools, and adjustment wrenches. This device grants a -2 DM to Lockpick checks made to open with this device. Weight 0.5 Kg Price \$200 Availability (R/S) Special Illegal

**Electronic Lock Pick Capone Ltd ELP2000:** A portable device that fits over keypad electronic numeric keyboard locks. It gives those with an Electronics skill a chance to open the lock without damaging the keyboard. In addition, should the character also have Lockpick skill a -2 DM to the attempt to defeat this type of lock. Weight 0.25 Kg Price \$250 Availability (R/S) Special Illegal

**Lock Pick Set, Capone Ltd 1:** A small leather case about the size of a wallet containing various small metal picks that used in conjunction with each other and some skill can pick most locks. This set is the basic set that gives the character a chance to use their Lockpick skill against the lock. Each lock will have a difficulty associated with them. Weight Negligible Price \$30 Availability (S/C) Special License

**Lock Pick Gun, Capone Ltd LPG:** The lock pick looks like a gun and was designed for law enforcement agencies to quickly pick pin tumbler locks. This device is now a common black market item, and allows an AGL or Lockpick skill to be used to pick the lock. Unlike conventional hand picks that activate only one or two cylinder pins, this tool is de-

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## CONVENTIONAL LOCKS AND PICKING

Conventional key locks are rated by their difficulty to pick. These are then modified by the type of pick being used.

This is determined by the chart below

| Lock Type                    | Difficulty                  |
|------------------------------|-----------------------------|
| Simple Padlock               | Easy                        |
| Master Heavy Duty Padlocks   | Normal                      |
| Interior Door Lock           | Easy                        |
| Exterior Door Lock           | Difficult                   |
| Security Room Lock           | Very Difficult - Impossible |
| Office Furniture Lock        | Easy                        |
| Auto Lock Over 20 yrs old    | Normal                      |
| Auto Lock 10 to 20 yrs old   | Difficult                   |
| Auto Lock Newer than 10 year | Very Difficult              |

Using an unconventional lock pick; a wire, paperclip, etc. makes picking one level more difficult.

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signed to span all the pins at once. This makes picking the lock one difficulty category easier. Weight 1 Kg Price \$150 Availability (I/S) Special Illegal

### **Magnetic Card Reader / Copier Radio Shack MCR:**

This looks like a regular credit card swipe machine but instead it is designed to read the information off of the card and store it. Then a blank card with a magnetic strip is run through another slot on the machine and it will transfer the information to the new card. It also allows the new card to have a different personal identification number applied to it.

This is good for copying credit cards, key cards, ID cards and the like. Copying credit cards requires a Cryptology skill check with a Difficult level. Weight 0.5 Kg Price \$75 Availability (R/S) Special -

**Magnifying Glass, Carson Optical M1:** This 4-in. lens grants a -1 DM to Observation checks when searching for small items. It takes a full action or more and focus on an area about three feet by three feet. It may also be used to start fires on a sunny day. Weight Negligible Price \$5 Availability (V/V) Special -

**Peephole Reverser, Capone Ltd PR:** A small, 4 inch long, device used to compromise a doors peephole. When placed against a door's peephole allows a person on the outside to look through the peephole as if the peephole was designed to look into the home. Weight Negligible Price \$75 Availability (R/S) Special -

**Pocket Microscope, Carson Optical Pm6:** This device is about the size of a fountain pen and contains a 50x measuring reticle microscope. It can be used to find and analyze minute clues, such as hair, metal fragments, or fingerprints in the field. This gains the character a -2 DM to Observation checks when looking over a specific tiny object. Weight Negligible Price \$70 Availability (S/C) Special -

**Suit, Blackout:** This set of coveralls is made of a black cotton material that covers from the neck to the wrists to the ankles. It gives a -2 DM to Stealth checks when dealing with shadows and a -1 DM when hiding in vegetation. Weight 1 Kg Price \$150 Availability (R/S) Special -

**Voice Disguiser:**

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## CRYPTOLOGY (INT) UNSKILLED

Cryptology is the skill of devising and breaking codes. This can include not only message codes but also passwords and the like.

### *Developing Codes/Passwords:*

Each Code or Password is divided into tow categories: Manual or Mechanical. Manual codes are ones where an operator has to manually substitute letters/numbers or has to input the password themselves. These are the simpler codes than mechanical codes. Mechanical codes are ones that are generated by a machine based of if its internal configuration and the code key being used.

Each code has a Code Strength that is determined at the time the code is first used. The Code Strength for a Manual Code is determined by a rolling the Cryptology skill of the code maker. If the cryptology check fails Easy then it receives a -4 rating, if passes east then -2, if passes normal the its a 0, if passes difficult +1, if passes very difficult +2, if passes imposible +4.

For mechanical codes the Code Strength is determined by making a Cryptology skill check of code developer. If the cryptology check fails Easy then it receives a -2 rating, if passes east then a 0, if passes normal the its +1, if passes difficult +2, if passes very difficult +3, if passes imposible +5.

To break a code the code breaker must make a Cryptology check, the difficulty based on the amount of messages the code breaker hast to work with. With just a part of a message then it is an impossible check, with a single message its a very difficult check, with two to five messages its a difficult check, with over five messages its a normal difficulty. These rolls are made a DM equal to the code strength of the code.

If the code breaker passes its check with the code strength DM then the code has been compromised. The code breaker then can decipher one word in 10 per point they are under the number needed to pass their check.

If a manual code is being used on a radio with an encryption system then the Code Strength of -2 the code breaker with a skill of 4 and two messages would have to roll a 4 or less ( $4/2=2$  with a DM of -2). the character rolls a 1 which is 3 less than needed so they can decipher 30% of the message.

It takes two hours to write a code and one to break it. Times are cut in half if computers are employed.

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**Voice Changer, Portable Telephone, dbx:** This voice changer is compatible with all telephones (cellular, payphone, cordless, & land line). This voice changer has fourteen user-programmable voice-modes and one normal voice-mode. It features digital signal processing with a built-in microphone for high-clarity no-distortion voice altering. It takes an Electronics Use normal check to set the device up for use or an Electronics Use very difficult check to try to mimic the voice of a known person. It comes in a small metal case that measures 1.10" x 2.75" x 5.25". Weight 0.5 Kg Price \$10 Availability (S/C) Special -

**Voice Disguiser, dbx, Micro:** A palm-sized unit that

can totally change and distort a persons voice. It can be used both on the phone and in person. It can even change a male voice to that of a female one. It is not possible to duplicate an individuals voice with this device.

Anyone with access to sound processing equipment or software can easily determine, Electronic Use or Computer Use easy skill check, that the voice has been distorted. It is not as sophisticated as other phone voice changers but it is highly concealable and portable. Weight 0.5 Kg Price \$100 Availability (R/C) Special -

**Voice Disguiser, Sony 205:** This hand held device changes the pitch of the voice. It can alter the perceived sex of the person using the device or even make it into an inhuman guttural growl.

It can in general attempt to imitate an individuals' voice. In order to fool an individual it takes a minimum of 15 undis-

turbed minutes with a recording of the individuals' voice to be imitated in order to set the disguiser. When used, it requires the victim of the hoax to fail a INT check by the character being fooled, difficulty check Difficult for those familiar with the person being imitated, Normal check if very familiar, and Easy check if intimate.

It is easily identified as being altered if run through a voice analyzer or a sound processing software. Weight 2 Kg Price \$250 Availability (R/S) Special -

**X-Ray Spray, Capone Ltd X4:** A spray can that when it mists a piece of normal paper it turns it temporarily translucent. This translucence lasts 5 minutes and allows an individual a change to look at what is below it, or inside and envelope, without disturbing the paper itself. (Bottle with 10 doses) Weight 0.5 Kg Price \$250 Availability (R/S) Special Illegal.

# COMMUNICATIONS GEAR

Items used to convey speech, voice, sounds, video, and information across distances.

## Phones

**Black Box, Capone Ltd:** A palm sized device that is used to make calls without having to pay for them or have them traceable. It takes an Electronic Use check at normal difficulty or an INT check at difficult in order to use. Weight 0.5 Kg Price \$250 Availability (S/C) Special Illegal

**Car, Radio Shack 1960:** These are reserved for the executives on the go who feel that they are above carrying a cell phone. They can be operated as long as the car is running or has battery power. Weight 5 Kg Price \$100 Availability (C/C) Special -

**Cellular Telephone, Tojicorp VHC13:** (see *Dark Conspiracy* Pg 268). Weight 1 Kg Price \$800 Availability (C/C) Special -

**Digital Phone, Motorola-Samgun D1500:** This one differs from the Cell phone in that it has several advance features.

It can take digital photos or video for transmission to another cell phone or modem. It can view digital images or video and also can also access the web via a wireless modem (Internet use takes 25% longer and a computer).

It also has a walkie-talkie feature that allows two or more phones to be linked together to communicate directly without dialing.

Lastly, it has the ability to send and receive text messages. Internal batteries power the cell phone for up to 24 hours. Weight 1 Kg Price \$1200 Availability (S/C) Special -

**Fax Phone, Motorola-Samsung FP10:** A traditional fax machine that can transmit and receive 8.5 by 11 inch documents and place and receive calls. Weight 5 Kg Price \$250 Availability (S/C) Special -

**Fax, Portable Sony Global FAXMan:** (see *Dark Conspiracy* Pg 268). Weight 6 Kg Price \$1,200 Availability (C/C) Special -

**Phone, dbx Finger:** This phone is the closest thing to Dick Tracy that exists. It consists of a small attachment that goes on your wristwatch or bracelet. This attachment has a microphone and receiver built in.

The wearer speaks to the wristwatch to dial a number and to talk. In order to listen the wearer puts his finger to his ear. The vibrations from the receiver are transmitted down the wearers' wrist, to the finger and then into the ear canal where it is turned back into sounds.

This takes a successful Electronic Use check at easy difficulty or an INT check at normal in order to set up. Weight Negligible Price \$2,500 Availability (R/S) Special -

**Juice Bar, Radio Shack 250:** A flat strip that allows the

## Morse Code Skill (DEX) Skilled

The Morse Code Skill is simply the ability to send and receive messages with Morse code. It takes a Morse Code skill check of mornal to send or receive a message in Morse code. The difficulty gets one lever harder, per twenty-five words in a single message sent, of a manually encrypted code.

charging of several cell phones, tablets, or similar devices at a time. It charges 1 hour for each five minutes left laying on the charger. Weight 2 Kg Price \$40 Availability (C/V) Special -

**Satellite Downlink Subsystem, Zeiss-Krupp ZK1956 PSD Portable:** (see *Dark Conspiracy* Pg 268). Weight 4 Kg Price \$12,000 Availability (R/S) Special -

**Satellite Phone, Zeiss-Krupp:** A large portable phone with an antenna that, rather than using cell towers, sends its signal off satellites. This makes it more useful in wilderness and backward areas where cell signals can not be picked up. Weight 3 Kg Price \$2,000 Availability (R/S) Special -

**Scrambler / Descrambler, Miltech Limited Model IX:** (see *Dark Conspiracy* Pg 268). Weight Negligible Price \$2,000 Availability (R/S) Special -

**Phone, Apple-IBM SP2000 Smart:** This is your typical I Phone or android device capable of being used as a phone, camera or have web use. They tend to be a bit fragile. Weight 0.5 Kg Price \$2,000 Availability (S/C) Special -

**Phone Picture Printer Apple-Packard PP1100 Smart.** A device about the same size as the smart phone and plugs into the phone. It can then print off photos, test messages, and even web pages. It can print ten photo sized prints per cartridge which replaces both the paper and ink. Weight 2 Kg Price \$2,500 Availability (R/C) Special - (Replacement Cartridge) Weight 1.5 Kg Price \$1,000 Availability (R/C) Special -

**Phone GE 202, Standard:** This is the standard desk style single or multiple line telephone. Weight 2 Kg Price \$100 Availability (V/V) Special -

**Wireless, Radio Shack WT:** A wireless version of the standard phone. It allows the handset to be up to 500 feet from the base unit. I also, can be picked up on a standard radio scanner that is tuned to the right frequency. Weight 2 Kg Price \$250 Availability (V/V) Special -

## Radios:

**Backpack Radio, Miltech Limited MP-25:** (Replaces Miltech Limited 5/25 km Manpack /Vehicular Radio of *Dark Conspiracy* Pg. 269) A military style backpack radio. It is capable of communicating up to five miles on its battery and with its normal whip antenna and up to 25 miles in a vehicle mount with a vehicle-mounted antenna. It can be equipped with both Morse code and encryption capability. It takes a normal Radio Use skill check to use. Weight 5 Kg Price \$800 Availability (C/C) Special Military

**Backpack Radio (Secure), Miltech Limited MP25S:** (Replaces Miltech Limited 5/25 km Secure Manpack /Vehicular Radio of *Dark Conspiracy* Pg. 269) A Miltech Limited MP-25 Backpack Radio fitted with a integral encryption device. Weight 6 Kg Price \$1,800 Availability (R/S) Special Military

**Car Transmitter / Receiver, Motorola-Samsung PC Special:** This is typical of those used in police cars, It is capable of sending and receiving on one channel with a selection of six pre-set channels. It operates off of the cars power system, It is not Morse code capable and can reach out to ten mile range. Weight 4 Kg Price \$750 Availability (R/S) Special Police



**Concealed Radio, Miltech Limited CRT100:** This consists of a button sized microphone, an earpiece, and a cigarette pack sized transmitter / receiver. These are commonly used by protective details as the microphone is commonly put in a sleeve and the transmitter is worn on the belt. The palm of the wearers off hand conceals a transmit button so only when the wearer wishes the transmitter is working. These radios have the range of one-half mile and operate only on a single frequency. Weight 0.25 Kg Price \$500 Availability (S/S) Special -

**Concealable Radio, Motorola – Samsung X12:** A small concealable radio transmitter / receiver usually used in areas where such a radio could result in adverse consequences if found by the authorities. It is capable of transmitting a Morse Code signal up to 100 miles in conjunction with a wire antenna. It takes a Radio Use Skill at difficult to use. Weight 1 Kg Price \$600 Availability (S/S) Special -

**Emergency Radio, Miltech Limited AN/PRC-128A:** This radio, carried by pilots and aircrew primarily, is about the size of a large hand held radio and operates only on a single fixed frequency. The radio can transmit both voice and Morse code signals, the latter is tapped out on a small black button on the top of the unit. It has a range of two miles with its included antenna. It takes passing an Electronic Use skill of difficult, or Radio Use skill of normal, or an INT check of difficult with a +1 DM to use properly. Weight 1 Kg Price \$500 Availability (S/C) Special -

**Frequency-Hopping, Tandy Jackrabbit:** See *Dark Conspiracy* Pg. 269). Weight 10 Kg Price \$800 Availability (R/S) Special -

#### **Hand Set Radio:**

**Commercial, Radio Shack WT45:** A set of two commercial walkie-talkies. They have a range of from a ¼ mile out to the maximum of a mile, depending on terrain and battery charge. They are not capable of being encrypted but they also do not stand out in a civilian setting. They operate on a single frequency but not all hand set radios use the same one. Weight 1 Kg Price \$100 Availability (V/V) Special -

**Professional, Shure WT10:** A set of two high quality walkie-talkies. They have a range of from a ¼ mile out to the maximum of a mile, depending on terrain and battery charge. They are not capable of being encrypted but they also do not stand out in a civilian setting. They operate on any of five different frequencies. Weight 1 Kg Price \$250 Availability (C/V) Special -

**Military, Miltech Limited PR-2K:** (Replaces Miltech Limited 2 KM Hand Radio from *Dark Conspiracy* Pg. 269) A set of two military style walkie-talkies. They have a range of from ½ mile out to the maximum of two miles, depending on terrain and battery charge. They are not capable of being encrypted. They can operate on up to twenty predetermined frequencies. Weight 0.5 Kg Price \$250/Pair Availability (C/C) Special Military

**Headset Radio, Motorola-Samsung HR25:** A radio headset consists of a pair of headset speakers and a thin line microphone connected to a small cigarette style transmitter – receiver. It allows its wearer to only talk to another character wearing a similar headset at ranges up to one mile

away. For each additional mile of range, double the Price out to five miles, maximum. Headset radios may be rigged to send out only encrypted messages (Electronics check at normal to turn on or off). Weight 0.5 Kg Price \$250 Availability (S/C) Special -

**Individual Tactical, Miltech Limited ITR-VII:** See *Dark Conspiracy* Pg. 269). Weight 0.5 Kg Price \$550 Availability (S/R) Special -

#### **Receiver**

**Commercial Tandy 1500:** A standard commercial radio that picks up AM, FM, and short wave bands. It has no capacity to transmit and is battery powered. Weight Kg Price \$ Availability (/) Special -

**Hand Cranked, Coleman HC700:** This is very like a Commercial Receiver but it is powered by a hand crank. Then the handle on the back is cranked for sixty seconds powers the radio for an hour. Weight 2 Kg Price \$25 Availability (V/V) Special -

**Solar Powered, Motorola-Samsung 350:** A commercial receiver equipped with a solar power that is capable of collecting enough energy to power the radio for 4 hours per hour of hour spent in light. Weight 3 Kg Price \$75 Availability (C/V) Special -

**Shoulder, Motorola- Samsung SR2:** This is standard issue for beat cops with a microphone-speaker that sits on the shoulder of the shirt and a wire that runs down to a small transmitter that is worn on the belt. The transmitter takes up one space on the belt. It must be within a mile of a booster tower or car transmitter / receiver. Weight 3 Kg Price \$175 Availability (S/S) Special Police

**Teletypewriter, Tandy TTR Radio:** This combines a Long-range radio transmitter with the teletypewriter machine. The main advantages of the Teletypewriter is that since the text is actually typed in on one end and typed out by the machine on the other end so that there can be no misinterpretation of what was sent. In addition it is easier to send long texts rapidly. It differs from a cipher machine as that most texts are sent in the clear and print out as quickly as they are received. It is capable of reaching out fifty miles. This takes a Radio Use skill check at normal to properly use. Weight 25 Kg Price \$750 Availability (I/R) Special -

**Throat Mike, Miltech Limited TMA:** This consists of a small microphone that is strapped tightly around the neck of the character. Rather than picking up the voice the mike picks up the vibrations in the voice box and converts them to sound. Since the signaling mike is on the throat it is possible to send simple or Morse code signals my clicking the jaw together.

The character also gets a small earphone to pick up the signals. The sounds received are directed directly into the ear canal and thus cannot be overheard by others. They broadcast up to one-quarter of a mile without a booster.

The booster is attached to the throat mike and worn someplace on the character. It is about the size of a cigarette pack. A hand-held or backpack radio that picks up the signal can re-transmit the signal as far as that radio will broadcast, however it cannot decipher the message to determine what is being said.

These units' only form of encryption is that they can only

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## Electronic Encryption

Electronic Encryption involves using two sets of the same encryption device, one on sending and one on receiving end. In addition these devices must have the same key code entered into both units.

The voices spoken even if intercepted would not be able to be distinguished or even be recognized as voices. In order to begin the decoding process anyone picking up the signal would have to have a copy of the same encryption device.

Once the message has been received or intercepted and the decoding process has begun then those machines that have the same key code as the transmitter will be able to receive the message. If the receiver does not have the same key code then the code must be broken. (see Cryptology above)

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be understood immediately by another throat mike. No other encryption is available for this kind of mike. Set up encryption with Radio Use Normal or Electrical Use Difficult skill check. While the mike will pick up everything said by the wearer it will not pick up any background noises or conversation. Weight - Kg Price \$350 Availability (I/R) Special -

**Transponder, Tojicorp Tagalong:** See *Dark Conspiracy* Pg. 269). Weight 1 Kg Price \$1,800 Availability (S/C) Special -

**Vehicular, Miltech Limited V-50:** (Replaces Miltech Limited 50 KM Vehicular Radio of *Dark Conspiracy* Pg. 270) This looks like a box thirty inches by twelve inches by thirty six inches. The front has switches, dials, and connections and has a power connection site on the rear. This radio slides into a vehicular mount that will provide power from the vehicle or it can be set up and hooked up to a power supply that can convert AC to DC power. It includes a vehicular mount, power cord, voice mike and headset. It has a basic range of up to twenty five miles, which can be effected by the antenna. Weight 15 Kg Price \$1,200 Availability (C/V) Special -

**Vehicular, Miltech Limited V-50S Secure:** (Replaces Miltech Limited 50 KM Secure Vehicle Radio) A *Miltech Limited V-50 Vehicular Radio* fitted with an encryption device. Weight 15 Kg Price \$1,450 Availability (S/C) Special Military

**Vehicular Long Range, Miltech Limited V-100:** This is similar to the standard Vehicular Radio but it is thirty inches by thirty inches by thirty six inches. The front has switches, dials, and connections and has a power connection site on the rear. This radio slides into a vehicular mount that will provide power from the vehicle or it can be set up and hooked up to a power supply that can convert AC to DC power. It includes a vehicular mount, power cord, voice mike, Morse code key and headset. It has a basic range of up to 100 miles, which can be effected by the antenna. Weight 25 Kg Price \$2,000 Availability (R/S) Special

**Vehicular Long Range, Miltech Limited V-100S Secure:** A *Miltech Limited V-100 Vehicular Radio* fitted with an encryption device. Weight 25 Kg Price \$2,250 Availability (I/R) Special Military

## RADIO ACCESSORIES:

### Antennas

**Car, Tojicorps:** This is an additional antenna used for cars that are carrying additional radio receivers and or transmitters. It is shorter than the whip antenna but gives 20% normal range. Weight 0.25 Kg Price \$50 Availability (C/V) Special -

**Directional Antenna, Miltech Limited 45:** A dish, six inches across, that is used to limit the direction of the radio signal to a 60 degree arc designated by the person who set up the antenna.

This device increases the broadcasting power increases the effective range by 50% and decreases the chance of interception, outside of the 60 degree arc of the face of the antenna by 75%. The signal can also be picked up out to half the normal range in a 60 degree arc exactly opposite of the primary signal direction.

This antenna takes five minutes to set up or break down. The antenna must be within ¼ mile of the radio and have a wire run from it to the radio to work. Weight 2 Kg Price \$200 Availability (S/S) Special Military

**Pole Antenna, Miltech Limited PA:** This consists of an all around antenna mounted on the top of a 20-foot pole. This increases the distance broadcast by the radio by 100%.

The antenna comes in a bag, like that of a tent, and has four five-foot pipes, a base, an antenna head, guide ropes, and stakes.

It takes ten minutes to set up and take down. The antenna must be within ¼ mile of the radio and have a wire run from it to the radio to work. Weight 10 Kg Price \$400 Availability (S/S) Special -

**Tower Antenna, Sony A1:** A permanent or semi-permanent antenna similar to a pole antenna. It extends 25-40 feet in the area and increases the broadcast distance of the radio by 125% of the radio's maximum.

Being permanent or semi-permanent it takes 1 hour per ten feet to set up and three hours per ten feet to take the tower down, so it can be set up again in a different location.

This type of antenna must be set up within a mile of the radio and connected by wire. Weight 30 Kg Price \$600 Availability (R/S) Special -

**Whip Antenna, Miltech Limited W:** A vehicular mounted, flexible, single metallic rod of ten feet in length. When traveling the whip is bent forward over the top of the vehicle and tied there, giving the radio only 25% of its normal range. When not tied down it will stick straight up and give the radio its normal range. Weight 5 Kg Price \$250 Availability (S/C) Special -

**Wire Antenna, Miltech Limited AW:** A simple wire that is suspended between two objects and produces a signal that goes 25% further than normal in a 60 degree arc on either side of the wires perpendicular. This leaves an area uncovered by the signal.

These antennas take three minutes to set up and one to take down. Antennas must be within ¼ mile of the radio and have a wire run from it to the radio to work. Weight 2.5 Kg Price \$150 Availability (S/C) Special -

## MISCELLANEOUS:

**Communications Wire, Miltech Limited:** This comes in a small hand held spool or in a large metal spool with a stand. The hand held spool holds 250 meters and the large spool holds 5000 meters of wire. This wire has tons of uses from phone lines, to antenna connections, to trip wires, to demolitions. (250 Meter Roll) Weight 3 Kg Price \$250 Availability (S/V) Special – (5000 Meter Roll) Weight 30 Kg Price \$700 Availability (S/C) Special – (Large Roll Stand) Weight 20 Kg Price \$500 Availability (S/C) Special -

**Repeater, Tojicorps:** This device is set up to pick up a given signal on a specified frequency and send it out again, giving it a boost in range. This device will send the signal out 25 miles from the location of the repeater.

The repeater must be set up prior to the message being broadcast and has only one frequency that it will repeat at a time, unless manually reset. The repeater will rebroadcast all messages on that frequency.

The repeater takes 10 minutes to set up and half that to take down. Weight 2 Kg Price \$300 Availability (S/S) Special -

**Satellite Communications Terminal, Tojicorps 55:** The Satellite Communications Terminal is much more extensive than the Satellite phone. It has the capacity to be used as a phone just as the Satellite Phone is.

In addition, with a computer equipped with a broadband modem it will act as a transmission center for it to an internet node.

It can also be used to broadcast video feeds if there is someone monitoring.

The Satellite Communications Terminal and the Satellite phone is subject to the weather and an Electronics or Computer Use check may be required to maintain or establish a link in bad weather. The GM will determine the DC depending on the severity of the winds, rain and electrical activity. Weight 6 Kg Price \$900 Availability (R/S) Special -

**Teletypewriter, Radio Shack TTW2:** This is similar to the Radio Teletypewriter above except that it depends on phone lines for transmission/ The main advantages of the Teletypewriter is that since the text is actually typed in on one end and typed out by the machine on the other end so that there can be no misinterpretation of what was sent. In addition it is easier to send long texts rapidly. It differs from a cipher machine as that most texts are sent in the clear and print out as quickly as they are received. Weight 12 Kg Price \$700 Availability (R/C) Special -

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## Radio Use: INT (Trained)

This skill is used in the set up and operation of radio equipment. While most anyone can press a button and talk but this helps to minimize the chance of the equipment being set up wrong, being on the wrong frequency, or the message being misunderstood or intercepted / interfered with. This will allow the character to use radio encryption equipment and be able to use a manual encryption to encrypt and transmit a message. They will know the phonetic alphabet;

A - Alpha  
B - Bravo  
C - Charlie  
D - Delta  
E - Echo  
F - Foxtrot  
G - Golf  
H - Hotel  
I - Indigo  
J - Juliet  
K - Kilo  
L - Lima  
M - Mike  
N - November  
O - Oscar  
P - Papa  
Q - Quebec  
R - Romeo  
S - Sierra  
T - Tango  
U - Uniform  
V - Victor  
W - Whiskey  
X - X-Ray  
Y - Yankee  
Z - Zulu

It also allows the character to repair or even fabricate a radio receiver or transmitter. This is done at one level more difficult than an Electronics check to do the same task.

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# COMPUTERS

All forms of information processing.

**Book Reader, Amazon On Fire:** This is the standard hand held device the size of a small tablet. It has the capacity to store two hundred books and enough rechargeable battery to last 12 hours. Weight 0.5 Kg Price \$100 Availability (V/V) Special -

**Desktop Personal Computer, GE9000:** (see *Dark Conspiracy* Pg 268). Weight 8 Kg Price \$6,500 Availability (S/C) Special -

**Gaming System, Sony 45 Console:** This is your typical gaming system and monitor. Weight 3 Kg Price \$250 Availability (V/V) Special -

**Gaming System, Sony Portable:** This is the common gaming system and includes a monitor. The system comes with a dozen games. Weight 0.25 Kg Price \$150 Availability (V/V) Special -

**Laptop Portable Computer, Zenith FX2:** (see *Dark Conspiracy* Pg 268). Weight 2 Kg Price \$4,500 Availability (R/C) Special -

**PDA Motorola-Samsung BBY:** A small hand held device designed to act as a portable calendar, and note taking device. Weight 0.25 Kg Price \$150 Availability (C/V) Special -

**Tablet Apple-IBM 7500:** This is the larger version of a smart phone. It has some more capability than the smart phone but it is not as capable as a full size computer. It is smaller than a sheet of paper and up to ¼ inch in thickness. Weight 0.5 Kg Price \$100 Availability (C/C) Special -

**Tablet Hybrid, Apple-IBM 9000:** A tablet that uses a computer operating system. It has the capacity to have an attached keyboard and a port for a zip drive to transport documents and programs into and out of the tablet. Weight 0.5 Kg Price \$200 Availability (S/C) Special -

**Upgrade:** This allows a computer to store more and run faster and better. If on a laptop it must be done at the time of purchase. Weight Negligible Price \$250 Availability (C/C) Special -

**Virtual Reality System, Sony 444:** A combination of a computer and game system that immerses the user totally into its own world. Weight 6 Kg Price \$1,500 Availability (I/S) Special -

## Peripherals:

These are all the other pieces of hardware that are not included in your basic computer setup. All peripherals purchased at the same time as the computer are considered installed.

If not installed each item description will each have a set-up time and if needed a difficulty for Computer Use or Electronics needed to set them up. A character with Computer Use skill will need to hook up the peripheral, or an Electronics skill one level more difficult. This is only used in situations where time is critical, but in many situations where it doesn't matter then no roll is needed.

**AV Feed, Zenith 1450:** This allows the computer to either to receive a cable television signal or a closed circuit television signal. The type of signal being received doesn't matter but can only process one kind of signal at a time. The

signals can be received via a cable, a wireless connection, or by a modem. Weight Negligible Price \$100 Availability (V/V) Special -

**Cam and Microphone, Radio Shack SM7:** This consists of a small digital video camera and microphone that transmits images and sound through the computer's modem. In addition, setting the feed's software up to constantly record (or to transmit to another computer the character is using), this peripheral can act as a security device.

Cam and Microphones feeds are meant to be used up close and have a range increment of 5 feet with a maximum range of 4 increments. The maximum recording time is 24 hours for the standard hard drive that comes with all computers or 72 hours for an expanded hard drive (see below). Installation for the remote feed has a difficulty of normal Computer Operations check and takes an hour. Weight Negligible Price \$10 Availability (V/V) Special -

**CD Burner, Intel-Packard 7:** This drive operates like a CD-ROM drive, with the added ability of writing data to formatted CDs. The character may use the drive to burn a copy up to 700 megs of information to a disc in 3 minutes. Installation is a Computer Operations easy difficulty and takes 30 minutes. Weight 0.25 Kg Price \$75 Availability (V/V) Special -

**CDs, Sony One Time Use:** These come in towers of 25 and can hold 700 megs of information per CD. These are good only for data, music, and computer video files. Once a burn has been made onto them, no matter the size, they are considered used.

Any subsequent attempts to burn additional information onto them, without special software require a Computer Use check with a difficulty of Easy (+1 DM per additional burn). If the attempt is failed or the attempt overfills the disk it will crash the CD and all the information will be lost (unless *Data Recovery* see below).

Information burned onto a One Time Use CD cannot be deleted, removed or altered in any way. Weight 0.25 Kg Price \$20 Availability (V/V) Special -

**CDs, dbx Rewritable:** These come in towers of 25 and can hold 700 megs of information per CD. These are good only for data, music, and computer video files. Information burned onto a Rewritable CD can be deleted, removed and altered in any way the character wishes. Weight 0.25 Kg Price \$30 Availability (V/V) Special -

**CD ROM Drive, Intel-Packard 19:** This is identical to the CD burner except it had no ability to record data on a CD. Installation is a Computer Operations easy difficulty and takes 30 minutes. Weight 0.25 Kg Price \$25 Availability (V/V) Special -

**Computer Black Box, Intel-Packard B:** This device is connected directly to the computer's hard drive. It is designed to be durable like a plane's flight recorder should something catastrophic happen to the computer itself. It maintains and constantly updates its own internal copy of the computer's entire hard drive.

Every black box is protected by powerful surge protection and is just a one-way link to the drive, ensuring that even if the computer's memory is completely wiped, this copy will remain. Installation takes a Computer Use check at very dif-

difficult and takes 6 hours. Weight 1 Kg Price \$500 Availability (I/C) Special -

**Dual Processors, Intel Packard DP5:** This item adds a second processor to the computer and then links both processors together. This dramatically increases the machine's efficiency (dual processors offer the best benefit when the computer multitasks).

When an character uses a computer with dual processors, he may simultaneously perform two tasks on the computer that require skill checks. Each skill check follows the normal rules for skill check difficulties, time consumed, etc. The character suffers no inherent bonus for performing these tasks at the same time, though applicable modifiers to either skill check apply to both. Installation takes a Computer Operations check at very difficult and takes 4 hours. Weight Negligible Price \$500 Availability (R/S) Special -

**DVD Burner, Intel Packard D15:** This drive operates like a DVD-ROM drive, with the added ability of writing data, music and DVDs to specially formatted CDs. It includes a basic software package that will piece through most DVDs anti-copy software. The character may use the drive to burn a copy up to 4.5 gigabytes of information to a disc in 5 minutes. Installation is an easy Computer Operations difficulty and takes 30 minutes. Weight 0.25 Kg Price \$125 Availability (C/C) Special -

**DVD, One Time Use, Sony:** These come in towers of 25 and can hold 4.5 GB of information per DVD. These are good only for data, music, and computer video files. Once a burn has been made onto them, no matter the size, they are considered used.

Any subsequent attempts to burn additional information onto them, without special software require a Computer Use easy difficulty check (+1 DM per additional burn). If the attempt is failed or the attempt overfills the disk it will crash the CD and all the information will be lost (unless *Data Recovery* see below).

Information burned onto a One Time Use DVD cannot be deleted, removed or altered in any way. Weight 0.25 Kg Price \$40 Availability (C/C) Special -

**DVD, Rewritable, dbx:** These come in towers of 25 and can hold 4.5 GB of information per CD. These are good only for data, music, and computer video files.

Information burned onto a Rewritable DVD can be deleted, removed and altered in any way the character wishes. Weight 0.25 Kg Price \$60 Availability (S/S) Special -

**DVD ROM Drive, Intel-Packard D8:** This peripheral allows the computer to run DVD movies as well as data discs. Installation is an Easy difficulty Computer Operations and takes 30 minutes. Weight 0.25 Kg Price \$50 Availability (S/S) Special -

**Flash Drive, Radio Shack F1000:** A small device about the size of a pen that can hold up to 64 megabytes of information. It can be plugged into any machines USB port. It takes 4 minutes to upload or send out its full memory capacity. Weight Negligible Price \$15 Availability (C/C) Special -

**Flat Panel Monitor, Zenith 21:** This monitor is a very thin 6" deep monitor on its own stand. Once installed on the desktop computer it will reduce the desktop's weight by 15#. Installation takes an easy Computer Operations check and

10 minutes. Weight 5 Kg Price \$100 Availability (C/C) Special -

**Frag Switch, Capone Limited Fg1:** This special peripheral hidden inside the computer near the computer's motherboard and hard drive. It is a device of last resort. When the character hits three pre-set keys at the same time followed by enter (taking a half action), the Frag Switch sends a powerful electrical charge through all the computer's systems. It in effect fries all its circuits and wipes out all the stored data. Installation takes a Computer Operations very difficult check and takes 2 hours. Weight 0.5 Kg Price \$250 Availability (R/S) Special -

#### Hard Drives:

**Expanded Hard Drive, Intel-Packard 2500:** A 1 TB hard drive that is added to the computer, vastly increasing its storage capacity. All but the most complicated audio/video files may be stored on the computer with ease. Installation takes a Computer Operations normal difficulty check and 1 hour. Weight 0.25 Kg Price \$350 Availability (C/C) Special -

**External Hard Drive, GE 900:** For those systems that can't have their hard drives expanded (laptops) or the owner does not want to go to the trouble of replacing the hard drive with either an expanded or removable hard drive, this is the answer.

It is a standard computer hard drive that sits in its own case outside of the normal computer and can be accessed as a separate drive. Anything that is recorded onto it can then be transferred to another computer just like swapping a disc, except your moving the entire drive. It also allows the computer to be used and little trace be left of anything that was copied or downloaded. Weight 0.25 Kg Price \$400 Availability (S/C) Special -

**Removable Hard Drive, Apple-IBM 35:** This is the standard computer hard drive except it is set up to be removed from the computer itself a the touch of a button. It can then be stored separately or inserted into any computer with a similar setup. Installation takes an easy difficulty Computer Operations check and takes 30 minutes. Weight 0.25 Kg Price \$500 Availability (R/S) Special -

**Keyboard, Folding, Radio Shack 410:** A flexible keyboard that literally folds in half for storage when not in use. Weight Negligible Price \$100 Availability (R/S) Special -

**Keyboard, Tablet, Apple-IBM:** A keyboard that attaches to the tablet style computer. Weight Negligible Price \$50 Availability (S/C) Special -

**Laptop Desk with Fan, Intel-Packard LTDF:** A small desk that can be placed on the lap, table, or similar surface to give the user a better angle at the keys . It has a small fan built in that cools the laptop so that it does not overheat. Weight 2 Kg Price \$100 Availability (S/C) Special -

**Memory Card Transmitter, Capone Limited T15:** This looks and functions like a normal memory card, but in addition it transmits the information stored via a radio signal. The receiver calls for the transmission and must be within one mile of the memory card. In addition, the memory card must be powered at the time of the signal. Weight Negligible Price \$275 Availability (I/S) Special -

#### Modems

**Cellular Modem, Motorola-Samsung CM5:** A wi-fi hotspot that connects to the internet via a cellular signal. It can handle up to 6 items (computers, tablets, smart phones, etc.) at the time. Weight Negligible Price \$300 Availability (S/C) Special -

**High Speed Modem, GE 15:** A high speed modem that can be used both as a secure wireless and/or a hard wired modem. It can handle up to five items hard wired into the modem. Weight Negligible Price \$100 Availability (V/V) Special -

**Wireless Modem, Teledyne 500:** This allows any number of computers to work off of a single High Speed Modem. All the computers must be within five hundred feet of the wireless modem. It also allows the computer to operate on any open wireless network. Installation takes an easy Computer Operations check and takes 1 hour. Weight Negligible Price \$250 Availability (I/S) Special -

**Network Hub, Tojicorps H15:** This connection allows any amount of computers to be hooked together to form a hub in intra network. It allows each computer to access information and programs on any of the computers for use at the individuals work station.

An individual working on files not copied to his work station computer risks crashing the system (Computer Operations easy skill check not to crash).

The hub itself or any of the individual work stations can be hooked to the internet via normal means. Installation takes a Computer Operations skill of difficult and 30 minutes per linked computer. Weight 3 Kg Price \$600 Availability (I/S) Special -

#### Printers:

**3D, Apple-IBM 1700:** This printer has the ability to make three dimensional objects out of a plastic type material. It has the capacity to make objects up to 1728 cubic inches. The refill has the same capacity. Installation takes a difficult Computer Operations check and 1 Hour. Weight 12 Kg Price \$1,500 Availability (I/R) Special - (Refills) Weight 5 Kg Price \$700 Availability (I/R) Special -

**Ink Jet, Intel Packard 1:** These printers sacrifice the crisp clarity of the Laser Printer for speed and lightweight versatility. They can print both black and white and color although their images are easily distinguishable from a photo. Every 500 pages a refill kit must be purchased. Installation takes a Computer Operations normal skill check and takes 30 minutes. Weight 5 Kg Price \$150 Availability (V/V) Special - (Refill) Weight 1 Kg Price \$25 Availability (V/V) Special -

**Laser, Intel Packard 505:** This type of printer offers the best in print quality on text and images in both black and white and color. They are heavy and bulky therefore, are limited to the use in stationary systems. Every 2000 pages a refill kit has to be purchased. Installation takes a Computer Operations normal skill check and takes 30 minutes. Weight 5 Kg Price \$600 Availability (S/C) Special - (Refill) Weight 1 Kg Price \$100 Availability (S/C) Special -

**Multiple Function, GE 80:** This printer is a laser printer that also functions as a scanner, fax and copier. It is a Fax Machine, Copier, Scanner, and Printer. It is a normal fax machine when hooked into a conventional phone line. It also

has the capacity to copy up to 6 pages per minute in black and white and 2 pages per minute in color. It can scan items at the rate of 1 page per minute, longer for more detailed photos. Scans can either be transmitted to a computer or directly onto the internet depending on the connections and wishes of the user. Lastly when hooked into a computer or in a computers network, it can act as a printer. It has the same rate of printing as it does copying. Installation takes a Computer Operations normal skill check and takes 30 minutes. It needs a refill kit every 2000 pages. Weight 8 Kg Price \$850 Availability (S/C) Special - (Refill) Weight 1 Kg Price \$150 Availability (S/C) Special -

**Portable Multiple Function, Sony PMF:** This device allows for a wide variety of devices to be rolled into one. It works as a Printer, Multiple Function. Installation takes a Computer Operations normal skill check and takes 30 minutes. It takes a refill for every 500 pages. Weight 3 Kg Price \$1,000 Availability (S/C) Special - (Refill) Weight 0.5 Kg Price \$175 Availability (S/C) Special -

**Photo, Kodak-Disney 600:** A printer dedicated to printing photograph quality prints off of computer generated or digital camera captured images. It has the capacity to read imaged directly from a digital camera allowing some small changes (lighting, cropping, etc.) and then printing without storing. If connected to a computer they will print out any computer generated image sent to it. These photos are indistinguishable from real film photos produced in the older way. Every 125 photos printed a refill kit must be purchased. Installation takes a Computer Operations normal skill check and takes 30 minutes. Weight 4 Kg Price \$800 Availability (R/S) Special - (Refill) Weight 1 Kg Price \$175 Availability (R/S) Special -

**Portable, Intel-Packard 170:** A very small printer only capable of handling a single sheet of paper fed at a time, thus making printing very slow on multi page documents. Its great advantage is that it is about this size of a ruler and about 4 inches in height. This makes it ideal for the person with the laptop or PDA that isn't concerned about speed or print quality. Every 200 pages a refill kit has to be purchased. Installation takes a Computer Operations normal skill check and takes 30 minutes. Weight 2 Kg Price \$850 Availability (R/S) Special - (Refills) Weight 0.5 Kg Price \$150 Availability (R/S) Special -

**Projector, Nikon 505:** This consists of a small projector that is connected to the computer through one of its USB ports. It allows the projecting of what is on the computers screen onto a screen or wall for group viewing. Installation takes a Computer Operations normal skill check and takes 30 minutes. Weight 6 Kg Price \$1,500 Availability (R/S) Special -

**Refrigerated Case, GE R90:** This was a joint project between NASA and the US Army to replace the computer's standard case with a fully sealed version. This case works like a refrigerator, piping cool air in around the motherboard, processor, and cards. It has a secondary benefit of keeping dust out of the system and allowing the computer to run at the highest possible speed without the chance of a literal meltdown. It adds 5#s to the weight of the computer. Installation takes a Computer Operations difficult skill check and

takes 45 minutes. Weight 6 Kg Price \$1,500 Availability (R/S) Special -

**ROM Burner, Tojicorp** (see *Dark Conspiracy* Pg. 266). Weight 30 Kg Price \$275,000 Availability (-/R) Special -

### Scanners

**Flatbed, Intel-Packard S215:** This one looks like a small thin copier. You lay the item to be scanned on top and close and press a button and the image is captured in a format that the computer can use. It can handle objects up to 8.5" by 14". It takes about a minute to make one scan. Installation takes an easy Computer Operations skill check and 30 minutes. Weight 2 Kg Price \$225 Availability (C/V) Special -

**Hand, Sony 9711:** The Hand Scanner is a hand held version of the flatbed scanner above. Its main advantages is that it is portable and quick (making two 11 inch passes per minute). It however, is only effective against flat objects and its five inch scanning width makes it less than ideal in a lot of scanner for many uses. This scanner is used by running the scanner itself over the object, much like it was a rolling pin, and scanning all that it passes directly over. Installation takes a normal Computer Operations skill check and 10 minutes. Weight 0.5 Kg Price \$150 Availability (I/S) Special -

**Portable, dbx S2:** This handheld scanner offers the ability to scan 8.5" by 11" documents without having to be at the computer to do it. It has the capacity to store up to 100 documents before having to be downloaded into a computer for processing, printing, etc.. It is battery powered and about the size of a ruler. It can handle up to 6 pages per minute. Weight 2 Kg Price \$350 Availability (S/C) Special -

**Signal Tapper, Tojicorp 7:** This allows the computer user with a modem to connect into a service be it a carrier (broadband or otherwise or into a service that is online). This does not make the hacker invisible however and there is a constant chance of being noticed.

The character must make a Computer Use check upon logging in and upon accessing information that is sensitive or would normally Price to access. The GM will determine the difficulty level of the check depending on the security of the system being tapped. If these checks are passed then the character will not be noticed. A character will have to do a "maintenance" Computer Operations check in the number of hours equal to his initial check.

If the character scores a critical success then he does still have to roll a maintenance Computer Operations check. Instead of being hours that they can remain it is equal to the difference between the roll and the number needed to pass the computer use check roll in days, provided they did not log off or go into a sensitive area.

If the character rolls a failure then the tap is noticed by another subscriber and reported to the system administrator. This however takes time, equal to ten times the Computer Use check roll in minutes before the system administrator is notified.

If the character rolls a critical failure then the tap is immediately noticed by the system administrator. Providing the character is not seeking out sensitive data then the system administrator will, at GM's option either just shut down the connection or summon the police (which takes d6 hours).

If the system administrator finds the character in a sensitive area or attempting to access a sensitive area they may attempt to put a trace on the line. Then it becomes an opposed roll for the character and the system administrator in Computer Use Skill (System Administrators have a 5 or better Computer Use skill). Failure means that he traces it back to the originating account and city.

This takes a character pass a Computer Operations Skill at normal difficulty and 1 hour of time to install. Weight Negligible Price \$750 Availability (I/R) Special -

**Tape Library, dbx 1330:** This has a similar purpose to a Black Box with several key differences. First of all it is obvious and external.

Secondly it does not back up the entire hard drive automatically. Instead it does so when an operator prompts it to and / or at regular intervals. The usual interval for an automatic backup is daily or upon shutting down the system. The tape library can be connected into a network hub to back up the entire hub. This takes a Computer Operations easy skill check and 30 minutes. Weight 1 Kg Price \$185 Availability (C/C) Special -

**Television Box, Magnovox-Samsung 11:** A small box that allows the computer to pick up television signals and display them on the computers monitor. Weight 0.5 Kg Price \$100 Availability (V/C) Special -

**Virtual Reality Gear, Sony VR71:** This is the cutting edge of technology as it allows the operator to see and feel things that are not real but rather computer generated items. It includes a central control box, gloves overshoes and a visor headset.

It has been embraced but the gaming industry and the adult entertainment industries have been pushing the technology but it also has many other applications. The major one being the ability to maneuver around a computer network like you were walking from office to office. It could prove to be a great boom for hackers, those hunting them and computer professionals looking for problems.

This takes a character a Computer Operations skill of difficult and two and a half hours to install. Weight 3 Kg Price \$1,000 Availability (I/R) Special -

**Wireless Peripherals:** Peripherals such as a keyboard and a mouse can be purchased with wireless hookups. This saves on space and set up speed. In addition the user can be up to 20 feet from the actual computer and still be using it.

The following peripherals can be set up with wireless hookups

Keyboard and Mouse (Computer), Radio Shack 111

Cam and Microphone, Tandy 1410

Flatbed Scanner, Sony 11W

Portable Fax / Scanner / Printer, Intel-Packard 781WP

When using wireless peripherals, the character suffers a +1 DM penalty to all Computers Use checks. (Keyboard) Weight 1 Kg Price \$25 Availability (S/C) Special - (Cam and Microphone) Weight Negligible Price \$25 Availability (S/C) Special - (Flatbed Scanner) Weight 3 Kg Price \$300 Availability (S/C) Special - (Portable Fax / Scanner / Printer) Weight 5 Kg Price \$1,000 Availability (S/C) Special -

**WiFi Spot Finder, Magnavox,Samsung 19W:** This is the size of a key fob but when the button is pressed it will

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## COMPUTER OPERATION SKILL USES

Every time a computer is used to perform a task the GM may require a Computer Operations check. This can be for anything from running a program to hacking into a system or inserting a virus onto a system.

The GM will give a time frame for how long it will take to complete the task and a difficulty level. This difficulty level can be varied by the character deciding to take more or less time to complete the computer operation.

The character using the computer must then make a Computer Operations check. A check is made for every 4 hours the task requires.

If the character rolls a Critical Success then the time required is cut in half. The character could decide to take the full time and be extra thorough in the case of a search and come up with additional pertinent information.

If the character rolls a success then the computer is used as planned.

If a character rolls a failure then the task is not completed and only 2 hours is taken off of the completion time. If A second failure on this task then no time is taken off the completion time for this period. If it is a third failure on this task then the task has to be restarted from the beginning.

If the character rolls a Critical Failure then the task must be restarted from the beginning. A second critical failure on a task means that the computer has crashed and all work has been lost. In addition it will take 8 hours and a Computer Operations check equal to the one being performed to get the computer back online.

If the character is attempting to fix a crash and fails then they roll a d6 and multiply that by 10 to determine the percentage of data lost on the hard drive. If they roll a Critical Failure while attempting a repair then the computer is no longer serviceable and they can recover d20 percent of the data it contained for transfer to another machine. To recover this data takes a further 8 hours and a Computer Operations skill check of difficult.

If the character does not have the computer use skill then they might be able to still perform some tasks at double the normal time and with once more level of difficulty against an INT check. Should a crash occur then that would end any chance of an unskilled person from using the system.

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search for wi-fi signals. When it enters an area with wi-fi coverage then it will light up with a green light on the tip. Weight 0.5 Kg Price \$50 Availability (S/C) Special -

## SERVICES

While this is far from an exhaustive list of services available online it covers most of the major types. Installation is usually based off of Computer Programming skill but can also be installed with Computer Operations skill at one level more difficult, unless the item specifies differently.

**Connection Dial Up, Comcast:** This is the oldest form of Internet access. It requires access to a normal phone line which it uses to connect with. This type of connection requires the full time consumption for a given Internet task.

When a character uses an dial up modem Internet connection to perform some skill check during a combat round, his actions occur if his normal total.

A character may only use one kind of connection at a time. The advantage of the dial up connection is that it can be used from anyplace with a working phone.

Installation take a Computer Programming or Computer Operations skill of easy and 30 minutes. Weight Negligible Price \$25/Month Availability (V/V) Special -

**Connection, DSL, Comcast:** When an character uses this high-speed internet connection to perform a skill check outside of combat, the time consumed by each task is reduced to 3/4 normal (rounded up).

When a character uses an dial up modem Internet connection to perform some skill check during a combat round, his actions occur if his initiative way 4 higher than his normal total.

Installation take a Computer Programming skill of easy and 45 minutes. Weight Negligible Price \$50/Month Availability (C/V) Special -

**Connection, T1, Microsoft:** When an character uses this high-speed internet connection to perform a skill check outside of combat, the time consumed by each task is reduced to 3/4 normal (rounded up).

When a character uses an dial up modem Internet connection to perform some skill check during a combat round, his actions occur if his initiative way 6 higher than his normal total. Installation take a Computer Programming skill of normal and one hour. Weight Negligible Price \$100/Month Availability (S/C) Special -

**Subscription, Janes:** This series of data bases covering all forms of military and para-military weapons, vehicles and equipment. Anyone spending an hour looking through these manuals will be able to identify any commonly used piece of military hardware. This includes operational characteristics, nationalities that use such an item, its strong points and weak points. For more unusual pieces of military hardware, or with limited information to start with it will take an INT check easy to gain the correct entry. This gives the most up to date information on the newest equipment and prototypes. Installation takes a Computer Programming skill check of easy and 1 hour. Weight Negligible Price \$200/Month Availability (C/C) Special -

**Subscription, Westlaw:** The character using this service for an hour gains a -5 DM to all checks dealing with history, current affairs, and the law pertaining to a specific subject. This benefit can be gained only once per day per skill. Installation takes a Computer Programming skill check of normal and 30 minutes. Weight Negligible Price \$450/Month Availability (C/C) Special -

## SOFTWARE

Computers all come with the standard word processing, spreadsheet and operating systems included at the time of purchase. Any other software purchased at the same time as the computer comes installed otherwise there is an Installation DC and Installation Time listed. The Installation time includes time to get the software up and running to where you can use it.



### **COMPUTER PROGRAMMING: (EDU TRAINED)**

Computer Programming Skill allows the character to develop their own programs and maximize the use of existing programs. The development of programs will have the GM set up difficulty check(s) and time based off the complexity of the program.

Also Computer Programming skill also acts as Computer Use skill at ½ the Computer Programming skill level.

Characters with the Computer Operations skill can reduce the time by 10% for every skill point that they have down to 20% of the total.

**Anti-Virus, Norton-AVG:** This software finds, isolates and ultimately eliminates computer viruses (see Computer Viruses below). Each virus is given a difficulty level and each Anti-Virus Program is given a numerical value that is used with all checks.

Every time the computer is started the operator rolls an Anti-Virus Check against and viruses that the computer contains. If it is a non-custom (see Viruses) virus then the computer will deal with the problem and eliminate the virus.

If it is a custom virus and the check is passed then it will notify the operator that there is a virus present and if hooked up to the Internet it will seek out an update to deal with it. This operation will take 5 minutes and require the system to be shut down and restarted. Once restarted then the operator will make another virus check (this time with a -5 DM to his roll) to clean the virus.

If the operator rolls a failure anytime they start the computer then the virus gains a +1 DM until the operator updates the anti-virus software.

The operator can choose to sweep the computer with the anti-virus software manually, this process takes an hour. This will give the operator another check for viruses just like when starting the machine but gives them a -3 to the die roll. The operator also gets a check every time a virus is introduced to a system. A normal check as if the computer is being booted up.

Installation takes a Computer Programming skill check at normal difficulty and takes 1 hour. Weight Negligible Price \$50 Availability (V/V) Special -

**Auto-Dialer, Comcast:** A simple little program that is set up to dial phone numbers. It can be used to deliver a message or determine if it is a working voice or data line. In addition. It can be set or simply be programmed to dial the same number over and over again to tie up a phone line.

Obviously, this requires access to a working phone line in order to work. Installation is a Computer Programming of easy difficulty and takes 20 minutes. Weight Negligible Price \$20 / Month Availability (V/V) Special -

**CAD/CAM:** CAD/CAM is a set of programs that are designed to do scientific, manufacturing and architectural drawings. The user can produce a professional set of blueprints for a house or small office building in an hour. Installation takes a Computer Programming normal check and 3 hours. Weight Negligible Price \$4,000 Availability (S/C) Special -

**CD Burning, Microsoft Special;** This software unlike the software that comes with the CD burning drive allows the

computer to use a CD or DVD one time use to be used as if it was a CD or DVD re-writable. Installation is a Computer Operation easy task and takes 15 minutes. Weight Negligible Price \$20 Availability (V/V) Special -

**Code-Cracker, Miltech Limited:** The Code Cracker program takes a message, or the like, that is in code and aids in the decoding of the item. The use of this program gives the character with the Cryptology skill a -2 DM to their Cryptology roll when attempting to decode the item. If the character does not have the Cryptology skill this program will allow him a chance to break the code with a Cryptology Skill of 0. Installation takes a normal Computer Programming check and 12 hours. Weight Negligible Price \$10,000 Availability (-/I) Special Military

**Composite Picture Software, Nikon:** This allows the individual to make a composite sketch of a face without being a sketch artist. It has several thousand generic pre-drawn facial parts that can be positioned on one of several facial types. Installation takes a Computer Programming easy check and 4 hours. Weight Negligible Price \$15 Availability (C/V) Special -

**Dark Web Access:** Unlike the internet or even the Deep Web, the Dark Web is only used by aliens. Thus access is only available when it has been discovered by the characters as part of an adventure. An operator does not want to spend a lot of time in the Dark Web as it is constantly being patrolled by the aliens. For ever 30 minutes spent on the Dark Web you must make a Computer Operations check. The difficulty of the check will be set by the GM depending on how much time it will take and how sensitive the materials sought are. Failure means that the aliens have ascertained the computers location. Hows quickly they respond depends on how threatening your searching on the Dark Web is to them.

It also can have an effect on the mental state of the user. For ever hour spent on the Dark Web the character must make a CON check, failure means that the character will be overtaken with feelings of dread and paranoia for each hour spent on the Dark Web in the last session. Weight Negligible Price Special Availability (Special) Special Illegal

**Database, Google-Wikipedia Information:** This program contains a collection of information on a given area. It will give the character with a successful Computer Operations of normal with a -2 DM for checks in the same area as the database. Installation takes a Computer Programming skill check at normal and one hour. Weight Negligible Price \$5 / Month Availability (V/V) Special -

**Database Jane's Military:** This database replaces the series of books covering all forms of military and paramilitary weapons, vehicles (military and civilian) and military equipment. Anyone spending an hour looking through this database the character will be able to identify any commonly used piece of military hardware. This includes operational characteristics, nationalities that use such an item, its strong points and weak points. For more unusual pieces of military hardware, or with limited information to start with it will take a Computer Operations check with a difficult level to gain the correct entry. Weight Negligible Price \$300 / Month Availability (S/C) Special -

**Data Recovery, Norton-AVG:** This allows a character

to recover data which is lost or otherwise compromised. A character using this program must roll a Computer Operations or Computer Programming check against the following difficulties, depending on the problem.

|                                      |  |
|--------------------------------------|--|
| Computer Crashed                     | Very Difficult                                   |
| Program or File Accidentally Deleted | Normal   |
| Program or File Deliberately Deleted | Difficult  |
| Disk Drive Reformatted               | Difficult (will only recover fragments of files) |

Installation takes a Computer Programming skill check at normal and 2 hours. Weight Negligible Price \$250 Availability (S/C) Special -

**DVD Copying, Microsoft:** This unlike the software that comes with the DVD burning drive, allows the copying of even the most copy protected DVDs. Installation is a Computer Operation easy task and takes 15 minutes. Weight Negligible Price \$30 Availability (S/C) Special -

**Deep Web Access, Capone Limited:** The Deep Web has been set up by computer users that are doing things that are illegal or unsavory. It is the place to go to if you looking to find a black hat hacker, or buy some illegal drugs or weapons, or get some items that would be untraceable.

If the character makes contact, to buy a weapon lets say, must then make a computer skill check. Failure means that the contact thinks your law enforcement and breaks off contact. Weight Negligible Price Special Availability (Special) Special Illegal

**Encryption, Miltech Limited:** This program encrypts the data stream and email so that the recipient must also have the same software with the same key settings in order to decrypt it. If looked at without decoding it will just appear as a bunch of gibberish. It takes a Cryptology check of very difficult in order to be able to break one block of messages. The blocks are preset and can be as small as a single message or as long as an entire day. The quicker the changes the more chance that the recipient will have the wrong code set. Installation takes a Computer Programming skill check of difficult and 2 hours. Weight Negligible Price \$7,500 Availability (-/I) Special Military

**Evidence Eliminator Norton-AVG:** This program eliminates any trace of items viewed on the Internet or deleted off of a hard drive. It washes the hard drive and its' caches every time the system is shut down. This makes it virtually impossible to recover any data once this occurs. The bad thing is that it does not distinguish between things accidentally deleted and those done on purpose. Installation takes a Computer Programming check at difficult and 2 hours. Weight Negligible Price \$75 Availability (S/C) Special -

**Facial Recognition Software, Microsoft:** This software works with the computers camera, or other attached video input, to compare points on the face with those of faces stored in the computers database. It can compare a photo or a video captured face against a data base of faces with 100% accuracy. The chance of success is simply based off of if the face is in the data base, but with the larger data base the search will take longer.

If a character is in disguise then the character using the

software must roll a successful easy Computer Use or Computer Programming check with a positive DM equal to the targets Disguise skill rating.

Installation takes a Computer Programming normal check and 3 hours. Weight Negligible Price \$5,000 Availability (I/R) Special -

**Firewall, Norton-AVG:** This program protects computers, that are hooked up to the Internet, from receiving unwanted or perhaps harmful files. There are three levels of protection that a firewall can be set at.

Level One gives a +2 DM to anyone attempting to enter or insert a program into the computer without the operators approval. The operator's use is not affected.

Level Two gives a +4 DM to anyone attempting to enter or insert a program into the computer without the operators approval. The operator using the Internet to perform a task will have a +1 DM applied to their skill check and it will take 10% longer.

Level Three gives a +6 DM to anyone attempting to enter or insert a program into the computer without the operators approval. The operator using the Internet to perform a task will have a +1 DM applied to their skill check and it will take 25% longer.

Installation takes a Computer Programming skill check of normal for level 1, difficult for level 2, and very difficult for level 3. Installation takes 2 hours for level 1. 5 hours for level 2, 10 hours for level 3.

Weight Negligible Price \$55 Availability (C/C) Special -

**Global Mapping, Google-Wikipedia:** This item allows the computer to tie into a GPS Locator (see below). It will display a map and referencing all the known data, grid coordinates feet above sea level, etc.. Should the set-up be moving it will also provide direction, speed. etc..

If the character had Internet access makes a successful Computer Use skill of normal they can get up to the second weather, and route information. Weight Negligible Price \$25 Availability (C/V) Special -

**Hacker Mask, Capone Limited:** A program that is designed to disguise the location of the computer using it while operating on the Internet. It works by bouncing the signals off of different nodes or "jumping" giving all sorts of false routes for the tracer to follow.

When initiating the hacker mask the character will state how many "jumps" he wishes to attempt. The character must then make a Computer Programming or Computer Operations skill check at normal difficulty for each jump, with a +1 DM being added for each jump (cumulative). i.e. it would be a normal check with a +1 DM for first jump, with a +2 DM for second jump, etc..

If the hacker is successful then the connection is made. Those attempting to trace the hack must then make a Computer Programming or Computer Operations skill check at normal with a DM equal to the DM of the hacker working connection in reverse. i.e. if the hacker used 5 jumps successfully the first leg back towards the hacker would have a DM +1, the next a DM +2, on so forth. If all are successfully passed then it leads back to the hackers location.

If the hacker fails then the connection is not made and the hacker can make a new attempt with less jumps or try it

at another time. There is no limit to the number of attempts a hacker can make during a given 24 hour period providing each have less jumps than the previous unsuccessful attempt.

If the hacker is discovered and then goes back into the same system then the System Operator will have a -1 DM to their Computer Use skill check to trace the hacker per time he has been discovered.

Installation takes a hard skill check and takes 30 minutes. Weight Negligible Price \$1,500 Availability (I/R) Special Illegal

**Hacker Trap Software, Norton-AVG:** This piece of software will upon command allow the operator to see exactly what data is being transmitted out of the computer. This will expose any attempts to hack into a system and retrieve data from a given computer system. It adds +3 DM to the checks of a hackers attempt to retrieve data, if they are trying to do so without being noticed. Installation takes a Computer Programming hard check and takes 30 minutes. Weight Negligible Price \$1,500 Availability (R/S) Special -

**Image Processing, Nikon:** This piece of software allows the user to clean up, restore, or doctor an image or video. It comes with the capacity to hook up to any scanner, digital camera, video camera, video cassette recorder, or similar device.

It takes one minute to upload a photograph to the system or the run time of the video tape. Once there it can be viewed no matter what format it started off in and be converted with the proper output device to any other format. I.e. you can take PAL videotape from the UK run it through the system, with no skill check, and with a standard video recorder produce as many tapes of it as you want to spend time to do. You can also convert videotapes to DVD format, although it does not alter the quality to DVD quality.

This software was designed to edit and clean up photos and videotape but it can also be used to alter them. The use of this software gives the character a -3 DM to all Computer Use attempts to doctor an image or determine if an image has been doctored.

Installation takes a Computer Programming normal check and takes 2 hours. Weight Negligible Price \$150 Availability (S/C) Special -

**Monitoring Software, Microsoft:** When this is added to a computer it will record everything, all programs run, all keystrokes, all web sites visited, all chat conversations, and both sides of all instant messages. This information is sent to another computer via e-mail on a given schedule, from 30 minutes to 24 hours. Installation takes Computer Programming at very difficult level and takes 1 hour. Weight Negligible Price \$400 Availability (I/S) Special Illegal

**Net Detective Software, Norton - AVG:** Characters use this to gain background information on persons that they are interested in. It searches through public records and will retrieve driving histories, criminal records, credit histories, real estate transactions, social security information, hospital admissions records, etc..

It requires an Internet connection in order to be used. The program can be used to find a specific piece of information (such a search can take from 30 minutes to 4 hours)

## DOCTORING IMAGES

Characters may doctor photographs, images and video. In order to do this they use the characters Forgery, Computer Operations, and or a Visual Art skills. Forgery and Visual Art(skills is used when doctoring photos or film the pre-computer way. Forgery, Computer Operations, and or Visual Art skills are used when you are dealing with computer generated images or video.

There are two basic types of images that can be doctored, those that are in hard copy and those that are in computer format. The doctoring of hard copy images requires a copy of the image or film and a Photographic Development Kit (see below). The doctoring of a computer image requires the stored image and access to a computer.

The chance of success depends on the subject matter of the picture, anyone in the picture and how outrageous the subject is going to turn out to be.

The chance of a picture passing for real is determined as follows: Character rolls a skill check against Forgery, Computer Operations (for computer images) or Visual Art skills. The value is equal to the most difficult level that would have been passed with the skill check roll. If the character fails an easy check then the photo doesn't pass at all.

When viewed the viewer can make a Forgery, Visual Arts, or ½ their INT skill check at the same level that was passed above with a DM listed below. If they pass then they know the image has been doctored,

Images take from 10 minutes to a number of days to doctor depending on how much needs changed, video always taking much longer than individual images.

| Item                        | DM |
|-----------------------------|----|
| Image Well Known            | -5 |
| Person In Image Well Known  | -4 |
| Person In Image Known       | -2 |
| Situation Unbelievable      | -6 |
| Situation very believable   | +2 |
| Per Minute of Video         | -1 |
| Extensive Sound Work Needed | -3 |
| Casual Inspection           | +2 |
| Thoroughly Inspected        | -2 |

*Image Well Known:* Image Well Known is taking a known image, i.e. the Pearl Harbor Attack, and modifying it somehow, i.e. adding a Japanese miniature submarine in the harbor.

*Person In Image Well Known:* The person in the image is well known to the viewer of the photo, i.e. your wife.

*Person In Image Known:* The person shown is known to the viewer, i.e. the President of the United States.

*Situation Unbelievable:* The situation is unbelievable to the viewer, i.e. the President shaking hands with an alien.

*Situation Totally Believable:* The situation is totally believable to the viewer, i.e. The President is inserted into a photo of a meeting of his advisers which he really didn't attend.

or compile a complete dossier on a person (taking 12 to 36 hours to complete). It can take a successful Computer Operations skill check if information is limited on the subject of

the search.

The key thing once the search is initiated the character does not have to do anything else. While working it operates behind the computers operating system so it is invisible on the computer itself, although it does require an ongoing internet connection.

The installation takes a Computer Programming skill check at normal and one hour of time. Weight Negligible Price \$75 Availability (S/C) Special -

**Shredder, Norton-AVG:** This program when set off will destroy and make unrecoverable all the materials on a computers hard drive. This is not a quick process, taking 1 hour for every 100MB of the hard drive. Once started it can only be stopped by loss of power but the hard drive will not be able to be booted up again as it goes after the operating system first.

Installation takes a Computer Programming skill check at normal or Computer Operations skill check at difficult and takes an hour. Weight Negligible Price \$300 Availability (S/C) Special -

**Sound Processing, dbx:** This software plays, restores, enhances, and may doctor sound recordings and live audio feeds. All the hardware and connections required to link the computer to a recorder, transmitter telephone are included.

Hooking the gear up requires no skill check, nor does feeding the base audio into the computer, though the entire process takes 5 minutes, plus 1 minute per minute in length of the audio recording or feed.

Once loaded, the character may analyze the audio, or alter them using the rules for Doctoring Images rules above.

If the character is trying to analyze a recording the program will allow character to clean up and enhance the audio so that it can be heard clearly. This takes a Computer Operations / Computer Programming skill check at normal.

In addition, it can isolate specific noise patterns in the recording, allowing it to be deciphered what they are. To isolate a specific noise takes a Computer Operations skill check at normal and takes 3 minutes per minute of the recording being analyzed. To decypher what specific sounds are is at least a Computer Operations difficult skill check and 5 minutes per minute of the recording. The difficulty and time can be varied by the GM depending on the sound being analyzed and how long the sound is.

Lastly, this can be used to voice prints and compare them. It takes a Computer Operations skill of normal and takes 10 minutes for the comparison. Weight Negligible Price \$500 Availability (S/C) Special -

**Voice Analyzer, dbx:** This works with the computer and any microphone. It records a conversation and splits the voices among the people talking, up to twelve people. After a few moments of conversation it will gauge everyone's stress levels and then can determine changes in these levels brought about by the person being deceptive or less than forthcoming with all they knew. This takes a Computer Operations skill of difficult and ten minutes to analyze. Weight Negligible Price \$1,000 Availability (I/R) Special -

## Virus

Viruses come in many forms of which some are delin-

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## VIRUS DELIVERY DIRECT

Viruses are delivered to the computer in one of three basic ways. They can be loaded directly onto the computer. The viruses can be sent via a network or the Internet to the computer, or they can be hidden in another program that the target computer will install.

If the character with the virus has direct access to the computer that they wish to infect then the simplest and most reliable way is to directly load it onto the system. This would require a media device with the virus on it and time at the computer to be infected.

**Direct Infection:** Direct infection of a computer requires the character delivering the virus to pass a normal Computer Operations skill check (a Computer Programming check if it is a custom virus). This check takes one minute after you have access to the computer.

**Failure** means that the virus was not loaded (if Anti-Virus software is present then the virus can not be loaded onto the computer as it already recognizes it). If it simply didn't take then the operator can check again this time taking 2 minutes and a difficulty of difficult. If failure continues the time doubles and the difficulty increases by one level. If four attempts fail then the virus for some reason is not compatible and the character will have to get a new virus.

**Catastrophic Failure** with direct infection means that the virus not only failed but also damaged the virus rendering it useless.

The one major problem with this sort of virus delivers is the fact that the character can be associated with the delivery. Through passwords to access the system or observation devices or even passive observation of others in the computers area its possible to have the character linked to the delivery.

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eated below according to what they do.

**Cookie Sampler, Capone Limited:** This virus is usually introduced via remote infection or embedded infection. What it does is that it activates itself every so often and looks for an Internet connection. If it finds one then it will send out a copy of the cookie folder (information on all the sights the computer has visited) to a pre-arranged email address.

What this does is give the recipient of the information about the computer system and uses. It will give the receiver a complete rundown on the programs the computer has run and all of the Internet sites that it has visited.

The Cookie Sampler Virus is primarily used by someone who wishes to remotely enter the computers system to gain access to programs and the information that it contains. This gives a hacker a +5 to their chance to enter a system undetected and do what they wish.

If a character wishes to custom develop their own Cookie Sampler it takes a Computer Programming check of difficult and 5 days to complete. Failure means that the character must start over at the beginning again. Weight Negligible Price Special Availability (-/-) Special Illegal

**Infinite Loop, Capone Limited:** This virus works by sending the computers operating system into a meaningless loop of tasks that will reduce its computing power and

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## VIRUS DELIVERY REMOTE

The second method of delivery is a remote delivery via a network or the Internet. This method is more difficult because you cannot specifically target just a single computer you may end up infecting several and not get the one you want.

**Remote Infection:** Remote infection requires a Computer Operations check difficult (Computer programming if it is a custom virus). This check takes five minutes after you have access to the computer.

**Failure** means that the virus was not loaded (if Anti-Virus software is present then the virus can not be loaded onto the computer as it already recognizes it). If it simply didn't take then the operator can check again this time taking 10 minutes and a difficulty increase of one level. If failure continues the time doubles and the difficulty increases by one level with each subsequent attempt. If three attempts fail then the virus for some reason is not compatible and the character will have to get a new virus.

**Catastrophic Failure** means that the virus not only failed but also damaged the virus rendering it useless.

The major problem with this form of delivery is the fact that your virus will be spotted quickly and the word spread that it is out there. If spread via the Internet then the virus will be discovered on a roll of 5 or less per day (-1 for each additional day).

Once spotted on the Internet it will give computer operators a normal Computer Operations check of spotting it/ within d6 days of being spotted on the Internet there will be an update on Anti-Virus programs to deal with it. Once the virus is found it will take 1d20 days to trace the virus to its source node (unless the Hackers Mask software is used) and possibly back to the originator.

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speed. This virus will cause any computer use to take double the normal time. This doubles again at a preset interval, the shorter the interval the more aggressive the virus the easier it will be to detect. Eventually programs will not be able to be run and data will not be able to be saved.

Detecting the virus is done at the start up of the computer. The chance at detecting the virus without an anti-virus software requires a Computer Operations difficult skill check. If it is a custom virus then spotting it takes a Computer Operations skill check of very difficult or a Computer Programming skill check of difficult.

If a character wishes to custom develop their own Infinite Loop Virus it takes a Computer Programming check of difficult and 5 days to complete. Failure means that the character must start over at the beginning again. Weight Negligible Price Special Availability (-/-) Special Illegal

**Lethal, Capone Limited:** This virus leads to the disabling and eventually destruction of the computers hard drive and stored information.

Once delivered every time the computer is started if the computer operator gets their normal chance of detecting a virus. However, if a catastrophic failure is rolled then the computers hard drive suffers a catastrophic failure and the machine is rendered unusable.

If the machine boots a d20 is rolled and if a 1 or less is

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## VIRUS DELIVERY EMBEDDED

The last method of delivery is to embed the virus into another piece of software, either the one a computer will routinely download, such as a cookie, or in a software program that the virus sender will know that the user will want to download.

This type of infection requires a Computer Programming check of difficult to embed the virus in the software. Then it will take the computer operator making a Computer Use skill very difficult check to prevent the virus from infecting the computer when the software is loaded.

**Failure** in the first step means that the virus has to be reloaded into the software. Catastrophic failure means that the software chosen and the virus are not compatible.

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rolled then the computer's hard drive crashes. A -1 DM is applied every day or every time the computer is booted up.

The computer is useless until worked on by someone with Computer Operations skill (against a difficulty of very difficult). This attempt take 8 hours. Catastrophic failure means the machine is irrecoverable.

If it is successfully restarted, thus the virus was removed they must then roll to see how much damage was done. Roll a d20 multiply that amount by 5. That will give you the percentage of the hard drive that was rendered useless.

Unless programs and data are reloaded every time a new program is run from the existing library or new set of stored data is recalled from the hard drive the computer operator must roll % dice If the die roll is equal to or less than the % damage of the hard drive then that program or set of data is lost. Weight Negligible Price Special Availability (-/-) Special Illegal

**Lockout, Capone Limited:** This virus does not harm the computer it simply takes over the password files and changes the passwords to one specified by the virus operator prior to its introduction into the system.

Once it has "Locked Out" (i.e. changed) a password then only the virus operator can access those files. The virus will only change the passwords for those sections that were accessed between the introduction of the virus and its activation (its dormant period).

During its dormant period the virus can be spotted just like any Cookie Sampler Virus could be. Once the virus activates it will be immediately spotted when anyone attempts to access a part of the machine that has been locked out.

Bypassing the locked out password takes five minutes plus a Computer Use skill check of very difficult or a Computer Programming check of difficult. That must be done for each password effected. Weight Negligible Price Special Availability (-/-) Special Illegal

**Trojan Horse, Capone Limited:** This program is similar to the Lockout Virus in that it targets passwords. Instead of changing the passwords it simply records them. At a given timer interval or on command it transmits them to a location designated by the virus operator. This allows the virus operator to simply enter password protected areas like they were the normal computer operator.

This virus is hard to spot but becomes very easy should the virus operator begin deleting files or if the system op-

erators pick up on the fact that areas are being accessed at times when they should not be or should the virus operator be on at the same time the computer user wishes to enter, thus locking out the user. The chance of the virus being spotted by the operator is Computer Operations skill check of difficult, -1 DM per access after the first. The GM may determine certain actions warrant an automatically spotting of the virus. Weight Negligible Price Special Availability (-/-) Special Illegal

**Worm, Capone Limited:** The Worm Virus targets a specific piece of software rather than the computer as a whole. Each work is custom made to attack a specific piece of software and only that piece of software.

It is introduced into the system as any virus is and remains there until the software package it is designed to attack is opened. Once the software is opened the virus is activated. The Computer operator must immediately make a Computer Operations skill check of difficult. If the operator fails this check then the software is irreparable and can not be recovered.

If the check is passed the operator realizes the program is infected and may attempt to remove the virus (See Anti-Virus earlier). Weight Negligible Price Special Availability (-/-) Special Illegal

# COURIER GEAR

## Cipher Machine

Cipher Machines come in many variants but they fall into three basic categories: Digital, Electronic, and Rotor.

**Digital, Miltech Limited:** The digital machine uses a computer processor to create ciphers in with Block or Stream format. They are relatively cheap if you already have access to the computer hardware. Successful use of this requires both ends of the transmission to have the same software.

**Digital Cipher Machine Software:** The software comes in two forms: Stream and Stock.

**Stream Encryption Software, Miltech Limited:** This encrypts the message bit by bit. This grants the user a -2 DM gear bonus to the character's Cryptology Skill Check when encrypting the message. Weight Negligible Price \$1,500 Availability (-/I) Special Military

**Stock Encryption Software, Miltech Limited:** This encrypts breaks the message into small record able blocks and then encrypts each of the blocks separately. This grants the user a -4 DM gear bonus to the character's Cryptology Skill Check when encrypting the message. Weight Negligible Price \$3,000 Availability (-/I) Special Military

**Electronic, Miltech Limited:** This uses a key card that can change anywhere from every week to daily to hourly depending on the sensitivity of the matter being transmitted. The successful use of this cipher requires both ends of the transmission having the same electronic hardware and the same settings. This device grants a -2 DM gear bonus to the character's Cryptology Skill Check. Weight 30 Kg Price \$15,000 Availability (-/I) Special Military

**Rotor, Czech State Factories:** This cipher machine depends on wheels and wiring to encode and decode messages. The code sets can be changed from weekly, during peacetime to hourly during operations. The machines must be used in tandem, i.e. at both ends of the transmission. This grants a -1 DM gear bonus to the character's Cryptology Skill Check. Weight 35 Kg Price \$10,000 Availability (-/I) Special Military

**Ring, Miltech Limited TeleCipher:** Teletypewriters have a special coding machine similar to the Electronic Cipher machine above. Keys are entered on a weekly, daily or even hourly basis and when a coded message is received it is preceded and followed by the ringing of bells to alert the user. This grants a -1 DM gear bonus to the character's Cryptology Skill Check. Weight 2 Kg Price \$1,500 Availability (-/I) Special Military

**Cipher, Miltech Limited Emergency:** This is far from sophisticated. It consists of a simple letter substitution code that only two stations have so they can send an emergency message, one time. The major advantage is that, while a simple code, is difficult to break because the code breakers get so little to work with, the cryptography checks DM is equal to minus 1 for every 10 words the messages using the code contains (including words like a, and, the, etc.). The major disadvantage is that only two stations can use and understand it and then it can only be done once. In addition, the code would have to be given to both stations directly. This code is easy to hide in plain sight, worked into the bor-

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## Sleight of Hand (AGL Trained)

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This is the ability of the character to make quick motions of the hands that can go unseen by the casual observer. Among these are making small objects disappear out of their hands, slipping small objects into their hands, picking up or placing small items. Unless the character is under close observation the character will need to pass a easy skill check, GM's discretion depending on the situation and size of objects being manipulated. If under direct observation then the check will become normal. If under close scrutiny, i.e. someone things your up to no good, it takes a difficult skill check.

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der of a map or hidden with special marks in a given page of a book, etc. Weight Negligible Price \$750 Availability (I/R) Special Military

**Courier Pouch, American Express-Samsonite:** The Courier pouch is a large (12"x12") leather bag with a zipper closure and a fold over waterproofing seal. The zipper can be padlocked and the while bag can be worn as a shoulder bag or carried like and attaché case. The bag itself has an armor value of 1. Weight 3 Kg Price \$300 Availability (R/S) Special – Armor 1

**Dead Drop Spike:** The dead drop spike is a hollowed out object into which can be papers, film, keys, etc.. Then when the character feels that they are unobserved the character drops it at a given location (Sleight of Hand Skill), camouflage it if possible (Sleight of Hand Skill) and keeps on moving.

These two Sleight of Hand checks are made The character making the drop (the drop character) makes a roll against the character's Sleight of Hand skill. The roll is compared to the drop character determines at what the most difficult level that the roll passed. If the drop character misses an easy check then anyone making an observation check when they are handling the Dead Drop Spike it will be noticed as something out of place and in need of further examination. Otherwise the character observing (observing character) will have to pass an Observation check one level harder than drop character passed their Sleight of Hand skill passed at.

A second Sleight of Hand check needs made when attempting to drop or pick up the Dead Drop Spike from the drop location. The drop character makes a roll against the character's Sleight of Hand skill. The roll is compared to the drop character determines at what the most difficult level that the roll passed. If the drop character misses an easy check then anyone making an observation check sees the drop and knows exactly where the Dead Drop Spike is located.. Otherwise the observing character will have to pass an Observation check one level harder than drop character passed their Sleight of Hand skill passed at to see the drop off or pick up.

If the area is searched between the drop and the pick up then the searcher will have to make an Observation check one level harder than the drop character made with a +2 DM.

The Dead Drop Spike would later be retrieved by the characters contact. Weight 1 Kg Price \$500 Availability (I/S) Special -

**Hollow Object:** This makes the old adage hide in plain sight so true. Simply put it is a mundane looking object having enough of its contents removed to allow something to be hidden inside. They have been made out of books to hold guns or small radios or coins used to conceal microdots or small messages. Observation skill checks will expose the items hidden secrets, normal level if the item is known and handled, difficult if the item is unknown but handled, and very difficult if just observed. Weight -1Kg Off Normal Weight Price +\$150 over normal cost Availability (S/C) Special -

**Microfilm:** Microfilm comes in two forms the Fiche, which is widely used by commercial organizations to archive documents and the Microdot, which is used for concealed transportation of documents. Microfilm allows up to ten normal pages to be stored on a microdot, fifty pages on a sheet of microfiche, or 250 pages on a roll of microfiche.

**Camera, Nikon 7A Microfilm:** A small, credit card sized camera designed to produce microfilm. It takes one second per page to photograph and the camera holds enough film for fifty exposures. Once photographed the camera is placed in a larger machine that processes the film. This processing takes 1 minute per exposed image. Weight 2 Kg Price \$500 Availability (R/S) Special -

**Printer/Reader, Intel-Packard 102M:** This device incorporates the Desk Top reader (see below) and a printer so that individual images may be printed out. The printer is capable of producing up to 11" by 17" pages at the rate of one per minute and only prints in black and white. Weight 10 Kg Price \$500 Availability (S/C) Special -

**Reader, Desktop, Sony 71:** This reader is slightly larger than a computer monitor and is capable of reading all types of microfilm. It can allow a user to search thru an entire roll of microfiche in a matter of minutes. There is no penalty for using this kind of reader when trying to gather and analyze information stored on the film examined. Weight 7 Kg Price \$300 Availability (S/C) Special -

**Reader, Nikon 350 Hand Held:** This reader is much smaller and more portable than the desktop version. It uses the ambient light available in order to view the images. Due to the size of the viewer it is possible only to view them at 50% of their normal size. It could take up to ten minutes to review a roll of microfiche. When attempting to view microdots with this reader it requires a strong light source. Weight 2 Kg Price \$150 Availability (R/S) Special -

**Scanner, dbx MS12 Microfilm:** It looks like a hatbox sized metal case with a small viewer on top and an eleven inch wide paper feed device near the bottom on the front.

This allows a document to be fed into the machine and scanned onto microfiche. The viewer on top allows the operator to oversee and make sure that he has a clear image before committing it to film. It can process about four regular pages a minute. It only does microfiche. Weight 10 Kg Price \$3,500 Availability (I/S) Special -

**Paper and Ink:** Despite the changes in the world it is often to transmit messages and data via the conventional pen and ink. In order to secure these messages either in transmission or from capture several types of materials have been developed.

#### **Ink:**

**Invisible:** This ink goes on like normal ink but after 30 seconds it becomes invisible to normal sight. It must then either be heated or exposed to some form of catalyst in order to raise the ink back out of the paper and make it legible.

If the paper is suspected and closely examined it may be determined that some form of invisible ink has been used on it with an Observation check at very difficult level. Weight 0.5 Kg Price \$30 Availability (I/S) Special -

**Water Soluble:** This ink appears to be a normal ink but should the message be compromised and the character immerses the paper in liquid its nature becomes apparent. After one round of exposure the ink will run and be unrecoverable after 2 rounds the ink will be totally lifted from the paper. Weight 0.5 Kg Price \$50 Availability (I/S) Special -

#### **Paper:**

**Edible:** This paper is designed so that it may be consumed by a character with no ill effects at the rate up to three pages, at the Price of half an action. (Ream 250 sheets) Weight 1 Kg Price \$50 Availability (I/S) Special -

**Flash:** Flash paper was originally developed by bookies to avoid vice police raids. This paper flashes up in an all consuming flame given the proper friction (taking one-half action) or exposure to an open flame. A character may ignite up to three pages with the friction method. Any number of pages can be flashed with exposure to an open flame. (ream 250 sheets) Weight 1 Kg Price \$75 Availability (I/S) Special -

**Water Soluble:** Water Soluble paper simply dissolves if placed in any liquid in one round. It will instantly dissolve if the liquid is placed in acid. (Ream 250 sheets) Weight 1 Kg Price \$80 Availability (I/S) Special -



# ENVIROMENTAL GEAR

## CAMPING GEAR

### HIKING

#### Load Bearing Equipment:

**Web Belt and Suspenders, Coleman 99:** This modular system is designed to carry the maximum amount of equipment with minimum strain. It consists of a web belt (capable of holding 14 pouch slots), load-bearing suspenders (capable of holding up to 4 pouch slots, with webbing loops on the side for 6 grenades). When wearing load bearing equipment, the character's Strength is considered 1 higher for the purposes of encumbrance. It comes in comes in olive drab green and desert tan colors. Weight 0.5 Kg Price \$25 Availability (S/C) Special -

#### Pouches

**Pouch, Miltech Limited 40 Ammunition:** This pouch can hold up to 3 magazines of 30 rounds or less 5.56mm rounds or smaller, or 2 magazines of 30 rounds or less of ammunition over 5.56mm. It takes 1 Pouch Spot on a set of Load Bearing Equipment. Weight 0.25 Kg Price \$15 Availability (S/C) Special -

**Pouch, Motorola-Samsung 709 Cell Phone:** This pouch holds any style of cell phone do that it can be carried safely. It takes ½ pouch spot on the Load Bearing Equipment. Weight Negligible Price \$20 Availability (C/V) Special -

**Pouch, Coleman 45 Compass:** This pouch holds a military magnetic or inertial compass out of harms way but conveniently located on the person. It takes ½ pouch spot on the Load Bearing Equipment. Weight Negligible Price \$5 Availability (S/V) Special -

**Pouch, Steri-Med 10 Disposable Gloves:** In the modern world with its blood born diseases it has become necessary to have a ready supply of disposable gloves. This takes up ½ pouch slot and contains 10 pair of disposable gloves. Weight Negligible Price \$10 Availability (S/V) Special -

**Pouch, Coleman DD4 Flashlight:** This pouch is made to hold any standard or maglight flashlight. It allows easy access to the item without taking up any more than ½ pouch slot. Flashlight not included. Weight 0.25 Kg Price \$15 Availability (S/V) Special -

**Pouch, Miltech Limited GMU Gas Mask:** This pouch is made to store a gas mask on the equipment belt. It is made for ease of quick access and takes up 3 pouch slots. Gas Mask is not included. Weight 1 Kg Price \$40 Availability (S/C) Special -

**Pouch, Miltech Limited G1 Grenade:** This pouch holds two grenades in a safe but ready state. It takes 1 Pouch Spot on a set of Load Bearing Gear. Weight 0.25 Kg Price \$10 Availability (R/C) Special -

**Pouch, Law Enforcement Limited 111 Handcuff:** This pouch is designed to clip on either a normal belt or load bearing gear. It holds a set of handcuffs (not included) but allows them to be easily extracted with just one hand. It takes one pouch slot. Weight Negligible Price \$25 Availability (S/C) Special -

**Pouch, Coleman 10 Small Miscellaneous:** This pouch is about this size of the Compass Pouch and can contain small items up to 4"x4"x.5" and up to 0.5#. It takes up ½ pouch slot. Weight 0.25 Kg Price \$25 Availability (C/V) Special -

**Pouch, Coleman 25 Medium Miscellaneous:** This pouch is about this size of the Compass Pouch and can contain small items up to 5"x7"x2" and up to 2#. It takes up one pouch slot. Weight 0.5 Kg Price \$35 Availability (C/V) Special -

**Pouch, Coleman 50 Large Miscellaneous:** This pouch is about this size of the Compass Pouch and can contain small items up to 7"x10"x3" and up to 5#. It takes up to one and a half pouch slots. Weight 1 Kg Price \$50 Availability (C/V) Special -

**Pouch, Law Enforcement Limited 19 Radio (Hand-held):** This pouch is designed to clip on either a normal belt or load bearing gear. It holds a hand held radio (not included) securely but also allows access to the speaker, microphone, and all buttons. It takes a pouch slot. Weight 0.25 Kg Price \$25 Availability (S/C) Special -

**Pouch, Coleman 55 Shells:** This Pouch is designed to hold 20 shotgun shells ready for use. It takes 1 pouch slot on a set of Load Bearing Gear. Weight 0.25 Kg Price \$25 Availability (S/C) Special -

**Pouch, Coleman 40 Small Arms Ammunition:** This pouch holds 4 magazines of .38 caliber or smaller shells and 2 magazines of over .38 caliber shells or 2 speed loaders. It takes 1 Pouch spot on a set of Load Bearing Equipment. Weight 0.25 Kg Price \$20 Availability (S/C) Special -

**Pouch: Law Enforcement Limited 9 Thigh, Ammunition:** This extends down from the web belt, taking ½ pouch slot on the belt, and secures around the outside of the thigh. It has the capacity of holding 4 thirty round magazines. Weight 0.25 Kg Price \$30 Availability (S/C) Special -

**Pouch: Thigh, Law Enforcement Limited 19 Canister Grenade:** This extends down from the web belt, taking ½ pouch slot on the belt, and secures around the outside of the thigh. It has the capacity of holding three canister style grenades (smoke, thermite, etc.). Weight 0.25 Kg Price \$40 Availability (S/C) Special -

**Pouch, Thigh, Law Enforcement Limited 72G Gas Mask:** This gas mask container it designed to be worn on the outside of the thigh, independent of the load bearing equipment. It has the ability to store a gas mask, replacement filters, and a M-256 Chemical Detector Kit. It comes in either front loading or top loading. Weight 0.25 Kg Price \$30 Availability (S/C) Special -

**Pouch, Thigh, Law Enforcement G30 Grenade Launcher:** This pouch is worn on the thigh and has the ability to contain six 30 or 40 mm grenade launcher rounds. Weight 0.25 Kg Price \$40 Availability (R/C) Special -

**Pouch, Thigh, Magazine:** A versatile pouch that can hold up to eight thirty round magazines, or a 200 round magazine drum, or it can act as a large miscellaneous pouch worn on the thigh. Weight 0.5 Kg Price \$40 Availability (R/C) Special -

**Pouch, Thigh, Shell:** This is not a real pouch but more of a belt that attaches to the thigh. It hangs down along the

outside of the thigh and holds up to 20 shotgun shells. It holds ten shells per side and when not in use the two sides are folded up to secure and protect the shells. Weight 0.25 Kg Price \$35 Availability (S/C) Special -

**Pouch: Thigh, Small Arms & Cuffs:** This extends down from the web belt, taking ½ pouch slot on the belt, and secures around the outside of the thigh. It has the capacity of holding 2 pistol magazines and a set of handcuffs. In addition, it is designed so that it can be fit over the lower end of the holster and not interfere with the weapons extraction. Weight Negligible Price \$25 Availability (S/C) Special -

*Note on Pouches:* All are made of nylon water resistant material and come in OD green, Brown, and Black.

**Case, Law Enforcement Limited 200 Handcuffs:** A black leather case designed to hold a set of handcuffs for easy access. It takes one full pouch slot. Weight Negligible Price \$20 Availability (S/C) Special -

**Commando Chest Harness, Raven Industries 7.** This is a type of suspenders that has four ammunition pouches and two smaller utility pouches built in. Weight 0.5 Kg Price \$60 Availability (R/C) Special -

#### Rings:

**Flashlight, Coleman 1900:** A hard plastic ring that attached to the belt of load bearing gear. It can hold a standard or maglight flashlight at the ready. It takes up ½ a pouch slot. Weight Negligible Price \$15 Availability (S/C) Special -

**Nightstick, Law Enforcement Limited NS3:** A hard plastic ring that attached to the belt of load bearing gear. It can hold a nightstick at the ready. It takes up ½ a pouch slot. Weight Negligible Price \$20 Availability (S/C) Special -

**Riot Vest, Raven Industries 1900:** This is the ultimate load bearing system for those involved in a riot situation. These come in a full range of camouflage colors.

It holds two large pouches, each with holders for eight 40mm grenade launcher shells. It has four waist pockets each capable of carrying three canister grenades and two shoulder flaps each containing 6 shotgun rounds.

It has a handle on the back behind the neck so that the wearer can be dragged should they become unconscious. It also includes a hydration unit and tube on the back.

When wearing this, the character's STR is considered 1 higher for the purposes of encumbrance. Weight 2 Kg Price \$75 Availability (R/S) Special Police

**Tactical Vest, Raven Industries T1:** This vest is a simple load bearing system designed for use with combat forces and police SWAT units. As such it is rather inflexible and is set up for a combat load. It consists of a web belt with three ammunition pouches and 4 additional pouch slots. The Pouches are included and are selected at the time of purchase.

The vest itself comes in two basic types, selected at time of purchase. One vest has space for ten 40mm grenades, or regular grenades and the other has space for 40 shotgun shells.

In addition, it comes with a built in First Aid pouch on the left shoulder.

When wearing this, the character's Strength is considered 1 higher for the purposes of encumbrance. These come

### LOAD BEARING EQUIPMENT CARRYING CAPACITY

Each section of the Load Bearing equipment has a capacity to hold a certain number of "pouches". The term pouch slots refers to a measurement of size rather than a physical item. Each item designed for use on a load bearing set will specify its size in pouches. The Following is a sample list

|                             |   |
|-----------------------------|---|
| Pouch, Ammunition           | 1 Pouch   |
| Pouch, Small Arms           | 1 Pouch   |
| Pouch, Grenade              | 1 Pouch   |
| Pouch, Shell                | 1 Pouch   |
| Pouch, Compass              | ½ Pouch   |
| Pouch, First Aid            | ½ Pouch   |
| Pouch, Small Miscellaneous  | ½ Pouch   |
| Pouch, Medium Misc.         | 1 Pouch   |
| Pouch, Large Misc.          | 1 ½ Pouches   |
| Pouch, Handheld Radio       | 1 Pouch   |
| Butt Backpack               | 3 Pouches (Belt Only)                                   |
| Holster, Large Side Arm     | 2 Pouches<br>(.45 cal or 9 mm or larger)<br>(Belt Only) |
| Holster, Small Side Arm     | 1 Pouch<br>(Belt Only)                                  |
| Entrenching Tool w/ Cover   | 2 Pouches (Belt Only)                                   |
| Canteen, Cup, Cover 1 Quart | 2 Pouches (Belt Only)                                   |
| Baton Holder                | ½ Pouch (Belt Only)                                     |
| Handcuff Case               | 1 Pouch   |
| Knife Sheath                | 1 Pouch   |

in a full range of camouflage colors. Weight 3 Kg Price \$80 Availability (S/C) Special Police

#### Backpacks

These are essential to moving quantities of small items over a distance comfortably. Each will be given a weight capacity, which is the amount of weight the backpack is designed to hold. Each one will also list a weight reduction, which is a percentage the weight is reduced in the backpack due to good distribution.

**Alice Pack, Miltech Limited 1F Full:** This pack comes with a full frame and can carry up to 125# of gear. It has straps above and below the backpack itself to carry bulky items, like a sleeping bag, etc. and five large outside pockets to carry items that access is needed to readily.

The entire bag, including the outside pockets, are lined so that it is waterproof providing the total submersion is not for over twenty minutes.

This pack can be broken down to its frame, which would be an equipment pack, and an Alice Pack (see descriptions for both below). The Alice Pack portion of the Full Alice Pack carries up to 125# of the gear and reduces the weight by 50% while the 25 pounds that is carried strictly on the frame reduces the weight by 25%. Weight 4 Kg Price \$75 Availability (S/C) Special -

**Alice Pack, Miltech Limited 1:** This pack is the frameless version of the Full Alice Pack. It has straps above and below the backpack itself to carry bulk items, like a sleeping bag, etc. and five large outside pockets to carry items

that access is needed to readily. The entire bag, including the outside pockets, are lined so that it is waterproof providing the total submersion is not for a prolonged period, over twenty minutes.

The pack portion of the Alice Pack carries up to 100# of the gear and reduces the weight by 50% while the 25 pounds that is carried strictly on straps reduces the weight by 20%. Weight 2 Kg Price \$30 Availability (S/C) Special -

**Assault, Raven A1:** This pack is designed for long patrol missions where the Alice pack is just to much for, but the troops need to carry some supplies. It has four exterior pockets for ready access items and both those and the main compartment are waterproofed just like the Alice Pack. This pack can carry 75# of gear and reduces the weight by 30%. Weight 2 Kg Price \$50 Availability (C/C) Special -

**Butt Pack, Miltech Limited VTN:** This pack clips onto the web belt portion of the persons Load Bearing Gear and takes up 4 Pouch spots. It is waterproofed as the Alice Pack and has no pockets. It can carry 30# of gear and reduces the weight by 20%. This cannot be worn on the Assault Vest. Weight 1 Kg Price \$35 Availability (C/V) Special -

**Computer Field Bag Samsonite C10:** A padded bag that can be worn two shoulder or one shoulder backpack and can contain a laptop with the maximum protection from movement and shock. Weight 2 Kg Price \$60 Availability (S/V) Special -

**Day Pack, Coleman 701:** A lightweight backpack a bit larger than a book bag and has several external pockets. It comes in a wide variety of colors. Weight 2 Kg Price \$40 Availability (C/V) Special -

**Equipment Pack, Ace 1000:** A lightweight metal frame that is designed primarily to carry the backpack radio. It has straps, however, can be configured to carry any bulk item, Tents, sleeping bags, etc.. It carries 25# with a weight reduction of 20%. Weight 2 Kg Price \$40 Availability (S/C) Special -

**Field Pack, Grizzly:** (See *Dark Conspiracy* Pg. 274) Weight 2 Kg Price \$20 Availability (V/V) Special -

**Picnic, Coleman 25:** A civilian backpack that contains everything you need to set up a picnic of four, other than food. It has plates, cups, silver wear, serving utensils and a water container. Weight 5 Kg Price \$90 Availability (C/V) Special -

**Range Pack, Grizzly 17:** The Range Pack is larger than an Assault pack but not quire the size of an Alice Pack. It can be used for everything and can be converted to either a shoulder hag or a bag with handles as well. Weight 3 Kg Price \$100 Availability (S/C) Special -

**Tactical Laptop Case, Apple-IBM TLC:** A padded laptop case that can be slung over one shoulder or carried on handles. Its designed that it can be set down, flipped open and run the laptop without having to remove it from the case. Weight 3 Kg Price \$50 Availability (S/C) Special -

**Tactical Tablet Case, Apple-IBM TTC:** A tablet case with the same characteristics as the Tactical Laptop Case. Weight 0.25 Kg Price \$25 Availability (C/V) Special -

## Sleeping Bags

One of the essential elements of camping is to have the

ability to sleep out of doors and maintaining ones body temperature.

**Commercial, Mountaineer:** (Expands *Dark Conspiracy* Pg. 274) This is the standard rectangular shaped sleeping bag. While it is comfortable down to 0 degrees overnight, it offers no protection from the nights creepy crawlies that might want to join you inside a warm sleeping bag. It is made from lightweight material and comes in any solid color. Weight 4 Kg Price \$50 Availability (V/V) Special -

**Light, Coleman LT:** A lighter weight version of the Commercial Sleeping Bag. It, however, is only comfortable down to 30 degrees. Its primarily used for summer time camping. Weight 1 Kg Price \$50 Availability (C/V) Special -

**Mummy Style, Mountaineer MS2:** This is standard military issue sleeping bag. It is not as roomy as the commercial sleeping bag. It does come to hood on one end that the person in the bag can put on over their head to reveal just their face to the elements. This makes it warmer and keeps out unwanted visitors. It is comfortable down to -10 degrees overnight. Due to its slender, form fitting nature it is quite light and comes in olive drab green. This sleeping bag is water resistant with its attached cover. Weight 2 Kg Price \$80 Availability (C/V) Special -

**Evacuation (EVAC), Miltech Limited EV:** This bag is used for removing non-ambulatory wounded from the Arctic. It also, makes an excellent cold weather sleeping bag. It has a little more room than the standard mummy back and has a detachable fur edged hood. It is comfortable down to -25 degrees overnight. The Evac Bag is filled with down which means that it is lightweight but subject to leaving feather trails if it is punctured. However, if it gets wet it triples in weight. It is water resistant with its attached cover. Weight 3 Kg Price \$150 Availability (R/S) Special -

## Other Sleeping Gear:

**Air Mattress, Coleman 1:** A heavy-duty version of the commercial air mattress. It takes five minutes to inflate and three to deflate and is designed to keep one person and / or sleeping bag off of the ground. It can be used as a flotation device if inflated. It comes in olive drab green. Weight Negligible Price \$15 Availability (C/V) Special -

**Bedroll, Grizzly 1:** This is the old standby used today in much of the worlds more temperate climates. It consists of two heavy wool blankets, a small pillow, and a pair of rope ties. Weight Negligible Price \$10 Availability (V/V) Special -

**Blanket, BBB Manufacturing WB3:** A single double bed sized wool blanket in olive drab green. Weight Negligible Price \$5 Availability (V/V) Special -

**Folding Cot, Coleman 700:** This is the ultimate in comfort in the field. It can be set up in the matter of 5 minutes and takes the same time to take down and store properly. Weight 6 Kg Price \$30 Availability (S/C) Special -

**Hammock, IKEA 19:** A net Hammock that can be set up between any two fixed points. It includes two pitons that can be driven into wood or stone to aid in securing it. Weight Negligible Price \$20 Availability (C/V) Special -

**Pillow, BBB Manufacturing PW19:** This is included for those characters that crave comfort and style even when they are in the field. Weight 0.5 Kg Price \$10 Availability

(V/V) Special -

**Sleeping Mat, Grizzly SM:** This replaced the air mattress with the U.S. military and is simply a flexible dense foam mat. It is designed not to transfer heat cold and moisture from the ground up. It is lightweight and gray in color. Weight Negligible Price \$5 Availability (S/C) Special -

#### **Tent:**

Simple accommodations for the character in the wilderness. Tents, while they are designed to protect from the elements are rarely waterproof, but are usually just water resistant.

**2 Man Dome, Coleman S2MD:** This is the typical small two-person dome tent. It is lightweight and sets up on the matter of three minutes, the same time to break down. This model, unlike the other kinds of tents, does have a floor. Weight 4 Kg Price \$25 Availability (S/C) Special -

**4 Man Dome, Grizzly 444:** This is the typical four-person dome tent. It is lightweight and sets up on the matter of five minutes, the same time to break down. This model, unlike the other kinds of tents, does have a floor. Weight 6 Kg Price \$70 Availability (S/C) Special -

**4 Person Cabin, Bezubovo Ventures Wind:** (Expanding *Dark Conspiracy* Pg. 272) This is the classic family walled tent. It has aluminum piles and sidewalls that will allow a normal adult to stand erect near the center. It is designed to sleep four adults comfortably. Weight 12 Kg Price \$100 Availability (C/C) Special -

**10 Man Tent:** (See *Dark Conspiracy* Pg. 272) Weight 35 Kg Price \$250 Availability (S/S) Special -

**General Purpose, Miltech Limited GP Small:** A heavy canvas tent used by the military for various missions, only the smallest shown here. It allows an adult to stand with only a slight stoop at the wall and it goes into a peak 10 foot tall at the center. It can comfortably sleep 6 adults or provide work space for up to ten persons. Weight 100 Kg Price \$1,000 Availability (R/S) Special -

**Inflatable Tent, Bezubovo Ventures Sea:** This tent provides a 20 foot by 20 foot living/work space beneath an arched ceiling that can hold up to all but the most severe of weather. It comes with its own air compressor to inflate the ridges that support the waterproof shell. It takes 10 minutes to prepare the tent for inflation and a further 30 minutes to inflate it. It takes 45 minutes to take it down and store it. It does come with a floor. Weight 25 Kg Price \$350 Availability (R/S) Special -

**Kitchen, Miltech Limited Special Purpose:** A General Purpose Tent that has an additional section with a raised roof that is used as a kitchen area. The raised roof has slots to allow heat from the kitchen to rise and escape. Weight 200 Kg Price \$1,500 Availability (R/S) Special -

**Luxury, Bezubovo Ventures Ultimate:** This tent is the size of the General Purpose tent but rather than the heavy canvas it is made of a lightweight, rip resistant nylon. On the inside there is a liner that can be put up to keep out the cold. In addition, it has covered wooden floor panels that smooth out the ground and allow the employment of regular furniture inside. Weight 150 Kg Price \$5,000 Availability (-/R) Special -

**Medical, Miltech Limited Special Purpose:** This tent

is a specialized General Purpose Tent. It has a small vestibule on one end where a wash station would be set up. In addition it has a canvas floor that can be laid down. Weight 150 Kg Price \$1,250 Availability (R/S) Special -

**Shelter Half, Grizzly A1:** This is the simplest form of shelter, consisting of ½ of a tent. It can be combined with another shelter half to form a complete pup style tent for two. The single half can be made into a lean to and give the character some overhead protection. This tent takes 10 minutes to set up and five to break down for storage. Weight 0.5 Kg Price \$15 Availability (S/V) Special -

**Survival Dome, Off Grid Supply 12:** A small two man tent that is designed to be quickly deployed in dangerous situations. It has heavy duty ribs that will resist crushing damage. It has a floor that protects the inhabitants. The material is fireproof and heat dispersing, in case of being caught in a fire. Weight 5 Kg Price \$200 Availability (R/S) Special -

#### **PERSONAL CAMPING:**

**Bug Deterrent Portable, Grizzly BD:** A small device that hangs from the character's belt emitting a lightly scented bug deterrent. This keeps bugs at bay for 12 hours with a diameter of 10 feet. Weight Negligible Price \$5 Availability (V/V) Special -

**Mess Kit, Coleman MK5:** This is the typical aluminum mess kit that contains two plate halves and set of eating utensils. It folds into a self-contained unit. It includes a cover that takes up 2 pouch slots. Weight 0.25 Kg Price \$5 Availability (V/V) Special -

**Canteen:** These items include the canteen itself, a cup, and a cover for carting purposes.

**1 Quart, Miltech Limited 1:** This consists of a plastic canteen, aluminum cup and canvas cover designed for wearing on load bearing equipment belts. This takes up 1 pouch spot. Weight 0.25 Kg (Empty) Price \$5 Availability (C/V) Special -

**2 Quart, Grizzly QC:** This is your typical commercial kid's round canteen. It comes with a shoulder strap and is typically made of aluminum. Weight 0.5 Kg (empty) Price \$20 Availability (C/V) Special -

**Arctic, Miltech Limited 478:** A specially insulated canteen designed to keep water from freezing while operating in temperatures down to -30 degrees for prolonged periods of time. It holds 1 & ½ quarts and takes up 2 pouch slots on the equipment belt. Weight 1 Kg (Empty) Price \$20 Availability (R/S) Special -

**Flask, LG Suppliers 19:** This metal hip flask is more often associated with liquor than water but can be used to hold a pint of any liquid with the cap serving as the cup. Weight Kg Price \$ Availability (/) Special -

**Gallon, Coleman GC:** A large square flexible sided canteen that can hold up to a gallon. It can hook onto an equipment belt, taking 4 pouch slots, or worn from a shoulder strap. Weight 0.5 Kg Price \$10 Availability (C/V) Special -

**Hydration Pack, 3 Day, Grizzly 3D:** A large bladder canteen that contains enough water that a person under normal exertion would need to consume in three days. It has a removable cap for pouring on a mouth tube that can be drunk through. The mouth tube can also attach to a gas mask that

allows drinking without the removal of the mask. Weight 1 Kg (Empty) Price \$60 Availability (S/C) Special -

**Hydration Pack, Grizzly BHP Belt:** A smaller version of the *Hydration Pack 3 Day*, that is worn on the belt. It is designed for short term use for hot weather or under conditions that require a lot of exertion. It contains enough for 12 hours under the conditions listed. It takes up ½ belt slot. Weight 1 Kg (Empty) Price \$45 Availability (S/C) Special -

**Hydration Pack, Czech State Factories Thigh:** A larger version of the *Hydration Pack, Belt*. The major differences being it has straps to attach to the thigh and it contains water for a full days use. Weight 1 Kg (Empty) Price \$60 Availability (S/C) Special -

#### Compass:

**Digital Compass, Grizzly:** This is your standard compass with a digital face. In addition it can keep track of your direction and beep if you have varied from the azimuth that you have input into it, even if in your pocket. Weight Negligible Kg Price \$20 Availability (S/C) Special -

**Magnetic Compass, Miltech Limited 2090:** This device is the standard lensatic compass that the military uses. This allows the character a -2 DM on all Map Reading checks. It will also allow the character to travel cross-country to a given destination and a map without fear of getting lost (See Map-Reading). Weight Negligible Price \$10 Availability (C/V) Special -

**Inertial Compass, Radio Shack 1919:** The Inertial Compass allows a character to calibrate a starting location then up to 5 other points. The Inertial Compass will then slow the direction and distance from one point to the next. This allows the character to have a -3 DM on Map Reading checks. Weight Negligible Price \$35 Availability (S/C) Special -

**Pocket Compass, Coleman:** A small magnetic compass that is easily stored or hidden. It isn't the most exacting when shooting azimuths but works for the average boy scout or casual camper. Weight Negligible Price \$5 Availability (V/V) Special -

#### Global Positioning System (GPS) Receiver:

**Dashboard Mounted, Intel-Packard 301:** The Dashboard Mounted version of the GPS acts just like the hand held version except mounted to a cars dashboard.. It gets its power from the vehicle. Weight 1 Kg Price \$100 Availability (S/C) Special -

**Hand Held, Motorola-Samsung 11:** A GPS that is carried in the hand or pocket. It is given a rubberized cover to give it some shock resistance. Weight 0.5 Kg Price \$85 Availability (S/C) Special -

**Handle Bar Mounted, Intel-Packard 700:** The Handle Bar Mounted version of the GPS acts just like the hand held version except mounted to a motorcycles handle bars. It gets its power from the vehicle. Weight 2 Kg Price \$125 Availability (S/C) Special -

**Wrist Mounted, Motorola-Samsung 21:** The Wrist Mounted version of the GPS acts just like the hand held version except that it is miniaturized and is worn like a wrist watch. Weight Negligible Price \$150 Availability (R/S) Special -

#### MAP-READING SKILL (INT, UNSKILLED):

A successful check with this skill will allow a character to determine their location on a map through simple observation. In addition, it will allow the character to plot the quickest, or easiest, or etc. route from a given point to another given point.

| DETERMINE LOCATION        | Difficulty     |
|---------------------------|----------------|
| On Roadway, Stationary,   |                |
| Regular Route Markers     | Easy           |
| No Regular Markers        | Normal         |
| On Roadway, Moving.       |                |
| Regular Route Markers     | Normal         |
| No Regular Markers        | Difficult      |
| Wilderness,               |                |
| Clearly Visible Landmarks | Difficult      |
| No Visible Landmarks      | Very Difficult |

| DETERMINE ROUTE | Difficulty     |
|-----------------|----------------|
| On Roadway,     |                |
| Simplest        | Easy           |
| Quickest        | Normal         |
| Easiest         | Difficult      |
| Wilderness      |                |
| Simplest        | Normal         |
| Quickest        | Difficult      |
| Easiest         | Very Difficult |

**Field Grooming Kit, Coleman:** This consists of no rinse soap, shampoo, and conditioner, as well as the normal grooming items in a small waterproof container. Weight 1 Kg Price \$35 Availability (S/C) Special -

**Digital Map Measurer, Czech State Factories:** This credit card sized device is designed to digitally measure accurate distances on a map or globe. Beyond that it also incorporates a magnetic compass, digital clock, calculator and a mini-flashlight. Weight 0.5 Kg Price \$100 Availability (R/S) Special -

**Map Pouch, Miltech Limited 407 Individual:** A case that allows the bearer to fold a map and display a 5" by 7" section of map under a plastic cover. The case is made of nylon and has a nylon cover that has a Velcro seal over the plastic face. The plastic face is markable with grease pencil or dry erase markers. It is designed to fit in a cargo pocket on a *BDU Uniform*. Weight 0.5 Kg Price \$15 Availability (S/C) Special -

**Swiss Army Knife, Czech State Factories:** This is the ultimate multiple purpose tool. It has over 30 features including: a large blade, small blade, corkscrew, can opener, cap lifter, screwdriver, wire stripper, reamer punch, key ring, tweezers, toothpick, scissors, hook, wood saw, fish sealer, hook disgorging, ruler, nail file, metal file, nail cleaner, metal saw, fine screwdriver, chisel, pliers, wire cutters, Phillips screwdriver, magnifying glass, ballpoint pen, pin, chemist's spatula, belt cutter, electrician's blade with wire scraper, and mini-screwdriver. It can be used as an improvised weapon but it is a very weak one. Weight Negligible Price \$10 Availability (C/V) Special -

## BASE CAMP

**Animal Deterrent, Grizzly 7A Solar Powered:** This looks like a fat round metal and plastic stake with a small solar panel on top. It emits a sound that deters animals, from dogs and cats to rats and raccoon. Each animal that enters within 30 feet of the device must make a check of 15 to stay in the area. Weight 1 Kg Price \$25 Availability (S/C) Special -

## Cooler

These are your typical commercial coolers that keep food cold on ice for periods of time.

**Small, Coleman 10:** This cooler has enough space to stand up eight cans of pop or beet on the bottom, in two levels and has a large carrying handle on the top. It can contain up to 20 pounds of perishable material on ice for 4 hours frozen or 12 hours cooled. Weight 2 Kg Price \$15 Availability (C/V) Special -

**Large, Coleman 25:** This cooler is made to hold up to 50 pounds of perishable material. It has carrying handles on either end and is 2' x 2.5' x 5'. It can keep materials, on ice, frozen for 6 hours or cool for 24 hours. Weight 4 Kg Price \$40 Availability (C/V) Special -

**Powered, Bezobovo Ventures Ultimate:** A cooler the size of the Large Cooler but while it is insulated it is also refrigerated. It can work off internal power for 12 hours or be hooked into a generator or other power source. It provides more reliable cooling for things that need it (medicines) and one compartment can be made into a freezer. Weight 8 Kg Price \$300 Availability (S/C) Special -

**Chair, Bezobovo Ventures Soft Portable:** A chair that folds down to store in its own drawstring bag that is 3" across and 18" long. It has arms and a nylon seat and back. Weight 3 Kg Price \$15 Availability (C/V) Special -

**Cookware Set, Grizzly 85:** A basic camp cookware set consisting of a large pot, one small pot, one coffee pot, a large frying pan, small frying pan, cooking utensils, a campfire grate and a fish cooking holder. The entire set is made of blue steel and is designed to fit in its own carrying bag. Weight 3 Kg Price \$20 Availability (S/C) Special -

**Portable Heat Source Bezobovo Ventures Warm:** The Portable Heat Source raises the temperature within a 10 foot radius between 10 and 25 degrees depending on the enclosure and ventilation. It burns for 8 hours with a single propane fuel cylinder. The Portable Heat Source measures twenty inches by twenty inches by thirty-six inches. Weight 6 Kg Price \$40 Availability (S/C) Special -

**Oven, Grizzly 147 Solar Powered:** The Solar Powered Oven, isn't as much powered as it, is heated by the sun. It consists of a series of panels that fold out to form a special plexiglass top cabinet. Foods placed inside will bake as the sun's heat is let in, trapped and bounced around inside the cabinet. The length of time something takes to cook depends on the intensity of sunlight. Weight 4 Kg Price \$100 Availability (S/C) Special -

**Pocket Weather Station, Off Grid Supply:** A small device about the size of a large calculator that given 5 minutes can determine all the basic meteorological readings, temperature, barometric, etc.. Armed with this information it then can make a reasonably accurate prediction for weather for

up to 24 hours in the future. The more time the weather station is operated continuously the better the chance for an accurate reading. The chance of getting an accurate prediction gets a -1 DM for every 10 minutes it is left to run before the prediction is called for, up to 60 minutes (-6)

| Weather Prediction Time Frame                 | Difficulty/DM  |
|---|----------------|
| Next Hour                                     | Easy           |
| Next 4 Hours                                  | Normal / +1    |
| Next 8 Hours                                  | Normal         |
| Next 12 Hours                                 | Normal / -1    |
| Next 18 Hours                                 | Difficult      |
| Next 24 Hours                                 | Difficult / -1 |
| Weight Kg Price \$ Availability (/) Special - |                |

**Portable Power Source, Off Grid Supply:** The Portable Power Source is not a generator but instead more of a large battery. This has the ability to power a small home appliance for 24 hours. After the power supply is exhausted then it must be plugged back into a electrical plug for 6 hours to recharge. Weight 2 Kg Price \$125 Availability (R/C) Special -

**Stool, Camp, Coleman:** This is the classic folding wooden and nylon stool. It folds down to 4 inches by 16 inches by 24 inches. Weight 1 Kg Price \$10 Availability (C/V) Special -

## Stove

While many campers elect to go for the fire for cooking it is not always practical, especially if your trying to operate unnoticed. Much more controlled method of cooking is the camp stoves.

**Commercial, Coleman:** A commercially available two burner stove relying on a small propane tank for its source of ignitable materials: It has the capacity to cook 12 meals or have both burners going continuously for 4 hours. Weight 6 Kg Price \$50 Availability (S/C) Special -

**Military, Czech State Industries:** A large aluminum stove with oven that is capable of cooking four different items on the top and bake at the same time. For mass feedings the top can be converted into a large grill for cooking everything from scrambled eggs to hamburgers. Weight 25 Kg Price \$500 Availability (I/S) Special -

**MRE Cooker Bag, Miltech Limited CB4:** A special bag that holds a main dish pouch of an MRE. You simply add a small amount of water and set it aside and the chemical reaction will heat the MRE to a warm almost hot temperature. Weight Negligible Price \$15 Availability (S/C) Special -

**Portable, Grizzly Sterno:** A very small single burner stove whose cooking heat is provided by a can of Sterno fuel. This provides heat primarily to warm already prepared meals and water. The burner area is large enough to hold a canteen cup. The stove folds flat and the Sterno can provide heat for up to one hour and is not reusable. Weight Negligible Price \$5 Availability (V/V) Special -

**Tent Stove, Bezobovo Ventures Warmth:** A modern wood burning version of the old pot bellied stove. It is used to generate heat primarily but does have a cooking surface on the top capable of cooking a single pot at a time. Weight 15 Kg Price \$60 Availability (S/C) Special -

**Shower System, Bezobovo Ventures Relaxing:** This consists of a black water container with a long hose with a nozzle on the end. This has the capacity to hold 5 gallons of water. It is laid in a sunny spot to heat the water and then suspended above the shower area where the individual can open the nozzle and allow the water to flow. Weight 1 Kg (Empty) Price \$10 Availability (S/C) Special -

**Table, Bezobovo Ventures Dinner Portable:** This table is made in the same style as the Portable Chair, in fact they use the same size transport bags. When unfolded it produces a 30" square nylon table that can hold up to 150 pounds of pressure. Weight 4 Kg Price \$30 Availability (S/C) Special -

**Universal Power Supply, Bezobovo Ventures Zap:** The Universal Power Supply converts the power from an electrical power source (wall plug, generator, battery, etc.) and converts it into the form of electrical power that is needed for devices either AC or DC. It can only convert to one kind of power at a time but can have up to 10 of power outlet off of it. Weight 10 Kg Price \$500 Availability (R/S) Special -

## CLIMBING GEAR

This section replaces the Climbing Kit, for those who want more realism than a simple kit can provide.

**Ascenders, Grizzly:** Ascenders are hand grips that slide up and down the rope then automatically tighten when the character is not applying pressure. This helps to prevent slipping and gains the character -1 DM to Climbing skill when climbing with ropes. Weight Negligible Price \$50 Availability (S/C) Special -

**Bungi Cord and Harness, LG Suppliers 200:** This is the same harness and cord that has become popular among those who seek extreme thrills. It can hold up to 400 pounds. The length of the cord must be specified at the time of purchase since the cord must all be from one piece for strength. The cord is 100 feet in length. Weight 15 Kg Price \$100 Availability (S/C) Special -

## Cam

Cams are used in freehand climbing and leave no damage in their wake. A Cam gives the climber a +4 to their climbing skill. A character must be using at least two Cams at once in order to gain this bonus. Cams are just as quick

**Small, Grizzly S:** The Small Cam are anchors used inside small "finger" cracks, 'finger cracks' only permit a climber's fingers in. Weight Negligible Price \$40 Availability (S/C) Special -

**Medium, Grizzly M:** The Medium Cam are anchors used inside hand cracks, 'hand cracks' permit a climber's hand or foot in. Weight Negligible Price \$60 Availability (S/C) Special -

**Large, Grizzly L:** The Large Cam are anchors used inside cracks larger than "hand cracks". Weight Negligible Price \$100 Availability (S/C) Special -

**Chalk Bag, Wilson-Rawlings:** Use of the Chalk Bag spreads chalk over the characters hands and gain a -1 DM to all Climbing checks. In addition, it can be thrown and blind an opponent. In order to be successful the character must make a ranged attack. Weight Negligible Price \$5 Availability

(S/C) Special -

**Climbing Hammer, Grizzly CH2:** The Climbing Hammer is used to hammer pitons in place. When the hammer is used to secure pitons reduced the time to secure a piton to three rounds. The climbing hammer can be used as a bludgeoning weapon that will cause 1d4 points of damage. Weight 2 Kg Price \$90 Availability (S/C) Special -

**Climbing Harness, Wilson-Rawlings 1008:** The Climbing Harness consists of a set of padded straps that wraps around a character's thighs and waist. This is worn to reduce stress while hanging from a rope. The character gains a -1 DM to Climbing skill checks involving rope. The character may hang their climbing tools from the harness. Weight Negligible Price \$60 Availability (S/C) Special -

**Cordlette, Grizzly:** The Cordlette is a specialized climbing device used to better distribute weight and allow a rope to hold more. It consists of a series of three anchors above with a rope threaded through them. When a character uses a cordlette then the character gains a -2 to their Climbing skill check. The rope can also support twice its normal allowed weight. Weight 1 Kg Price \$20 Availability (S/C) Special -

**Crash Pad, Coleman 45:** The Crash Pad is literally a portable couch / bed that the climber can take with them on long climbs. Then rest is needed the character sets up the crash pad with the use of a cordlette (not included) and then they can sit and rest or even sleep. Weight 3 Kg Price \$50 Availability (S/C) Special -

**Evacuation Harness, law Enforcement Limited 7:** The Evacuation Harness is designed for the evacuation of patients via rope from a variety of mountain climbing, spelunking, and high altitude situations (buildings, ski lifts, etc.). They distribute the patient's weight well enough to cut their weight by 25% for lifting and lowering purposes. Weight 2 Kg Price \$70 Availability (S/C) Special -

**Flying Squirrel Suit, Wilson-Rawlings Flyer:** A full set of coveralls that have additional material from wrist to ankle. This allows a person to make a leap and glide up to 50 plus miles per hour, depending on the height and winds. Weight 3 Kg Price \$150 Availability (R/S) Special -

**Grappling Hook w/ 10 meters of Rope, ACE 10M:** (Replaces Grapple *Dark Conspiracy* Pg. 272) This comes in two styles, collapsing and non-collapsing. They each have three prongs so when tossed they have the maximum chance of hooking onto something. The chances of hook-

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## Climbing Skill (Addition):

There are three primary climbing styles: Freehand, Cam, and Piton and Rope. Freehand is exactly that, no use of ropes or other equipment. Cam Style is very similar to Freehand Style but uses Cams as climbing aids. Piton and Rope Style is traditional mountain climbing style.

Use of Climbing Gear / Decent Gear: The basic Climb Skill as presented in the game is primarily directed at free hand climbing.

Less skilled climbers, or those climbing surfaces that do not lend itself to freehand or cam climbing use the Pitons and guide ropes.

The various devices presented below get allow for bonuses to the Climb skill.

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ing are based off of the area the hook is being tossed into. Weight 1 Kg Price \$60 Availability (C/C) Special -

**Ice Axe, Grizzly IA:** The Ice Axe is the essential tool when ascending through deep snow or climbing on ice. It has a long handle to aid in walking in deep snow. The head consists of a flattened blunt head and a serrated sharp head. The flattened blunt head is used to hold when using as a walking aid and used to gain a hold on existing cracks in an ice wall. The serrated edge is for digging in and creating its own holds. If the Ice Axe is used as a weapon it does 1d4 points of damage. Weight 4 Kg Price \$55 Availability (S/C) Special -

**Ice Boots, Off Grid Supply 19:** The Ice Boots consist of a heavy arctic boot with built in metal ice cleats for climbing on icy terrain. A character gains a -2 DM to their Balance skill checks when operating on icy terrain. Weight 5 Kg Price \$25 Availability (R/S) Special -

**Ice Cleats, Grizzly A12:** The Ice Cleats convert any set of boots into ice boots. Weight 1 Kg Price \$15 Availability (S/C) Special -

### Pitons

**Explosive, Hercules Powder Company 19:** The Explosive Piton appears to be a normal piton but it has a small explosive charge in the tip that drives the piton in instantly and securely in any rock face. The time required to secure this type of piton is reduced to 1 round. Should it be used as a weapon it does 1d4 points of damage. Weight 0.5 Kg Price \$25 Availability (S/C) Special -

**Snow Pickets, Grizzly SP:** Snow Picket Pitons are the lightest weight of the pitons. They are designed to be driven

### CLIMBING USING PITONS

The use of pitons and hammer does not have a huge effect the use of the Climbing skill. It however does have a dramatic effect on what happens if the Climb check is failed.

Proper positioning of pitons is important. In order to find a secure anchor point the character must pass a climb check against the Difficulty below

| Surface        | Difficulty |
|----------------|------------|
| Brick Building | Normal     |
| Ice, Hard      | Very Hard  |
| Ice, Rotten    | Impossible |
| Rock, Solid    | Normal     |
| Rock, Mixed    | Difficult  |
| Snow           | Difficult  |
| Wood           | Normal     |

When the pitons are properly set to support weight up to the character's weight times is half the normal for stress.

With a successful check the character can not fall more than twice the distance between the last piton set and the character.

**Critical Success:** The piton holds twice the maximum weight allowed and will not come out unless the character wants it to.

**Critical Failure:** the piton appears to be normally secured but fails under the load.

into snow at a 15 degree angle away from the tension. When working in snow all other pitons suffer a +2 DM penalty. It takes 2 rounds to secure this piton in snow. Weight 0.5 Kg Price \$20 Availability (S/C) Special -

**Standard, Wilson-Rawlings P19:** Standard pitons are steel and are hammered into rock with a ring for a rope. Weight Negligible Price \$10 Availability (S/C) Special -

**Titanium, Grizzly TP1:** Titanium pitons are hammered into cracks in the rock face. It has a ring through which a rope can be threaded through. If used as a weapon it does 1d2 points of damage. Weight Negligible Price \$15 Availability (S/C) Special -

**Ladder, Ace 19 Portable:** This light-weight, steel ladder is made to roll up into a small cylinder. The rungs are slip resistant and can hold up to 1000#. This ladder can be set up and deployed in under 30 seconds. Weight: 1# per foot Price: \$5 per foot Availability (I) Special -

**Ladder, ACE TL12 Telescoping:** This ladder made from strong aluminum and closes to the size 30 inches x 19 inches. It opens to the size of 12.5 feet and has the capacity of 300 pounds per rung load capacity. Weight 5 Kg Price \$85 Availability (S/C) Special -

**Repelling Harness, Wilson-Rawlings 405:** A nylon strap set that holds a person securely to the rope during the repelling process. It can be set for the normal repel or the "Australian Crawl" (Face First) version when the harness is donned.

It is possible to fashion a harness in a critical situation out of rope but such a successful Climbing skill with a difficulty of normal. Critical Failure means that the character believes the rig is set right and it will fail once a Climbing Check is called for.

Weight 0.5 Kg Price \$60 Availability (S/C) Special -

**Rock Shoes, Wilson-Rawlings:** Rock Shoes are basically rubber socks that are form fitting and allow the character to feel the grip as if they were bare feet. The surface of the shoe is slightly sticky and allows a character to balance their weight on ledges as small as one inch. Weight 1 Kg Price \$80 Availability (S/C) Special -

**Rope:** (See *Dark Conspiracy* Pg. 273) Weight 5 Kg per Coil Price \$100 per 50 meter coil Availability (V/V) Special -

**Tactical Rope Bag, Grizzly TRB:** This bag is designed to store conveniently and quickly deploy up to 200 feet of rope. It can be worn as a backpack, on a shoulder strap as a shoulder bag, or attached to an alpine type pack. It allows all 200 feet of rope to be deployed for use in a single round due to its special loading, which takes 30 minutes for 200 feet of rope. Weight 21 Kg Price \$455 Availability (S/C) Special -

**Two Cable Bridge, Grizzly B2:** This item consists of two cables set 5 foot apart that can be made into a make-shift bridge with one set five foot above the other. This allows people to cross hand over hand from one side to another.

The two cable bridge can span a distance of up to fifty meters. It includes a harness good for both humans or up to 350# of cargo, the cables, and four special pitons to hold the cable tension.

It is possible to deliver the pitons via a special crossbow bolt or shotgun shell.

This allows crossing at the rate of 20 meters per minute.



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## FIRING POSTURE:

Firing posture is used for aimed shots and for snap shots against quick or mostly concealed targets. There are basically four kinds of weapons fire: Snap Shot, Aimed Fire, Prepared Snap Shot, and Pick Off.

**The Snap Shot** is your basic firing from the hip a shot taken with little or no aiming. This allows the full use of the automatic fire capacity of a weapon, producing a 3 round burst. The three round burst are all rolled separately with the second shot receiving a +2 DM penalty and the third shot receiving a +5 DM penalty.

**The Aimed Fire** requires one-half action and can be used with all rates of fire, although the bonus only applies to the first shot. The character conducting aimed fire must be stationary from the start of aiming until the time the shot is taken. The character gains a -1 DM to their fire. The bonus only applies to the first shot (see snap shot for automatic fire penalty).

**The Prepared Snap Shot** is just that a character remains stationary and covers a given area waiting for a target (i.e. hunter). The character gains a -1 DM per round (after the first) while stationary and aiming in up to a 45 degree arc (maximum -3). In addition, the Prepared Snap Shot can get a shot off at targets that are visible dot only a fraction of a round (someone peeking around the corner) without penalty. Once a character leaves the Prepared Snap Shot mode then they must start all over. Characters conducting a Prepared Snap Shot that conducts fire outside of their covered arc must conduct a snap shot with a +1 DM penalty to start off with. The bonus only applies to the first shot (see snap shot for automatic fire penalty).

**The Pick Off** is used when there is a known target but it is in a difficult (partially or mostly concealed) position or for some reason the target isn't to be eliminated immediately. The character must initially be stationary and in position to see the target. The character gains a -1 DM per round (after the first) that they are conducting a Pick Off and can actually see the target. If the line of sight is lost to the target then the bonus stops at that level. It can continue to grow once the targets line of sight is regained (to a max -5 DM).

If the target's line of sight is lost for three consecutive rounds then the bonus is reduced by 1 for every round thereafter (down to 0). The bonus only applies to the first shot (see snap shot for automatic fire penalty).

**Aimed Shot Strain:** The prepared shot and pick off shots require multiple rounds of aiming in order to gain their advantage. Holding this position takes its toll on the firer. A +1 DM penalty is applied per four rounds of aiming.

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Each minutes spent on the bridge requires a AGL check at difficult. A check failure means that another minute must be spent on the bridge. A critical failure means that the person has fallen and if not in a harness must make a AGL difficult check to catch to bottom cable or fall to the bottom of the obstacle spanned. A critical failure in a harness means that the character loses the minute for the failure plus four more minutes to recover their balance. Weight 15 Kg Price \$450 Availability (R/S) Special -

**Three Cable Bridge, Grizzly B3:** This is what is known

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## CALLED SHOT

This is an aimed shot that if successful will hit the location that is called for by the character shooting. The character must fulfill all of the requirements of Aimed Fire. In addition, the character must take a full round with the target in sight to aim. The player then calls out where his character wants to hit.

The character must then roll a successful hit modified by the chance to hit that location. Hit locations are defined as either one or two d10 hit locations. The chance to fire and hit the location are determined by the chart below.

### Called Shot Chance To Hit

| Normal Chance | 1d10 | 2d10 |
|---------------|------|------|
| 1-5           | 1    | 1    |
| 6-12          | 1    | 2    |
| 13+           | 2    | 3    |

Normal Chance means the normal chance to hit with the weapon used. This includes any modifications for distance, aiming, scope, designator or other factors.

There is a -1 DM applied to the roll if the target is aware of the shooter targeting them or are moving under fire.

If a hit is rolled then damage applied is doubled.

If the character's shot misses by 1 then the character missed the location a d10 is rolled for location. If the location of the called shot is rolled then its a flesh wound and only does 1/3 normal damage. If the location is adjacent to the called shot location, it becomes the location hit, only doing 1/2 normal damage. If any other location is rolled then the shot is a miss.

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as a three-wire bridge. It consists of a single cable on the bottom and two guide wires on the top. The three-cable bridge can span a distance of up to one hundred fifty meters. It includes a harness good for both humans up to 450#, the cables, and four special pitons to hold the cable tension.

It is possible to deliver the pitons via a special crossbow bolt or shotgun shell.

This allows crossing at the rate of 40 meters per minute. Each 3 minutes spent on the bridge requires a AGL normal check,. A check failure means that another 3 minutes must be spent on the bridge. A critical failure means that the person has fallen and if not in a harness must make a AGL check difficult to catch to bottom cable or fall to the bottom of the obstacle spanned. A critical failure in a harness means that the character loses the minute for the failure plus two more minutes to recover their balance. Weight 25 Kg Price \$600 Availability (R/S) Special -

**Zip Line, Wilson-Rawlings 95:** This was originally designed as an emergency escape device but it has made its way into everything from boot camps to recreation parks. It consists of a cable set at a 20 degree angle or better. The run of the cable can be up to 100 meters. The set consists of the cable, two mounting pitons and a runner and recovery rope. The runner is an overhead pulley that actually runs down the cable while the character holds on underneath. The entire run from top to bottom takes less than one minute. Weight 10 Kg Price \$145 Availability (R/S) Special -

## HUNTING GEAR

**Blind, Raven Industries BB:** This consists of a sheet of canvas and several poles that once set up and properly camouflaged makes for a hidden firing position for hunters. When used in forest or swamp this adds a +4 bonus to the characters Hide skill. Weight 8 Kg Price \$100 Availability (R/S) Special -

### Cage:

These are animal cages with bars or mesh to correspond to the size of animal to be placed inside.

**Small Animal, BBB Manufacturing 19:** This can handle up to a large dog or down to small rabbits or cats. It is fully collapsible in one piece and sets up in 2 rounds. The cage can take 10 points of damage before being breached. Weight 2 Kg Price \$30 Availability (V/V) Special -

**Medium Animal, Grizzly 750:** This can handle a deer and the like or medium size cats (cougars, mountain lions. It collapses in one piece but take 4 rounds to set up. The cage can take 15 points of damage before being breached. Weight 10 Kg Price \$50 Availability (C/V) Special -

**Large Animal, Coleman LG:** This can handle small or medium bears and the larger cats.. It breaks down into 6 pieces and takes two people 8 rounds to set up. The cage can take 25 points of damage before being breached. Weight 50 Kg Price \$150 Availability (S/C) Special -

**Zoo Specimen, Raven Industries Z1:** This can handle all manner of medium and large animals (not humans the lock is to simple). It breaks down into 6 pieces and takes a minimum of three people 15 minutes to set up. The cage can take 40 points of damage before being breached. Weight 60 Kg Price \$500 Availability (R/S) Special -

**Camouflage Net, Miltech Limited:** The Camouflage Net is a 30 foot by 30 foot netting that is weaved with strips that are designed to camouflage a position in either plains, forest, swamp, desert, ice or urban patterns of camouflage. When the Camouflage Net is used to conceal a position the character gets a +4 bonus to the characters Hide skill, providing the net if for the proper terrain. Weight 5 Kg Price \$30 Availability (S/C) Special -

**Elbow and Knee Pads, Wilson-Rawlings EKP:** These are used in many sports for protection against injury and they do provide protection. In addition, they can be used in a hunting or sniper situation to lessen the stress on the joints that is caused by long periods of immobility. They give a -2 on any Endurance checks made necessary because of long periods of immobility in a firing position. It also slows the character five feet per round. Weight Negligible Price \$60 Availability (S/C) Special -

### Personal Camouflage:

**Camouflage Compact, Law Enforcement Limited CC3:** This comes with three camouflage colors in a small plastic case. Characters using face paint gain a -1 DM to all Stealth checks in the appropriate terrain. This can be used to camouflage 5 individuals. Weight Negligible Price \$10 Availability (S/C) Special -

**Face Paint, Miltech Limited 7510:** Face Paint comes in tubes with different earth tones. These come in colors for

one specific environment woodlands/plains, urban, desert, and snow. Characters using face paint gain a -2 DM to all Stealth checks in the appropriate terrain. It contains enough for 6 applications. Weight Negligible Price \$5 Availability (C/V) Special -

### Traps

**Trap, Raven Industries 603 Cage:** The cage trap is a five foot square mesh cage with a one way gate. Properly baited it will draw in an animal and keep it. Animals must make a Survival or Intelligence check of difficult to be trapped. Weight 5 Kg Price \$50 Availability (S/C) Special -

**Trap, Raven Industries 3150 Jaw:** The jaw trap is the classic animal trap that snaps shut on the animal's leg. The trap is hidden, anchored and set only to be set off when stepped on by a certain weight or above. Any creature approaching the trap makes a Observation check one level more difficult that the Survival check difficulty that was passed by the character placing the trap.

If successful, the creature avoids the trap. If the creature fails then the creature sets off the trap. The creature can make a AGL check very difficult or take 1d6 points of damage and be snared. If the damage done exceeds 1/6<sup>th</sup> of the creatures total Hit Points then the bone is broken (see Broken Bones below)

Once ensnared the character must make a Survival or STR check of difficult level to free themselves without removing the trapped limb.

Weight 5 Kg Price \$100 Availability (R/S) Special -

**Trap, Capone Limited 3 Lockjaw:** The Lockjaw Trap is a version of the Jaw Trap specifically designed to catch humans. Physically it is simply a larger version of the Jaw Trap, with the addition of a locking device.

The trap is hidden, anchored and set only to be set off when stepped on by a certain weight or above. Any creature approaching the trap makes a Observation check one level more difficult that the Survival check difficulty that was passed by the character placing the trap. The creature can make a AGL check very difficult or take 2d4 points of damage and be snared. If the damage done exceeds 1/6<sup>th</sup> of the creatures total Hit Points then the bone is broken (see Broken Bones below)

Once ensnared the character must make a Survival or STR check of very difficult level to free themselves without removing the trapped limb.

Weight 10 Kg Price \$250 Availability (-/R) Special Illegal

**Sniper Bag, Raven Industries 10:** The Sniper Bag is a pack and harness system that allows the shooter to mount his gear in a shooting rest-pack. All of your gear can be contained in an accessible pack in front of you that doubles as a rifle rest. It forms a box for a flat firing position, and two pouches can be clipped on to the top face to create a V-notch rest. All pouches can open to the top facing the shooter in the prone position. Ammo tray pouches and other pouches can be clipped to the equipment harness (up to 6 pouch slots). Weight 5 Kg Price \$150 Availability (R/S) Special -

**Sniper Seat, Grizzly 100SS:** A metal-framed seat that is used to secure a hunters position on a tree or on a pole. This allows the sniper to remain in position in a tree or on

a pole for any period without having to make any kind of checks once the initial climbing check is passed. The initial climbing check is passed with a normal check. This also allows the sniper to have both hands free while in location. Weight 5 Kg Price \$35 Availability (S/R) Special -

**Suit, Miltech Limited Ghillie:** The Ghillie Suit aids with the greatest weapon a sniper has, their ability to hide. Ghillie Suits come in four basic colorations, green/brown for woods, jungle, and plains, tan/brown for desert, gray for urban, and white for snow. The individual sniper then supplements the basic suit with local vegetation.

A character employing the Ghillie Suit in the proper environment gain a -4 DM to anyone making an Observation check made against them. Weight 5 Kg Price \$80 Availability (R/S) Special -

## SNOWGEAR

**Avalanche Beacon, Grizzly B112:** The Avalanche Beacon is a radio beacon worn on a skier or hiker in case of avalanche or mishap. This beacon is picked up on a special frequency and allows quick location of the person in case of emergency. The signals are not individualized so it is impossible to distinguish one beacon from another. Weight 1 Kg Price \$200 Availability (S/C) Special -

**Shoes, Epoke- Rosignol Snow:** The Snow Shoes provide a wide platform that slips over a character's normal shoes. This provides increased traction and distributes the characters weight so that they do not sink into deep snow. This allows the character full movement speed across deep snow. The character gains a -4 DM for any AGL checks caused by traveling across snow. This includes a pack to carry the shoes in when not in use. Weight 3 Kg Price \$80 Availability (R/S) Special -

## Skis

**Cross Country, Epoke-Roskgnoil:** (See *Dark Conspiracy* Pg. 273) Weight 8 Kg Price \$250 Availability (C/C) Special -

**Downhill, Epoke-Roskgnoil:** These are smaller Skis built for speed and their ability to be controlled in sudden direction changes. Weight 8 Kg Price \$350 Availability (S/C) Special -

**Snowboard, Epoke-Roskgnoil:** A wide flat ski that has fittings for both feet. While it was originally intended for hands free aerobatic skiing, it does allow a more novice skier better control over their movements. It uses the same bindings and boots as a downhill ski. Weight 3 Kg Price \$65 Availability (C/C) Special -

**Suit, Epoke-Roskgnoil Ski:** This consists of a lightweight parka jacket, and matching cold weather over-pants. These are covered with a nylon, water resistant fabric. They are made to keep the skier warm down to -10 degrees and outside for hours at a time. Weight 4 Kg Price \$250.00 Availability (C/C) Special -

## SURVIVAL GEAR

**Balloon Extraction Kit, Miltech Limited 1970:** This kit includes a harness, similar to a parachute harness, 300 feet of nylon cord packed into a back pack, a crash helmet with

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## Broken Bones:

Broken bones are possible whenever a character takes massive damage to an extremity. Any arm or leg wound that receives 25% or more of the characters hit points in a single wound has a chance of breaking the bone. For 25% damage but less than 50% then the character must make a CON check at difficult, at 50% to under 75% check at very difficult, over 75% is impossible check. If fails the bone is broken, if passed its just bruised.

In addition, broken bones are quite possible with jaw traps (see individual trap for chances).

If the character attempts to walk on their own without splinting the bone of a leg break, they must make a CON check very difficult and takes 1d2 points of damage. A character moving as such can only move 5 feet per round. Failure means that the character falls to the ground and takes 1d4 points of damage. There is a +1 DM applied for every round after the first this is attempted, whether successful or not.

The character may move with the full assistance of another creature at the rate of ½ speed.

If the leg is splinted then the character can move 5 foot per round without mechanical assistance. With the mechanical assistance of a single crutch and move at 1/3rd normal speed, with two crutches they can move at 1/2 normal speed.

Once the leg is in the cast then the character can move 5 foot per round without mechanical assistance. With the mechanical assistance of a single crutch and move at 1/2 normal speed, with two crutches they can move at normal speed -5 feet.

It takes 45 minus the characters CON in days in a cast in order to be healed. It takes 60 minus the characters CON in days in a splint in order to be healed. It takes 90 minus the characters CON in days without any support in order to be healed and has a 50% chance to cause a limp if a leg bone break.

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visor, a small barrage balloon and a helium tank. The helium tank is capable of filling the balloon fully within 5 minutes and could make the balloon airworthy within 3 minutes. The rope in the backpack is packed in such a way as to making it self-extracting.

The extraction kit requires a specially equipped multi engine aircraft or helicopter for pick up. The balloon extraction kit acts as follows: The person puts on the harness, inflated the balloon, releases it and then sits down. The aircraft must fly straight and level for at least 1000 meters up to the point at which it picks up the line and releases the balloon. The person is then lifted off the ground and strung behind the aircraft until they are reeled in, at the rate of 20 meters per minute.

The extraction requires the pilot to make a Pilot normal check to pick up and a Pilot check of easy per 5 minutes of retrieving the extracted individual (the difficulty becomes two levels more difficult if any maneuvers are attempted). If the Pilot fails the pickup test then he has to go around and try again. If the pilot fails the retrieval test then the character takes 1d4 damage. Weight 5 Kg Price \$1,500 Availability

(R/S) Special -

**Blanket, Emergency, Off Grid Supply 503:** A thin silver, reflective blanket, originally designed for space use. It comes in a small 4" by 7" by ½" package and expands to be four foot by five foot. It can be used to hold in heat and or hold out heat. Its reflective surface conserves the body heat of the person who has it on while reflecting off excessive heat from the sun. In addition, its reflective surface can be used in a signal and it is waterproof enough to form a small lean to shelter. Weight 0.5 Kg Price \$15 Availability (S/C) Special -

**Bug Out Bag, Off Grid Supply 39:** A backpack sized bag that contains three days worth of sealed water, eighteen MREs, collapsible 2 gallon water bag, small first aid kit, a whistle, multipurpose tool, waterproof matches, emergency blanket, thin plastic poncho, fire starter, fifty foot cord, 10 years duct tape, three cyalume light sticks, P-38 can opener, pocket compass, sewing kit, wire saw, and toilet tissue. This is all contained in a waterproof one shoulder backpack. Weight 10 Kg Price \$125 Availability (S/C) Special -

#### Fire Starter:

**Flint and Steel, Grizzly FS92:** This the modern version of the classic fire starting tool. Small and compact it can have a fire started in one minute with a simple AGL or Survival check. The difficulty runs from normal for dry grass and kindling to very difficult for wet kindling or raining conditions. It takes one minute per attempt to start a fire. Weight Negligible Price \$5 Availability (C/V) Special -

**Gas, Coleman 3:** This small, hand-held device contains a small amount of propane and a spark maker. This allows anyone to start a fire without any skill. It will start a fire every time providing there are good materials to burn. Weight Negligible Price \$10 Availability (C/V) Special -

**Ignition Sticks, Coleman 77:** These three in long plastic tubes contain a chemical mix that then the tube is broken will allow them to mix. These chemicals will combust and burn for a minute in order to start a fire. Weight 1 Kg Price \$25 (4 Uses) Availability (C/V) Special -

**Lighter, BBB Manufacturing Z Disposable:** A small plastic lighter, the kind that is very common. Weight Negligible Price \$2 Availability (V/V) Special -

**Lighter, Zippo:** A metal cased lighter, many times engraved. Weight Negligible Price \$50 Availability (S/C) Special -

**Magnesium Fire Starter, Coleman 8:** Unlike the flint and steel of old this consists of a magnesium bar and steel. It is much more effective at producing a spark. Small and compact it can have a fire started in three rounds with a simple AGL or Survival check. The DC runs from easy for dry grass and kindling to difficult for wet kindling or raining conditions. It takes one round per attempt to start a fire. Weight 0.5 Kg Price \$15 Availability (C/V) Special -

#### Flare:

Flares come in three varieties, the self-firing, the non-firing, and those designed for a flare gun.

**Gun, Coleman Can8:** This handgun-like item launches an Illumination or Signal Flare 500 feet in any direction.

#### SKIING: (DEX) (UNSKILLED)

The skiing skill encompasses both cross-country skiing and downhill skiing, as well as snowboarding.

Skis, unlike normal standing, take a check simply to remain erect and stationary. In addition there is a check needed to proceed forward and to make sharp turns, and even stopping as well as fancy maneuvers. So while it can be accomplished unskilled, it is recommended to gain some skill in using it.

Standard checks are made every minute in crisis situations or every 10 minutes for normal situations. Standard checks are made for standing, walking or forward motion. "Walking" is the only way to move directly sideways or uphill from a stopped position.

Event checks include speed skiing (over 50% of the base speed up to max), making a turn of over 45 degrees while moving forward, making a 90 degree turn while moving forward, stopping (normal and on a dime) any kind of jump. These checks are made when the character wishes to perform one of these tasks or every minute in the case of speed skiing.

#### Sample DCs

|                |                         |
|----------------|-------------------------|
| Standing       | Easy                    |
| Walking        | Normal -1 DM            |
| Forward Motion | Normal                  |
| Speed Skiing   | Very Difficult          |
| 45 Deg Turn    | Difficult               |
| 90 Deg Turn    | Very Difficult          |
| Normal Stop    | Normal                  |
| Stop on a Dime | Difficult               |
| Jump           | Difficult to Impossible |

Weight 3 Kg Price \$45 Availability (S/C) Special -

**Illumination, Hercules Powder Company 18:** This flare, once it reaches its zenith, or after a specified time for those dropped from the air, deploys a parachute and starts to burn. This burning illuminates a 200-ft. radius for 5 minutes, then illuminates a 100-ft. radius for an additional 5 minutes. This item is available in both gun and self firing versions. Weight 1 Kg Price \$10 Availability (S/C) Special -

**Marking, Ford-Revlon MK 8:** This flare is a non-firing flare that is used to mark something along the ground. They usually burn in a bright red color, cause most often the signal is for danger. This burning illuminates a 20-ft. radius for 5 minutes (50 rounds), then illuminates a 5-ft. radius for an additional 5 minutes. Weight 1 Kg Price \$15 (bundle of 3) Availability (V/V) Special -

**Miniature, Coleman M8:** This self-firing flare is much smaller than its standard signaling counterpart. Otherwise it acts like the Signaling Flare with the exception that the illuminated area is only a 25-ft radius for 3 minutes. Weight 0.5 Kg Price \$35 Availability (R/S) Special -

**Self Firing, Czech State Factories:** These have a small internal charge that causes the flare to shoot off up to 250 feet in any direction. Weight 1 Kg Price \$25 Availability (R/S) Special -

**Signaling, Czech State Factories ZZ8:** This flare once

fired will shoot up to its zenith and then explode in a specified color, similar to a firework. This is done more to draw attention rather than to illuminate but it will illuminate a 30-ft radius for one-half minute (5 rounds). These are available as both self-firing and flare gun shells. Weight 1 Kg Price \$15 Availability (S/C) Special -

**Torch, Hercules Powder Company T7:** This non-firing flare is designed to be held in the hand and used as an illumination device. As such it illuminates a 20-ft radius for 5 minutes, and a 10-ft radius for an additional five minutes. Weight 1 Kg Price \$10 Availability (S/C) Special -

**Trip, Miltech Limited Type A:** These self-firing flares are set out as booby traps. It consists of a small canister containing the flare and a trip wire firing device. They make a distinctive thump when they go off to draw more attention to the spot and send a flare 150 feet up. There it acts as a combination of both a signaling flare and an illumination flare. It has the large flash of the signaling flare but also illuminates a 100-ft radius for 3 minutes and a 20-ft radius of an additional 3 minutes. Weight 0.5 Kg Price \$40 Availability (R/S) Special Military

**NOTE: Flare Paths:** If the flare's flight path is interrupted, roll 1d6. If the result is a 1 or 2, the flare sticks to the object (or person) until it goes out. Otherwise, it bounces off in a random direction — use the grenade-like deviation rules to determine this — and continues until it's interrupted again or runs its course. The flare inflicts 1d4 damage on anyone it touches and may ignite any flammable or combustible items it comes in contact with.

**Insect Repellent, Coleman Cutter:** This bottle of thick, relatively odorless, liquid is designed to keep insects away from areas applied. It takes 5 minutes to apply the repellent to a human and it will last 6 hours per application. The time it lasts will be cut by one minute per minute spent submerged in water. Weight Negligible Price \$5 Availability (V/V) Special -

**Kit, Grizzly Dix Explorer:** This kit, made into its own small butt pack, contains a military grade lensatic compass (protective cover with sighting wire and lens, large, easy to read face with luminescent markings map scaling tool), a heavy duty mini-flashlight (including a spare bulb and batteries) and a 15-function survival tool (ruler, fish scaler, de-hooker, Phillips head screwdriver, knives, bottle opener, can opener, file, flathead screwdriver, needle-nose pliers, open-jaw pliers, and a wire cutter with stripper.). Weight 5 Kg Price \$50 Availability (S/C) Special -

**Matches in Waterproof Pouch, Off Grid Supply:** This small hard plastic case contains a dozen wooden matches and a striker. When sealed it is waterproof down to 30-feet and up to one half hour. Weight Negligible Price \$5 Availability (C/V) Special -

**Signal Mirror, Grizzly 56:** A small, 5 inch by 7 inch mirror that has a small hole in the center. The person using it can look through the hole and direct its signal to a given area. The signaler needs to know Morse Code in order to be effective in communicating a message and not just give a location. Weight Negligible Price \$5 Availability (V/V) Special -

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## NIGHT VISION AND ITS LOSS:

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Characters operating in a dark setting develop what is called night vision, which means that they can see further in the darkness than someone without night vision. Flares, a sudden illumination, or a light shined into the characters' eyes can temporarily blind them.

Characters without taking the time to gain night vision (i.e. slipping into a dark room after moving down a well light hallway) will have to feel their way around. The character will gain 10% of their night vision distance per round that they spend in the darkness (or in red light as used in submarines to prepare for surface duty at night).

In the military the soldiers are taught when a flare goes off to close one eye, go prone if possible and remain still. This allows the individual to still function after a moment of blindness in both the illumination and recover their night vision.

To simulate this the character will get an AGL save against a difficulty of normal to respond correctly to a flare or sudden illumination at night. If the character passes then they reacquire their night vision at double the normal night vision acquisition rate. They will be totally blinded for one round but can then act normally, with some loss of depth perception in the light. If they fail they are totally blinded for 1d6 rounds and they reacquire their night vision at ½ the normal rate, after the light source is removed.

Just to note the reason for going prone and remaining immobile while under a flare is that it has been shown that the eye will tend to pick up more on the motion of the person rather than the person themselves.

Characters using Light amplification devices are totally blinded twice as long by flares and sudden lights and need a AGL save of difficult to react correctly to it. Characters using infrared or thermal devices have their devices blinded when looking directly at a flare or along a path that includes a flare.

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## Strobe:

These hand size devices give off a pulsing signal that can be picked up by those who can see the location and view the spectrum.

**White Light, Martin-Dynatech:** This emits a flashing white light at 10-second intervals and has a battery capable of signaling for 1 hour. Weight 0.5 Kg Price \$15 Availability (S/C) Special -

**Infrared, Martin Dynatech:** This strobe emits a flash of infrared light every 10-seconds and has a battery capable of signaling for 1 hour. It can be picked up by anyone with infrared or thermal imaging even through underbrush and other light cover. Weight 0.5 Kg Price \$25 Availability (S/C) Special -

**Sunscreen, Coleman SPF60:** This is becoming more and more necessary for those who spend as much time outside as an character in the field would. It takes 5 minutes to properly apply and lasts 6 hours without exposure to water. Weight Negligible Price \$5 Availability (V/V) Special -

**Ultimate Survival Kit, Off Grid Supply Ult:** This consists of needle nose pliers, phillips and flat head screwdrivers, bottle opener, can opener, tweezers, miniature light, sig-

nalng mirror, fire starter, emergency cord (50'), fishing kit, whistle, waterproof bag, wire hand saw, survival blanket, waterproof matches, and a sewing kit all in a waterproof case. Weight 5 Kg Price \$30 Availability (C/C) Special -

**Water Purification Tablets, Off Grid Supplies:** These iodine-based germicidal tablets purify water, making it drinkable. One bottle treats up to 50 quarts of water. Weight Negligible Price \$10 Availability (C/V) Special -

**Water Purification Machine, Off Grid Supplies 305:** This device can be solar powered, internal battery powered or hooked to a car battery. It purifies from one gallon a minute, on internal battery power, up to 3.7 gallons a minute, when operated off of a car. It produces up to 600 gallons a day. Weight 20 Kg Price \$750 Availability (S/C) Special -

## **WATER AND UNDERWATER EQUIPMENT**

**Air Compressor:** (see Dark Conspiracy Pg. 272) Weight 45 Kg Price \$200 Availability (C/C) Special -

**Aqualung, Pepsico Merlite** (See Dark Conspiracy Pg. 272) Weight 12 Kg Weight \$200 Availability (C/C) Special -

## **Boat**

**Boat, Grizzly Marine 1 Inflatable 2 Man:** This boat has the capacity of two men or about 600#. This boat comes with its own canister to inflate it. It takes two full rounds (taking one-half action the first round) to inflate with the compressed air and 15 rounds with a foot pump (taking full actions each round). It takes 3 rounds to deflate fully, taking one-half action to initiate. It also includes two collapsing oars. Weight 5 Kg Price \$40 Availability (C/V) Special -

**Boat, Coleman 4B Inflatable 4 Man:** This boat has the capacity of four men or about 1,200#. This boat comes with its own canister to inflate it. It takes three full rounds (taking one-half action the first round) to inflate with the compressed air and 25 rounds with a foot pump (taking full actions each round). It takes 5 rounds to deflate fully, taking one-half action to initiate. It also includes four collapsing oars. Weight 15 Kg Price \$225 Availability (S/C) Special -

**Boat, Miltech Limited ZZ Zodiac:** This boat has the capacity of ten men or about 3,000#. This boat comes with its own canister to inflate it. It takes five full rounds (taking one-half action the first round) to inflate with the compressed air and 50 rounds with a foot pump (taking full actions each round). It takes 10 rounds to deflate fully, taking one-half action to initiate. It also includes four collapsing oars. It can be quipped with an outboard engines capable of 5 knots or a high performance outboard capable of 20 knots.. Weight 40 Kg Price \$1,000 Availability (R/S) Special -

**Camera, Nikon U1200 Underwater:** The Underwater Camera comes in all the normal camera styles (Digital, Professional, and Standard) that are sealed into a waterproof case. They are watertight down to any practical depth. They use standard films from non-underwater cameras but the film can only be changed when out of the water. Weight 1 Kg Price Double Normal Price Availability (S/C) Special -

**Dive Computer, Pepsico Smart Stuff:** The Dive computer looks and is worn like an over sized wrist watch. The Dive Computer displays the current depth, dive time remaining, water temperature and how fast you are ascending or

descending (in feet per minute). It has a computer memory that will store the information as well as up to 30 other dives. It has a warning alarm for low air supply, rapid decompression, etc.. Weight 1 Kg Price \$200 Availability (C/V) Special -

## **Diving Light**

Available in two varieties, hand held and tank mounted.

**Hand Held, Martin Dynatech 12U:** The Hand Held Diving Light is a waterproof flashlight with a wrist lanyard, It has the ability to illuminate out to 20 feet. Weight 1 Kg Price \$85 Availability (C/V) Special -

**Pistol Grip, Coleman 111P:** The Pistol Grip Diving Light is a waterproof floodlight with a wrist lanyard. It has the ability to illuminate out to 40 feet. Weight 2 Kg Price \$100 Availability (S/C) Special -

**Tank Mounted, Pepsico UW:** The Tank Mounted Diving Light is mounted on the end of the divers air tank. It sends out a beam of light out to a range of 20 feet straight up the characters spine. It allows the character to keep his hands free but is limited in flexibility. Weight 1 Kg Price \$300 Availability (S/C) Special -

**Fins, Pepsico Standard:** The use of Fins increases a characters swimming speed by 10 feet per round. Weight 1 Kg Price \$20 Availability (C/V) Special -

**Flare, Hercules Powder Company 1112 Underwater:** The Underwater Flare is an underwater version of the Torch Flare, described above. It illuminates a 20 foot radius for three minutes and 10 foot radius for an additional three minutes. Weight 0.5 Kg Price \$20 Availability (S/C) Special -

**Glow Spray, Pepsico:** The Glow Spray is actually a single use spray can under great pressure. The Glow Spray fluoresces; it is primarily used to mark a locations and items. It is available in a variety of colors in single use containers. Weight 0.5 Kg Price \$50 Availability (R/C) Special -

**Ink Bomb, Miltech Limited 2799:** The Ink Bomb is a baseball-sized globe that contains a thick black liquid. When broken, by as little as hand pressure makes a cloud of inky black liquid. The cloud beings at a 5 foot diameter the first round of release. It grows an additional 5 feet in diameter per round to a maximum of fifty feet in diameter.

All divers in or who pass through the cloud suffer the effects of total blackout. This effect will continue until they take a half action to wipe their mask off. The entire diver will be covered with a black filmy oil. Weight 0.5 Kg Price \$50 Availability (R/S) Special -

## **Life Preservers:**

**Emergency Inflation, Grizzly 1919:** The Emergency Inflation Life Preserver is worn like a normal vest covering the upper portion of the chest and back. It is only activated if three of the sensors on the front of the vest sense water. It is made so that should someone become unconis in the water it will keep their face above the waterline. Weight 1 Kg Price \$70 Availability (S/C) Special -

**Manual Inflation, Pepsico Man 1:** The Manual Inflation Live Preserves is a flay yellow vest that upon pushing a button or pulling a cord will immediately inflate and keep a character above water. Weight 1 Kg Price \$35 Availability (C/C) Special -

**Permanently Buoyant, Pepsico P 13:** The Permanently Buoyant Life Preserver is a thick orange life preserver that requires no action on the part of the wearer in order to keep them above the water. Weight 1 Kg Price \$15 Availability (C/V) Special -

**Lift Bag, Pepsico:** A bag that inflates on command underwater and with the attached straps can lift objects up to 2000# to the surface. Weight 5 Kg Price \$2,000 Availability (S/C) Special -

**Light Stand, Martin Dynatech 4x4 Underwater:** A small bank of lights on an adjustable pole. The lights are waterproof and can project a visible light out to 100 meters in clear water conditions. Weight 5 Kg Price \$350 Availability (S/C) Special -

#### Mask

**Full Face, Pepsico Ultimate:** A mask that fits the respirator into it. It can also allow for a underwater radio microphone. It gives the diver a much better view overall.

It is capable of transmitting to a receiver or recorded within 500 feet underwater of ¼ of a mile on the surface. The major catch being the diver must shut off their air supply and kick the mouthpiece out of their mouth, it remains in place in the mask (taking half an action) before they can talk. They must get the mouthpiece back in their mouth and turn on the air supply (taking half an action) in order to breathe again. Weight 0.25 Kg Price \$300 Availability (S/C) Special -

**Goggles, Grizzly G2:** These are the standard for divers. They are lighter than the Full Face Mask and keeps the respirator free in case it needs replaced underwater. Weight Negligible Price \$20 Availability (C/V) Special -

**Prop Fowler, Capone Limited Special:** This looks like a long metallic net with floats on one side. The Prop Fowler sits along in the front of a ship, it will then pass under the moving ship and wrap around the ships propellers. The ship must roll a D20 on a 1-5 the ships propeller is fully fowled and the ship loses all propulsion. On a 6-15 the propeller is partially fouled and reduced the speed by 50%. On a 16+ the fowler misses and has no effect. Large ships have multiple propellers and roll for each propeller. Having less than all the props fouled will lessen the effects on speed. Weight 40 Kg Price \$600 Availability (-/R) Special Illegal

**Raft, Pepsico Eelcraft Inflatable:** (See *Dark Conspiracy* Pg. 272) Weight 30 Kg Price \$500 Availability (C/C) Special -

**Rebreather, Ford-Revlon Moray:** (See *Dark Conspiracy* Pg. 372) Weight 10 Kg Price \$400 Availability (C/C) Special -

**Rebreather Recharge Kit:** (See *Dark Conspiracy* Pg. 273) Weight 5 Kg Price \$100 Availability (C/C) Special -

**Shark Repellent, Proctor, Gamble, Johnson, and Johnson (PGJ&J):** Electronic Shark Repellent is useful for both divers and swimmers. It produces an electronic field that is uncomfortable for the shark to enter. It will not stop a determined shark (perhaps a hungry or starving one) but will keep away the curious with easier sources of food. The field is effective out to 15 feet. The batteries last 4 hours without changing. Weight 2 Kg Price \$400 Availability (R/S) Special -

#### DIVING (STR) (SKILLED)

This allows the character to properly use underwater breathing apparatuses. They will be able to set up diving gear and calculate proper decompression times.

Shallow Dive (no decompression needed): Normal check -2 DM

Moderate Dive: Normal check

Deep Dive: Difficult Check

Very Deep Dive: Very Difficult Dive

Diving in covered location (Cave, Wreck, etc.) +1 Level Difficulty

Underwater Emergency: +1 Level Difficulty

Low Visibility: +1 DM

Moderate Water Speed: +1 DM

High Water Speed: +2 DM

Extreme Cold Water Dive: +2 DM

Failure means that the character needs to surface by making a surface check. The character must roll a diving check for each level (Shallow, Deep, Very Deep) one level easier than the normal check. I.E. A shallow dive would need one easy check, a very deep dive would take a successful Difficult, Normal, and Easy check. All DM's apply.

Failing a surface check means that the character will have to make a second check at that level at one level more difficult. A second failure will mean that the character will have to make a difficult CON check. Failing this check means the character passes out and will die in 1d6 rounds unless assisted. If the CON check is passed the character must pass a diving check one level harder than the one the character failed before.

If the diving check was failed in a covered location the character must make the normal diving in covered location check before ascending. A second failure will mean that the character will have to make a difficult CON check. Failing this check means the character passes out and will die in 1d6 rounds unless assisted. If the CON check is passed the character must pass a diving check with a +1 DM.

Moderate to Very Deep Dives may declare an emergency surface and bypass decompression. This character will have to be in a decompression chamber in a number of rounds equal to the characters CON once surfaced or they will die. Once in the decompression chamber they have to remain there 4 hours per level, moderate, deep, very deep levels.

#### Sled:

**Hands Free, Pepsico Sport:** The Hands Free Sled is the propulsion portion of the underwater sled that is designed for hands free use. It mounts on the bottom back of the divers scuba tank and a small dial control pad that comes up and attaches to either the divers weight belt or their tank strap. It has a maximum speed of 25 feet per round (about 3 miles per hour). The entire apparatus can be dropped off the tank with the pressing of a button in one round. It takes 10 minutes and the tank to be by itself to mount the hands free sled. Weight 2 Kg Price \$500 Availability (R/S) Special -

**Snorkel, Coleman 765:** The Snorkel Sled is very similar to the underwater sled but is designed to be more buoyant than the other sleds. This is to keep the snorkel diver out

of trouble. It has a maximum speed of 15 feet per round. The entire apparatus can be dropped or picked up in one round. Weight 10 Kg Price \$375 Availability (S/C) Special -

**Standard, Pepsico Blue:** The Standard Sled is the hands on version of the hands free underwater sled. It is held in two hands and is controlled by movement of the hands. It has a maximum speed of 25 feet per round (about 3 miles per hour). The entire apparatus can be dropped or picked up in one round. Weight 12 Kg Price \$500 Availability (S/C) Special -

**Assault, Miltech Limited 9641:** The Assault Sled is based off of the design of the Standard underwater sled. The major modification is the electronics. It has a built in dive computer, waterproof lantern flashlight, and waterproof GPS - that is usable to a depth of 75 feet. It is held in two hands and is controlled by movement of the hands. It also has lash down storage on top for up to 30 pounds of gear. It has a maximum speed of 30 feet per round, slowing 1 foot for every 3 pounds of extra gear stored. The entire apparatus can be dropped or picked up in one round. Weight 15 Kg Price \$1,000 Availability (I/R) Special Military

**Snorkel and Mask, Pepsico:** For cases in which the characters just need to traverse water without being seen on the surface there is the Snorkel and Mask. This allows the swimmer to remain submerged and swim underwater a few feet. The diver must be within a couple feet of the surface in order to get fresh oxygen and the snorkel can be spotted then it is out of the water. Weight Negligible Price \$5 Availability (V/V) Special -

#### Suit:

The following includes the types of diving gear:

**Wet, Pepsico 1112:** The Wet Suit is a full rubber wet suit designed for use with scuba gear in normal underwater diving. It offers limited protection from cuts and scrapes and when wet make all grappling attempts 25% more difficult. While it does take five minutes to full don the suit as it fits more like a second skin and thus does not limit the characters range of movement. The suit comes with a hood that limits the characters hearing and also has a neck to ankle custom fitted rubber suit. Weight 5 Kg Price \$50 Availability (C/C) Special -

**Carbon Fiber, Miltech Limited:** A wet suit that has a carbon fiber protection for the torso, upper arms and thighs of the diver. This makes all Diving Checks one level harder due to its restrictive nature. Weight 8 Kg Price \$450 Availability (S/C) Special - Armor 1

**Chain Mail, Pepsico CM3:** This wet suit is lined with a lightweight chain mail. The protection covers the torso, upper arms and thighs of the diver. This makes all Diving Checks one level harder due to its restrictive nature. Weight 12 Kg Price \$250 Availability (S/C) Special - Armor 1

**Cold Water Wet, Pepsico CW1000:** The Cold Water Wet Suit is designed just like the normal wet suit but it adds an additional layer of insulated material in the interior of the suit. It offers limited protection from cuts and scrapes and when wet make all grappling attempts 25% more difficult. While it does take eight minutes to full don the suit it fits more like a second skin and thus does not limit the characters

range of movement. The suit comes with a hood that limits the characters hearing and also has a neck to ankle custom fitted rubber suit. It is uncomfortable to wear in water over 50 degrees. Weight 7 Kg Price \$100 Availability (S/C) Special -

**Deep Water Wet, Pepsico DWW:** This Deep Water Wet Suit is designed to help the diver survive deep sea dives. It has the interior of a wet suit but that is covered with a canvas like material. This causes all major motor skills, jumping and the like, attempts, out of the water, have their DC increased by 25%. This suit takes ten minutes to don and to remove. Weight 15 Kg Price \$500 Availability (R/S) Special -

**Dry, Coleman S176:** The dry suit is designed for dives in cold water. Its designed to dive for extended periods in water under 60 degrees. Weight 5 Kg Price \$400 Availability (S/C) Special -

#### Tank

**Air with Regulator, Pepsico AT:** This allows the diver to remain underwater for up to 45 minutes on average. Any divers may wear to tanks without interfering with their movements underwater. Weight 10 Kg Price \$50 Availability (C/C) Special -

**Aqualung Air:** (See *Dark Conspiracy* Pg. 272) Weight 5 Kg Price \$100 Availability (C/C) Special -

**Rebreather with Regulator, Pepsico RB:** A large backpack that allows the diver to remain underwater for up to 8 hours. It recycles the divers breath and thus it produces no bubbles. Weight 15 Kg Price \$250 Availability (S/C) Special -

**Waterproof Bag, Coleman WPB:** The Waterproof Bag is a nylon duffel bag that is double sealed with an inner watertight section. It can be caddied by hand or worn over one or both shoulders (along the divers belly) by the divers. The bag opens to the size of 24 inches by 12 inches by 12 inches and can carry up to 30 pounds. Weight Negligible Price \$15 Availability (C/C) Special -

**Weight Belt, Pepsico 10:** The Weight Belt is just that a web belt with weights on it to counteract the diver's buoyant force. Divers wearing a weight belt descend 5 extra feet a round and ascend 5 fewer feet per round. A character may ditch their belt at any point (which requires a half action), after which the characters movement up and down returns to normal. Weight 1 Kg (unweighted) Price \$30 Availability (C/C) Special -

**Vest, Coleman WWV White Water Rafting:** This White Water Rafting Vest consists of an over the shoulders harness with a permanently inflated life vest. In addition, there is stiff Styrofoam piece that extends up for the rear of the vest to the back of the head in order to provide support against whiplash. Lastly, it has a heavy duty strap across the back to aid in being pulled back into the boat should one gall out. Weight 2 Kg Price \$65 Availability (C/C) Special -

#### FUEL

**Alcohol:** (See *Dark Conspiracy* Pg 260). (Liter) Weight 1 Kg Price \$0.35 Availability (C/C) Special -

**Avgas:** (See *Dark Conspiracy* Pg 260). (Liter) Weight 1 Kg Price \$0.50 Availability (C/C) Special -

**Diesel:** (See *Dark Conspiracy* Pg 260). (Liter) Weight 1 Kg Price \$0.40 Availability (C/C) Special -



**Gasoline:** (See *Dark Conspiracy* Pg 260). (Liter) Weight 1 Kg Price \$0.50 Availability (C/C) Special -

**Gasoline Substitute:** A mixture of gasoline and ethanol. (Liter) Weight 1 Kg Price \$0.45 Availability (C/C) Special -

**JP-4** This is the fuel for Jet Aircraft and can be used instead of Avgas in Jet Turbine Powered helicopters. (Gallon) Weight 3 Kg Price \$5 Availability (S/C) Special -

**Hydrogen Fuel Cell:** A large cylinder that contains enough fuel to power a normal sized, hydrogen powered car for 500 miles. (Cell) Weight 15 Kg Price \$250 Availability (S/C) Special -

## HAZARDOUS DUTY

**Anti-Mine System, Czech State Factories:** This is used by combat engineers to destroy mines. It looks like a flare that is placed on the mine and burns through the mine with a thermite charge that melts the mine without setting it off. Weight 1 Kg Price \$150 Availability (R/C) Special Military

**Bomb Sniffer, Hercules Powder Company Bloodhound:** The Bomb Sniffer is a hand held unit that can detect the odors of most explosive compounds (C-4, TNT, Black Powder, etc.). The Bomb Sniffer has a range of up to 25 feet. A character using this gains a character a -2 to their Observation skill check when searching for and attempting to identify chemical explosives. It will not pick up ammonium nitrate or other non-conventional explosives. Weight 2 Kg Price \$250 Availability (R/C) Special -

**Bomb Sweep Detonator, Motorola-Samsung 101:** The Bomb Sweep Detonator is a small electronic device that locates signals from radio controlled explosives. On command detonates all of them within 120 feet. Radio controlled explosives with encrypted detonation signals are unaffected. Weight 2 Kg Price \$750 Availability (R/S) Special Military

**Chemical Analyzer, Zeiss-Krupp 1:** The Chemical Analyzer is designed to identify suspicious gases and liquid toxins. The gases can be identified out to a distance of 40 feet and up to 10 feet for liquids. It gives the character a -3 to their Science skill checks. Weight 4 Kg Price \$1,000 Availability (S/C) Special -

**Chemical Agent Detector Kit, Miltech Limited M256:** This kit is compact, simple-to-use kit designed to detect blister, nerve, blood, and Lewisite characters, but goes not detect choking agents. It has enough chemicals to conduct 50 tests before needing a refill. Detection of chemical agents are conducted by an NBC or INT check of easy with this unit. It is a easy NBC check or a normal INT check to identify the individual agent with this unit. Detection of if it is safe to remove a protective mask is an easy NBC check or normal INT check with this unit. Weight 1 Kg Price \$200 Availability (S/C) Special Military

**Chemical Agent Detector Kit, Czech State Factories C-2:** The Chemical Agent Detector Kit C-2 is a full chemical detection kit that can identify the presence and type of any chemical attack. The character needs to have either an NBC or Science skill in order to use this kit. It has enough chemicals to conduct 100 tests before needing a refill. Detection of chemical agents are present requires a NBC with an easy or a Science check with a normal check. It is a NBC check with

a normal check or a Science check with a difficult check to identify the individual agent. Detection of if it is safe to remove a protective mask is a NBC or Science easy check. Weight 10 Kg Price \$1,200 Availability (R/S) Special Military

**Chemical Detection Paper, Miltech Limited M101:** The Chemical Agent Liquid Detector papers are designed to meet the need for a simple, rapid method of detecting and differentiating between the 3 Major groups of liquid chemical warfare agents. They are considered the most essential piece of chemical detection gear used by individual soldiers. It consists of a 25 page count book and color comparison card. Weight Negligible Price \$20 Availability (S/C) Special -

**Confined Space Rescue System, Grizzly S12:** The Confined Space Rescue System consists of a seven-foot high tripod that is attached to a fifty-foot 500# test rope. It also includes a harness and carabiner. It can be set to descend at the rate of 1 foot to 10 feet per round and ascend at the rate of one foot to five feet per round maximum. Weight 10 Kg Price \$3,000 Availability (S/C) Special -

## Dosimeter

**Pen, Miltech Limited M1000:** A Dosimeter measures the amount of radiation that the character is exposed to. Dosimeters must be calibrated before use, they can be held in storage no longer than a month before needing recalibration. This requires an NBC or electronics check at normal difficulty. Weight Negligible Price \$250 Availability (S/C) Special -

**Lapel, Sony D12:** The Lapel Dosimeter is a flat rectangular button that is usually worn on the lapel or pocket of the character's shirt. Unlike the pocket dosimeter and the Geiger counter it does not give a reading per say. Instead when it reaches a dangerous radiation level it will change color from blue to yellow to orange and finally to red. This will give anyone who sees it an indication of the level of radiation that a character has been exposed to cumulatively. Weight Negligible Price \$150 Availability (C/V) Special -

**Pocket, Radio Shack 457D:** The Pocket Dosimeter is about the size of a fountain pen and can be used both as a dosimeter and a sort of Geiger counter. The latter being able to be done because by looking in one end of the dosimeter it gives you a reading, your rate of exposure, and if it is read before and immediately after exposure to a radioactive substance it will give an account of exactly how radioactive the substance is. Weight Negligible Price \$250 Availability (S/C) Special -

## Gas Mask:

The proper use of a Gas Mask give you -3 DM for all checks verses all poisonous gases or inhaled substances. A character wearing a gas mask can operate in areas containing those gases and substances without need for a further check. Be careful because many chemical agents, nerve gases and the like, condense into liquids which can attack through the skin so an entire HAZMAT or chemical defense suit may be required. Also, the filters only last for 24 hours from first exposure.

**Filter, Replacement:** A replacement filter for a gas mask, you must specify the type of mask its got at time of purchase. They are good for 24 hours once they have been

exposed to a chemical agent before they need changed. Weight ½ Mask Weight Price ½ Mask Cost Availability Same As Mask Special Same As Mask

**7800, 3M Mask:** A commercially available gas mask. It features a full face see through mask front. It has an easy change filter on the front but has no provision for drinking. Weight 2 Kg Price \$425 Availability (C/V) Special -

**M4A1 Mask, Miltech Limited:** This is an Israeli produced mask with small eye holes and a large filter below the mouth. However, with the large face filter it has no provision for drinking. Weight 2 Kg Price \$350 Availability (S/C) Special -

**M-17A1 Mask, Miltech Limited:** This was for the longest time the standard gas mask for the United States Military. It has large eye holes but even so the wearer suffers a +1 DM to all Observation checks. It has filters built into the cheeks of the mask. It has capacity for drinking. However, since the filters are built into the cheeks of the mask, it takes removal of the mask and up to ten minutes to change the set of filters. Weight 3 Kg Price \$150 Availability (C/V) Special -

**M-40 Mask, Miltech Limited:** A gas mask with a full face see through mask with a large canister filter on the right cheek that is becoming the standard in the U.S. Army. This setup allows it to have a drinking tube and a quick change of filter. Weight 2 Kg Price \$275 Availability (S/C) Special -

**MCU-2 Mask, Miltech Limited:** This is similar to the M-40 Mask except the filter is on the left cheek. It is the standard mask for the U.S. Navy and Air Force. Weight 2 Kg Price \$200 Availability (S/C) Special -

**PGB KM-16A Mask, Czech State Factories:** This is the standard gas mask for the Russian military. Its eye holes are smaller than the M-17 giving it a +2 DM on any Observation checks. It has a large filter on the left side of the mask. Weight 3 Kg Price \$200 Availability (S/V) Special -

**PSDM17 Mask, Miltech Limited:** (See Dark Conspiracy Pg. 270). Weight 1 Kg Price \$150 Availability (S/C) Special Military

**TF-1A Mask, Czech State Factories:** A Chinese made gas mask that features a tube that runs from the mask to a canister style filter. It has provisions for drinking but like with

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## DECONTAMINATION:

Decontamination takes a lot of man hours but it is the only way to ensure that there will be no effect or spread of a contaminant. There are three kinds of decontamination Individuals, Equipment, and Vehicles.

Individuals takes ¾ of a man hour per individual, with a maximum of 3 decontamination workers. (3 decontamination workers would take ¼ of a hour to decontaminated one individual). In addition, the individual must spend another ¼ hour in the shower.

Individual's equipment takes ½ man hour per individual's gear. Other great takes ½ man hour per 250# of weight. There is a maximum of one decontamination worker for every 250#.

Vehicles take 6 man hours to decontaminate with a maximum of 4 decontamination workers per vehicle. Double the time for an aircraft.

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the PGB KM-16A it has small eye holes and thus suffers from a +2 DM on all Observation checks. Weight 3 Kg Price \$150 Availability (S/C) Special -

**Voice Amplifier, Radio Shack:** A device that is designed for use with the M-17A1 and M-40 masks that will amplify the voice of the wearer to normal levels. Weight Negligible Price \$100 Availability (S/V) Special -

**SPEAKING AND GAS MASKS:** When wearing a gas mask the wearers voice volume will come across as a whisper and shouting will reach normal volume. There is also the chance of being misunderstood unless being listen to closely. This is further exacerbated if using the radio or telephone.

**Geiger Counter, Grumman D3:** (See Dark Conspiracy Pg. 270) Weight 0.5 Kg Price \$500 Availability (C/C) Special -

## Kits:

**HAZMAT Decontamination, Miltech Limited:** The HAZMAT Decontamination Kit includes everything, but water, that is needed to decontamination of individuals, equipment, and vehicles. It includes a decontamination shelter, a decontamination waste water tank, two decontamination wands (for individuals, equipment, or vehicles) a decontamination trident (for equipment and vehicles) and enough decontamination solution for 100 individuals and their equipment or 10 vehicles. Ten individuals or one vehicle can be decontaminated at once. See NBC for decontamination. Weight 250 Kg Price \$12,000 Availability (I/R) Special -

**HAZMAT Detection, Czech State Factories:** The HAZMAT Detection Kit has tests for over 100 different airborne, solid, and liquid contaminants. Analysis takes a Chemistry or an NBC Skill check at normal levels for a successful use. Each test takes a minute for initial reading and ten minutes for a detailed analysis. Weight 2 Kg Price \$700 Availability (R/S) Special -

**Metal Detector, 3M 1015:** The Metal Detector is a hand held device with a 3 foot wand. If the wand passes over more than one-quarter of an ounce of metal, which can be buried up to 5 feet under earth. It will then give off and audio and visual signal. A character using it will have an Observation difficult level check with a -1 DM to detect metal mines and an Observation check normal check with a -1 DM when dealing with buried metal. Weight 3 Kg Price \$125 Availability (C/V) Special -

**Mine Detector, Miltech Limited:** The Mine Detector is similar to a Metal Detector set up to pick up mines laid underground. This set can pick up both metallic and most non-metallic mines. The Mine Detector Set consists of a backpack, headset and detecting wand. A trained operator can create a marked walking path at the rate of three minutes per meter. Manual removal of mines takes ten minutes per mine and takes an AGL normal for trained combat engineers or infantrymen or difficult for all others. A character using it will have an Observation normal level check with a -2 DM to detect metal mines, a difficult with non-metalic mines with a -2 DM, and an Observation check difficult check with a -1 DM when dealing with buried metal. Weight 5 Kg Price \$300 Availability (R/S) Special -

**Motion/Temperature Detector, Epoke-Rosignol 547:**

The Motion / Temperature Detector is worn by an individual on a necklace or in a pocket. If the individual becomes motionless for more than 1 minute or should the temperature gauge register dangerous temperatures then it will go off. It sets off an audible alarm and a flashing light. Weight 0.25 Kg Price \$400 Availability (S/C) Special -

**Nerve Agent Vapor Detector, Czech State Factories 73:** This detector is a simple, inexpensive, expendable device used by the individual to detect the presence of nerve character vapors. The detectors are used to quickly determine if a chemical attack is dangerous in the immediate vicinity (15 foot radius) and when it is safe to unmask. It is only usable for one real attack. Weight 5 Kg Price \$1,000 Availability (I/S) Special -

**Spider Landmine System, Miltech Limited:** A powerful self propelled, remote controlled, anti-tank mine that is maneuvered into position by the combat engineer, taking a normal AGL check. There it will plant itself. It also plants six anti-personnel mines, one every 60 degrees. The anti-personnel mines can either be loaded with explosives or gas. If left without being detonated for a specified period the mines will be deactivated. Weight 1 Kg Price \$750 Availability (I/S) Special Military

#### Suits:

The following suits are designed for use in environments which are impossible for humans to survive.

**Asbestos, Ram Tech Fire Suit:** The Asbestos Suit offers a character a -4 DM on all checks verses heat and fire damage. In addition, provides a damage reduction of 3 points per round attacked by fire against fire damage. It covers the entire body and is silver in color. It slows a character wearing it by 5 feet per round. Weight 3 Kg Price \$250 Availability (C/C) Special -

**Chemical Escape, Zeiss-Krupp CE5:** The Chemical Escape Suit one use suit provides a temporary 100% barrier of protection against chemicals and acids. It has a zipper front, attached hood and boots. It is useful only for a single exposure up to 15 minutes in length and is rendered ineffective if it takes 3 points of penetrating damage. It takes 3 minutes to don or remove. Weight 2 Kg Price \$350 Availability (S/C) Special -

**HazMat, Czech State Factories HZS:** This is the fully hooded and rubberized hazardous materials suit. It is completely self-contained with oxygen tank capable of supplying air for up to 30 minutes. It takes 5 minutes to put on or take off the suit properly and usually takes another 5 minutes to check seals and integrity once the suit is on. It slows the wearing character by 10 feet per wound and is rendered useless if it takes 6 points of penetrating damage.

This suit allows you to operate in any environment contaminated with radioactive fallout, or chemical or biological characters. You are immune to the effects of all diseases, gases, and radiation while wearing this suit. If the suit takes 3 or more points of damage, it is rendered useless. It is extremely hot to work and fine motor skills are affected.

If an character is operating in a Hazmat suit in over 70 degree heat then they must make a Endurance check every 6 minutes at normal or pass out from the heat build up. A per-

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#### MOPP (MISSION ORIENTED PROTECTIVE POSTURE):

How chemical agents effect the characters depend on their MOPP or Mission Oriented Protective Posture. MOPP is rated from 0 to 4. MOPP 0 means that the character has no chemical defense equipment available.

MOPP 1 means that the character has a gas mask ready but not worn.

MOPP 2 indicates the character is wearing an NBC suit is worn but not sealed and the gas mask is at the ready (Character only suffers the -5 feet to movement penalty).

MOPP 3 means the character is in a gas mask and NBC suit, which is closed but no gloves (Character only suffers the -5 feet to movement penalty and an ACP penalty of -1). There is a modified MOPP 3 that is useful in some situations which means only a gas mask is worn.

MOPP 4 means the character is in a gas mask and full NBC suit.

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son wearing the suit has a +2 to +4 DM added to all checks for fine motor skills and the use of firearms is impossible. Weight 3 Kg Price \$500 Availability (R/S) Special -

**NBC, Miltech Limited: An NBC (Nuclear, Biological, and Chemical) Suit** is a charcoal impregnated suit that is used with the gas mask. It provides protection from chemical characters and affords limited protection from nuclear and biological characters. If the suit takes 3 or more points of damage, it is rendered useless.

It is extremely hot to work and fine motor skills are affected. If a character is operating in a NBC suit in over 70 degree heat then they must make a Endurance check at normal every 10 minutes or pass out from the heat build up.

A person wearing the suit has +1 to +3 DM added to all all checks for fine motor skills, including the use of firearms. This suit takes 5 minutes to put on and take off. It slows the wearing character by five feet per wound and is rendered useless if it takes 10 points of penetrating damage. Weight 5 Kg Price \$750 Availability (R/S) Special -

**Test Strip, Miltech Limited M111:** This strip of specially impregnated paper that changes color when it comes into contact with various chemical characters, be they airborne or in droplet form. It does not pick up tear character but will the remaining kinds of chemical characters. The test strips come in a container of 20 and each are 2 inches by 4 inches and take ½ pouch slot if worn on load bearing equipment. Weight 0.5 Kg Price \$100 Availability (R/C) Special -

#### Chemical Weapons and Counter Measures Kits

Kits incorporate all the equipment needed to perform certain skills. If attempting to perform a skill without the proper kit then the character receives a +2 DM penalty to their skill checks.

**Appraisal Kit, 3M:** The Appraisal Kit contains all of the equipment to appraise a specific type of item: jewelry, paintings, sculptures, etc.. Weight 3 Kg Price \$1,000 Availability (S/C) Special -

**Artisan Kit, 3M:** This is for use with certain portions of the Craft Skill. Weight 5 Kg Price \$500 Availability (C/V) Special -

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## Four Types of Chemical Agents

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There are four basic kinds of chemical weapons: Nerve, Blood, Blister, and Tear. Nerve and Blood agents are designed to kill while the Blister and tear agents are designed to incapacitate.

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### NERVE AGENTS

Nerve agents, such as Sarin and VX are very fast acting agents that are usually disseminated in cloud or spray. It can be inhaled directly or be picked up as droplets that can be picked up on the skin and clothes. The character must make a CON check as follows;

| Form    | MOPP | Check                |
|---------|------|----------------------|
| Gaseous | 0    | Difficult +1 DM      |
|         | 1    | Difficult            |
|         | 2    | Difficult -1 DM      |
|         | 3    | Normal -1 DM         |
|         | 4    | Easy -1 DM           |
| Liquid  | 0    | Very Difficult -1 DM |
|         | 1    | Difficult +1 DM      |
|         | 2    | Difficult            |
|         | 3    | Normal               |
|         | 4    | Easy                 |

If the check is missed then the character is incapacitated in 2-3 rounds.

Continued exposure will mandate additional checks. A check will have to be made for every round if still in gaseous form and not wearing a gas mask, every other round if moving through an area effected by nerve agent.

Once incapacitated if Atropine is not injected within 5 rounds then the character dies. If exposure continues after the first round of Atropine is injected then additional injections will be required.

If no aid is given then the character dies.

**Recovery:** A character incapacitated by Nerve agent will be totally unable to function for d10 days per round of exposure once Atropine has been administered. If the incapacitation is for over 60 days then skilled medical attention at a medical facility is needed. If no skilled medical care is available then the recovery time will double.

Once the initial recovery period has passed the character will be able to function (walk, talk, think, etc.) but strenuous activity will cause a relapse after only 2-7 rounds.

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### BLOOD AGENTS

Blood Agents, such as Hydrogen Cyanide, is very similar to nerve agent in the way it is disseminated and picked up by a character. The character must make a CON checks are as follows:

| Form    | MOPP | Check           |
|---------|------|-----------------|
| Gaseous | 0    | Difficult       |
|         | 1    | Difficult       |
|         | 2    | Normal -1 DM    |
|         | 3    | Normal          |
|         | 4    | Easy            |
| Liquid  | 0    | Difficult       |
|         | 1    | Difficult -1 DM |
|         | 2    | Normal -1 DM    |
|         | 3    | Easy            |
|         | 4    | Easy            |

If the check is missed then the character is incapacitated in 2-5 rounds if inhaled or 2d6 rounds if absorbed.

Continued exposure will mandate additional saves. A save will have to be made for every other round if still in gaseous form and not wearing a gas mask, every three rounds if moving through an area affected by agent.

Once incapacitated if Ammonium Nitrate Inhaler is not used within 5 rounds then the character will require skilled medical care. If Ammonium Nitrate Inhaler is used then the character will stabilize for five rounds. If exposure continues after the first five rounds of Ammonium Nitrate is used then additional inhalers will be required.

If no treatment is given the character dies in 2d20 rounds.

**Recovery:** A character incapacitated by Blood agent will require skilled medical care and the introduction of an injection of Sodium Nitrate within an hour of exposure.

Once a character has received treatment they will be totally unable to function for d8 days per round of exposure.

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### TEAR AGENTS

This is designed to force a character from an area. A character in the area of effect must make a saving throw according to the kind of delivery system used. They must continue to make saving throws every round of exposure. Characters in MOPP 3 or higher does not have to make any saving throws. A modified MOPP 3 also would not have to make a saving throw unless the weapons system specifies otherwise.

The character who make their saving throw will suffer an ACP of -1 per round of exposure. Characters who miss their saving throw suffer an ACP of -2 and the loss of 5 feet of movement per round of exposure.

The character will recover movement and ACP penalties at the rate of 5 feet and 1 for every two rounds spent clear of the tear gas. This process is sped up to every round if there is a breeze or water is applied.

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## BLISTER AGENTS

Blister Agents, such as Mustard Gas, is disseminated in a gas cloud from a very hot source. It effects both being inhaled and on the skin. It produces blisters in all areas contacted. These CON checks are made for each round of exposure.

| Form    | MOPP | Check           |
|---------|------|-----------------|
| Gaseous | 0    | Difficult       |
|         | 1    | Difficult       |
|         | 2    | Difficult       |
|         | 3    | Normal          |
|         | 4    | No Effect       |
| Liquid  | 0    | Difficult -1 DM |
|         | 1    | Normal -1 DM    |
|         | 2    | Normal -1 DM    |
|         | 3    | Easy            |
|         | 4    | No Effect       |

**Inhaled:** Character will be incapacitated in 2-11 rounds.

**Skin Absorption:** Incapacitated in 2-16 rounds.

**Gaseous (no Gas Mask) and Save Missed By 7+:**

**Lung Scarring** (-1 CON permanently, -5 feet movement penalty permanently, and -1 to CHA). If CON drops below 1, the character dies.

**Gaseous (no Gas Mask) and Save Missed By 4-7:** If Blinded (No Vision. -1 CHA).

Otherwise, or if a gas mask was worn, or its encountered in a liquid form, the character must make another save as follows:

No Gas Mask Save Missed by 1-3: Normal +1 DM

Gas Mask Worn, Gaseous Form: Normal

Liquid Form: Normal -1 DM

Failure means the character is visibly scarred and suffers a -1 CHA loss.

**Recovery:** If the character's lungs were scarred and they received skilled medical care then the character gets a save, once a day for a week starting 24 hours after the initial effect. If a character passes a CON check difficult then the character can recover 1 CON, 1 CHA and +5 feet to movement. This is to a maximum of a -1 CON and -1 CHA. This recovery is rolled for each day for a week but the recovery takes one week per day it took to roll the save.

If the character is blinded and they received skilled medical care then the character gets a save, once a day for a week starting 24 hours after the initial effect. If a character passes a CON check normal. Once passed the characters sight will return fully in the number of days after passing the check that it took to pass the check. In addition, they will recover 1 CHA. If a character is just scarred and gets skilled medical care will get a then the character gets a save, once a day for a week starting 24 hours after the initial effect. If a character passes a CON check Easy -1 DM. Each successful check will gain back 1 CHA to a max of -1 CHA.

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## NBC: (INT) (TRAINED)

NBC or Nuclear, Biological, and Chemical weapons skill indicates the character has received training in the employment of and the defense against nuclear, biological, and chemical weapons. A character with the NBC skill can operate various pieces of NBC equipment.

**Check:** NBC skilled characters can take checks to determine the following:

|                                 |                 |
|---------------------------------|-----------------|
| Checking For                    | Difficulty      |
| Determine Agent Present         | Normal          |
| Determine Chemical Agent Type   | Normal + 1 DM   |
| Determine Biological Agent Type | Very Difficult  |
| Determine counter-measures      | Normal          |
| Decontamination                 | Difficult       |
| Plotting                        | Difficult       |
| Proper Employment               | Difficult -1 DM |

**Determine Agent is Present:** The character can, without the employment of mechanical devices, if there is a reasonable possibility of chemical agents or radiation in an area. This check should be called for whenever the character comes within LOS of an area that is affected or if there is a smoke cloud present and the threat of NBC exists.

**Determine Chemical Agent Type:** The character can, without employment of mechanical devices, the type of chemical agents that are present and if they still pose a danger. This check takes 5 rounds in the vicinity of the agent.

**Determine Biological Agent Type:** The character can, without employment of mechanical devices, the general type of biological agents that are present and if they still pose a danger. This check takes 15 rounds in the vicinity of the agent.

**Determine Appropriate Counter-Measures:** The character can after determining the type of agent present can determine the appropriate actions to take in order to deal with the effects of the agent on both personnel and equipment.

**Decontamination:** The character can determine the appropriate methods of decontamination for individual items.(see Decontamination below)

**Plotting:** The character, with a minimum of meteorological information, can determine the spread of fallout, or agents of all kinds. This will allow the character to know what areas will be infected at what point so that they can operate safely.

**Proper Employment:** The character, given a general target location, can determine the best location and method to employ a nuclear, biological or chemical weapon to obtain maximum damage.

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**Bomb Disposal Kit, Miltech Limited:** The Bomb Disposal Kit contains all the tools and equipment needed to disarm most bombs. This includes non metallic tools, wire jumpers, small mirrors, etc.. Weight 4 Kg Price \$750 Availability (R/S) Special -

**Booby Trap Kit, Capone Limited:** This kit contains all the materials, other than the explosives, needed to create twenty booby traps. Weight 3 Kg Price \$300 Availability (R/S) Special Illegal

**Chemical Kit, 3M:** A small chemical lab that allows the creation and testing off all kinds of chemicals and compounds. Weight 6 Kg Price \$200 Availability (C/V) Special -

**Engineer Demolitions Kit, McFadden Industries:** (See *Dark Conspiracy* Pg. 265). Delete Wire, Trip or Timers from this kit. Weight 30 Kg Price \$500 Availability (R/C) Special License

**Blasting Machine, McFadden Industries:** (see *Dark Conspiracy* pg 265). Weight 0.5 Kg Price \$95 Availability (S/C) Special License

**Cap, McFadden Industries Electronic Blasting:** (see *Dark Conspiracy* pg 264). (Box of 50) Weight Negligible Price \$2 Availability (R/C) Special License

**Cap, McFadden Industries Nonelectric Blasting:** (see *Dark Conspiracy* pg 264). (Box of 50) Weight Negligible Price \$1 Availability (R/C) Special License

**Fuse, McFadden Industries Instant:** (see *Dark Conspiracy* pg 265). Weight 3 Kg/Coil Price \$15/Coil Availability (S/C) Special License

**Fuse, McFadden Industries Time:** (see *Dark Conspiracy* pg 265). Weight 3 Kg Price \$25 Availability (S/C) Special License

**Igniter, McFadden Industries:** (see *Dark Conspiracy* pg 265). Weight Negligible Price \$75 Availability (R/C) Special License

**Igniter, McFadden Industries Fuse:** (see *Dark Conspiracy* pg 265). Weight Negligible Price \$3 Availability (S/C) Special License

**Tools, McFadden Industries Demolitions:** (see *Dark Conspiracy* pg 264). Weight 4 Kg Price \$35 Availability (C/V) Special -

**Wire, Electrical:** (see *Dark Conspiracy* pg 264). Weight 5 Kg Price \$20 Availability (V/V) Special -

**Military Demolitions Kit, Czech State Factories:** This kit is designed for military forces to build a explosive devices without penalty. It has the components to build four kinds of bombs, Command Detonated, Fused, Timer, and Radio Detonated. It contains enough materials to make 10 command detonated bombs, 30 minutes of fuse bombs, 6 timer bombs, and 2 radio detonated bombs, along with anti-handling devices for up to 5 bombs. (not including the explosives themselves). Weight 6 Kg Price \$1,000 Availability (R/S) Special Military

**Frame Charge, Hercules Powder Company:** (see *Dark Conspiracy* pg 265). Weight 2 Kg Price \$100 Availability (-/R) Special License

**Radio Detonation Broadcast Unit, RamTech:** (See *Dark Conspiracy* Pg. 264). Weight 0.3 Kg Price \$350 Availability (-/R) Special License

**Radio Detonation Receiver Unit, RamTech:** (See

*Dark Conspiracy* Pg. 264). Weight Negligible Price \$250 Availability (-/R) Special License

**Primercord, Hercules Powder Company:** Primercord, also called Detcord is a flexible plastic covered rope that is filled with plastic explosives. Its designed to be shaped and places to destroy or cut like a shaped charge. The DP value is equal to ¼ KG Hercules Powder Company (Civilian Grade) Plastic Explosives per Meter. Weight 0.5 Kg/Meter Price \$50/Meter Availability (S/C) Special License

**Timer:** (see *Dark Conspiracy* pg 265). Weight 0.25 Kg Price \$20 Availability (S/C) Special License

**Wire, Trip:** (see *Dark Conspiracy* pg 265). Weight 2 Kg Price \$30 Availability (V/V) Special -

## Explosives

**Black Powder, Hercules Powder Company:** The classic gunpowder Explosive Power: DP values of .5 per kilogram. Weight 2.5 Kg Price \$100 Availability (S/C) Special -

**Dynamite Stick, Hercules Powder Company:** (see *Dark Conspiracy* pg 264). (Case of 100 sticks) Weight 30 Kg Price \$600 Availability (S/V) Special License

**Plastic Explosive, Hercules Powder Company (Civilian Grade):** (see *Dark Conspiracy* pg 264). (Case) Weight 30 Kg Price \$600 Availability (-/C) Special License

**Semitek, Czech State Factories (Military Grade):** (see *Dark Conspiracy* pg 264). (Case) Weight 30 Kg Price \$750 Availability (-/R) Special Military

**Ammonium Nitrate:** This is the classic fertilizer and diesel fuel explosive. While cheap and easily accessible, it lacks the punch of more conventional explosives. It can only be made into a shaped charge if it is sandbagged, which takes 4 sandbags per pound. DP values of .5 per kilogram. Weight 0.5 Kg Price \$50 Availability (S/C) Special Purchases over 100 KG need license

**Nitro Glycerine, McFadden Industries:** This is the most powerful explosive. While it enjoys a reputation for being unstable, recent developments have made that untrue. It comes in a liquid form. DP values of 5 per kilogram. Weight Kg Price \$ Availability (/) Special -

**Gun Cleaning Kit, Beretta-Colt:** The Gun Cleaning Kit contains a complete set of brushes, patches, rods, solvents, oils and polishes needed to clean and maintain firearms. Characters with the actual skill of Gunsmithing or Small Arms skills have the ability to get a special Gun Cleaning check (see below). Weight 0.5 Kg Price \$100 Availability (C/V) Special -

**Photographic Development Kit, Nikon DK1313:** The Photographic Development Kit contains everything the character needs to develop film of all kinds. It has the ability to develop 135 standard grade still photos and 2 hours of motion picture film. The character doubles the number of pictures if they are made into slides or developed only in black and white. The number of photos and the amount of motion picture film developed is reduced by 1/3 if developing Professional grade film. The number of photos and the amount of motion picture film developed is reduced by 1/2 if developing Intelligence grade film. This kit contains volatile chemicals which are easily ignited. Weight 10 Kg Price \$95 Availability (C/V) Special - (Refills 135 prints) Weight 2 Kg

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## BOMB MAKING: INT, SKILLED:

While this some will say is a part of demolitions skill, and there is a lot of overlap there, the Bomb Making Skill is primarily designed for those who are trying to make an explosive device that is portable and designed to kill.. Demolitions is more concerned with destroying an object or objects, while bombs can do that when their primary object is formed into a shaped charge. Bombs are far less discriminating.

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## BOMB RESULTS

|                      |            |
|----------------------|------------|
| Type of Bomb         | Difficulty |
| Pipe Bomb            | Easy       |
| IED                  | Normal     |
| Shaped Charge        | -1 DM      |
| Car Bomb             | Difficult  |
| Command Detonated    | Normal     |
| Fused                | +2 DM      |
| Timer                | +0 DM      |
| Radio Detonated      | +2 DM      |
| Complex Detonator    | +3 DM      |
| Dead Mans Switch     | +4 DM      |
| Anti-Handling Device | +1 DM      |
|                      | +2 DM      |

**Critical Failure:** If a Critical Failure is rolled then the bomb maker must roll a d20 against the average of the characters INT and AGL if the roll exceeds the average the device goes off during construction. Otherwise the device is a dud and must start over.

**Disarming:** The character attempting to disarm the device must roll a Bomb Making or Demolitions roll passing the difficulty of the difficulty required to make the bomb. If the bomb has an anti-handling device then the check must be made one level more difficult than manufactured (an additional +1 DM is applied if Demolitions skill is being used to disarm). If it has a complex detonator then it is one level more difficult than manufactured with a +2 DM if using Bomb Making a +3 DM if using Demolitions skill.

**Failure:** If a failure is rolled then the attempt failed and a d10 is rolled. If the device is equipped with an Anti-Handling Device then any failing roll of 1-4 will cause the device to go off, that goes up to a 1-6 if it is with a complex detonator otherwise is on a 1-2 the device goes off.

**Critical Failure:** Device goes off.

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Price \$25 Availability (C/V) Special -

**Kit, Science, Sony K159:** The Science Kit provides all the equipment needed for a single field of Science skill. The major ones being chemistry, physics, biology, etc.. Weight 10 Kg Price \$325 Availability (C/V) Special -

**Kit, Proctor, Gamble. Johnson & Johnson 1200 Speed Grooming:** The Speed Grooming Kit is designed for the character that has to go from detrimental situations to a social situation. The kit takes two full actions to employ. Once completed any Charisma penalties from combat or like conditions are wiped out. Weight 3 Kg Price \$50 Availability (V/V) Special -

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## TYPES OF BOMBS

Bombs fall into five basic types. These are Command Detonated, Fused, Timer, Radio Detonated, and Complex.

A **Command Detonated** bomb is one where you actually have a wire run from the device to a person setting off the bomb. The person has an electrical device, hand held plunger, switch or something similar, and the bomb is set off by activating the electronic device. Also falling into this category are bombs wired to vehicle ignition switches.

**Fused** bombs have a built in fuse that is activated by some form of chemical action, usually a flame being set to the fuse cord. It then it takes a certain amount of time for the fuse to set off the bomb, according to the length of the fuse.

**Timer** bombs are hooked to some kind of clock and set to go off at a given time.

**Radio Detonated** bombs feature a special miniature signal receiver and transmitter that will set off the device once the signal is received.

**Complex** bombs feature some combination of detonators or some other form of detonation, speed, altitude, etc..

There are several categories of bombs as well. They are Pipe, IED, Shaped Charged, and Car Bomb.

The **Pipe** bomb is the simplest to manufacture raking little or no tools and can be made from any explosive except Ammonium Nitrate. They come in 1, 2, 5, and 10 pound varieties. Most times they are fuse detonated but they can be set off by any type of detonator. These can be filled with nails and the like to double the damage done to unarmored targets while armored targets take half the normal damage..

**Improvised Explosive Devices (I.E.D.)** takes an already existing piece of ordinance, grenade, bomb, artillery shell, etc. and makes it into a bomb. They can be detonated by any means other than fused.

**Shape Charged** bombs do double the normal damage against armored targets and only half the normal damage against unarmored ones. This can be detonated by any means.

**Car Bombs** are simply large amounts of explosives being packed into a vehicle to make it mobile to get to its intended target. Cars can handle up to 500 pounds (concealed) or 1000 pounds (open) of explosive. They can be detonated with any kind of detonator.

**Dead Mans Switch:** The Dead Mans Switch is Command or Radio Detonator that is activated by the depression of a switch on the detonator. The switch must then be held down or the device detonates.

**Anti-Handling Device:** The anti-handling device is one in which when the device has been armed then it can not be moved or bumped without going off. This can not be used with a Fuse Detonated Device.

The DC for making a bomb depends on the type of bomb modified by the type of detonator.

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**Kit, Proctor, Gamble. Johnson & Johnson 95 Toiletry:** This kit contains everything needed to maintain proper hygiene and grooming. Separate kits are used foe either sex. Failure to use a toiletry or (field grooming kit when in

the wilderness) will cause a -1 CHA to be applied to all interpersonal contacts, per day. A -2 CHA penalty is applied to first contact with members of the opposite sex, again a per day cumulative penalty. Weight 3 Kg Price \$20 Availability (V/V) Special -

## LIGHT / ILLUMINATION SOURCES

**Cyalume Light Stick, Czech State Factories:** The Cyalume Light Stick comes in various colors and produce a non-heat generating light. The generate the light for 12 hours and once activated can not be turned off. Each stick is only usable once. These sticks give off enough light to read by at one foot of distance. Weight Negligible Price \$10 Availability (V/V) Special -

### Filters, Light:

These are small colored plastic discs that are put over the lenses of flashlights to give them special properties

**Blue:** The blue filter attaches to any normal sized flashlight and produces a smooth beam of blue light. Characters use the blue filter to track the wounded at night, because blood stands out more distinctly against foliage when viewed under blue light. The filter is also useful for close range, non-tactical applications - such as map reading -- as it reduces the intensity of light output. Weight Negligible Price \$1 Availability (V/V) Special -

**IR:** The slip-on infrared filter cancels out the non-infrared portion of the light spectrum to produce a smooth beam of infrared light for use with night vision devices and infrared-capable video cameras. Weight Negligible Price \$1 Availability (V/V) Special -

**Red:** The red filter attaches to any normal sized flashlight and produces a smooth beam of red light that will not degrade night vision as white light would. The filter is also useful for close range, non-tactical applications - such as map reading -- as it reduces the intensity of light output. Weight Negligible Price \$1 Availability (V/V) Special -

**Flare, Road:** (See *Dark Conspiracy* Pg. 273) Weight 0.3 Kg Price \$10 Availability (V/V) Special -

### Flashlight

**Baton, Security Industries 19:** This flashlight screws onto the handle of any telescoping baton. It has the characteristics of a standard flashlight. Weight 1 Kg Price \$40 Availability (S/C) Special -

**Battery Less, Off Grid Supply 2000:** The Battery Less Flashlight does not rely upon a battery power. Instead the flashlight is shaken up and down for one minute for every 15 minutes of light. It produces a beam which is strong enough to be read in up to 8 feet, illuminates up to 25 feet and is visible at 50 yards. Weight 1 Kg Price \$30 Availability (C/V) Special -

**Command, Miltech Limited:** A flashlight, developed for the special forces, that can vary its white light intensity as to not wash out your night vision or reveal a position. It has the capacity to be switched to produce an infrared beam. It also has a button to signal with, using Morse Code.

It also comes with a detachable head strap that can be worn on the head or helmet. It produces a beam which is

strong enough to be read in up to 7 feet, illuminates up to 21 feet, and is visible at 40 yards at maximum intensity. Weight 0.5 Kg Price \$20 Availability (S/C) Special -

**Flat, Martin Dynatech:** This is about the size of a set of opera glasses. It folds closed to conceal its true identity. It produces a beam which is strong enough to be read in up to 8 feet, illuminates up to 12 feet, and is visible at 25 yards. Weight 0.5 Kg Price \$7 Availability (V/V) Special -

**Flood, 3M Katrina:** This is the largest of the flashlights. It sends out a 6 inch wide beam of light that is strong enough see objects at a football field distance. Weight 2 Kg Price \$100 Availability (S/C) Special -

**Heat Powered Off Grid Supply Hot One:** A flashlight that takes the heat of the hand and converts it into power for the light. It is not the brightest light but can illuminate up to ten feet away. Weight 2 Kg Price \$30 Availability (R/S) Special -

**Helmet Mounted, Czech State Factories 202:** A small light that is mounted in the front of a helmet. It can illuminate objects out to 30 feet. Weight 0.5 Kg Price \$40 Availability (S/C) Special -

**Maximum, Law Enforcement Limited:** This is among the toughest of flashlights, as they can double as batons and still remain useful. They are large being 18 to 24 inches in length and between 3 and 4 inches across. It produces a beam which is strong enough to be read in up to 8 feet, illuminates up to 25 feet and is visible at 50 yards. Weight 2 Kg Price \$50 Availability (S/V) Special -

**Minilight Head Harness, Grizzly HHF2:** This harness fits on a helmet, hat or even a bare head. It attaches to a mini flashlight (not included) to allow hands free illumination wherever the wearer looks. Weight 0.5 Kg Price \$35 Availability (S/C) Special -

**Penlight, Martin Dynatech:** A small LED light the size of a pen. Despite its size it put out a lot of light but is only useful to illuminate objects out to 5 feet. Weight Negligible Price \$20 Availability (V/V) Special -

**Pocket, Radio Shack 207A:** A compact flashlight fits in pocket and remains aimed at the direction the pocket is facing. This leaves all hands free. Weight 0.5 Kg Price \$25 Availability (C/V) Special -

**Snake, ACE 3501:** They are long flexible flashlights being 24 to 36 inches in length and between 3 and 4 inches across. The key thing is that the body of the flashlight is flexible and twistable so that it can be wrapped around something to provide hands free light to a given area. It produces a beam which is strong enough to be read in up to 7 feet, illuminates up to 21 feet and is visible at 40 yards. Weight 2 Kg Price \$15 Availability (V/V) Special -

**Standard, Martin Dynatech:** (Expands *Dark Conspiracy* Pg. 274) A typical civilian flashlight. It is able to illuminate objects out to 150 feet. Weight 0.2 Kg Price \$20 Availability (V/V) Special -

**Tactical, Czech State Factories TF3:** This is very similar to the Flat Flashlight except it does not close. It has a Velcro strip on the back that can be wrapped around a hand or an object to keep it steady and keep it from falling. It produces a beam which is strong enough to be read in up to 4 feet, illuminates up to 15 feet, and is visible at 25 yards.



Weight 2 Kg Price \$55 Availability (S/C) Special -

**Three Mile, Grizzly 3X:** This flashlight is designed to produce a light that can be spotted at night at a distance of three miles. It produces a beam which is strong enough to be read in up to 50 feet, illuminates up to 300 feet, and is visible at 5300 yards. Weight 2 Kg Price \$45 Availability (S/C) Special -

#### **Floodlight:**

**IR/UV Floodlight:** The Infrared / Ultraviolet floodlight is a man-portable floodlight with filters to produce both infrared and ultraviolet illumination. This allows a character to flood an area out to 180 feet with a specific type of illumination. These types of illumination are invisible to the naked eye, being outside the human vision. When a character wears Infrared or Ultraviolet goggles in an area flooded with the same illumination it allows the proper use of the goggles. Switching between types of light requires one-half action. Weight 4 Kg Price \$95 Availability (S/C) Special -

**White Light Floodlight:** The White Light Floodlight is a man portable floodlight that produces a beam of white light 5 foot wide and up to 150 feet long. Weight 4 Kg Price \$60 Availability (S/C) Special -

#### **Generator**

**Small Portable 1.5 Kilowatt:** A small portable generator that is the size of a large backpack. It has a one gallon fuel tank that will keep the generator running 8 hours. Weight 25 Kg Price \$100 Availability (C/V) Special -

**Small Portable 1.5 Kilowatt, Wind Powered:** A 1.5 kilowatt generator that relies on a 25 foot fall windmill rather than fossil fuels. The mast and blades of the windmill are made of PVC plastic. And can be broken down into five foot segments. Weight 60 Kg Price \$550 Availability (R/S) Special -

**Medium Portable 5 Kilowatt:** A larger version of the 1.5 KW generator. It has a 2 gallon fuel tank that will keep the generator running for 8 hours. Weight 40 Kg Price \$800 Availability (C/V) Special -

**Large Trailer Mounted 10 Kilowatt:** This generator is mounted on a small trailer that can be pulled by most any vehicle or even a horse. It has a five gallon fuel tank that runs the generator for 8 hours. Weight 100 Kg Price \$600 Availability (S/C) Special -

**Very Large Trailer Mounted 50 Kilowatts:** A large generator, actually two of them run in tandem. When both are running they produce 50 Kw, individually they produce 25 Kw. It has a 10 gallon fuel tank that will run the full generator for 6 hours or a single one for 12 hours. Weight 250 Kg Price \$4,000 Availability (I/S) Special -

#### **Illuminator**

**Infrared, Martin Dynatech III:** This looks like a standard flashlight but instead of producing white light it produces an Infrared beam that can be viewed through night vision or thermal vision equipment. In addition, anyone using this has their location revealed to those looking from the direction the beam is pointing. Weight 2 Kg Price \$150 Availability (S/C) Special -

**Ultraviolet, Martin Dynatech UV12:** This looks like a standard flashlight except it produces a beam of Ultraviolet light. This is very useful in picking up fluids and fibers that are missed by the naked eye. Weight 2 Kg Price \$125 Availability (S/C) Special -

#### **Lantern**

**Kerosene, Coleman 1:** This is your standard camping lantern, providing reading light out to 15 feet, general illumination out to 30 foot radius and are visible at 60 yards. Weight 0.5 Kg Price \$10 Availability (C/V) Special -

**Electric, Martin Dynatech E33:** This is very similar to the Kerosene Lantern other than the fact that it puts out a cold white light powered by a battery. They provide reading light out to 10 feet, general illumination out to 30 foot radius and are visible at 60 yards. The battery is capable of powering the lantern for 36 hours. Weight 1 Kg Price \$25 Availability (S/C) Special -

**Electric Directional, Martin Dynatech Eye:** This is identical to the Electric Lantern except it has a cover that can be raised limiting the arc of light to 180 degrees, 90 degrees, or 45 degrees. They provide reading light out to 20 feet, general illumination to 40-60 foot distance (depending on the arc covered) and are visible at 80 yards. Weight 1 Kg Price \$40 Availability (S/C) Special -

**LED Area Work Light, McFadden Industries:** The LED Area Work Light is a compact but bright light consisting of 30 LED emitter lights. It had the capacity of illuminating, to room light levels, a fifty foot diameter and gives some lighting out to one hundred fifty feet in diameter. In addition, it can be focused into a beam 5 feet wide by 500 feet long (the first 200 feet are to room levels of lighting). It has the capacity to be hung easily. It has internal battery capacity for 12 hours (90 minute recharge time) or run off of either ac or dc power sources. Weight 5 Kg Price \$100 Availability (S/C) Special -

**Light Set, Miltech Limited General Illumination:** This set includes everything needed to hook from a portable power source or a generator to a light bulb. It includes cables capable of reaching 100 yards, and wiring capable of supporting 44 light sockets complete with reflectors and bulbs. In addition, it has the capacity to turn 20 light sockets into outlets to run normal 110 volt appliances. It comes in an OD green two level chest. Weight 15 Kg (per box 2 boxes in set) Price \$1,000 Availability (R/S) Special -

**Marker Light, Martin Dynatech Pail7 Personal:** A small light that is used primarily to identify the wearer location after dark. It is visible at 300 feet and is small enough to be worn on a belt or a shoulder. Weight Negligible Price \$10 Availability (V/V) Special -

**Power Supply, McFadden Industries 770 Portable:** Basically a giant battery that stores 1.5kw of electrical power. Once that power is expended then the unit must be recharged. Weight 10 Kg Price \$60 Availability (C/V) Special -

#### **Solar Panel**

**Backpack Mounted, Off Grid Supply SP2:** A solar panel that is the size of a standard backpack. It can generate up to .25kw of power during daylight hours. Weight 5 Kg Price \$125 Availability (C/V) Special -

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### Gunsmithing AGL Unskilled

Gunsmithing has a lot of overlap with Small Arms with the major exceptions. These exceptions are given enough time and a workshop you can manufacture your own weapons, load your own ammunition, and deal with modifications to known firearms.

In addition, the character with this skill can properly maintain weapons in good order, and deal with weapons malfunctions.

The Character with this skill will easily be able to identify most weapons, determine their function, their safety, etc. and be able to use them without a non-proficiency penalty. Exotic firearms the character may determine the information above either by a quick exam, with no DM if the weapon is not to exotic, to being required some study (1-10 minutes) and a difficulty level check to be determined by the GM.

It can take days, weeks, even months to manufacture a weapon from scratch, depending on the complexity and what that character has to work with. The DC ranges from 14 for a single shot, single use pistol to a 26 for an automatic rifle. Critical success will cut the time by half but critical failure means the project has to be scrapped and started again.

Repairing malfunctions is found under GUN CLEANING and WEAPONS FUNCTION: below.

Modifying an existing weapon, giving an automatic fire ability to an AR-15, developing a flash suppressor and silencer for an AK-47 takes time and a difficulty check established by the GM.

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### GUN CLEANING

A character may clean a weapon (taking 30 minutes). If a character has neither Gunsmithing, or Small Arms Skill then a AGL check is called for. An Normal difficulty check is needed to clean the weapon .

If a cleaning kit is available then the difficulty is cut by to Easy.

If the check is passed then the weapon is properly cleaned (see above for effects on malfunctioning). If it does not then the cleaning is not properly done and does not count as cleaned for purposes of malfunctioning. A cleaning check may be made at minimum of every 6 hours, or after a weapons malfunction.

Should a Critical Success be rolled during cleaning then the weapon ignores the next weapons malfunction.

Should a Critical Failure be rolled during cleaning then any weapons malfunctions automatically become Major malfunctions.

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**Portable, Martin Dynatech PSP10** A solar panel that can be broken down and fit into a backpack. When set up, which requires a successful normal Electrical Check and taking up to 30 minutes. Will produce 1Kw of power. It takes the same check and time to disassemble this item. Weight 2 Kg Price \$80 Availability (S/C) Special -

**Standard, McFadden 3303:** A 3x6 panel designed for permanent installation. It produces up to 5Kw of power. Assembly/disassembly takes 4 hours and a normal Electrical Check. Weight 10 Kg Price \$100 Availability (C/V) Special -

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### WEAPONS FUNCTION:

Anytime a firearm is fired and a natural 1 is rolled it malfunctioned. The severity of the malfunction depends on the level of maintenance the weapon receives.

When a malfunction is rolled the player will roll a d20 and compare that to the characters Small Arms skill. If the d20 is equal to or less than the characters level minus the number of days since the weapon has been properly cleaned then it is a minor malfunction. Otherwise it is a major malfunction.

If a Minor Malfunction is rolled then the player rolls a d20 and consults the following chart depending on the type of weapon.

| Malfunction       | Single | Semi  | Auto  |
|-------------------|--------|-------|-------|
| Out Of Ammunition | 1-8    | 1-10  | 1-15  |
| Minor Jam         | 9-20   | 11-20 | 16-20 |

If a Major Malfunction is rolled then the player rolls a d20 and consults the following chart depending on the type of weapon.

| Malfunction         | Single | Semi  | Auto  |
|---------------------|--------|-------|-------|
| Major Jam           | 1-9    | 1-11  | 1-13  |
| Sight Alignment Out | 10-19  | 12-19 | 14-19 |
| Misfire             | 20     | 20    | 20    |

OUT OF AMMUNITION: Weapon needs to be reloaded

MINOR JAM: Weapon can not be fired until the jam is cleared, taking a 1/2 action.

MAJOR JAM: Weapon can not be fired until the jam is cleared this takes a full action and a DEX, Gunsmithing, or Small Arms skill check at normal is passed.

SIGHT ALIGNMENT OUT: This means that the range bands for each shot are increased by one and there are no further aimed shots can be made until someone with Gunsmithing, or Small Arms works on the weapon for 30 minutes (Passing a normal level, +1 DM if Small Arms skill) and test fires it for another 30 minutes.

MISFIRE: Weapon is out of action, until it can be examined by a character with Gunsmithing, or Small Arms skills. The player with the examining character will roll a d10 (+2 DM with Small Arms skill) and if the die roll exceeds the Gun Smith or Small Arms skill (whichever is greater) and the number of days since it had been cleaned then it is a full misfire.

If the number is less than or equal then the receiver is damaged and it must be replaced requiring the purchase equal to 1/3 the purchase Price of the weapon and a Gunsmithing check of easy.

If it exceeds the number then weapon is not repairable.

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### Spotlight

**Spotlight, Miltech Limited IRS-T4 Infrared:** (See *Dark Conspiracy* Pg. 270). Weight 3 Kg Price \$5,000 Availability (R/C) Special Military

**Spotlight, Martin Dynatech Deer Stalker White Light:** (See *Dark Conspiracy* Pg. 270) Weight 5 Kg Price \$100 Availability (V/V) Special -

# FOOD AND SHELTER

The basic requirements for living.

## ALCOHOL

**Beer:** This is the standard bottle or pint of beer or ale. Weight 0.25 Kg Price \$5 Availability (V/V) Special -

**Fine Wine, Bottle:** A full bottle of a wine that is considered far better than the standard wine. There are 12 glasses in a bottle. Weight 0.5 Kg Price \$250 Availability (S/C) Special -

**Fine Wine, Glass:** A glass of a wine which is considered far better than the standard wine. Weight Negligible Price \$25 Availability (S/C) Special -

**Hard Liquor Bottle:** A bottle of a given hard liquor. There are 20 shots or mixed drinks in a bottle. Weight 1 Kg Price \$25 Availability (V/V) Special -

**Mixed Drink:** A drink containing both alcohol and mixers. Weight Negligible Price \$15 Availability (V/V) Special -

**Wine, Bottle:** A bottle of a standard wine. There are 12 glasses in a bottle. Weight 1 Kg Price \$30 Availability (C/V) Special -

**Wine, Glass:** A glass of a standard wine. Weight Negligible Price \$10 Availability (V/V) Special -

**Shot:** A 2 ounce drink of a hard liquor. Weight Negligible Price \$10 Availability (V/V) Special -

## FOOD

**C Rations:** This is the older style of field rations that is still in use in some third world countries. It consists of a small box containing enough food for a meal, stored in cans. (Case 10) Weight 10 Kg Price \$25 Availability (C/V) Special -

**MRE:** Meals Ready to Eat is the standard field rations for most modern military forces. It comes in plastic vacuum pouches. (Case 12) Weight 8 Kg Price \$60 Availability (V/V) Special -

**Nutrient Bars:** Nutrient Bars are small bars designed as an emergency food substitute. They provide little in satisfaction of hunger but to provide needed calories for an active lifestyle. After three days they slowly begin to lose their effectiveness until after fourteen days of continuous consumption the body will no longer absorb their nutrients. (Case 24) Weight 2 Kg Price \$25 Availability (V/V) Special -

**Fast Food:** Fast Food represents the standard hamburger, hot dog, pizza, chicken place with food designed primarily for on the go. Weight 2 Kg Price \$10 Availability (V/V) Special -

## Restaurant

**Dive:** The Dive is the classic greasy spoon diner or deli. It features lots of counter seating and limited booth and table space. Its clientele is primarily industrial and blue collar workers and is directed more towards quick breakfasts and lunches. Weight Negligible Price \$15 Availability (V/V) Special -

**Family:** The Family restaurant produces good quality food and a good clean atmosphere. Weight Negligible Price \$25 Availability (V/V) Special -

**Upscale:** The Upscale restaurant is the standard family restaurant or bar and grill. It serves a wide variety of good food at reasonable Price. Alcohol can be purchased. Weight

## INTOXICATION

When drinking alcohol the character will become intoxicated. Becoming intoxicated comes in five levels, not effected, buzzed, drunk, falling down drunk, and passed out.

Starting out when drinking the character will have to make an East CON check with a DM based upon they type of drink. The character makes a check with each drink and with each failure the character will move down through the levels of drunkenness.

### Alcohol

| Type of Drink   | DM |
|-----------------|----|
| Beer            | +1 |
| Fine Wine Glass | +2 |
| Mixed Drink     | +3 |
| Wine Glass      | +2 |
| Shot            | +4 |

### Additional Dms:

| Item               | DM |
|--------------------|----|
| Eaten Prior        | -2 |
| Consuming Food     | -2 |
| Buzzed             | +1 |
| Drunk              | +3 |
| Falling Down Drunk | +5 |

## INTOXICATION NOTES

**Buzzed:** While buzzed you have a temporary reduction of AGL and INT by 1, minimum of 1, It takes one hour of non-drinking to fully recover.

**Drunk:** When a character is Drunk they have the effects of being buzzed with an additional reduction of 1 in AGL, INT, CON and CHA. It takes two hours of non drinking to become buzzed. Once the character sleeps and awakens the character will have to make a CON check at normal or have a hangover.

**Falling Down Drunk:** When a character is falling down drunk they have all the effects of being Drunk and their AGL reduced to 1. INT and CHA reduced by 2, minimum 1. CON is reduced by 1. It takes three hours of non drinking to become Drunk. Once the character sleeps and awakens the character will have to make a CON check at difficult or have a hangover.

**Passed Out.** The character will pass out within 30 minutes of becoming this level of intoxication. They are totally oblivious to everything and will be out for at least 6 hours and then may awaken and be Falling Down Drunk. If the character elects to remain passed out then the recovery time for each other level will be cut in half. When waking the character will have to make a CON check at very difficult level or else have a hangover.

Hangover effects: If a character is suffering a hangover then they must make an INT check at easy for any task taking a lot of concentration, and AGL check at easy for those requiring fine motor skills or balance, and a CON check at easy for actions requiring very physical activities. This effect lasts 2 hours for being Drunk, four hours for being Falling Down Drunk and six hours for being Passed Out Drunk.

Negligible Price \$40 Availability (S/V) Special -

**Gourmet:** The Gourmet restaurant is the ultimate dining experience and usually requires business attire or better to be served. The food and alcohol is expensive and exotic. Weight Negligible Price \$100 Availability (I/S) Special -

## LODGING

There are two kinds of housing, Long Term and Short Term. Long Term Lodging is the characters home, base of operations, and place to go to relax. Short Term Lodging are hotels, motels, and other accommodations that are used for a night to a month but with no real intention of living there forever.

### Long Term

**Apartment:** This is just one of a number of identical apartments in a building. The building is entered via a front security door, which you have to punch a special entry code to unlock the door. The building itself usually houses four to twelve units per floor and had ten to fifty floors.. There are one elevator for every twelve floors and also requires the special entry code punched into it as well before the elevator will operate. There are full time security cameras on the main and service entrances to the building as well as the foyer. There are motion sensor operated cameras on each floor hallways. These are monitored at a central station off site.

They include one to three bedrooms, a kitchen, living room and a full bath. They are simple efficient layouts with white or beige walls and a large sealed window in the living, and a small one in the kitchen. Each apartment, like all the common areas are centrally heated and air conditioned. Each apartment has its own entry code separate from the buildings entry code. In addition, there are two panic buttons

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## ELECTRICAL USAGE

This chart is put forth so the GM's have some idea of the electrical usage of some common items. All are expressed in KW/hour or per load.

|                              |              |
|------------------------------|--------------|
| Space Heater                 | 1.5 Kw       |
| Home Furnace                 | 10.5 Kw      |
| Window Air Conditioner       | .75 Kw       |
| Home Central Air Conditioner | 3.0 Kw       |
| Water Heater                 | .5 Kw        |
| Stove                        | 2 Kw         |
| Microwave                    | .3 Kw / Min  |
| Coffee Maker                 | .12 Kw / Use |
| Dishwasher                   | .2 Kw / Use  |
| Toaster                      | .05 Kw / Use |
| Refrigerator / Freezer       | .2 Kw        |
| Television                   | .15 Kw       |
| Gaming System                | .025 Kw      |
| Computer                     | .025 Kw      |
| Monitor                      | .01 Kw       |
| Radio                        | .025 Kw      |
| Light Bulb (Incandescent)    | .08 Kw       |
| Light Bulb (Florescent)      | .05 Kw       |
| Clothes Dryer                | 3 Kw / Load  |
| Vacuum Cleaner               | .75 Kw       |

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one in the master bedroom and one inside the entry door, which will summon the building security.

One of the options on each apartment is to have a retinal or hand scanner installed for the entry key. Also, you may subscribe the the buildings Maid service who will clean your apartment on a weekly basis, or on request. Lastly, many buildings offer a chef service who will come into your apartment and make any meals you request, treat as an upscale restaurant meal for quality and price. Weight Negligible Price \$500/Month Availability (V/V) Special -

**Brownstone:** This is an older apartment building usually housing less than a dozen units plus a pair of basement apartments that have entrances that come out on either side of the front stoop.. These buildings are noted for their brick construction and their tell tale concrete steps up to the main entrance.

The building may be entered via the main front entrance or through s service entrance, which is in the back. The main entrance has a key lock that accommodates each of the apartments keys to open and the service entrance in the rear has a separate key that is kept by the building supervisor. There are no elevators but have a wide staircase in the center of the building. There are no security systems in the building.

Each of the brownstone's apartments have high ceilings with a large living room / dining room, a kitchen, two bedrooms, and a full bath. Each of the rooms, other than the bathroom have a window(s) and they have hardwood floors. And are heated by a central boiler system and may be air conditioned individually.

The basement apartments are the only two with private entrances, but they have regular height ceilings and are smaller overall than the normal brownstone apartment. They also only have windows in the living room and kitchen. Weight Negligible Price \$700/Month Availability (V/V) Special -

**Farm House:** A farm house in a rural area that used to house a farming family before the Aricorps took over the individual farms. While most farm houses were simply bulldozed by the Agricorps, some were not for various reasons, such as condition of the farms sale or they are "haunted".

The Agricorps bulldozed one of the haunted homes only to have many unexplained deaths and break downs which Price the company's bottom line. So if they research a haunting they will send in a ghost hunting team. If the ghost hunting team can not declare the property cleared then they will simply sell off the farm house to whoever will buy it while they farm around it.

The Farm House is actually consist of three buildings, the house, a barn, and a shed. It has a little plot that surrounds the house that was enough for a small horse corral and a garden.

The house itself is two stories with doors on front and back and an entrance to a cellar. There is a porch that wraps around two sides of the house. The main entrance leads into a foyer which has small sitting or living rooms to either side, a hallway that goes to the back of the house and a staircase that leads upstairs. Through the living room to the left is a sliding door that opens into the dining room which has

a swinging door that goes to the kitchen that dominates the rear of the house. Through the sitting room on the right is a den / office. The hallway leads back to back openings for the dining room and kitchen and a door to the den and finally ending in the back door to the house. Each room has at least one window.

The staircase leads upstairs to four bedrooms, a bath, and a further staircase leading to the attic. Each bedroom is about the same size and only has a very small closet, if one at all, by modern standards. They each have two windows.

Under the staircase there is stairs leading down the cellar. The cellar has a dirt floor and dirt walls and has entrances via the staircase into the house and another stairs leading to an outside entrance.

Most homes have running water, electricity and central heating, but not all. Rarely do they have any form of air conditioning. Most times the driveways are of dirt and gravel. Behind the house a short distance, usually across the area that was used for the garden is a large shed, large enough to house a tractor. This shed's primary purpose was to house tools and implements used around the main farmhouse area. If the home has a generator it would be housed there.

Lastly is a barn with enough space for a small horse corral. The barn is big enough for stalls down each side with storage space for a tractor and storage for hay bales upstairs. Weight Negligible Price \$750/Month Availability (S/C) Special -

**House:** This is what was your typical suburban home was. They tend to be cookie cutter but even at that now they are becoming more and more rare as none are being made and more are being abandoned for apartments and prole studios. It is entered by doors at the front or back of the home. The front door enters into a living room which has a large window. Off the living room to the left is a small alcove hallway that has doors leading to two or three bedrooms and a bathroom. A door in the living room leads to the kitchen. The back door enters into the kitchen.

It sometimes has an one or two car garage attached or detached. Weight Negligible Price \$1,000/Month Availability (C/V) Special -

**Loft:** These are large redone apartments found in re-worked warehouses and industrial buildings. The building is entered via a key locked heavy steel door. The door is covered by a security camera and light. These doors are located on the street side of the building and one at the bottom of the enclosed staircase leading to the underground garage.

Once entering the street door you'll see a long hallway leading to a staircase that leads to the garage below. The hallway is very well lit and has doors for each of lofts, usually sit to twelve per building.

The Loft itself have twenty foot high ceilings with large windows set high and running the entire length of one side of the loft. The loft itself is often given fake wooden floors or their original concrete floors and have several metal or concrete pillars inside. They are very open floor plans incorporating a living / dining area, a kitchen area and a sleeping area. The only walls inside the loft usually are only six to seven feet and most times only surround the bathroom. Weight Negligible Price \$800/Month Availability (S/C) Special -

**Mansion:** This is the ultimate stand alone lodging. It is surrounded by a seven foot high stone fence that surrounds the house and its grounds. It has a metal gate with an electronic number pad lock and an intercom to the house for remote opening. The driveway comes up and split to a circle in front of the house or a large pad behind the house in front of a six car garage.

The gate is covered with a security camera as is the main and servant entrances and garages. In addition, there are motion lights surrounding the house and at various locations on the grounds.

There are two entrances, the main entrance and a servant entrance in back. The main entrance consists of a set of wooden double doors surrounded with leaded colored glass. It opens onto a large foyer with an entrance to the right to a large living room backed with a formal dining room backed with a large kitchen, which houses the service entrance. The left opens onto a sitting room / library backed by an office. Behind the office but only accessible via the kitchen is a breakfast nook and a half bath.

Up the wide wooden staircase is six to eight bedrooms and three to six bathrooms.

The grounds contain a large veranda accessed off french doors in the living room along with in ground pool and usually a tennis court as well as open areas for various purposes. Weight Negligible Price \$5,000/Month Availability (I/R) Special -

**Penthouse:** Penthouses come in two varieties Primary and Secondary.

Primary Penthouses are on the top floor of most modern apartment buildings, and all inside of Dreamland. They consist of large living / entertaining areas, three or four large bedrooms with their own bathrooms a gourmet kitchen, a butlers room with its own bathroom, an office, and a large open veranda surrounded by two foot thigh four foot high concrete planter walls.

These units have their own private elevators that open directly into the living / entertaining area and can only be accessed with a special code, one for the owner and one that the owner can give out to guests for one days access. The elevator has a security camera that is sent to both the penthouse and the building security.

The penthouse come with daily maid service and a live in cook/butler. In addition, they may also subscribe to the buildings companion service and have one of those either on call or living in.

There is a small built in safe in the office. With a hidden entrance in the master bedroom is a panic room that will safeguard those who get into it. It can be opened with a code number from the outside, in order to gain access to the large safe inside, or by hitting the panic button in the master bedroom. Once the panic button is pressed in the master bedroom it will not work again until the system is reset. Once inside and the door closed there is a building phone to the security office. The door can only be opened with a code known to the security office and the penthouse owner. Weight Negligible Price \$4,000/Month Availability (I/R) Special -

Secondary Penthouses are like the primary penthouse

but they have a private elevator that exits onto a hallway housing doors to four penthouses. These penthouses are ¼ the size of the primary penthouse having three bedrooms and no butlers room. In addition it has a smaller veranda taking up ½ of one side of the building. It has daily maid service but only has chef service on request and the same with companion service. Also, it has no panic room or large safe. Weight Negligible Price \$2,000/Month Availability (I/R) Special -

**Prole Studio:** These are prefab studio apartments that are stacked ten stories high twenty five per story. They are connected together by a common hallway and a staircase on with end of the building. These can be picked up and moved from precinct to precinct as the studios inhabitants vote is cold from company to company.

The studio itself come with a couch, with a pull out bed, a reclining chair and a large flat screen television. Behind that in the studio is a small table under a wall mounted microwave and a half refrigerator and a freezer of about the same size to hold a weeks worth of company meals. In the back is a garbage chute, a bathroom and a small closet containing a weeks worth of company paper jumpsuits. Weight Negligible Price \$100/Month Availability (V/V) Special -

**Squat:** This is the lowest form of lodging, and lower and your on the street. It is located in some long abandoned building. It consists of a ten foot by ten foot area surrounded by plywood or chicken wire and cardboard. Its basically space with a roof but no electricity heating or running water. Weight Negligible Price \$200/Month Availability (V/V) Special -

**Townhouse:** This is an apartment turned on its side basically. First of all they have a private entrance that is either key or keypad entry. It opens into the kitchen / breakfast nook on the left stairs going up on the right and straight ahead is a dining room / living room area. On the far side of the living room is sliding glass doors that lead out onto a small fenced patio. Up the stairs are two bedrooms and a bathroom with a half bath under the stairs. Weight Negligible Price \$500/Month Availability (V/V) Special -

#### **Short Term**

**One Star:** One Star Accommodations are basic rooms

with a bed and small dresser. They usually do not have bathrooms, televisions, or phones. Bathrooms, including shower facilities are located at the ends of the hall. Phones, in the form of payphones are located on each floor or in the located in the main floor. There is usually a television in a room off the entrance. These Inns do not provide for a bar or restaurant. Rooms may be purchased for an hour, a day, a week or a month. These are usually located in the inner city or in far outlying areas of urban centers. Weight Negligible Price \$20/Night Availability (V/V) Special -

**Two Star:** Two Star Accommodations are much better off than One Star Accommodations. They feature two twin beds and a small dresser. They all have bathrooms consisting at least of showers, toilets, and sinks. Most rooms offer televisions, pay per use phones, and in room air conditioning. These Inns do not provide for a bar or restaurant. Some units contain small kitchenettes, usually for long term guests to cook meals in. they can sometimes be rented by the hour, but can always be rented by the day, week or month. Weight Negligible Price \$35/Night Availability (V/V) Special -

**Three Star:** Three Star Lodgings are your standard inexpensive chain hotels and motels. The typical room consists of one or two beds, a dresser, table, chair, open closet, full bathroom, television, and telephone. Some allow parking at the door or have access directly to the outside from the room itself. Some have coffee shops or even restaurants associated with them. Weight Negligible Price \$50/Night Availability (V/V) Special -

**Four Star:** Four Star Lodgings are your typical hotel accommodations, featuring everything with a Three Star Inn. The rooms are larger and many offer single large beds, smoke free rooms, high speed Internet access, and room service. They have usually both a café, full service restaurants, and bars associated with them. Some even have a small number of suites. Weight Negligible Price \$100/Night Availability (C/V) Special -

**Five Star:** Five Star Lodgings are the top of the line hotels offering everything that a hotel possibly could to their guests. Weight Negligible Price \$250/Night Availability (S/C) Special -

# LUGGAGE

Luggage reduces the effective weight of the items carried inside 20% up to the value listed for that piece. However should a piece be overloaded then it loses all of its weight reducing ability. In addition many bags feature handles which will encumber a hand and prevent it from being used for other purposes.

**Aluminum Case, American Express-Samsonite Lock Tight:** A case a bit larger than a Brief Case. It has an aluminum shell that will protect items inside from shock damage and X-Rays. It is at a cost though as any security areas will want to see inside. Weight 3 Kg Price \$70 Availability (S/C) Special -

**Brief Case, American Express-Samsonite Executive:** A standard brief case of 22 inches by 14 inches by 9 inches. It has a single handle and two latches that have three number locks. Weight 2 Kg Price \$20 Availability (C/V) Special -

**Contractor's Bag, McFadden Industries 7000:** A rough leather bag that is used to hold tools, nails, and other supplies. It has outside loops got up to 8 tools and four pockets for tape measure and other small items. It has a zipper top, double handles and a leather shoulder strap. Weight 5 Kg Price \$50 Availability (C/V) Special -

## Duffel Bag:

**Classic Top Loading, Czech State Factories 1900** This large canvas bag has a end opening. This bag can carry up to eighty pounds either by carrying handle or shoulder straps. Its major drawback is the inaccessibility of items in the bag below the first few layers. Weight 1 Kg Price \$45 Availability (C/V) Special -

**Modern, American Express-Samsonite HD:** A large bag, 3 foot by 1.5 feet by one foot. with a large top zippered central container and two small external pockets with flaps. It has double handles and a shoulder strap. It is canvas in construction. Weight 2 Kg Price \$55 Availability (V/V) Special -

**Fanny Pack, Grizzly 1980:** A small zippered pouch on a belt capable of holding about ten pounds. Weight Negligible Price \$15 Availability (V/V) Special -

**Garment Bag American-Express-Samsonite Flat One:** This bag is long and flat and made to carry suits and dresses without folding them. In addition, there are spots for a pair of shoes and even a grooming kit. Weight Negligible Price \$50 Availability (V/V) Special -

**Gym Bag Wilson-Rawlings Universal:** A smaller version of the overnight case and is capable of handling ten pounds of equipment. Weight Negligible Price \$20 Availabil-

ity (V/V) Special -

**Laptop Carrier, GE250 Laptop Carrier:** A specialized shoulder bag designed to carry a laptop, accessories and a portable laser printer. It can be used as a standard shoulder bag but then its weight limit is thirty-five pounds. Weight Kg Price \$ Availability (/) Special -

**Laundry Bag, Czech State Factories A1:** A 2 foot high 2 foot diameter cylindrical bag. It is made with a canvas covering with a rubber liner. Weight 2 Kg Price \$40 Availability (V/V) Special -

**Map Case, Miltech Limited M:** The map case is a flat, rectangular, OD Green, canvas bag containing a space for a map to be displayed under a plastic cover, space for additional maps and papers, pens and a map ruler. The latter is a square plastic piece that converts the maps distances into miles and kilometers and aids in breaking down grid coordinates. It can be worn on a load bearing equipment belt taking 5 slots or be worn with a shoulder strap. Weight 1 Kg Price \$35 Availability (C/V) Special -

**Overnight Bag American Express-Samsonite Quick:** A small handle bag, usually in a half moon shape that is made to be carry on luggage and hold fifteen pounds of material. Weight 2 Kg Price \$50 Availability (V/V) Special -

**Sample Case, 3M Traveling:** This looks like a large attaché case but instead of the sides opening, it has a flat top that opens. Allowing access while it is sitting flat on the ground. It is also, typically 6 to 10 inches thick and can carry thirty pounds of materials. Weight 3 Kg Price \$75 Availability (C/V) Special -

**Shoulder Bag, Gucci-Versace:** A bag about the size of a sample case but it is soft sided and usually has three or more large zippered compartments. It gets its name from the fact, that while it has handles, it also is mostly carried on a shoulder strap. This can carry up to forty pounds. Weight 1 Kg Price \$60 Availability (V/V) Special -

**Suitcase, American Express-Samsonite Softy:** This is the standard soft sided case designed to hold several days worth of clothing and accessories. It can handle up to fifty pounds of materials. Weight 2 Kg Price \$115 Availability (V/V) Special -

**Two Day Tactical Gear Bag, Miltech Limited:** The Two Day Tactical Gear Bag is a bag that converts from briefcase to backpack to shoulder bag. It has hidden straps for both conversion to a backpack or a shoulder bag. It has the capacity to handle thirty-five pounds of gear. Weight 4 Kg Price \$120 Availability (C/V) Special -

# MANUALS AND BOOKS

Various printed materials with important information in accessible formats.

**Do It Yourself Manual:** A manual that allows the individual to fix a particular piece of equipment. This gives a character using a mechanical, electronics or electrical skills, on the device in the manual, they gain a bump up one level in their skill check. So if the character was performing a check they would receive a -3 DM. Weight Negligible Price \$15 Availability (C/C) Special -

**Field Manual:** Field Manuals cover all aspects of military organization, tactics, and employment. Studying a Field Manual gains a -1 DM gear bonus (Max -3) for every 15 minutes spent studying to relative checks dealing with something in the Field Manual. Weight Negligible Price \$20 Availability (S/V) Special -

**Equipment Manual:** The Equipment Manual is for a specific piece of equipment. For every 15 minutes spent with the Equipment Manual the character gains a -2 DM for checks with that piece of equipment, including troubleshooting and repairs. Weight Negligible Price \$20 Availability (V/V) Special -

**Janes:** This series of books covering all forms of military and para-military weapons, vehicles and equipment. Anyone spending an hour looking through these manuals will be able to identify any commonly used piece of military hardware. This includes operational characteristics, nationalities that use such an item, its strong points and weak points. For more unusual pieces of military hardware, or with limited information to start with it will take an INT check at normal to gain the correct entry. Weight 3 Kg Price \$500 Availability (R/C) Special -

**Language Manual:** This is the ultimate book for one specific language allowing a character to temporarily gain (1 Day) of 1 in an existing Individual Language skill (to a total maximum Skill Add of 3) for every hour of studying. In addition, if a character has Linguistics gives a temporary gain (12 hours) of 1 level in the specific language for every 1 hour of studying (Minimum of 1 added but can not exceed the current Linguistics Skill -1). Lastly it can be used as a phrase book. Weight Negligible Price \$20 Availability (V/V) Special -

## Maps

**Blueprints:** Those give the layout of a building and can show things not normally known like duct work, hidden passages or doors, special construction requirements, built in security devices, and the buildings strengths and vulnerabilities. They can be interpreted with an Engineer skill or an INT check. Weight 1 Kg Price \$350 Availability (C/V) Special -

**Navigational:** Navigational maps cover a given area showing elevations, major landmarks, depth soundings, navigational obstacles and roads. Weight Negligible Price \$20 Availability (V/V) Special -

**Road Atlas:** The Road Atlas shows all the roads appropriate for the given level of the map. A national or regional atlas shows major roads with some city details. If a state atlas then the details get much better and if a city atlas will give all the roads in the city. Weight 1 Kg Price \$25 Availability (V/V) Special -

**Tactical:** Tactical Maps are similar to Navigational Maps but they show even more details. Weight Negligible Price \$30 Availability (R/C) Special -

**Scientific Manual:** The Scientific Manual is used to gain a temporary increase, in a characters already existing, Chemistry or Science Skill. The character gains a -1 DM per 30 minutes of quiet study (up to a max of double Science skill level -1). A temporary increase lasts 24 hours. Weight 2 Kg Price \$50 Availability (C/V) Special -

**Travel Manual:** The Travel Manual is for a given country or region, with threefold utility: First, is the general use which gains the character a -2 DM gear bonus, after 1 hour of study, to their Observation Skill, to determine some known piece of information on a area, structure, monument, etc.. Secondly, the character gains a -1 DM to their Observation Skill, after 2 hours of study, when determining some unknown piece of information or when dealing with a cultural or sub-cultural aspect or custom. Lastly if the character speaks the local language, sufficient time, 30 minus the characters intelligence, the character may attempt to imitate a native. Weight negligible Price \$30 Availability (V/V) Special -

## SCIENCE EDU SKILLED

This skill covers all Scientific fields in a general way. It give the character reduced abilities in Biology, Chemistry, and Physics. If a Biology, Chemistry, and Physics check is called for the character can make a Science check at one level more difficulty. If a different field of science is called for then the Science check is made at the normal difficulty.

## LINGUISTICS INT SKILLED

This skill is used to be able to translate an unknown language. This language can be modern, or a dialect, or one that is long extinct. The chances are based off of the size of the sample and if it is a dialect, unknown or extinct.

| Type                                 | Difficulty          |
|--------------------------------------|---------------------|
| Dialect of Character's Main Language | Easy                |
| Dialect of Known Language            | Normal -1 DM        |
| Dialect of Modern Language           | Difficult -1 DM     |
| Unidentified Modern Language         | Normal              |
| Unidentified Rare Modern Language    | Difficult           |
| Identified Extinct Language          | Difficult           |
| Unidentified Extinct Language        | Very Difficult      |
| Small Sample                         | +1 Difficulty Level |
| Verbal only                          | +2 DM               |

**Known Language:** A language other than the character's main language that the character has a skill level in.

**Modern Language:** A language that exist in the modern world.

**Rare Modern Language:** A language that is only rarely used in the world, Native American Languages, some African Languages.

**Extinct Language:** This includes Latin, ancient Greek.

**Small Sample:** a sample of less than 25 words

**Verbal only:** Means that the character only has a chance to hear it once, i.e. not on tape.



# MEDICAL

Materials for the treatments of wounds and injuries.

**Adrenalin, Pfizer-Roche Injectable:** A bottle of 100 units of liquid adrenalin. It is used to treat heart attacks, and asthma. It can also function as a temporary local anesthetic and to give an extra boost of energy to a tired individual. Since it is in a liquid form it takes a hypodermic and a Medical Skill of 2 or better to administer safely. Failure can cause the character receiving the shot to die of an overdose. Weight 0.1 Kg Price \$250 Availability (V/V) Special Medical

**Adrenalin, Steri-Med Auto-Injector:** A single use Adrenalin injection that is in an Auto Injector. That means that it includes everything needed in use. It is designed for an unskilled individual to use on themselves or others. Weight Negligible Price \$25 Availability (V/V) Special Medical

**Ammonia Inhaler, Steri-Med:** Ammonia Inhalers, commonly called smelling salts, are useful in the treatment of Blood Agents. They must be administered within 15 minutes of succumbing to the blood agent. Once administered they will stabilize the patient at their current level for up to 15 minutes per administration. They may be administered up to three times to a single patient before their antidote become ineffective and the patient will continue to worsen without proper medical care. The box carries enough for three administrations. (Box 10) Weight Negligible Price \$5 Availability (C/V) Special -

**Anesthetic, Total:** (See *Dark Conspiracy* Pg. 271) Weight 0.1 Kg Price \$1,000 Availability: (R/C) Special Medical

**Anesthetic, Local** (See *Dark Conspiracy* Pg. 271) Weight 0.1 Kg Price \$1,000 Availability (R/C) Special: Medical

**Antibiotic, Pfizer-Roche IV:** This is an intravenous bag that containing 100 units of liquid antibiotic. This is used for characters having serious fevers and infections. A Character can have one IV Antibiotic bag per 24 hour period. It takes an hour hooked up to the bag to receive the medicine. This requires an IV Kit to use. Weight 2 Kg Price \$200 Availability (S/V) Special Medical

**Antibiotic, Pfizer-Roche Liquid:** A bottle of 100 units of liquid antibiotic. It is used to combat infections of all types. Since it is in a liquid form it takes a Hypodermic and a Medical Skill of 1 or better to administer safely. Weight 0.1 Kg Price \$500 Availability (V/V) Special Medical

**Antibiotic, Pfizer-Roche Oral:** A bottle containing 50 capsules containing antibiotics. They are taken three capsules a day until the bottle is empty to fully treat an infection. Weight Negligible Price \$15 Availability (V/V) Special Medical

**Antidote Shot:** The Antidote Shot comes into two varieties, Universal and Specific.

**Pfizer-Roche Universal:** The Universal Antidote is a broad antidote that will buy time with some but not all toxins. A character injected with the Universal Antidote gain a -2 DM on all further checks for exposure to radiation, chemicals, and known toxins for a number of hours equal to the characters Constitution. In addition, it stabilizes the character and allows normal healing. The character will heal normally from the administration of this antidote on. Weight 0.1 Kg Price

\$200 Availability (C/V) Special Medical

**Pfizer-Roche Specific:** Specific Antidotes are useful against one of the following, exposure to radiation, chemicals, known toxins, biological weapons. If used against the correct agent then the character will be stabilized at the level they are now and receives a +4 on all further saves for a number of hours equal to the characters Constitution. The character will heal normally from the administration of this antidote on. Weight 0.1 Kg Price \$200-2,500 (depending on rarity of poison) Availability (I to C depending on rarity of poison) Special Medical

**Anti-Fever, Pfizer-Roche:** A container of 50 tablets that is used to reduce a characters fever. It can treat a fever in as few as 2 and as many as 21 pills administered over a week. The characters Constitution will bounce back to normal one hour after injecting and stay there for four hours. Weight Negligible Price \$10 Availability (V/V) Special -

**Antivenin, Pfizer-Roche:** This is 100 units of a liquid Anti-venom. It can take 10 to 50 units of anti-venom to counteract the effects of a poison. The amount needed depends on the how potent the poison is and how long it has been since the poison was introduced into the body. To properly use it is necessary to use a hypodermic needle, not included, and a Medical of 2+. Weight 0.1 Kg Price \$500 Availability (S/C) Special Medical

**Antivenin, Steri-Med Auto-Injector:** (See *Dark Conspiracy* Pg. 271) Weight 0.3 Kg Price \$45 Availability (R/S) Special Medical

**Atropine, Steri-Med Auto-Injector:** This large pen look alike device is actually the only thing that will save your life in case you run into nerve gas. It comes in pairs and they are simple to use. You simply remove the cap and smash the smaller end into your thigh. A needle is automatically thrust into the leg and delivers the antidote. The standard is two atropine injectors used within five minutes of the exposure. This does not make you superman and invulnerable, after injecting it you must make a CON check difficult, failure means that the character becomes so sick that all they can do is lay there for the next hour. The dosage must be repeated every 30 minutes one remains exposed to the character or else it will wear off and after four doses it will become ineffective again for another 48 hours. Weight 0.25 Kg Price \$50 Availability (R/S) Special -

**Bag, Miltech Limited Aidmans':** The Aidmans' Bag is used by combat medics in the field and contains everything necessary for the initial treatment of injuries from a combat prospective. It adds -1 DM to all Medical Skill checks when dealing with non-combat injuries and illnesses. In addition, it has enough materials to treat 1 Critical, 2 Serious, 5 Slight and 30 Scratch injuries (A Serious injury supplies can be broken down into enough supplies for 3 Slight injuries). It does include small quantities of medicines (including 4 pain killing auto injectors) for pain and common ailments in the field. It comes contained in its own shoulder bag. It also includes 10 doses of Quik Clot. Weight 5 Kg Price \$110 Availability (S/C) Special Medical

**Bag, Miltech Limited Field Medic:** This bag is used by combat physicians in the field and contains everything necessary for the initial treatment of injuries from a combat

prospective. It adds -3 DM to all Medical Skill checks when dealing with non-combat injuries and illnesses. In addition, it has enough materials to treat 3 Critical, 6 Serious, 14 Serious and 50 Scratch injuries (Supplies can be broken down into enough supplies for 3 of the next level lower injuries). It does include medicines (including 10 pain killer auto injectors, 3 Anti-venom auto injectors and 100 doses of Oral Anti-Fever medicine.) for pain and common ailments in the field. It also contains a stethoscope, blood pressure cuff, 10 pr of latex gloves and 5 filter masks. It comes contained in its own backpack. Weight 10 Kg Price \$330 Availability (R/C) Special Medical

**Bag, Steri-Med Medicine:** The Medicine Bag contains a hundred doses of all common oral medicines, and fifty units of injectable medicines, and five bags of saline. It also includes twenty hypodermics and five IV Kits. Weight 12 Kg Price \$750 Availability (R/C) Special Medical

**Blood, Pfizer-Roche Artificial:** This is one unit of blood, that is artificially enhanced and available in an IV Bag. It is made to have a longer shelf life than Blood, Whole. It lasts 45 days without refrigeration, 90 days with refrigeration, and 270 days under normal freezer storage. Weight Kg Price \$ Availability (/) Special -

**Blood, Plasma:** (replaces Blood, Whole, *Dark Conspiracy* Pg. 271) This is standard blood that is used by most medical facilities. It is used there because it is easy to collect, cheap to buy and they have proper storage refrigerators for the blood. It lasts last 35 days under refrigeration and can be frozen within an hour of collection, lasting 90 days. Weight 0.5 Kg Price \$50 Availability (-/C) Special Medical

**Blood, Pfizer-Roche Powder:** A powder that when mixed with a IV Bag of saline will reconstitute itself into a blood. Its principal value is that it does not require any special refrigeration and lasts for a year in its packaging. It required an Saline IV bag and IV Kit.

It is designed as a temporary measure to stabilize the patient and only two IV bags of Substitute Blood may be used per treatment. Weight 0.2 Kg Price \$75 Availability (-/S) Special Medical

**Blood, Pfizer-Roche Synthetic:** A blood stock that is designed to be able to be stored for a long period. It can be held for up to twelve months if refrigerated and 3 years if frozen. It is not subject to transfusion reactions. Weight 0.5 Kg Price \$150 Availability (-/S) Special Medical

**Blood Whole** (See *Dark Conspiracy* Pg. 271) Weight 0.5 Kg Price \$25 Availability (-/C) Special Medical

**Empathy Booster Drug, Dead Files LLC:** (See *Dark Conspiracy* Pg. 271) Weight Negligible Price Special Availability (-/-) Special -

### Essential Oils

These all come in small vials that have 10 doses, unless specified otherwise.

**Hangover Cure:** This lessens the effect of a hangover or the effects of drinking alcohol by half for one hour per dose. It consists of Lavender and Grapefruit oils dissolved in a glass of water that is then consumed. Weight: Negligible Price \$12 Availability (C/V) Special -

## WOUND LEVELS

Wounds in Dark Conspiracy fall into one of four levels Scratch, Slight, Serious and Critical. In addition, They have to be broke down into Open and Closed as far as treatment goes.

Open wounds are ones who have broken the surface, bullet rounds, knife cuts, etc.. These wounds have to be covered and are more prone to becoming infected in even a healthy person.

Closed Wounds are one like damage from a punch or a broken bone. These wounds may need some external treatment, such as a splint, but are less likely to become infected in a normally healthy person.

The chance for infection is determined by a failed CON check at double normal level. If the wound is open and not covered the chances increase to a failed CON check at normal level. If the wound is a Serious wound then the CON check, either open or closed, is cut in half. Failure means the wound is infected.

Infections then come in several levels. A CON check is rolled if it is equal to ¼ of the CON then it can be treated with simple anti-fever medicine and rest. If over ¼ and equal to or under ½ CON then the character must receive an Oral Antibiotic for a week. If over a ½ and equal to or below CON then the character must receive two weeks of Oral Antibiotic and rest or two shots of Liquid Antibiotics with a week between. If over normal CON score then the character must receive IV Antibiotics for five days.

**Headaches:** This can relieve headaches and minor pain and consists of inhaled mixture of Peppermint and water. Weight Negligible Price: \$5 Availability (V/V) Special -

**Fatigue:** This is an inhaled mixture of Clementine Orange and Peppermint essential oils. This will cut in half the effects of fatigue for one hour. Weight Negligible Price: \$10 Availability: (V/V) Special -

**Fever:** This is very similar to the Headache Essential Oil but the Peppermint in a larger amount of water and comes in a mister that is sprayed on forehead and neck. Weight: Negligible Price: \$8 Availability: (V/V) Special -

**Insect Bites:** This lessens the effect of bites from non-poisonous insects. It consists of a mixture of Tea Tree and Lavender oils rubbed over the effected area. Weight: Negligible Price: \$6 Availability (V/V) Special -

**Memory:** This is inhaled and contains Basil, Rosemary, Lemon, and Black Pepper Oils. It allows a character a second chance to remember something they just can't seem to remember within 30 minutes of inhaling. Weight: Negligible Price: \$20 Availability: (C/V) Special -

**Sanitizer:** This comes in a palm sized squeezable container containing Peppermint, Tea Tree, and Sweet Orange Oils with Aloe Vera. Weight Negligible Price: \$10 Availability (C/V) Special -

**Sleep:** This allows the character to relax and have a good restful sleep. It consists of inhaled Chamomile and Lavender essential oils. Weight Negligible Price \$9 Availability: (V/V) Special -

**Hypodermic Syringe, Steri-Med:** A box of 100 Hypo-

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## ANTIBIOTICS AND TREATMENTS OF WOUNDS

When a character receives an open wound or is subjected to an infectious disease must check for infection/fever.

The disease should specify the path that the disease, when checks for infection are needed, how much treatment it will take, when and how much treatment will be needed if the character catches the disease.

Infections are possible for open wounds, including bullet wounds, even after being treated. The wound will need closed and covered and an Oral Antibiotic, typically two a day for a week.

If treated in that way within 24 hours then the CON check will be made at 2 times CON. For every 24 hours in delaying proper treatment it cuts the Check in half, 48 hours would be a normal CON, 72 hours would be at ½ CON, etc. A check is made each day until proper treatment is received or the check is failed. This will continue for one week from receiving the wound, if all checks have been passed then the character has fought off any infection on their own and no further checks are needed.

Failing the CON check means that an infection has set in. The character must make a normal CON check each day until receiving treatments with antibiotics. Failure means that the character is incapacitated. If treated with anti-fever medicine prior to becoming incapacitated the character gets a +2 on the characters CON check.

An incapacitated character can not walk and has all characteristics cut in half. An incapacitated character can have to receive antibiotics or else they can die.

For each day the character has gone without treatment before becoming incapacitated it takes a minimum of one days of recovery. An incapacitated character, that is eligible for recovery and receiving IV antibiotics makes a normal CON check and upon passing will be recovered. For those treated with Liquid Anti-Virus the recovery check is made at ½ CON. If treated with Antibiotic Pills the check is made at ¼ CON. If under the care of a character with a Medical skill they apply their skill level to the sick characters CON.

If still incapacitated after twice the recovery period then the checks are at one half the CON check in the previous period. If the character fails a CON check by twice the target number then he becomes critical. Should it happen again before the character rolls a recovery then the character succumbs to the infection. If under the care of a character with a Medical skill they apply their skill level to the sick characters CON.

Recovery of characters is done with the gain of a point to each characteristic per day after recovery has been rolled, up to their normal score.

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dermic needles and syringes. They are usable with all liquid medicines. (Box) Weight 1 Kg Price \$50 Availability (-/V) Special Medical

**IV Kit, Steri-Med:** This represents everything that is needed to set up an intravenous medicine system. It includes needles, tubing, and drip controls. It is needed to use and IB bag medicines, Weight 0.1 Kg Price \$25 Availability (-/V) Special Medical

**Kit, First Aid, Proctor, Gamble, Johnson & Jonson Basic:** This comes in a rigid plastic waterproof box. It contains enough materials to deal with one Serious, 3 Slight and 10 Scratch wounds along with common ailments. This kit provides a -1 DM to all Medical Skill checks dealing with wounds. Weight 2 Kg Price \$25 Availability (V/V) Special -

**Kit, BroMenn Corporation Doctors:** (See *Dark Conspiracy* Medical Kit, BroMenn Corporation Doctors Pg. 27) Weight 5 Kg Price \$1,000 Availability (-/C) Special Medical

**Kit, Steri-Med Personal Medical:** (See *Dark Conspiracy* Medical Kit, Steri-Med Personal Pg. 271) Weight 0.2 Kg Price \$100 Availability (V/V) Special -

**Liquid Skin Patch, BroMenn Corporation:** The Liquid Skin Patch immediately halts blood loss. A character that rests with the Liquid Skin Patch applied will heal 1d6 points for the first 24 hour period, 1d4 the second consecutive period, 1d2 the third consecutive period. This patch will only work on penetrating wounds. Weight Negligible Price \$5 Availability (C/V) Special -

**Litter, Lightweight, Czech State Factories:** A canvas litter that can be folded down to ¼ its normal length for ease of transportation. Immobilizing bars can be put in place in case of possible spine injury. It reduces the effective weight of the individual being carried by 40% that is then split between the two bearers. Weight 10 Kg Price \$550 Availability (S/C) Special -

**Mask, Filter, Steri-Med:** A heavy duty rubberized mask with two small filters, one on each cheek. These are primarily aimed to keep out dust, dirt, smells, and a good variety of viruses. Weight 0.5 Kg Price \$25 Availability (C/V) Special -

**Mask, Surgical, BroMenn Corporation:** A box of fifty face formed coverings for the mouth and nose. It has a strap that ties behind the head that will keep the mask secure to the face. This is effective to keep the wearer face from most airborne viruses and smells. Weight 0.25 Kg Price \$30 Availability (C/V) Special -

**Moss Dressing:** A natural dressing that helps an open wound heal and not become infected. It acts like treatment with an Oral Antibiotic. A Moss Dressing must be changed daily and be used for five, ten or even 15 days depending on the seriousness of the wound. It does not require the wound to be sutured in order to use this item.

Moss Dressing can be prepared with a successful Medical or Survival check when in a non-desert terrain. They may be stored up to 24 hours without special packaging. If packaging is available that would prevent it from drying out it will maintain its potency for five days. Weight 0.25 Kg Price \$20 Availability (C/C) Special -

**Narcane, Pfizer-Roche:** This is 50 units of liquid that is designed to counteract any drugs that are in a characters system. Each dose is 10 units and will act within just a few moments. Weight 0.1 Kg Price \$400 Availability (-/S) Special Medical

**Olive Oil Ointment:** Olive oil made into an ointment can be applied externally and will act as a mild pain reliever. It takes a Survival or Herbalism check to successfully produce the ointment. Weight Negligible Price \$20 Availability (C/V) Special -

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## BLOOD LOSS

Blood loss is a critical item when dealing with wounds. Damage taken from blood loss should be recorded separately as it can be replenished. All damage from blood loss are taken from the characters total hit points and not applied against any specific area.

**Closed Scratch Wounds** is not at risk of bleeding. Open Scratch Wounds will take a CON check at easy and if failed the character will bleed 1 point of damage per two minutes.

**Closed Slight Wounds** take a CON check at easy. Failing means that the character is bleeding internally at the rate of 1 point of damage per two minutes. Open Slight Wounds take a CON check at normal and if fails the wound will bleed at the rate of 1 point of damage per minute, passing means the wound will bleed at the rate of 1 point of damage per two minutes.

**Closed Serious Wounds** will take a CON check at normal. Failing means that the character will bleed internally at the rate of 1 point of damage per minute. Open Serious wounds will take a CON check at difficult. If the check is equal to  $\frac{1}{4}$  CON or less then the wound bleeds at 1 point of damage a minute. If under  $\frac{1}{2}$  CON then it bleeds at 2 points a minute. If equal to CON or less the character bleeds, taking 3 points of damage a minute. If the roll is over CON then the character suffers the loss of 5 points of damage per minute.

**Closed Critical Wounds** will take a CON check at difficult. Failing means that the character will bleed internally at the rate of 1 point of damage per minute. Open Serious wounds will take a CON check at very difficult. If the check is equal to  $\frac{1}{8}$  CON or less then the wound bleeds at 1 point of damage a minute. If under  $\frac{1}{8}$  CON then it bleeds at 2 points a minute. If equal to CON or less the character bleeds, taking 3 points of damage a minute. If the roll is over CON then the character suffers the loss of 5 points of damage per minute.

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**Pain Killer, Pfizer-Roche Liquid:** A heavy duty pain killer that is designed to make even the most heavily wounded character be comfortable. When injected the character makes a CON check at twice normal to stay awake. Then the character must make a CON check at difficult to remain coherent, otherwise the character will be the same as if under the influence of God Speak. The effects of this medicine lasts 6 hours. Weight 0.1 Kg Price \$500 Availability (-/C) Special Medical

**Pain Killer, Pfizer-Roche Oral:** (replaces Pain Killer, Mild *Dark Conspiracy* Pg. 271) A light duty pain killer that is designed for light and Scratch wounds. It comes in a white pill form. In order for the character to be able to function, as well as the character can with the wound, the character must pass a CON check. This check is easy CON for Scratch Wounds, normal CON for Slight Wounds, difficult CON for Serious Wounds, Very Difficult CON for Critical Wounds. It's effects last 4 hours. The bottle contains 50 pills, taken 2 at a time. Weight 0.5 Kg Price \$500 Availability (C/V) Special -

**Pharmacist Kit, Pfizer-Roche:** The Pharmacist Kit

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## BLEEDING AND REMEDIES

**Closed Wound Bleeding** must be handled by someone with a Medical skill. Slight wounds with internal bleeding require a Medical check at double normal. If Serious wound with internal bleeding require a Medical skill check at normal for temporary stoppage, it will require surgery and a medical check at normal to permanently fix the problem. Serious wounds with internal bleeding has a danger zone is 12 hours per minute untreated until surgically repaired. Slight wounds have no danger zone for reopening.

**Open Wound Bleeding** can be stopped with pressure bandage on a temporary basis. If taking 1 point of damage a minute or less a then a bandage, or something similar must be held on the wound for two minutes. If taking more than one point of damage a minute then the bandage must be held into place for a number of minutes equal to double the amount of damage you were taking,

Wounds bleeding at the rate of three or more points of damage per minute then the wound must be sutured. Until the wound is sutured it can be bandaged which will reduce the bleeding to one point every two minutes or one point every minute, respectively, until sutured.

Characters with bandaged wounds, that are still in the danger zone, that performs a Serious exertion then they must make a CON check at double normal. If the character fails then the wound reopens and will start bleeding again at  $\frac{1}{2}$  the rate as before. The danger zone is four hours for Scratch wounds, 12 hours for Slight wounds and as long as it takes to get sutured and 48 hours for Serious wounds.

Quik Clot will act as a bandage without the chance of reopening. Spray gun bandages will act as a bandage but cut the danger zone for reopening in half.

Characters can receive blood in order to counteract the effects of bleeding or recovering from blood lost. For every IV bag of blood (Artificial, Plasma, Powder, or Synthetic) will give the receiver ten points of damage from blood loss back, but it takes one hour hooked up the the IV.

In an emergency the character may look for a transfusion. The character rolls a d10, on a 1-5 character is O, on a 6-8 the character is A on 9 the character is B and on a 0 then the character is AB. O can donate to anyone but can only receive O. Blood type A can receive type A or O. Type B can receive type B or type O. Type AB can receive type A, B and O. The character will get 2 points of blood damage back per five minutes. The character giving the transfusion suffers temporary damage equal to the amount of damage repaired in the receiving character. It takes five minutes to set up and another five minutes to take apart. Both characters must remain still in order to conduct the transition.

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contains everything needed to make 100 Oral doses of Anti-Fever, Antibiotic, and Pain Killers each. To make up a batch of 25 pills takes a successful Pharmacology Skill check or a Chemistry skill check at  $\frac{1}{2}$  skill level. The Kit can also be able to make toxins with a successful Pharmacology Skill or Chemistry Skill at  $\frac{1}{2}$  skill level. Replacement material kits are available. Weight 10 Kg Price \$1,500 Availability (-/S) Special Medical

**Physician On Call:** This computer program allows

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## HERBALISM SKILL INT (TRAINED)

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A low tech Medical skill, the character is familiar with the use of Essential Oils, Mosses, Poultices, and Tinctures. They can find the natural ingredients for the low tech medicines and those higher tech medicines and compounds.

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a computer operator to contact a physician who can diagnose most diseases and talk someone with any Medical skill through Slight or emergency medical procedures. The procedures would be performed at the average of the characters Medical skill and Medical Skill 5 for the physician on call. This requires a computer, tablet, or smart phone with internet access, voice and camera to use. Weight Negligible Price \$50/Month Availability (V/V) Special -

**Pine Resin:** This, when applied to a bleeding wound will cause the wound to cease bleeding. This effect is usable as an emergency patch but will lose effectiveness after five minutes. Weight 0.25 Kg Price \$10 Availability (-/V) Special -

**Potassium Iodate, Steri-Med:** This is an emergency treatment for the exposure to radiation. When taken every four hours it will halt the progression of radiation sickness. The treatment will require several weeks to run its course. A full treatment will take ½ of a bottle per character. Weight 0.25 Kg Price \$200 Availability (-/S) Special Medical

**Pouch, Steri-Med First Aid:** This item is designed to be used by the individual soldier and worn on their load bearing equipment. It takes ½ pouch slot. It has enough materials to deal with one Slight and 3 Scratch wounds. The Slight wound treatment can be turned into a bandage for a Serious bleeding wound, in an emergency. Weight 0.25 Kg Price \$50 Availability (V/V) Special -

**Poultice:** The poultice is a natural substance that is used to treat various ailments. It is very low tech solution to a medical problem. This is only really useful for open wounds.

**Ash:** This poultice is used to treat burns. It makes healing occur at double the normal rate and with a much smaller than normal scar. Weight 0.25 Kg Price \$10 Availability (V/V) Special -

**Bran:** This is applied to a bleeding or weeping wound. This stops the wound from continuing to bleed or weep and allows healing to start and occur at double the normal rate. Weight 0.25 Kg Price \$15 Availability (V/V) Special -

**Mashed Pumpkin:** This is applied to an open wound that will help prevent infection and speed healing. It will give a 50% reduction in the chance of infection and wounds will heal at double the normal rate. Weight 0.25 Kg Price \$20 Availability (V/V) Special -

**Quik Clot, Pfizer-Roche:** Quik Clot is useful for penetrating wounds. Quik Clot immediately halts blood loss. A character who rests with the Quik Clot will heal 1d8 points for the first 24 hour period, 1d6 the second consecutive period, 1d4 the third consecutive period. Weight 0.25 Kg Price \$40 Availability (S/C) Special Medical

**Restraint Set, BroMenn Corporation:** Unlike handcuffs the Restraint Set uses wide leather straps, for both arms and legs, that are designed not only to restrain the individual and not injure the individual should they be thrashing around and the like. They can be used in several different ways, to cuff the wrists and or ankles, can allow the wearer

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## FIRST AID SKILL INT (UNTRAINED)

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The ability to treat Slight wounds without a Medical Skill. In addition, they can use this skill to stabilize a character until someone with Medical ability and / or needed equipment or medicines are available to treat them.

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to be put in four point restraints (wrists and ankles bound to another object), and can also be used to hogtie the wearer. These would require a STR check at impossible. Weight 3 Kg Price \$100 Availability (S/C) Special -

**Saline, Pfizer-Roche:** This is an IV bag containing a saline (salt and water solution). It can be used to help with dehydration or in conjunction with other medicines. Weight 3 Kg Price \$10 Availability (C/V) Special -

**Sedative, Pfizer-Roche Mild:** (See *Dark Conspiracy* Pg. 271). Weight 0.5 Kg Price \$500 Availability (C/V) Special Medical

**Sedative, Pfizer-Roche Strong** (See *Dark Conspiracy* Pg. 271). Weight 0.5 Kg Price \$500 Availability (S/C) Special Medical

**Sodium Nitrate, Pfizer-Roche:** Sodium Nitrate is the primary treatment for blood agents. Sodium Nitrate is not included in the Medicine Bag, although it could be produced by the Pharmacist Kit, with Pharmacy or Chemistry skill check at normal, or a Chemist Kit, with Chemistry at normal. Introduction of this medicine is required in order for a character to begin recovering from a Blood Agent Attack. Weight 0.1 Kg Price \$50 Availability (S/C) Special Medical

**Spirit of Camphor:** This is formed into a rub that is absorbed through the skin. It gives a Scratch anesthetic and anti-itching applications. Its vapors are very useful against coughs and congestion. If rubbed onto muscles or joints it will relieve inflammation and the effects of sprains and strains. If administered orally in small quantities it will relieve fatigue. Weight Negligible Price \$5 Availability (V/V) Special -

**Spray Gun, BroMenn Corporation Medical:** A small plastic gun like device that allows the the spraying of a clear antibiotic bandage often called second skin. It contains enough materials to bandage 10 wounds. It then has an insert into the magazine, looking a lot like a CO2 canister that contains propellant and second skin materials. Weight 1 Kg Price \$60 Availability (S/V) Special -

## STREET DRUGS

All street drugs are considered addictive.

**A2750:** Is often snorted or put into a nasal spray bottle and sprayed up the nose. It acts as a depressant, making reactions lower but also can reduce the amount of bleeding. Weight 0.25 Kg Price \$20 Availability (I/R) Special Illegal

**Aware:** This is small silver pill that acts as an upper. It gives the character a +2 to Observation checks but a -2 to all Stealth checks. Weight 0.25 Kg Price \$50 Availability (I/R) Special Illegal

**Flash:** A white capsule with a red band running long ways around it. These pills are a speed that improves the characters reactions but high is short lived and after the shakes hit. The shakes last twice as long and gives the character a -2 to all skills using AGL. Weight 0.25 Kg Price \$35 Availability (I/S) Special Illegal

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## WOUNDS AND PAIN:

Scratch wounds will not cause a significant amount of pain that will effects the characters ability to perform actions. Slight wounds will cause the character to take an easy CON check when attempting to exert the part of the body wounded. A Serious wound will cause the character to make a CON check at difficult when attempting to use the exert the part of the body wounded.

Anyone with a Serious wound will suffer a temporary -2 to STR and AGL and -1 to INT and EMP until the character receives Pain Killers. Liquid Pain Killers will take effect in one minute and Oral Pain Killers will take effect in five minutes. Critical wounds will cause the character to become incapacitated.

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**GH:** A clear, odorless, colorless liquid that usually comes in small ¼ ounce vials. It can be downed straight or mixed with any liquid.

Taking ¼ of an ounce will make the character take a CON check in order to stay awake otherwise they will feel drunk, If the con check is missed by double the normal then they character has overdosed and will die of cardiac arrest in 5 minutes unless treated.

For every additional ¼ ounce consumed, within the 2 hour effective time of the drug, the CON check is reduced to ½, ¼, 1/10<sup>th</sup>, overdose. The chances of overdosing is also increased correspondingly.

The drug effects the character for 2 hours and if knocked out the character will remember nothing. If drunk everything will appear surreal (see Intoxication). Weight 0.1 Kg Price \$50 Availability (I/S) Special Illegal

**God Speak:** A small, thin film that is places in the mouth. Within a moment the effects of the hallucinogen will take effect. It will be an intense intoxication. This is extremely addictive.

When Consumed the character must make a CON check. Passing means that the character has a quiet trip although the character will be totally out of it for up to an hour.

Failing means that its a bad trip and the character will become very loud, screaming, even thinking they can fly. Failing by twice CON means that its been a a bad trip and will be followed up by random flashbacks that can happen at any time. Weight Negligible Price \$25 Availability (I/S) Special Illegal

**Gut:** A leafy green plant that is chewed. Upon ingesting a leaf for every CON point, which takes about 5 minutes per leaf, the character will become fearless and reckless. The character will feel indestructible for 10 minutes per leaf consumed. Weight 0.25 Kg Price \$10 Availability (S/C) Special Illegal

**Hulk:** A liquid that is injected and will give the character a temporary increase in their STR by +3. This effect is quick acting lasting 15 minutes. After which the characters normal STR is reduced by 3 (1 Minimum). Weight 0.25 Kg Price \$70 Availability (S/C) Special Illegal

**Iron Skin:** A Dark Blue and Yellow pill that is a heavy duty pain killer. It is not normally used for medicinal purposes because of its hallucinogenic and addictive properties. Upon consuming the character takes a CON check at twice normal

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## PHARMACOLOGY SKILL EDU (TRAINED)

This gives the character the ability to make medicines and other chemical compounds. The character gains -1 DM for every three levels of Chemistry when making a medicine. They give a -1 DM to a Chemistry Skill check for making a chemical compound for every three levels of Pharmacology Skill.

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CON, passing it means that the character can act pain free. Pain free does not mean that additional damage could be done through actions that the character takes.

Then they must make an additional CON check at double, failing this means that the character is delusional The effects of delusion comes and goes and the character may not be able to rely upon what they think they see.

In addition, they must make a check at double, failing means that the character is extremely drowsy. If Drowsy all checks are at ½ normal. In addition if stationary for over 15 minutes the character must make a normal CON check or fall asleep for the remaining duration of the pills effect.

The effects of this pill last 2 hours. When the effects have worn off then the character must pass a CON check at double normal or else they have become addicted. Weight 0.25 Kg Price \$50 Availability (I/S) Special Illegal

**No Mind:** No mind is a yellow powder wish is usually snorted, ingested or injected. Upon taking it the character will become euphoric and will take a CON check at ½ normal. If passed the character will sit or lay down relaxed and be totally unaware of their surroundings. This catatonic state will last one hour and the character will remember nothing from then nor d6 hours prior to taking the drug.

If the CON check is failed the character will pass out. The character will be out one hour. Upon waking the character will have no memory of the time passed out nor the previous 24 hours. The character can attempt to remember specific things if prompted to. To remember items the character must pass a normal INT check. Weight 0.1 Kg Price \$80 Availability (-/R) Special Illegal

**Snowball:** A brown powder that is melted, which turns into a white liquid. It is then placed in a syringe and injected into a vein. This will cause the heart to race and the character to get an obvious high. The character will be sweaty and pinhole the iris but will allow the character quicker reactions. The small Iris will make the character suffer from night blindness, see *Night Vision* above.

The effects last 30 minutes after which the character will need to rest for 30 minutes. During that time the character will have the shakes causing anything involving manual dexterity (including small arms and the like) a +3 die modifier. This drug is highly addictive, see *Addiction* below. Weight 0.1 Kg Price \$40 Availability (R/S) Special Illegal

**Unhib:** A purple pill that can totally reduce a characters inhibitions. Once consumed the character must roll a CON check. If passes then the character feels the effects but can control their urges with a successful INT check. Failing the CON check then the character will act on urges that it normally wouldn't. Weight 0.25 Kg Price \$50 Availability (I/S) Special Illegal

**Xeno:** A black liquid that was invented in some dark

drug chemists lab someplace. It was intended to be a liquid God Speak but it failed. However if injected it can temporarily increase a character's Empathy. When injected the character must roll an EMP check. If the character passes they will feel at peace, If the character fails then they receive a +2 Empathy. These effects last 30 minutes after which the character's Empathy goes to 0 for 30 minutes, if they received the bonus or not. Weight 0.1 Kg Price \$25 Availability (R/S) Special Illegal

**Yellow Jacket:** A yellow and black capsule that when consumed will allow the character to go 24 hours without the feeling that they need food. A pill can be taken for three days in a row without ill effects. After that the character will receive a -2

STR and CON per day until actual food is consumed. The character will recover at +4 to STR and CON, back to their normal levels for every 24 hours while food is consumed. Weight 0.25 Kg Price \$45 Availability (R/C) Special Illegal

## ADDICTION

Street Drugs, along with Pain Killers and Tranquilizers can be addictive. Normally, when using one of these drugs the character will have to make an Easy CON check. There is a +1 DM applied for each consecutive day using the same drug. This DM is cumulative. Should the character take time away from the drugs then the DM will lessen but 1 for each day away from the drug.

*Example, James uses a pain killer for the last week so on day 7 the player would roll an Easy CON check with a +6 DM. If James, who did not become addicted, then doesn't take the drugs for 3 days he would have to take an Easy CON check with a +3 DM.*

If the character passes then there are no effect on the character other than to add a day to use for the DM.

Effects of Addiction: If a character fails then they are addicted. This first effect is that the character will need two doses to get the same effect.

The character will then roll a Normal CON check (with the DM starting over). Failing that means that they will have to take three times normal dosage. Each failure will cause the dose needed to go up another level and the the CON check more difficult.

When CON check reaches Impossible and it is failed the character overdoses and has to be treated for the overdose in addition to the addiction.

Going Cold Turkey: Each day without the drug, the character, suffers a + DM equal to the cumulative days on the drug (minus any days spent drug free) to all checks.

If the character passes then nothing happens. If the character would have normally failed then there are no further effects for that check roll.

If the character fails but only because of the additional DM bonus caused because of the character must make a CON check equal to the one they failed to cause them to become addicted. If passed then the character is not feeling well and all checks are made one level harder until the character gets rest. If the character fails then they collapse and need medical attention within 10 minutes. A Normal Medical

check will suffice to stabilize the character until they can get in treatment.

**Addiction Treatment:** The length of treatment is equal to the length of time the character was using the drugs times two plus seven days, minus the number of days drug free divided by 2.

The first third of the treatment the character must remain inpatient and bedridden. The second third of the treatment the character can be active but all checks are two levels more difficult. The last third of the treatment the character can be fully active but checks are made at one level more difficult. Once treatment is completed then the character continues as normal.

**Readaddiction:** A character that has been addicted that again takes a potentially addictive drug then they start their addiction CON checks at Normal rather than Easy. Otherwise, they proceed as normal.

**Tranquilizer, Steri-Med On Count Auto Injector:** (See *Dark Conspiracy* Pg. 273) Weight 0.1 Price \$75 Availability (-/S) Special Medical

**Warrior Aid and Litter System:** The Warrior Aid And Litter System is a quad folded stretcher, an Aidman's Bag, and a Medical Restraint Set. It all fits into a shoulder bag that is 24" by 15" by 12". Weight 17 Kg Price \$700 Availability (S/C) Special Medical

## MISCELLANEOUS

### Fire Extinguisher

A Fire Extinguisher comes in three variety: Foam, Gas, and Water. They are useful in putting out various kinds of fires. In addition they may be used as weapons, besides being a club.

**Ace 900 Foam:** A Foam Fire Extinguisher or Gas Fire Extinguisher may be used for an attack against the face (out to 10 feet). If the Attack is successful then the target gets a AGL check at difficult or be blinded 1d4 rounds. In addition with a foam ranged attack, if the target is on a hard surface then the target and anyone else who passes through that location will have to make a AGL Easy check or fall and lose all actions that round. Once someone has fallen the area becomes normal again. Weight 3 Kg Price \$100 Availability (V/V) Special -

**Czech State Factories T19 Gas:** A Gas Fire Extinguisher when used can be used to create a cloud that obscures all sight in up to 4 adjacent 5-foot squares for 1d4 rounds. During that time all ranged attacks through or from the effected areas suffer a ranged attack DM of +2. Weight 3 Kg Price \$90 Availability (V/V) Special -

**BBB Manufacturing WWW Water:** If on a hard surface Water Fire Extinguishers can lay down a slick area in up to three adjacent 5-foot squares. Anyone in these areas and anyone else who passes through that location will have to make a AGL check of Easy or fall and lose all actions that round. Once someone has fallen the area becomes normal again. Weight 12 Kg Price \$75 Availability (V/V) Special -

## GHOST HUNTING:

**EMF, Temperature Detector, Digital Recorder Unit, GA Technology Triple Threat:** This device combines three basic ghost hunting instruments. It has an Electromagnetic Force (EMF) detector that picks up on variations in electromagnetic fields. It has a digital recorder to record all sounds in the area, heard and unheard. It also has a built in digital thermometer to record changes in the temperature around the device. Weight 1 Kg Price \$85 Availability (R/S) Special -

## Kits

**Dead Files LLC Blessing Kit:** This small case includes several crosses, chalk, holy water, a small bible, several sage sticks, disposable lighter and a container of salt. This is used by the Ghost Hunter to sanctify an area and force netherworld beings and spirits out or prevents them from coming in. Weight 4 Kg Price \$200 Availability (S/C) Special -

**TAPS Industries ATK-900 Advanced Ghost Hunting:** This includes everything in the *TAPS Industries BTK-50 Basic Ghost Hunting Kit* plus some additions. These are a computer central hub, three infrared cameras with tripods and 100 meters of cord each and a hand held thermal imaging device. Weight 5 Kg Price \$270 Availability (S/C) Special -

**TAPS Industries BTK-50 Basic Ghost Hunting:** This kit includes all the basic tools used by "Ghost Hunters". It includes a digital recorder, a video camera equipped with an infrared light and film, a mini-light flashlight, and an electromagnetic field meter. The various pieces are explained in different sections except the electromagnetic field (EMF) meter.

The EMF meter picks up changes in electromagnetic fields, which are given off by all electrical devices but also are reported to be given off by spirits, ghosts, and demonic entities that are trying to manifest in our plane of existence. Weight 5 Kg Price \$180 Availability (S/C) Special -

**Alba Industries Paraphysicist Field:** (See *Dark Conspiracy* Pg. 272) Weight 5 Kg Price Special Availability (-/-) Special -

**Laser Grid Projector, TAPS Industries LGP2:** A small box that projects out a series of laser dots in a cone out to one hundred feet and to 45 degrees to each side. Anything solid moving between the projector and the end of the laser dot will be able to be noticed even in complete darkness. Weight 2 Kg Price \$500 Availability (R/S) Special -

**Motion / EMF Fluxuation Sensor TAPS Industries ME2:** A small round device when set on the ground will pick up and light up when it detects movement close by. In addition, It has several small lights that pick up electromagnetic fields, the stronger the field the more the lights light up. It also has an audio alarm should either the motion sensor or EMF be set off Weight 1 Kg Price \$500 Availability (R/S) Special -

**Spirit Box, GA Technology SB-9:** A small round box when turned on scans thru radio frequencies rapidly in order to pick up spirit voices. It has the capacity to pick up from words to entire sentences. However, it produces a lot of white noise. Weight 1 Kg Price \$600 Availability (R/S) Special -

**Spirit Guide, Tobins:** This tome is hard to find but it is invaluable for the ghost hunter in identifying the various types of orbs, mists, spirits, and demons that have been met by ghost hunters over the years. Weight 2 Kg Price \$1,000 Availability (I/S) Special -

**Horse Tack:** (See *Dark Conspiracy* Pg. 272) Weight 10 Kg Price \$50 (+) Availability (C/C) Special -

**Instant Power, Motorola-Samsung Zap:** Instant Power is a small device that plugs into the recharging port of any small, hand-held, rechargeable device (Cell Phone, Radio, GPS, etc.). Once plugged in it gives one out of use to the device. Weight 0.5 Kg Price \$100 Availability (C/V) Special -

## INSTRUMENT

### Keyboard

**Intel- Packard Electronic:** The Electronic Keyboard is a standard piano keyboard set into a 5 inch deep plastic case. It has the capacity to electronically simulate a piano, organ, drums, and woodwinds. Weight 5 Kg Price \$150 Availability (C/V) Special -

**Standard:** A piano or organ and are rarely seen out of the homes of the well to do or schools. This is because they are very expensive, and take a lot of space. Weight 200 Kg Price \$1,750 Availability (S/C) Special -

**Percussion:** This can be anything from the single snare drum to a full drum set. Snare Drum Standard Drum Set Professional Drum Set Kettle Drums. Weight 50 Kg Price \$500 Availability (C/V) Special -

### Stringed:

**Guitar:** This can be either the standard or the electric guitar. The Electric Guitar includes an electric amplifier. Weight 2 Kg Price \$150 Availability (C/V) Special -

**Orchestral:** Among the Orchestral Strings are the Violin, Viola, Cello, and the Bass. They each have their own pitches and purposes. Weight 2 Kg Price \$175 Availability (C/V) Special -

**Wind:** Wind instruments would include everything from flutes to clarinets to trumpets to tubas. Weight 2 Kg Price \$180 Availability (C/V) Special -

**Jerrycan, 20 Liter:** (See *Dark Conspiracy* Pg. 272) Weight 1 Kg (empty) Price \$25 Availability (V/V) Special -

**Landing Zone Strobe Kit, Miltech Limited:** The Landing Zone Strobe Kit consists of a series of strobe lights that are used to mark off landing pads at night. They can be set to either strobe white light or infrared. Each of the dozen strobe lights is battery powered and capable of running a full 24 hours before needing a battery change. The kit includes a carrying case the size of a large suitcase, a dozen strobes with replacement bulbs and batteries, an a 100 foot measuring tape. Weight 15 Kg Price \$300 Availability (R/C) Special -

**Liquid Nitrogen Cylinder:** (See *Dark Conspiracy* Pg. 272) Weight 1 Kg Price \$45 Availability (-/R) Special -

**Pack Saddle:** (See *Dark Conspiracy* Pg. 272) Weight 5 Kg (Empty) Price \$40 Availability (C/C) Special -

**Remote Control:** This consists of several different types of remote control vehicles. Normal operation of the vehicles



with the control box is a double Easy AGL check. Special maneuvers with the vehicle take an additional AGL check at either normal or difficult AGL, depending on the maneuver. The batteries last thirty minutes of continual operation and takes two hours to recharge.

**Aircraft, Bezobovo Ventures:** A model propeller driven aircraft. It is capable of flying at 30 miles an hour out to a distance of a mile from the controller. It has the ability to carry 1 pound with the loss of 10 miles per hour. It includes a remote control hand unit. Weight 3 Kg Price \$45 Availability (C/V) Special -

**Boat, Bezobovo Ventures:** A small boat capable of moving at 20 miles per hour and carrying 2 pounds of weight out to a distance of one mile from the controller. It includes a remote control hand unit. Weight 2 Kg Price \$45 Availability (C/V) Special -

**Car, Radio Shack:** A scale model car that is capable of moving 15 miles per hour and carrying up to one pound over smooth terrain, the speed is cut in half over rough terrain. It must remain within one mile of the remote control unit. It includes a remote control hand unit. Weight 2 Kg Price \$35 Availability (C/V) Special -

**Helicopter, BBB Manufacturing:** A scale model of a helicopter which is capable of flying at 12 miles per hour out to a distance of one mile from the controller. It can carry up to ½ pound. It includes a remote control hand unit. Weight 2 Kg Price \$65 Availability (C/V) Special -

**Sandbags, Czech State Factories:** The versatile nylon sandbag when empty it weighs nothing but when filled its still one of the cheapest forms of armor protection. When filled with 50# of sand or dirt they provide protection for an area two feet long by one-foot high. It takes 8 damage points before any damage can be transferred past the sandbag. (Bundle of 100) Weight 5 Kg Price \$35 Availability (S/C) Special -

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## MUSICAL SKILL AGL (TRAINED)

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This allows a character to select a type of instrument (Keyboard, Percussion, Guitar, Orchestral Stringed or Wind) and know how to play it. The difficulty will come from the piece that the character is trying to play with the instrument and how much time they have to practice the piece.

In addition, this will allow the character to sing, again the difficulty comes from the difficulty of the piece and how much practice the character has.

The character must select the piece their Musical Skill is for when the Musical skill selected. This skill can be selected again to get a different instrument.

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## Translator

**Pocket, Mototola-Samsung Universal:** The Pocket Translator is calculator-sized device will give the translation from any one of 12 languages to any other of 12 languages. In addition to spelling out the correct word it will also give you a phonetic pronunciation of the translation. Weight 0.25 Kg Price \$40 Availability (C/V) Special -

**Single Language, Tandy T2000:** This is similar to the Pocket Translator but it only contains a single language. Weight 0.25 Kg Price \$25 Availability (C/V) Special -

**Multiple Languages, Intel-Packard Ult20 Talking:** A Pocket Translator with the ability to turn on a voice pronunciation of the translated word or terms. Weight 0.25 Kg Price \$65 Availability (C/V) Special -

**Vacuum Sealer, BBB Manufacturing:** A sealing device that can handle anything up to one foot in width and up to three foot in length. It preserves things within and keeps it identical to when the item was sealed. Weight 3 Kg Price \$80 Availability (C/V) Special -

# NON-LETHAL WEAPONS

## AMMUNITION

### Hand Grenades

The following types of non-lethal grenades are available.

**Concussion:** (Modified from *Dark Conspiracy* Pg. 263) The Concussion Grenade is designed to be a low-lethality solution to crowd control. Anyone within 30 foot radius when the grenade must make a CON check at very difficult level (an impossible check if in a small enclosed area) or be forced to grab ones ears and go to the characters knees for 1d4 rounds. (Case of 20) Weight 30 Kg Price \$120 Availability (V) Special Police

**CS Gas (Baseball):** The CS Baseball style grenade is designed to produce a quicker more concentrated effect of CS (Tear) gas. CS gas is a riot control toxin designed to incapacitate the target by causing intense irritation of the eyes, nasal passages, and exposed skin. A CS gas grenade emits a vapor cloud covering a 10 feet diameter. This cloud disperses in 1d4 minutes in ventilated areas, or one minute when used outdoors. Anyone caught in the radius of the gas must make a CON check at very difficult or be blinded and stunned for 2d6 minutes. In addition, anyone who moves into the cloud must make a CON check at difficult or be blinded and stunned for 2d6 minutes. Any character wearing a gas mask, when entering the area of effect, is unaffected by this attack. It does not expand like CS Gas Emitter Grenade does. (Case of 20) Weight 15 Kg Price \$400 Availability (R/S) Special Police

**CS Gas (Emitter):** (Modified from *Dark Conspiracy* Chemical Grenade Pg. 263) A canister style grenade that will pop and start emitting white CS gas. It forms an initial gas cloud of 10 foot in diameter and it expands at the rate of 5 feet per minute for 3 minutes. This cloud lasts 5 minutes outdoors and 15 minutes indoors. It requires a lot of heat to activate the gas and can catch anything flammable materials that it lands on or fire. (see CS Gas (baseball) above for the effects). (Case of 16) Weight 16 Kg Price \$500 Availability (R/S) Special Police

**CS/CN Gas:** The CS/CN grenade works just like the CS Gas Emitter Grenade. The Major difference being the CN portion for the gas causes violent nausea in addition to the tearing agent. This effect will cause the character to make an additional CON check at difficult or else having to stop and vomit for 1d10 rounds. Naturally if the character managed to get their mask on after being effected they will have to remove it and replace it. Any character wearing a gas mask, when entering the area of effect, is unaffected by this attack. (Case of 16) Weight 16 Kg Price \$700 Availability (R/S) Special Military

**Flash:** A Flash Grenade is designed as a diversion and incapacitation device. When it goes off it emits a bright flash of light that can blind anyone looking in the direction of the flash within 50 ft. Those possibly effected by the flash must make a CON check at difficult or be blinded 2d6 rounds. Secondly all characters looking in the direction of the flash within 50 ft must make a CON check at very difficult or lose their

night vision (See Night Vision Its Loss and Effect). Lastly, It draws characters attention to the area of the flash. (Case of 16) Weight 18 Kg Price \$350 Availability (R/S) Special Police

**Flash/Bang:** Like the flash grenade, but the flash/bang also explodes with a deafening noise. Anyone looking in the grenade's direction when it goes off must make a CON check at very difficult or be blinded for 2d6 rounds. In addition, anyone within a 30-foot radius of the blast, or in an enclosed space when the device goes off, must make an additional CON check at very difficult or be deafened and stunned for 1d6 rounds. All characters looking in the direction of the flash within 50 ft must make a CON check at impossible or lose their night vision (See Night Vision Its Loss and Effect). Lastly, It draws characters attention to the area of the flash. (Case of 16) Weight 18 Kg Price \$700 Availability (R/S) Special Police

**Smoke:** A cylindrical grenade that emits a gray/white (or colored if the canister specifies) smoke that will rapidly fill an area fifteen feet by fifteen feet by fifteen foot high. It will partially obscure the starting in the second round in which it is employed and will totally obscure for the next 5 rounds. The smoke will last ten minutes, minus one minute per five miles per hour the wind is blowing. (Case 20) Weight 12 Kg Price \$150 Availability (S/C) Special -

**Thermite:** (Modified from *Dark Conspiracy* Pg. 263) This is another cylindrical type grenade except when activated it causes a heat of around 2500 degrees Celsius. This is used in the military to destroy key pieces of equipment and render them unusable if captured. It hot enough it can melt its way through a cars engine block. (Case of 16) Weight 20 Kg Price \$250 Availability (S/C) Special License

**White Phosphorous:** (Modified from *Dark Conspiracy* Pg. 263) A canister style grenade that explodes spreading white phosphorous over a ten foot radius. This will cause 2d6 points of damage to any character in a five foot diameter of the initial grenade explosion. In addition this will produce a smoke screen of 15 feet by 15 feet by 15 feet that will obscure partially in one round and will totally obscure for the next 3 rounds. The smoke will last ten minutes, minus one minute per five miles per hour the wind is blowing. Weight 20 Kg Price \$170 Availability (-/C) Special Military

### Grenade Launcher

The following types of non-lethal ammunition are used by the grenade launcher.

**CS Gas:** (modified from *Dark Conspiracy* Pg. 262) A Grenade Launcher version of the CS Gas Emitter Grenade. The 40mm Grenade version is identical with the hand grenade. The 30mm Grenade version only requires a CON check at difficult levels. (Case of 44) Weight 25 Kg Price \$120 Availability (-/S) Special Police

**CS/CN Gas:** A Grenade Launcher version of the CS/CN Gas Grenade. The 40mm Grenade version is identical with the hand grenade. The 30mm Grenade version only requires a. CON check at difficult levels. (Case of 44) Weight 25 Kg Price \$150 Availability (-/R) Special Military

**Flash:** This is the Grenade Launcher version of the Flash Hand Grenade. The 40mm Grenade version is identical with the hand grenade. The 30mm Grenade version re-

quires a difficult CON check with +2 DM. (Case of 44) Weight 25 Kg Price \$100 Availability (-/S) Special Police

**Flash/Bang:** This is the Grenade Launcher version of the Flash Hand Grenade. The 40mm Grenade version is identical with the hand grenade. The 30mm Grenade version requires a difficult CON check with +2 DM. (Case 44) Weight 25 Kg Price \$150 Availability (-/S) Special Police

**High Vision:** The High Vision Grenade is a 40mm grenade launched camera that is fired into the air. It goes up and feeds back a real time overhead camera image of 200 foot radius of the firer for 10 rounds. The camera feeds back to a small 4 inch screen. Weight 0.75 Kg Price \$250 Availability (S/C) Special -

**Illumination:** (modified from *Dark Conspiracy* Pg. 262) The Illumination Grenade is a grenade launched skyward and the next round it pops producing a magnesium flare on a parachute. It provides white light illumination over a 150 foot (100 foot for 30mm grenade) radius. Characters in the area of effect or looking into the area must roll a AGL check of difficult (+2 DM if in the area of effect) or the characters lose their night vision (see Night Vision and its loss). This area is illuminated for 11-30 rounds (1d20+10). (Case of 44) Weight 20 Kg Price \$75 Availability (-/C) Special Police

**IR Illuminator:** The IR Illuminator Grenade is a grenade launched skyward and the next round it pops producing a flare producing an infrared light on a parachute. It provides infrared illumination over a 150 foot (100 foot for 30mm grenade) radius. Weight 0.75 Kg Price \$200 Availability (S/C) Special -

**Oracle:** This is very similar to High Vision except its camera only works in the infrared spectrum. Weight 0.75 Kg Price \$400 Availability (/) Special -

**Stun:** (see *Dark Conspiracy* Pg. 262). (Case of 44) Weight 20 Kg Price \$800 Availability (-/S) Special Police

## Grenade, Rifle

**White Phosphorous:** (see *Dark Conspiracy* Pg. 262) (Case of 10) Weight: 20 Kg Price: \$100 Availability (-/C) Special Military

## Paint Ball

**Gas Ball:** These look like conventional paintballs but instead of pain they contain a concentrated tear gas. This ball does not create a cloud except around the individual and his clothing. Until the individual is washed and removes their clothing they must make a CON check of normal with a +1 DM for each gas ball that hits) or be blinded and stunned for 2d6 rounds. In addition, like with all Paint Ball type hits the target must make a CON check at normal with a +1 for every 2 balls that hits him this round) or be stunned 1-3 rounds. (Box 100) Weight 2 Kg Price \$25 Availability (S/C) Special Police

**IR Marking:** The IR Marking Paint Ball looks like a conventional paint ball. Inside, however is a special liquid that leave no visible mark unless an IR illumination source is passed over it then it will show up. This will produce a spatter mark of one foot in diameter. (Box 250) Weight 4 Kg Price \$5 Availability (S/C) Special -

**Visible Paint:** This is your normal paint ball, when it

strikes a solid object it will explode producing a foot diameter spatter mark of a variety of paint colors. (Box 1000) Weight 10 Kg Price \$20 Availability (V/V) Special -

**UV Marking:** The UV Marking Paint Ball is identical to the IR Marking except it only shows up under UV light. (Box 250) Weight 4 Kg Price \$5 Availability (S/C) Special -

**Gun, Beretta-Colt 7000:** A special long arm that appears to be a shotgun. It is made to only fire a special less lethal ammunition that is designed just for it. It has a pump action and has an internal magazine that holds 5 rounds. It has a point blank range of 50 feet, short range 100 feet, medium range 200 feet, long range 400 feet, and extreme range of 800 feet. If the round hits, the character must make a CON check, at Impossible for point blank range, very difficult at short range, Difficult at medium range, Normal at long range, and Easy at extreme range. Weight 6 Kg Price \$2,500 Availability (R/S) Special Police

## Rifle

**Baton Bullet:** These low-lethality projectiles are designed to disperse crowds, similar in function to the beanbag round covered under shotgun ammunition. Baton rounds have a blast increment of 5 feet. It inflicts normal damage but it is all subdual damage. (Box 20) Weight 1 Kg Price \$60 Availability (S/C) Special -

**Rubber Bullet:** These bullets operate just as a normal bullet but are made to inflict pain rather than permanent damage. Combat with rubber bullets is conducted normally but they inflict only 1/3 normal damage. The Remaining 2/3rds damage plus 50% is inflicted as subdual damage. If the target is subdued by the bullet then they go prone and remain so for 1d6+4 rounds or until a CON check is passed at difficult. When prone the victim is in to much agony to do anything. Once recovered the victim takes double the time for any action and has their movement cut by 1/3<sup>rd</sup> for the next 15 minutes. They have no effect through armor with an effect against bullets. (Box of 20) Weight 1 Kg Price \$45 Availability (C/V) Special -

## Shotgun

**Beanbag Shell:** The Bean Bag Shell is a non-lethal shell used for control rather than killing. The Bean Bag Shells must be loaded individually (taking ½ of an action). The damage done by the bean bag round is equal to that of a normal shotgun round but it is subdual damage. (Box 12) Weight 1 Kg Price \$35 Availability (S/C) Special License

**Anti-Friction Spray:** This comes in a large metal container about the size and look of a small fire extinguisher. When activated it will shoot out a white liquid that will coat the ground in a conical pattern out to fifteen feet from the sprayer. Anyone or anything attempting to move across this will have to make a check. If it is a living thing then they will have to pass an AGL check at very difficult, if it is a vehicle then the driver will have to make a Driving check at very difficult. Failure will cause the individual to fall or the vehicle to spin out of control. Weight 0.5 Kg Price \$165 Availability (S/C) Special -

## Baton

This originally was called a nightstick but the advent of technology they have become something more. They come in seven basic varieties, Metal, Nightsick, Riot, Spring, Stun, Full Stun, and Telescoping.

**Metal, Security Industries Old Steady:** A thin metal two foot long rod made of metal. Weight 0.5 Kg Price \$10 Availability (V/V) Special -

**Nightstick, Law Enforcement Limited 1000:** This is the standard wooden laminate or plastic laminate stick that has been used by law enforcement agencies word wide for ages. They are usually 2 inches around and 18 to 24 inches long. Weight 0.5 Kg Price \$35 Availability (V/V) Special -

**Riot, Czech State Industries Kent State:** These come in two basic forms short (24") with side handle and long (36"). While they can be swung like a club but they are primarily used to thrust and force an individual back.

A character with a weapons proficiency in batons can use the baton to parry. This is done against melee attacks and takes a full action. The defending character receives half the characters to hit bonus as a boost to their armor class against melee attacks. If an individual has weapons expertise with a baton and is using the side handle short baton they can block and conduct a swinging attack against an opponent in melee. Weight 1 Kg Price \$35 Availability (C/V) Special -

**Spring, Security Industries:** A metal baton whose closed is 2 inches by 8 inches. When the release is engaged the telescoped sections come flying out to its full 24" length, powered by a spring. If the initial attack is successful then the victim must, in addition to taking damage make a Con check of difficult, or have the wind knocked out of them (stunned) for 1d4 rounds. It takes a full minute and a hard surface to repack the baton in the handle. While extended it can still be used as a slashing baton. Half of this weapons damage is subdual. Weight Kg Price \$ Availability (/) Special -

**Stun, Czech State Factories SS:** This for all purposes looks like a normal 24" laminate nightstick. The tip however is equipped with a device that acts as a stun gun. The device can be used normally as a slashing baton but when using it to thrust you have the option to initiate a stunning attack, declare such an attack before resolving the "To Hit" roll (see Stun Gun for effects). It has enough battery power for 6 stunning attack attempts. Half of this weapons damage is subdual. Weight 1 Kg Price \$50 Availability (S/C) Special -

**Full Stun, Law Enforcement Limited FS:** This looks like a standard Stun Baton but instead of just the tip being equipped with it the entire length can be used as a stun gun (other than the handle). It has enough battery power for 6 stunning attack attempts. Half of this weapons damage is subdual. Weight 1 Kg Price \$125 Availability (S/C) Special -

**Telescoping, Security Industries 250:** This is designed like the Spring Baton but without a spring. Instead it has a weighted tip that allows it to extend fully when swung or simply released while being pointed to the ground. This makes the opening silent and quick. Half of this weapons damage is subdual. Weight 0.5 Kg Price \$15 Availability (V/V) Special -

**Cattle Prod, BBB Manufacturing FH23:** A Cattle Prod

is 3 foot long metallic tube with a rubber handle and a switch. When the switch is thrown and a successful melee touch attack is made then the defender must make a CON check of difficult, or be stunned for 1d4 rounds. Weight 1 Kg Price \$80 Availability (C/V) Special -

## CS Sprayer

**Standard, Law Enforcement Limited:** This looks like a large metal spat canister with a button a spout and a handle on top. When the pin is pulled and the button pressed it will emit a cloud of CS gas that spreads out from the nozzle in a cone at the rate of 2 feet per minute the button is held down. (see CS Baseball Grenade for effects). It has enough in the contains enough to make a spray for 5 minutes. Weight 0.5 Kg Price \$12 Availability (V/V) Special -

**Mass, Law Enforcement Limited:** A larger version of the Standard CS Sprayer except it shoots five feet per minute and can spray for 15 minutes. Weight 2 Kg Price \$35 Availability (S/C) Special -

**Dart Gun:** The Dart Gun looks like a small bolt action rifle that fires darts. These darts have needle tips and work like syringes.

If there are no contents in the dart then the dart will inflict 1d3 points of damage. Any fluid loaded into the dart will start affecting the target the next round.

Once fired the Dart Gun must be manually reloaded which take half a round action. Weight 4 Kg Price \$450 Availability (S/C) Special -

**Dazzle Light:** This looks like a large flashlight but acts like a flash grenade to all those that are looking it when the operator sets it off. It is more effective at night than during the day. Anyone looking in the direction of the dazzle gun when it goes off must make a CON check (Difficult – daytime, Very Difficult - night) or be blinded for 2d6 rounds. In addition, even if they do make their save they lose their night vision for 2d6 rounds (consecutive with any vision loss). Weight 2 Kg Price \$350 Availability (R/C) Special -

**Grenade Launcher, Law Enforcement Limited Mk 32:** The Mark 32 Grenade Launcher is a lightweight, shoulder fired grenade launcher with the unusual feature of having a six-barrel cylinder on it, similar to that if a revolver. That means that it can fire up to 6 grenades without reloading, reloading taking half an action per grenade. Weight 6 Kg Price \$750 Availability (R/S) Special Police

**LRAD:** The LRAD looks like a flat metal bod on a mount. The box is 2 foot by two foot by six inches. It has an adjustable metal stand with three feet or it can be mounted on a pivot mount for a heavy weapon in a vehicle. When activated it will send out a piercing noise that can disorient or incapacitate individuals. Its area of effect is a cone going out to 100 yards. There are three settings.

On the lowest settings anyone in the area of effect must make a CON check at normal or be stopped in their tracks covering their ears. If at medium setting the character must pass a CON check at ½ normal or else have to stop become nauseous having to cover ears, if passed then the character must stop in their tracks covering their ears, if passed by ¼ CON then the character can act normally. If at the highest

setting the character must pass a CON check at ¼ normal, if failed the character will go to the ground in the fetal position with hands over their ears, if passed then the character has to stop become nauseous having to cover ears, if passed by 1/10<sup>th</sup> CON then the character must stop in their tracks covering their ears. Weight 50 Kg Price \$2,000 Availability (R/C) Special Police

### **Mace**

A concentrated version of tear gas used in liquid form for personal defense.

**Beeper, Security Industries:** This looks like a normal beeper but instead contains a mace sprayer. Upon casual viewing and a Observation check at very difficult an observer will notice it's not a real beeper, this goes to a Observation check of East or INT check of normal if the observer is also handling the device. It has the capability of delivering a shot of mace out to a range of 15 feet. See Commercial Mace below for chance to hit and effects. Weight 0.1 Kg Price \$15 Availability (V/V) Special -

**Commercial, Security Industries:** Commercial Mace comes in a small canister that is worn on the belt (taking ½ pouch slot). This small canister sprays a toxic jet stream or cloud of droplets at a target. The character using the Mace must strike a target in the face for this weapon to work, so your target receives a +4 bonus to his Defense against mace attacks. If successful a hit is scored, the target must make a CON check of Difficult with a -4 penalty or suffer blindness for 1d4 rounds. Each canister contains enough spray for 2 uses. The maximum range of this attack is 5'. The attack with this item is a full action (shaking then firing). Weight 0.25 Kg Price \$30 Availability (V/V) Special -

**Riot Container Mace Sprayer, Law Enforcement Limited:** This consists of a pressurized container topped with a trigger and nozzle mechanism. It dispenses a cloud of tear gas billowing forth from the nozzle at the rate of five feet per round to a maximum of twenty-five feet. In a place with no wind it will come out in a cone equal to ½ of the distance from the dispenser, thus at 10 feet from the dispenser the cone would be 5 feet wide. This cloud disperses in 2d6 rounds in ventilated areas, or 1d6 rounds when used outdoors. Anyone caught in the radius of the toxin must make a Fortitude save (DC 15) or be blinded and stunned for 2d4 rounds. Anyone wearing a gas mask is unaffected by the attack. The dispenser measures 9" high by 3 1/2" in diameter. It contains enough for 10 shots. Weight 1 Kg Price \$50 Availability (S/C) Special -

**Netgun:** The Netgun looks like a shotgun with a 40mm grenade launcher in place of the barrel. It looks menacing but instead it fires a net designed to capture opponents. When using the Netgun you use make a normal ranged attack verses an unarmored target value. If a hit is scored then the target gets to make a AGL check of very difficult or become entangled. Entangled characters suffer a +2 for all firearms to attack rolls, +4 for other attack rolls, +4 to the characters AGL checks and AGL based skill checks, and cuts their speed by half per hit obtained. If a characters' AGL falls to 0 or below then the character falls over and is totally

incapacitated. Entangled targets can not run or charge.

Once entangled the target character may attempt to escape, taking a full action. This can be done by sheer force, cutting their way out, or use of the Escape Artist skill. The sheer force attempt is a Strength difficult check. They may attempt to cut their way free, with a slashing weapon, and doing 5 points of damage on the net. The Escape artist can use their skill to escape with a difficult check to slip out.

Netguns can only be used on Tiny to Large sized opponents, inclusive, out to a maximum range of 30 feet. Weight 4 Kg Price \$700 Availability (I/S) Special – (Reloads) Weight 1 Kg Price \$95 Availability (R/C) Special -

### **Paintball Guns**

These are weapons that use a Carbon Dioxide canister to fire up to 100 one inch paint balls, see Ammunition, Paint Balls above.

**Pistol, Wilson-Rawlings 1000:** The Paintball Pistol looks a lot like a conventional pistol. The pistol carries 10 paintballs inside. It takes one CO2 container per 50 shots. Weight 2 Kg Price \$40 Availability (C/V) Special -

**Rifle, Wilson-Rawlings 2500:** The Paintball Rifle is designed to mimic the look of a conventional assault rifle. The rifle carries 30 paintballs inside. It takes one CO2 container per 50 shots. Weight 4 Kg Price \$225 Availability (C/V) Special -

**Sub-Machine Gun, Wilson Rawlings 1200:** The Sub-Machinegun looks very similar to a conventional automatic rifle, with the exception of the paintball hopper on top of it. The paintball hopper can hold up to 200 paint ball rounds. It takes one CO2 container per 50 shots. Weight 3 Kg Price \$350 Availability (C/V) Special -

**CO2 Canister, BBB Manufacturing:** This is the propellant for up to 50 paintball shots. (Box 10) Weight 1 Kg Price \$10 Availability (C/V) Special -

**Ring Airfoil Projectile:** The Ring Airfoil Projectile (RAP) gun is a "non-lethal" weapon that fires an aerodynamic, circular-shaped munitions that can "sting" with blunt force, or discharge a chemical on impact - or both. The blunt force projectile that does ½ normal and ½ subdual damage. The chemical projectile, in addition to doing some damage releases a tear agent that acts like CS Gas (Baseball) above (except only effects a 5' diameter. The dual projectile acts as a blunt force projectile doing ½ subdual damage and emits a tear agent as above but this agent only affects the target. Weight 3 Kg Price \$700 Availability (I/S) Special -

**Sap:** The sap at its simplest is just a sack, usually leather these days, filled with lead shot. If used by surprise or from behind the Sap will do 1d6 damage, of which 1/3 is normal damage and 2/3 subdual damage. If calling a head shot from behind or a surprised opponent who is not wearing armor on their head, the chance of success is a ¼ Melee Combat check. If successful the character struck must pass a CON check at very difficult or be knocked out. If knocked out then the character will be out fifteen minutes minus the characters CON.

If the character with the SAP does not have surprise or

attacking from the rear then the sap does 1d4 points of actual damage. Weight 1 Kg Price \$25 Availability (V/V) Special -

**Spray Foam Gun, Law Enforcement Limited:** The Spray Foam Gun looks like a large water gun that is attached to a small backpack. It however shoots out a thick, white foam. This foam adheres to whatever it hits (a hit taking a melee touch attack), and immediately begins to harden. This causes the temporary loss of 1d3 points of AGL and -5 feet movement per hit. Each backpack contains enough for 5 shots. Weight 1 Kg (Empty) Price \$100 Availability (S/C) Special -

**Stun Gun:** The use of a Stun Gun is based off of a successful melee touch attack. If successful, the victim suffers weapons damage and must make a Con check or be stunned.

**Stun Gun Cell Phone, Security Industries 777:** The Stun Gun Cell Phone is a fake cell phone that actually conceals a stun gun. A touch weapon and causes an opponent touched by the device (Melee attack) 1d2 points of damage and causes the target to take a CON check. This CON check is at difficult level and must be made or the opponent is stunned 1d4 rounds. Stun Gun Cell Phones have enough power for 5 shots before they must be recharged (taking 4 hours). Weight 0.5 Kg Price \$20 Availability (V/V) Special -

**Stun Gun Pen, Security Industries 202:** This working pen also can act as a stun gun. A touch weapon and causes an opponent touched by the device (Melee attack) 1 point of damage and causes the target to take a CON check. This CON check is at difficult level with a +1DM and must be made or the opponent is stunned 1d2 rounds. Stun Gun Pens have enough power for 3 shots before they must be

recharged (taking 4 hours). Weight 0.1 Kg Price \$25 Availability (V/V) Special -

**Stun Gun, Czech State Factories ST Standard:** A touch weapon and causes an opponent touched by the device (Melee attack) 1-2 points of damage and causes the target to take a CON check. This CON check is at very difficult level and must be made or the opponent is stunned 1d3 rounds. They have enough power for 10 shots before they must be recharged (taking 4 hours). Weight 0.5 Kg Price \$15 Availability (V/V) Special -

**Taser, Law Enforcement Limited 703:** The Taser looks like a pistol but instead shoots out two metal darts attached to the Taser with thin metal wires. These will strike the target and dig in. Characters wearing armor that is effective against firearms will suffer no effects. It has an effective range of twenty five feet.

When the trigger is pulled again there will be an electrical shock sent to the barbs sufficient enough to cause the character to take a CON check at impossible difficulty. Failing it will cause the muscles to seize up and the character to fall to the ground. The character will remain unable to move for 3 minutes.

Additional shocks can be spent causing an additional 3 minutes of disabling. The Taser carried enough power for 5 charges to be sent before needing recharging.

The Taser can be reloaded with a new set of barbs in one round but any previously launched can not be shocked again. Weight 3 Kg Price \$500 Availability (S/C) Special - (Reloads Pk 4) Weight 2 Kg Price \$115 Availability (S/C) Special -

# OPTICS

## Binoculars

These come in seven grades: Commercial, Compact, Digital, Infrared, Light Amplification, Military, and Range Finding.

**Commercial, Zeiss-Krupp 4x:** (See *Dark Conspiracy* Pg. 270). Weight 0.5 Kg Price \$75 Availability (V/V) Special -

**Compact, Carson Optical 19:** These feature a roll in on themselves style that makes them very compact and concealable. The Compact Binoculars, however are not very powerful and thus only gain a -1 DM to Observation checks when viewing objects far away. Weight 0.5 Kg Price \$250 Availability (V/V) Special -

**Digital, GE 19:** This combines the abilities of pair of compact binoculars with a digital camera. The Digital Binoculars, however are not very powerful and thus only gain a -1 DM to Observation checks when viewing objects far away. Each film stick can take 5 Intelligence grade pictures, or 80 standard grade pictures, or video of up to 5 minutes in length. Weight 0.5 Kg Price \$475 Availability (V/V) Special -

**Infrared, Czech State Factories 9000:** These are a form of infrared viewer that allows the user to utilize both the head and infrared illuminations but some power of magnification. They give a -2 DM to Observation checks against heat sources, such as engines and the like, and -4 DM at night against IR illuminated objects. Weight 0.5 Kg Price \$245 Availability (C/V) Special -

**Light Amplification, Miltech Limited LT3:** Light Amplification Binoculars is a set of binoculars, based off the Commercial Binoculars, that amplifies the ambient light. Providing there is some light available then the character using them will be able to see through them as a normal set of binoculars and it was daylight. They are rendered useless in total darkness. Light Amplification Binoculars are useless during the daytime, causing blindness for a round, but can be used normally during dawn and dusk hours. Weight 1 Kg Price \$1,100 Availability (S/C) Special -

**Military, Miltech Limited 1991:** These are designed to be powerful, hearty and non-reflective. They grant a -3 DM to Observation checks against objects far away. In addition, they have a non-reflective coating on the glass so that sunlight will not reflect off of it and give away their position. Lastly, they are made with a heavy-duty rubberized casing that stops jars and jolts from damaging the focus mechanism or lenses. Weight 0.5 Kg Price \$250 Availability (V/V) Special -

**Range Finding Binoculars, Carson Optical 099:** These look like a standard set of military binoculars with a small tube attached to the center top and a small red button on the right side. As binoculars they work just as Military Binoculars. However, when the red button is pressed a very low power laser will emit a signal and in the right eyepiece will appear the distance to the object being observed. This is accurate to within ten meters and out to a distance of 1,500 meters. Weight 0.75 Kg Price \$275 Availability (C/V) Special -

## Goggles

**Infrared Goggles, Czech State Factories Nat:** The Infrared Goggles completely cover the character's eyes. This

cuts off the character's peripheral vision, this causing a +2 to Observation checks to the flanks or rear. Then worn and looking into an area illuminated in infrared light, the character can see as if it was daylight. A character using the goggles observing items which give off a lot of heat, engines, etc. gains a -2 DM on all Observation checks. Weight 1 Kg Price \$280 Availability (C/V) Special -

**Light Intensification Goggles, Miltech Limited OLI:** Light Intensification Goggles completely cover the character's eyes. These goggles amplify the existing ambient light in an area. These cut off the character's peripheral vision, this causing a +2 DM to Observation checks against objects to the flanks or rear. These goggles allow the character to see at night without penalties. They need a small amount of ambient light in order to function properly. They are very vulnerable to sudden flashes of light, such as a Flash Bang Grenade and in such cases the length of blindness is doubled. Weight 1 Kg Price \$1,800 Availability (S/C) Special -

**Multiband IR / UV, Miltech Limited:** (See *Dark Conspiracy* Pg. 270). Weight 0.5 Kg Price \$850 Availability (R/C) Special Military

**Night Vision Goggles, Czech State Factories N2200:** Night Vision Goggles completely cover the character's eyes. They use passive infrared in order to be able to see at night. These cut off the character's peripheral vision, this causing a +2 DM to Observation checks against objects to the flanks or rear. These goggles allow the character to see at night without penalties. Weight 1 Kg Price \$1,500 Availability (S/C) Special -

**Night Vision Goggles, Miltech Limited Military:** A set of goggles that appear to have six cylindrical vision sights on the front. These allow the character to see at night without penalty. Observation checks to the forward half of the character are done with a -1 DM outside of that area the character suffers a +1 DM to Observation checks. Weight 1 Kg Price \$2,700 Availability (S/C) Special -

**Ultraviolet Goggles, BBB Manufacturing:** The Ultraviolet Goggles completely cover the character's eyes. This cuts off the character's peripheral vision, this causing a +2 DM to Observation checks to the flanks or rear. Then worn and looking into an area illuminated in ultraviolet light, the character can see as if it was daylight. A character using the goggles observing items which give off a lot of heat, engines, etc. gains a -2 DM on all Observation checks. Weight 1 Kg Price \$200 Availability (S/C) Special -

## Laser Rangefinder

**Standard, Czech State Factories Spotter:** The Standard Laser Rangefinder is a hand held monocular. It instantly and accurately measures distances up to 500 yards using a 6 power monocular. When in use it does require a full action and the use of one of the characters hands. Weight 1 Kg Price \$170 Availability (C/V) Special -

**Enhanced, Miltech Limited 8805:** The Enhanced Laser Ranger Finder is identical to the Standard Laser Rangefinder except that it includes speed calculator. This calculator determines direction and speed of the target, relative to the viewer. Weight 2 Kg Price \$400 Availability (S/C) Special -

**Mini-Night Vision Monocular, Carson Optical 301:**

This a single eye version of the Light Intensification Goggles. This eliminates the problems with the characters peripheral vision, but if hand held it does occupy a hand or if wearing a helmet it may be mounted on there. This monocular allows the character to see at night without penalties. They need a small amount of ambient light in order to function properly. They are very vulnerable to sudden flashes of light, such as a Flash Bang Grenade and in such cases the length of blindness is doubled. Weight 1 Kg Price \$110 Availability (S/C) Special -

**Thermal Imager, Miltech Limited 2001:** The Thermal Imager is a hand held device that reads the heat given off by objects. It allows characters to see in total darkness, through camouflage, foliage, through smoke of most kinds, mist, fog, and even through some thin walls. The images are read on a green CRT screen as heat signatures. The viewer can be detached from the imaging unit to allow remote viewing of up to 10 feet through the use of a fiber optic cable. Weight 1 Kg Price \$200 Availability (S/C) Special -



# POLICE GEAR

These items are commonly carried by law enforcement officials around the world. Many law enforcement officers also carry firearms, batons, mace spray, and tasers (see Non-Lethal Weapons).

## Ammunition:

**Hollow Point Bullets:** Hollow Point ammunition is among the most devastating even made. When a hit is obtained the damage is determined normally then it is reduced by one for every point of armor protection (not AGL bonus) the target has. The remaining damage is then doubled. (Box of 30) Weight 1.5 Kg Price \$100 Availability (-/S) Special Police

**Teflon Bullets:** These are bullets designed to defeat Kevlar armor. Any time a bullet of this type hits someone with Kevlar armor the armor is ignored. If the person is wearing any other kind of armor the armor effect is halved. (Box of 30) Weight 1.25 Kg Price \$125 Availability (R/C) Special Police

**Engine Buster:** The Engine Buster round is a shotgun round that is not intended for use against living targets. These shells are designed to immobilize vehicles. If a hit is obtained against the engine compartment of a motor vehicle, car or truck sized, has a 50% change of rendering the engine inoperable, increasing by 15% per hit after that. Larger engines up to the size of locomotives can be disabled, starting with 10% and increasing by 10% per round after.

If used against a living target then the chances to hit are reduced to if the target is unarmored. The damage however is reduced by 1d6. (Box of 20) Weight 2 Kg Price \$200 Availability (R/S) Special -

**Ball Camera, Nikon:** A plastic ball that is between the size of a baseball and a softball. It is designed to be thrown into a location and from there it can broadcast video from 360 degrees and from floor to directly above it. It can broadcast this to a tablet sized receiver that can be up to one-half mile away. It can be switched from normal vision to light intensification to areas of darkness. Weight 1 Kg Price \$125 Availability (R/C) Special -

**Ballistic Blanket, RamTech:** This Ballistic Blanket varied from two foot by six foot to ten foot by ten foot. It provides protection from bullets, acid, and fire. It gives the character behind the blanket a +2 to an opponents chance to hit them with firearms plus 1 point of armor. If acid or fire is used against a character behind a ballistic blanket it reduces damage by 50% for first round then 25% second round and no protection thereafter. Weight 5 Kg Price \$400 Availability (S/V) Special -

**Bang Pole, Law Enforcement Limited:** The "Bang Pole" is designed for the deployment of diversionary devices (such as flash and flash bang grenades). The "Bang Pole" enables you to reach second floor heights, into hard to access areas, and eliminates "flying" device bodies. It looks like a long pole with a flat shovel end that is set 90 degrees to the pole. Weight 6 Kg Price \$250 Availability (C/V) Special -

**Barrier Tape, Law Enforcement Limited:** Barrier Tape is the well known Police Line Do Not Cross tape that is found around crime scenes and the like. This will cause all non-authoritative characters some reason for hesitation to cross.

It comes in a roll 1000 feet in length. Weight 2 Kg Price \$25 Availability (C/V) Special -

**Car and Truck Wheel Immobilizer, Law Enforcement Limited:** The Car and Truck Wheel Immobilizer is commonly known as a Boot. This is attached, which takes five minutes, to the vehicles wheel and makes it impossible for the vehicle to be driven. Removal takes a key or a successful Lockpick skill check at difficult. Weight 10 Kg Price \$580 Availability (S/C) Special -

## Credentials and Badges

The easiest way to get past someone's resistance in a lot of situations is to act under the banner of apparent authority. The following badges and credential sets are available. While they will not stand up to close scrutiny (Observation check of difficult (up one level if the individual examining them is familiar with the real credentials, a -2 DM is applied if they take a good look at the credentials, one level more difficult if the character is already trying to hide something from the authorities). The prices, availability, and Special are assuming you are not a member of that force, otherwise credentials would be provided by the agency.

**Bounty Hunter:** Gives the bearer a -2 DM to Intimidation and -1 DM to Persuasion and Interrogation checks when dealing with getting information from or about a known criminal. Weight Negligible Price \$500 Availability (I/S) Special Illegal

**Corporate Security:** Gives the bearer a -2 DM to Intimidation, and Interrogation checks when dealing with people in and around the corporate controlled area. Weight Negligible Price \$3,000 Availability (I/R) Special Illegal

**Criminal Investigative Service:** Criminal Investigate Service Gives the bearer a -3 DM to Intimidation and -2 DM to Persuasion and Interrogation checks in dealing with military individuals. Weight Negligible Price \$1,000 Availability (I/R) Special Illegal

**Coroner:** Gives the bearer a -1 DM to Intimidation checks. Weight Negligible Price \$1,000 Availability (I/R) Special Illegal

**Crime Lab:** Gives the bearer a -1 DM to Persuasion checks when dealing with criminal situations. Weight Negligible Price \$1,000 Availability (I/R) Special Illegal

**Federal Bureau of Investigation:** Gives the bearer a -2 DM to Intimidation, and Interrogation checks when dealing with people inside the United States. Weight Negligible Price \$5,000 Availability (I/R) Special Illegal

**Fire Investigator:** Gives the bearer a -1 DM to Intimidation and Interrogation checks when dealing with people associated with a fire or a burned building. Weight Negligible Price \$1,000 Availability (I/R) Special Illegal

**Immigration and Naturalization Service:** Gives the bearer -4 DM on Intimidation checks when dealing with illegal or first generation immigrants. Weight Negligible Price \$2,500 Availability (I/R) Special Illegal

**Interpol:** Gives the bearer a -2 DM on Intimidation and Interrogation checks when dealing with people inside of Europe. Weight Negligible Price \$4,000 Availability (I/R) Special Illegal

**Military Police:** Gives the bearer a -2 DM on Intimidation

tion and a -1 DM on Interrogation checks in dealing with military individuals. Weight Negligible Price \$3,000 Availability (I/R) Special Illegal

**Marshal:** Gives the bearer -2 DM to Intimidation checks when dealing with people inside the United States. Weight Negligible Price \$4,000 Availability (I/R) Special Illegal

**Police/Sheriff:** Must specify law enforcement agency. Gives the bearer a -2 DM to Intimidation and Interrogation checks when dealing with people inside the jurisdiction. Weight Negligible Price \$4,500 Availability (I/R) Special Illegal

**Private Investigator:** Gives the bearer a -1 DM to Persuasion checks when attempting to gain information. Weight Negligible Price \$500 Availability (R/S) Special Illegal

**Secret Service:** Gives the bearer a -4 DM to Intimidation checks and -2 DM on Persuasion checks when dealing with people. Weight Negligible Price \$7,500 Availability (-/I) Special Illegal

**Uniformed Corporate Security:** Gives the bearer -2 DM to Intimidation checks when dealing with people inside the Corporate Facilities. Weight Negligible Price \$1,200 Availability (I/R) Special Illegal

**Drug Detection Kit, Security Industries 1:** This kit is a fast, efficient way of detecting if a substance is an illegal drug (be it marijuana, cocaine, heroine, or methamphetamine). With this kit, you will not need glass ampoules or spatulas, and results appear in seconds. This kit contains enough materials to perform up to 50 tests for each of the four named substances. It has its own carrying case. Weight 5 Kg Price \$500 Availability (S/C) Special - (Refills) Weight 4 Kg Price \$400 Availability (S/C) Special -

## EVIDENCE GATHERING

### Evidence Collection Kit

**Basic, Law Enforcement Limited E1:** The Basic Evidence Collection Kit consists of a small shoulder bag. It contains 20 pair of vinyl gloves, 20 each small, medium and large evidence bags, 2 clothing collection bag, 20 liquid collection swabs, tweezers, 20 numbered plastic markers with built in ruler for photographic evidence collection, and a body bag. Weight 3 Kg Price \$50 Availability (C/C) Special -

**Deluxe, Law Enforcement Limited E200:** The Deluxe Evidence Collection Kit is contained in a large shoulder bag. It contains 40 pair of vinyl gloves, 40 each small, medium, and large evidence bags, 4 clothing collection bags, 40 liquid collection swabs, tweezers, 20 numbered plastic markers with built in ruler for photographic evidence collection, 5 gunshot residue tests, 10 drug testing kits, 3 body bags, and a liver temperature probe. Weight 10 Kg Price \$700 Availability (S/C) Special -

**Explosive Detection Kit, Miltech Limited:** The Explosive Detection Kit is a aerosol based test kit. If used prior to an explosion it can be sprayed to determine the presence of explosives. If used after an explosion then it will determine the presence of expended ordinance for clean up and evidence gathering purposes. The spray adheres to and turns bright blue under UV light. The kit includes a series of col-

lection swabs which are treated with different chemicals to change color when in the presence of specific types of explosives. The kit contains enough materials to conduct 100 tests. Weight 6 Kg Price \$450 Availability (R/S) Special -

**Explosives Testing Kit, Law Enforcement Limited:** The Explosives Testing Kit is a miniature, testing laboratory, in a briefcase. It detects not only the presence of all commercial and military explosives but can also be used to detect black powder and nitrate explosive compounds. It can tell the difference between the types of explosives and can be used on both surfaces and persons having contact with them. It takes a Science check or INT check with a normal difficulty to operate and takes 3-5 minutes for a preliminary result and double that for full results (Double both if using just an INT check). If used properly it will not give a false report. Weight 12 Kg Price \$500 Availability (S/C) Special -

**Explosive Vapor Detector, Hercules Powder Company:** The Explosive Vapor Detector is run over an object and it then collects fumes given off by the object. The detector will alert the presence of known explosives that include: Commercial and military explosives based on TNT, NG, PETN, or RDX and explosives with EGDN, DMNB markers. The Alert is made with both a noise signal and a flashing light. It can also have its information gathered fed directly into a computer via a cable line. It requires an Electronics Check easy to get to work properly as it is designed to auto calibrate. A charge lasts 5.5 hours or it can be run off of an AC adapter. The hand-held portion weighs 1.5 Kg. Weight 20 Kg Price \$1,500 Availability (S/C) Special -

**Expray, Czech State Factories:** Expray is designed to detect the presence of TNT and plastic explosive residue on objects or persons. It consists of two spray canisters and 100 special sheets of paper. The paper is wiped of a surface that is suspected to have come in contact with the explosives. Then the first canister is sprayed on it, if it turns violet then the presence of TNT is detected. If not the second spray can is sprayed onto the paper and should it turn pink then the presence of plastic explosives is detected. There are enough materials to conduct 100 tests. Weight 1 Kg Price \$250 Availability (S/C) Special -

**Fingerprint Taking Kit, Law Enforcement Limited Field:** This compact kit is ideal for taking field fingerprints. Included are a pocket pad and one fingerprint record cardholder. The contents of this portable outfit are fitted into an attractive, textured, copolymer-molded carrying case. It has enough cards to do ten sets and enough ink in its pad to do 25 sets. Weight 2 Kg Price \$115 Availability (S/C) Special -

**Instant Shooter ID Kit, Czech State Factories:** The Instant Shooter ID Kit employs a tested chemical detection technique useful for identifying and capturing traces of gunshot residue (GSR) left at crime scenes and on suspects. The kit provides a visible indication of gunshot residue in minutes with a 90% certainty. It is a one-time use kit and has enough materials to examine one individual and up to 100 square feet of flat surface. (10 Uses) Weight 2 Kg Price \$275 Availability (R/S) Special -

**Latent Print Kit, Law Enforcement Limited:** The Latex Print Kit consists of enough powder and materials to lift 50 fingerprints. It includes Silk Black Latent Powder, Lifting

Tape, a Fiberglas brush, a Backing sheet pad 3" x 5" (50 sheets), latex gloves, and a black leather carrying case. Weight 3 Kg Price \$35 Availability (S/C) Special -

**Luminol, Law Enforcement Limited 100:** Luminol when mixed with water can be used to detect the presence of blood. When sprayed over an area and exposed to a black light it will reveal the presence of blood even when it has been washed away to normal sight. This bottle contains enough to do an area of 400 square feet. (10 Doses) Weight 3 Kg Price \$200 Availability (S/C) Special -

### **Forced Entry Tools**

**Auto Entry Kit, Law Enforcement Limited 309:** The Auto Entry Kit contains the most versatile tools to open a very wide variety of vehicles. The kit includes a window wedge to separate the window from the door to access the interior of the door. It makes a keyless entry to an Auto with a AGL check normal to very difficult depending on the age and make of the car. An instruction manual and soft carry case are included. Weight 2 Kg Price \$120 Availability (C/V) Special License

**Auto Glass Punch, Law Enforcement Limited 1900:** The Auto Glass Punch is a small device. It requires one hand for use and takes ½ action. It has adjustable power handle for light or heavy punch. It fits into a medium miscellaneous pouch. Weight 0.5 Kg Price \$15 Availability (C/V) Special -

**Backpack, Grizzly 245 Manual Entry Tool:** This backpack is based off of the Equipment Rack for the Alice Back Pack. It has three specially made spots that contain a sledge, a Halligan and a set of bolt cutters. (See individual tools for exact effects). Weight 10 Kg Price \$200 Availability (S/C) Special License

**Battering Ram, Law Enforcement Limited Big Kick:** This steel battering ram is worn on a sling and handled by a single person with two hands. It allows the breaking in of almost any door with one or two swings. It makes the breaking of a door a STR check (Normal to very difficult depending on the door and any reinforcement). If the first swing is not successful then the second swing will reduce the difficulty level by one. Each attempt takes one full round, with a round to recover between if another attempt needs to be made. Weight 15 Kg Price \$280 Availability (S/C) Special Police

**Club Buster, Law Enforcement Limited 702:** This device is used for one purpose, to defeat "The Club" type of auto protection devices. It takes one full action to put on and break the club device. Weight 5 Kg Price \$90 Availability (S/C) Special License

**Door Buster, Law Enforcement Limited 1911:** The Door Buster looks like a long barreled pistol and fires a charge of .27 cal to set off the unit's action. The Door Buster with the lock buster piston will easily penetrate any lockset up to 3" through the key way disabling the lock. With the Bolt buster Chisel inserted into the tip the Door buster shears bolts, hinges, studs, padlocks or other fixed metal objects. The chisel is placed against the object shearing it with tremendous force. The powder actuated charges come in 10 cartridge strip loads. It takes one action to reload the cartridge strip or change a tip. It takes ½ action to cock and fire. Weight 3 Kg Price \$600 Availability (R/C) Special Police

**Flash Bang Strip, Miltech Limited Ultimate:** The Flash Bang Strip is a thin two inch wide metallic strip with a thin wire extending from one end. It is intended to slip under doors and then command detonated by a person on the other end of the wire, up to fifteen feet away. It then goes off as a flash bang grenade (see Flash bang Grenade above for the effects). Weight 5 Kg Price \$250 Availability (S/C) Special Police

**Glass Buster, Czech State Factories:** The Glass Buster is the ideal tool for tactical personnel needing to breach glass windows quickly, effectively and with little warning. The Glass Buster is mounted on your pistol and brought to position directly on the glass. The Glass Buster does not interfere with the ability to engage the suspect with his weapon. Weight 1 Kg Price \$20 Availability (S/C) Special -

**Go Bar, Check State Factories:** A multi-purpose tool that has a built in lock puller and a flat edge to pop latches. It is slightly over 20 inches in length. This defeats and conventional door handle lock with one action (STR check difficult). It takes one action to pull a single hinge (STR check normal). Weight 4 Kg Price \$350 Availability (S/C) Special Police

**Halligan, BBB Manufacturing:** A forty-four inch long metal tube with the flat edges like a Go Bar (see above) a Sledge hammer head (see sledge hammer) and a point capable of piercing sheet metal. Weight 3 Kg Price \$240 Availability (C/V) Special -

**Tactical Fence Climber, Czech State Factories Over Top:** The Tactical Fence Climber is a flat metal double L shaped object that is hinged at the top. It is flipped over the top of a chain link fence (even those topped with barbed wire) and gives a step up and down for those climbing over the fence. It takes ½ and action to deploy and a full action to retrieve. It allows climbing the fence in one action, with one hand free, without fear of being caught up on any wire. Weight 2 Kg Price \$135 Availability (R/S) Special Police

**Tactical Wire Ladder Covert System Miltech Limited SF:** Designed for the SEAL's to board ships it consists of a telescoping, black, lightweight, aluminum pole topped with a grapnel. Attached to A wire sided tactical ladder. The entire device is neutral buoyancy in the water and can be extended to its full 65 feet in 3 minutes. The pole is 21 feet long in its collapsed state. Weight 15 Kg Price \$950 Availability (R/S) Special Police

### **Handcuffs**

**Ankle, BBB Manufacturing:** These are like standard handcuffs with larger cuffs and a longer chain that allows it to fit around an ankle and still allow the cuffed individual to move at the rate of 10 feet. Weight 2 Kg Price \$45 Availability (C/V) Special -

**Belly Chain, Security Industries:** This limits the movement of a standard set of cuffs that are cuffed in front of the individual to about 6 inches above or below the middle of the stomach. Weight 4 Kg Price \$85 Availability (C/V) Special -

**Black Box, Law Enforcement Limited:** The Black Box fits over the center of the center of a set of hinged cuffs. It locks them so they can not move or gain direct access to the cuffs lock without removing the black box. Weight 1 Kg Price \$20 Availability (S/C) Special -

## ESCAPE ARTIST AGL TRAINED

This skill is used when the character has been restrained in some manner, cuffed, tied, shackled, etc.. It is not intended for use to break out a jail cell, that would be more of a lockpick skill. Each mechanical device will give you a base escape artist difficulty, These difficulties are modified below, as well as listing those non device restraints.

| Restraint Style           | Difficulty   |
|---------------------------|--|
| Ankle                     | Normal if hands free or in front,<br>Difficult if hands behind |
| Belly Chain               | One Level More Difficult                                       |
| Black Box                 | One Level More Difficult                                       |
| Hinged                    | Normal in front<br>Difficult in back                           |
| Hobbles                   | Difficult  |
| Plastic                   | Normal   |
| Restraint Set, Commercial | Difficult  |
| Restraints Set, Medical   | Very Difficult   |
| Rope Tied                 | Normal   |
| Roped to Something        | Difficult  |
| Standard                  | Difficult in front,<br>Very Difficult Behind                   |

**Hinged, Law Enforcement Limited:** Hinged Handcuffs have the cuffs attached directly together, rather than having a small chain as in standard handcuffs. This allows for better storage but makes it more difficult to apply to an uncooperative suspect attaches these cuffs. Weight 1 Kg Price \$35 Availability (C/V) Special -

**Hobbles, Security Industries:** These are web material straps that allow the individual to walk at the rate 5 feet. Weight 2 Kg Price \$25 Availability (S/C) Special -

**Hogtie Set, BBB Manufacturing:** A set of standard handcuffs and ankle cuffs that are connected by an adjustable web material connector. These allow the individual to be hogtied, hands behind back ankles cuffed and pulled up in back to connect with the hands via a short connector. This allows the person cuffed no movement. Weight 3 Kg Price \$65 Availability (C/V) Special -

**Key and Key Ring, Law Enforcement Limited:** The Key and Key Ring is a key ring that doubles as a handcuff key. This allows the locking and unlocking of handcuffs. A half action if the individual doing so is not in the cuffs. If the individual attempting to unlock is in the cuffs then it is a full action. Critical failure means that the individual dropped the key and must retrieve it before they can make any further attempts to open the cuffs. Weight Negligible Price \$50 Availability (S/C) Special -

**Plastic, Raven Industries:** (Replaces Handcuffs *Dark Conspiracy* Pg. 273) These look and work as a zip tie but they are preformed into two loops that are slipped on and tightened all in one move. They are only designed for use as a temporary restraint as they can be broken with a STR check at impossible, becoming very difficult check after 5 minutes of work on them. They are used most often in mass arrest situations where the chance of resistance or escape is low. Weight 0.001 Kg Price \$2 Availability (S/V) Special: Law Enforcement

**Standard, Law Enforcement Limited:** (Replaces

Handcuffs *Dark Conspiracy* Pg. 273) These consist of two wrists shackled connected by a short chain. Once locked they can only be removed with a key. Weight 0.2 Kg Price \$20 Availability (S/V) Special Law Enforcement

**Holding Cell:** The Holding Cell is just that a temporary cell that can be set up anyplace to hold individuals. It takes 30 minutes and a mechanical tool set to set up or take down. It has a floor, ceiling and four barred walls as well as a door with a standard jail lock. Weight 500 Kg Price \$3,000 Availability (R/S) Special -

## Inspection Mirror

**Inspection Mirror, Security Industries 11:** This consists of a 5" mirror mounted on 12" metal pole. Inspection mirrors see around corners - into attics - over barricades look for the "bad" guys, drugs, contraband, booby traps and other objects normally hidden from view. Weight 2 Kg Price \$80 Availability (S/C) Special -

**Inspection Mirror, Security Industries V12 Vehicle:** This consists of an 8" mirror mounted on a telescoping 48" metal pole. This is made to look under and on top of vehicles. It can have a standard flashlight mounted onto the shaft that will allow it to look into normally unlit recesses. Weight 3 Kg Price \$100 Availability (S/C) Special -

**Light, Police, Law Enforcement Limited:** A single rotating colored light used by unmarked police cars. It comes in red, blue, or green. It comes with a suction base that can hold it to the dash or car roof. It works off of a cars lighter or outlet. Weight 5 Kg Price \$90 Availability (R/S) Special Police

**Megaphone, BBB Manufacturing Big Voice Hand held:** The hand held Megaphone or bullhorn is a battery operated voice enhancer. It has a pistol type grip and a trigger for activation or a detachable microphone. It allows a normal voice to be heard at 100 yards. Weight 3 Kg Price \$40 Availability (C/V) Special -

## Metal Detector

**Key Chain, BBB Manufacturing:** The Key Chain Metal Detector is housed in a case that is the size of a large key chain fob. It can detect metal objects over 6 ounces within one foot. Weight 0.5 Kg Price \$80 Availability (C/V) Special -

**Wand, Security Industries:** The Wand Metal Detector is a flat wand about 20 inches in length and 4 inches across. It will detect any metal objects it passes over within two feet. Weight 2 Kg Price \$180 Availability (C/V) Special -

**Mobile Rolling Office, American Express-Samsonite:** The Mobile Rolling Office is a combination of luggage and portable desk. It has four rollers and a handle on the unit as well as one that extends up to allow it to roll. When the top is opened (like a sample case (see luggage)) there is a padded spot for a laptop computer and its associated peripherals and an area for files. When the side is opened it forms a desk with spots for forms, pens pencils and the like. Weight 5 Kg Price \$150 Availability (S/C) Special -

**Patrol Box, American Express-Samsonite:** A large shoulder bag that contains everything that a police officer might need while out on patrol, from a clipboard and tickets

to extra cuffs and magazines. Then set up it also asks as a portable desk when needed. Weight 4 Kg Price \$90 Availability (S/C) Special -

**Patrol Gear Bag, American Express-Samsonite:** The Patrol Gear Bag is a medium duffle bag that has been developed for police forces. The main interior compartment is large enough to house a spare uniform and light duty vest. In addition it has interior pockets for additional magazines. The exterior pockets are designed to hold a flashlight, night-stick, maps, radio, glasses and other small items. It is water resistant. Weight 1 Kg Price \$60 Availability (S/C) Special -

#### **Radio, Police**

These are authentic police radios and are illegal to possess.

**Radio, Teledyne Police Base Unit:** This full sized radio is run off of normal electricity and uses a standard external radio antenna. It has ten frequency settings. They can receive and broadcast out to 30 miles, more or less depending on the antenna. Weight 5 Kg Price \$700 Availability (I/S) Special Police

**Radio, Teledyne Police Car:** This is mounted to the cars electrical system and has a detachable car antenna. It has three frequency settings. They can receive and broadcast out to 20 miles. Weight 3 Kg Price \$500 Availability (R/S) Special Police

**Radio, Teledyne Police Hand Held:** This is the standard issue police radio with the transmitter worn on the belt and the hand unit usually worn on the shoulder epaulets. It has two frequency settings. They can broadcast about a mile to any police car or base unit, from there the messages are rebroadcast over the police network. Weight Negligible Price \$150 Availability (S/C) Special Police

**Radio, Police Scanner, Motorola-Samsung:** This unit has 500 channels that may be programmed to constantly monitor up to 10 frequencies, and may be set to spot transmissions that switch between frequencies. Popular frequencies include local police, fire, and other support services. This device may not be used to pick up military frequencies, which are transmitted far lower than civilian channels. When hooked up to a computer, a police scanner can record transmissions directly onto the hard drive. Weight 3 Kg Price \$250 Availability (C/V) Special -

**Riot Shield, Law Enforcement Limited:** A clear Plexiglas shield that covers the body from the chin to the knees. Weight 5 Kg Price \$140 Availability (S/C) Special - Armor 3/2

**Spike Strip, Law Enforcement Limited:** This looks like a metal scissor folding device that fold down to three feet long but when expanded it will cover a lane and a half of road. When tossed out it will produce spikes capable of penetrating any vehicles tire.

Successful deployment takes an AGL check at easy. If there is room for maneuver, the driver of a vehicle may take a Vehicle Use check at very difficult to avoid. If run over the character must make a Vehicle Use or AGL or driving check at very difficult. Failure means that the vehicle spins out, It

takes a minute and a successful AGL or Vehicle Use check at very difficult to have regained control, failing this means the car has stalled out and a check can not be made for 2 minutes.. Failure by double the chance causes the car to wreck and possibly injure those inside.

If the character regains or remains in control then the character must roll an AGL or Vehicle Use check every so often at difficult or lose control as above. Every fifteen minutes (minus one minute for every five miles per hour the vehicle is moving) the driver must make a Tire Check, which is a roll of 8 or below or the tire shreds and all further driving checks are a one level more difficult. Weight 4 Kg Price \$135 Availability (S/C) Special Police

**Swedge, Security Industries:** The Swedge is designed to prevent doors from being opened behind you (Unless you release the Swedge). It has a spring top plate secures and holds the door closed (The door would have to be broken through, except under conditions below. It has a reusable, adhesive pad for hard surfaces, that will cause the door to require a STR check of very difficult to get through. It also has a fiber hook bottom plate for carpeted surfaces that will cause the door to require a STR check of Impossible to get through. It has a high door adapter for doors with a lot of bottom clearance. Weight 1 Kg Price \$200 Availability (C/V) Special -

**Tracked Robot, Allard Technology:** A small fully tracked robot that weighs about twenty pounds. It is fully tracked so its capable of going over most terrain even a verticle obstacle of a foot tall. It has a working arm and a camera boom.

The working arm has a pincer capable of lifting objects up to ten pounds in weight. The working arm can push objects and can be used to set the robot upright if it is off its normal alignment. The camera arm is just that an adjustable arm that carries a small video camera. This camera is used for steering and also reconnaissance.

The robot is controlled by a character up to ¼ mile away. It has a tablet to view what the camera sees and a joystick to control movement of the robot and movement of the arms. Weight 15 Kg Price \$2,500 Availability (R/C) Special Police

**Vehicle Cantrips, Law Enforcement Limited:** This consists of a backpack sized bag of metal cantrips that are about the size of a human fist. They are capable of puncturing tires of any vehicle that crosses them. If spotted by the driver, an Observation check at normal during the day or difficult at night. If spotted the driver may attempt to evade, a Vehicle Use check at difficult. See Spike Strip for effects. Weight 2 Kg Price \$150 Availability (R/C) Special Police

**Xnet:** A net like device that is laid on the ground across a road and when it is run over by a wheeled vehicle it will wrap up the wheels and lock them up. If spotted by the driver, an Observation check at normal during the day or difficult at night. If spotted the driver may attempt to evade, a Vehicle Use check at difficult normal. Weight 6 Kg Price \$250 Availability (S/C) Special -

# SECURITY

## Alarms

**Camera, Nikon:** A small motion sensor with a floodlight and a small camera. When the motion sensor is tripped the light comes on and the camera starts taking pictures at the rate of one every 5 seconds until 15 seconds after the motion sensor ceases to detect motion. There is also a version that does not have a floodlight instead has a low light filter for nighttime. Weight 2 Kg Price \$250 Availability (R/S) Special -

**Door Stop, Sony 304:** The Door Stop Alarm looks like an old fashioned triangular door stop but not only does it function in that capacity (making the STR check one level more difficult). This unit also includes a built in audio alarm that will go off in the event that the door is forced enough that the stop is called for. Weight 1 Kg Price \$20 Availability (S/C) Special -

**Infrared Radio Shack TC19:** The Infrared Alarm consists of a sensor that covers a given conical area out to 50 feet in distance from the sensor unit. When set up it can be set to detect infrared signatures of things that are larger than small animals and such. It can be associated with a floodlight that it will turn on once tripped. It can be also equipped with an audio alarm or hooked into an existing alarm system.). If the character can get to the device undetected then it can be bypassed with a Sleight of Hand check of difficult. Weight 1 Kg Price \$750 Availability (S/C) Special -

**Light, Teledyne:** A small motion sensor that is hooked to a floodlight. The light turns on when the motion sensor is tripped and covers the same basic area as the motion sensor. The Light stays on 30 seconds after the motion sensor ceases to detect motion. Weight 2 Kg Price \$100 Availability (R/S) Special -

**Motion Sensor, Radio Shack MBT 3000** (see *Dark Conspiracy* Pg. 266). Weight 2 Kg Price \$3,600 Availability (R/S) Special -

**Motion Sensor, Sony MS500:** The Sony MS500 Motion Sensors do just that sense the pressure waves given off by motion. They have settings for various sensitivities according to height and mass being moved. These settings are used to eliminate false alarms by eliminating the motion of small animals and blowing of curtains. If an area is known that it will be totally unoccupied during the time the sensor is on then the maximum setting can be used but for example in a home setting you would use a lesser setting because of pets and other things. It is effective to about 30 yards in a conical shape, when there are no physical obstructions. Weight 2 Kg Price \$5,000 Availability (R/S) Special -

**Personal, Tandy 337:** The Personal Alarm is a small device otherwise known as a panic button. When pressed it sends out a signal to a specified receiver, either controlled by an individual or by an alarm company. In addition, it can be suspended from the middle bar of a window and will act as an alarm if the window is opened. The personal alarm can be set to give off an audio alarm in addition to the signal or instead of the signal. Weight Negligible Price \$30 Availability (S/V) Special -

**Real Estate, Sony RE1900:** This is the standard home/office alarm system that will note, once armed if any doors

or windows are opened and report it to a central facility. This model will not work if the lines or cut or the power goes out. It is armed and disarmed with a keypad located inside the protected area.). It can be bypassed with a Electronics check of difficult. Weight 15 Kg Price \$1,000 Availability (S/C) Special -

**Safe, Radio Shack FS3:** This is an alarm specifically set up for a safe (see safe below). It will be set off if a specific key sequence is not entered onto the pad prior to the opening of the safe door. (See Key Pad locks below for the chance to disable it). It can be bypassed with a Electronics check of very difficult. Weight 2 Kg Price \$250 Availability (R/C) Special -

**Window, Radio Shack WW19 Window Lock and Alarm:** The Window Lock and Alarm is a device placed on a sliding window. Should the window be jarred or opened it will set off an audio alarm. Should the window be broken then it will set off the alarm as well. Unlike most window alarms it also functions as a lock (Sleight of Hand check Difficult -1 DM). Also it is portable and not permanently attached so it can be detached and take with the character. Weight Negligible Price \$50 Availability (R/V) Special -

**Briefcase, Shocking, American Express-Samsung:** A normal looking briefcase that will deliver a shock should the briefcase is not disarmed prior to being handled. In addition, if it ends up being taken it can be activated remotely. In any case it would deliver the shock that requires a CON check of very difficult, failure mean that the person is incapacitated for 1d6 rounds. In all other cases it acts as a normal briefcase. Weight 3 Kg Price \$250 Availability (R/C) Special -

**Cell Phone Eraser, Motorola-Samsung 3333:** A cell phone program that will erase the phones calling history from the phone and also from the phone called. It will also automatically erase, from both the senders phone and the receiving phone, any text messages or photographs sent. This information can still be received from the cell phone provider but it will require going to the provider to get the information. Weight Negligible Price \$25 Availability (S/V) Special -

## Detector

**Bug Detecting Tools:** (see *Dark Conspiracy* Pg. 267). Weight 6 Kg Price \$2,400 Availability (S/C) Special -

**Microwave, Allard Technologies:** This device is used to detect cell phones, to gain their frequency and transmission information. It does not gain the substance of the transmission just the underlying signal information that is needed to clone the phone number. When used it will locate active cell phones with 250 yards and relay to the hand unit the strength (from which distance can be determined) and phone number. This takes an INT or Electronics check of easy to complete. Once a frequency and number are known then the cell phone can be tracked, whenever it is on and the microwave detector is within 250 yards (for active use) or 25 yards (for just being on). This takes an Electronics check difficult to succeed. It can also do the same for the new wireless cellular modems. Weight 1 Kg Price \$160 Availability (R/S) Special -

**Tape/RF, Security Industries:** This device detects tape recorders and transmitting style bugs. It takes an INT

or Electronics check at normal to successfully detect the bugs and recorders. It works in both alarm mode and a silent mode alarms with vibration. Weight 1 Kg Price \$500 Availability (R/S) Special -

**Door Blocker, Security Industries:** The door blocker is a steel adjustable door brace that installs easily under a door knob adjusting to fit most hinged doors. End caps can be removed to allow for use on sliding glass doors as well. It causes someone wishing to open the door is required to force it to have a +2 DM applied to the character's STR check. Weight 2 Kg Price \$150 Availability (C/V) Special -

**Encryption Devices:** Encryption devices come in two varieties: Open and Closed. Open Encryption devices allow a code to be inputted and changed on a periodic basis. Closed encryption systems are hard wired with their encryption code. They are always purchased and used in sets. Without a version of the encryption device it is impossible to decode a message sent with an encryption device.

The individual set will give you the base difficulty for a Cryptology skill check. This is reduced by 1 for every message that is sent with that device (for closed) or code set (for open).

Each type of device is sold as a set of two, one for either end of the conversation. The closed devices are set up to be exclusive to each other so even if you had another set, Set A would not be able to decode Set B, without some modification. The difficulty for this is listed with the individual equipment.

**Cellular Phone Set, Motorola-Samsung:** The Cellular Phone set can be used with any kind of cell phone, digital phone, even satellite phones). The base difficulty for decrypting the signal is an Very Difficult Cryptology skill check. It requires and Repair or Electronics skill check of difficult to modify two different sets of closed devices to decrypt the same signal and then the receiver of the modified unit rolls a d10 times 10 to determine the percentage of the conversation is understandable. Weight 1.5 Kg Price \$990 Availability (R/C) Special -

**Modem Set, Comcast:** The Modem Encryption attaches to the modem so if the computer is wireless the signal can still be intercepted between the computer and the modem unencrypted. The base difficulty for decrypting the signal is very difficult to decrypt with Cryptology skill. It requires a Electronics of Computer Use skill check difficult to modify two different sets of closed devices to decrypt the same signal and then the receiver of the modified unit must roll a d10\*10 to determine how much of the conversation is understandable. Weight 2.5 Kg Price \$760 Availability (R/V) Special -

**Phone Scrambler, Apple-IBM:** A portable device that fits over the handset of most telephones. This is only available in a closed architecture system. The base difficulty for decrypting the signal is very difficult to decrypt with Cryptology skill. It requires and Electronics skill check difficult to modify two different sets of closed devices to decrypt the same signal and then the receiver of the modified unit must roll a d8\*10+20 to determine the percentage of the conversation is understandable. Weight 1 Kg Price \$140 Availability (S/V) Special -

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## ELECTRONIC HARDENING

Electronic hardening can be used on any device that has electronic circuitry. Primarily computers, phones, radios, but even cars and the like may need shielding. Shielded objects receive a saving throw if they are subjected to some form of electro magnetic pulse. The Save is a 14 or less on a d20, for being in the On or operating condition when hit by the pulse and 10 for being in the off condition.

The hardening adds +6 to the Purchase DC per layer of hardening otherwise changes nothing about the object. Each additional layer of hardening give a +2 to the save for the object (Maximum of 3 additional layers may be added). If hardening is added it must be done at once, i.e. you can't harden an object then go back later and add to the hardening (if you did you would have to go back to the base purchase DC +12).

Hardening will also allow objects, radios and the like, to be used in areas of radiation with only a slight impact on their performance.

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**Radio, Security Industries:** These come in two types Closed architecture and Open architecture. The base difficulty for decrypting the signal is very difficult to decrypt with Cryptology skill. It requires and Electronics or Radio Use skill check difficult to modify two different sets of closed devices to decrypt the same signal and then the receiver of the modified unit must roll a d8\*10+20 to determine the percentage of the conversation is understandable. Weight 5 Kg Price \$1,000 Availability (R/S) Special -

**Voice/Fax/Data, Security Industries:** This is intended for use on Fax Machines, but can also be used for teletypewriters. The base difficulty for decrypting the signal is difficult to decrypt with Cryptology skill. It requires and Electronics skill check of difficult to modify two different sets of closed devices to decrypt the same signal and then the receiver of the modified unit must roll a d6\*10+40 to determine the percentage of the conversation is understandable. Weight 4 Kg Price \$850 Availability (R/C) Special -

**Faraday Cage Bag, Allard Technologies:** A metallic bag that is capable of fitting a computer desktop CPU. When inside the bag it item is incapable of sending or receiving any kinds signals. Its used to isolate electronic devices for exterior signals. Weight 2 Kg Price \$50 Availability (S/C) Special -

**Heat Seeker, Security Industries:** This hand held sensor can pick up shifts in heat at up to 300 yards. It had different settings to try to focus on things such levels of body heat, or engine heat, etc and to eliminate false positives. It gives off an audible signal when it detects something, into its included earpiece. Wind, high temperatures, and obstacles will limit the heat seekers range and the device does use a laser that can be detected. The chances of detecting a heat source, that is a positive match, requires an Intelligence check and depends on the range, temperature and the heat source itself. To find a human or something like a hot motor is an Observation check of easy, a firing weapon is a difficulty of difficult (a -1 DM for each consecutive round fired). The difficulty gets one level more difficult if the target is over 100 yards, the wind is over 5 knots, the temperature is over 90 degrees, or the target is over half concealed behind a solid

structure (these are cumulative). The seeker must have a clear line of sight to the target. Weight 2 Kg Price \$275 Availability (S/C) Special -

**Infiltration Alarm, Security Industries:** This consists of two small boxes, one with an infrared pointer and the other with an infrared receiver. When the beam is broken then it will transmit a signal to a receiver, that looks like a beeper, within ¼ mile. In addition, they both contain tiny mercury tremble switches that will send an alarm if they are moved once they are emplaced. Weight 0.25 Kg Price \$100 Availability (S/C) Special -

#### **Jammer:**

**Cell Phone, Motorola-Samsung:** This looks a lot like a cell phone but it is designed to block cellular signals. It is used in one of two ways. If the cell phones signal frequency is known then it can be blocked out to the range of 250 yards. The other way is to use it as a general cell phone jammer that will cause all cell phones within the radius of 30 yards will have no signal. Jamming requires a lot of energy so much so that a single frequency can only be jammed for thirty minutes on a single charge. Jamming a all frequencies can only be done for ten minutes on a single charge. Weight 1.5 Kg Price \$275 Availability (S/C) Special License

**Radio, Allard Technologies:** This looks a lot like a Long Range Vehicular Radio but it is designed to jam the signals of all radios. When actively jamming the radio send out many kinds of signals aimed at blocking the ability of a radio to clearly send and receive signals. This is not like the other jammers that totally block signals. Instead this jammer can operate on a narrow band or a wide band. When operating on a narrow band the operator of the radio attempting to send a signal must pass a CHA check at 1/10<sup>th</sup> normal. When done against a jammer operating on a wide band the radio operator must pass a check at ½ normal. This check is done for each message sent while the jammer is operating and the sending or receiving radio is within twenty five miles of the jammer. Radio jamming units take a lot of power and operate for long periods of time making them easy to locate with a Radio Locator. Weight 8 Kg Price \$700 Availability (S/C) Special License

**Video Jammer, Sony:** A small hand held device that looks a lot like a walkie talkie with two antennas. When turned on it will block the usual transmission range of video, wireless computers and bluetooth wireless transmissions within 100' feet. Weight 4 Kg Price \$240 Availability (S/C) Special License

**Wireless, Security Industries:** A bit larger than the Cellular Phone Jammer and has a thick stubby (6 inch) long antenna. It will cause all wireless signals within 100 yards to be blocked. Jamming requires a lot of energy so much so that a single frequency can only be jammed for twenty minutes on a single charge. Weight 5 Kg Price \$275 Availability (S/C) Special License

**Laser Listening Defeating System, Czech State Factories:** This system defeats Laser Listening systems with an INT check of easy. It will also defeat microphones located in air conditioning ducts on an INT check of normal. Weight 2 Kg Price \$75 Availability (S/C) Special -

#### **Locator:**

**Cell Phone, Motorola-Samsung:** A small hand held device that can locate an individual cell phone within 100 yards. It will give the direction and the faster the direction arrow blinks the closer the cell phone is. This requires an Electronic Use skill check at normal in order to use properly. Weight 1.5 Kg Price \$500 Availability (S/C) Special -

**Computer Intel-Packard:** This is able to locate a computers wireless signal within 100 yards. It can distinguish between the different computers and when one is selected it will home in to within 20 feet. The computer must be on and have a wireless setup on order to be detected in this way. This takes a Computer Operations skill check at normal in order to use. Weight 2 Kg Price \$490 Availability (S/C) Special -

**Radio, Teledyne:** A bit of a larger unit, about the size of a backpack. It can pick up and hone in on a radio within a mile as long as it is on and transmitting. This makes picking up morse code signals easier than normal voice signals due to the amount of time they have to spend transmitting. This takes a Radio Use skill check at normal in order to use properly. Weight 5 Kg Price \$525 Availability (S/C) Special -

#### **Locks**

Lock picks may offset, but do not negate, the penalty for not having a lock picking kit.

**Combination, BBB Manufacturing:** These locks consist of a moving dial that has to be stopped on a certain number in sequence to open. There are two types Inset and portable. The inset locks are part of a door or safe and takes a pass on a Lock Pick Skill Check of Difficult. The Portable locks are on a hasp and can be locked through a chain or the like and takes a passing Lock Pick Skill Check of Normal to defeat. (Loose Combination Lock) Weight 1 Kg Price \$20 Availability (V/V) Special -

**Deadbolt, ACE:** This basic home or office lock for the security minded. They come in three varieties, Double, Removable, and Single. Double Dead bolts require a key to operate from both sides. Single Dead bolts require a key rod the operation of one side but had a key built into the other side. The Removable dead bolt is like a single dead bolt but the built in key can be removed. In order to pick the lock the character has an Lockpicking skill check of difficult level. Weight 1.5 Kg Price \$25 Availability (V/V) Special -

#### **Lock, Electronic**

There are several different types of electronic locks.

**Buzzer, Radio Shack:** The buzzer is the simplest of electronic locks. It consists of a person pressing a button, that looks a lot like a doorbell button, which releases the lock. The drawback is that access through this entry point requires a second person. It can be disabled by a character using an Electronics skill check of difficult. Weight 1.5 Kg Price \$250 Availability (S/C) Special -

**Keypad, Security Industries:** This is split between simple keypad (numbers 0-9) and complex (letters and numbers). They require a sequence input correctly, failure three times in a row will lock the lock until released by a master code. It will also generate an alarm if tied into a larger alarm



system. Simple keypads can be disabled with an Electronics check of difficult level or a Lock pick of very difficult. Complex keypads need an Electronics check of difficult level or a Lock pick of very difficult to disable. Weight 2 Kg Price \$350 Availability (S/C) Special -

**Keycard, Allard Technologies:** This lock uses a key card with a magnetic strip similar to a credit card. This lock is controlled by a remote location which can keep track of which cards are used to enter which doors and limit cards access to areas. In addition, it will set off alarms if improperly accessed. These keycard locks can be disabled with an Electronics check of very difficult. Weight 2.5 Kg Price \$200 Availability (C/V) Special -

**Scan:** This lock is unlocked with the scan of a unique part of the body, thumbprint, handprint, face, retina, or voice. The body part is pressed or presented for view (or special sequence of words spoken), These locks can only be disabled with an Electronics check of very difficult.

Level 2 scanners can tell the difference between dead and living items being scanned and between live voice and a recording.

**Allard Technologies Palm Code Scan:** This requires the palm scan like a palm scanner and then a code being entered on an attached keyboard. Weight 5 Kg Price (Level 1) \$1,200 (Level 2) \$2,400 Availability (S/C) Special -

**Allard Technologies Palm Scan:** This requires the placing of the right palm onto a flat scanner before the locked item will unlock. Weight 5 Kg Price (Level 1) \$1,000 (Level 2) \$2,000 Availability (S/C) Special -

**Allard Technologies Retinal-Palm Scan:** This lock requires a simultaneous Retinal (eye) and palm scan to unlock the item. Weight 5 Kg Price (Level 1) \$1,500 (Level 2) \$3,000 Availability (S/C) Special -

**Allard Technologies Retinal-Palm-Voice Scan:** This lock requires a simultaneous retinal, palm, and voice verification to unlock. Weight 5 Kg Price (Level 1) \$2,000 (Level 2) \$4,000 Availability (S/C) Special -

**Allard Technologies Retinal Scan:** This requires the scan of an eye to match one of those in its system to unlock. Weight 5 Kg Price (Level 1) \$1,400 (Level 2) \$2,800 Availability (S/C) Special -

**Allard Technologies Thumb Scan:** This requires the scanning of a thumb with a print that matches one in the locks system. Weight 3 Kg Price (Level 1) \$750 (Level 2) \$1,500 Availability (S/C) Special -

**Allard Technologies Voice Scan:** This requires a positive voice match saying a key phrase to unlock. Weight 2 Kg Price (Level 1) \$900 (Level 2) \$1,800 Availability (S/C) Special -

**Padlock, ACE:** This is your standard key operated portable lock. It takes a character with a Lockpick skill check of normal to disable. Weight 1 Kg Price \$20 Availability (V/V) Special -

**Spring:** The Spring Type Lock appears to be a standard door lock but whenever the door closes the spring mechanism locks it so that it requires a key to enter and sometimes even to exit. They usually have some form of intercom associated with it in case you have no key. It takes a character with a Lockpick skill check of difficult to disable. Weight 0.5

Kg Price \$20 Availability (V/V) Special -

**Standard, BBB Manufacturing:** this is your standard door lock. It takes a Lockpick skill check of easy for interior doors and normal skill check for exterior doors to unlock. Weight 0.5 Kg Price \$15 Availability (V/V) Special -

**Microdot Kit:** This kit is part microdot maker and part reader. It is used commercially to mark items in case they are stolen. Small messages could be substituted, up to fifty characters (including spaces and punctuation). The microdots are designed to stick to all kinds of surfaces. This device can also read microdots made with this kind of kit. It has enough materials to make five hundred microdots, with refills holding the same amount. Weight 3 Kg Price \$300 Availability (R/S) Special -

## Powders

These are a series of powders that are spread on objects and if they are handled will leave tell tale signs on the object and the person that handled them.

**Florescent Invisible Powder:** This powder is applied lightly to target object with a soft bristle brush. It remains invisible until it exposed to UV light. In addition, it will be transferred to any surface that touches the covered surface. Weight Negligible Price \$25 Availability (I/R) Special -

**Invisible Stain Powder:** Invisible stain thief detection powder is applied to objects and after the protected item comes in contact with the skin, the body's amino acids react with the powder, immediately creating a stain that can be picked up on ultraviolet light. This stain can last up to several days. It comes in container brush and gloves for application. The ½ ounce bottle contains enough powder to cover nine square feet. Weight Negligible Price \$25 Availability (R/S) Special -

**Visible Stain Powder:** Visible stain thief detection powder is applied to objects and after the protected item comes in contact with the skin, the body's amino acids react with the powder, immediately creating a highly visible purple stain. This stain can last up to several days. It comes in container brush and gloves for application. The ½ ounce bottle contains enough powder to cover nine square feet. Weight Negligible Price \$25 Availability (S/C) Special -

## SAFES

**McFadden Industries Floor/Wall:** Floor/Wall safe is a floor mounted or wall embedded safe measuring 3' by 2' by 4' deep. It can be equipped with an inset combination lock (at price shown), a Key or a Keypad, Key Card, or Scan electronic locks. It has a hardness of 40 wound points. Weight 40 Kg Price \$290 Availability (S/C) Special -

**Secondary Industries Incendiary/Content Destruction Safe:** This appears to be a normal safe, except is that it is only 20 inches by 20 inches by 20 inches inside. Should the safe be improperly opened there is a thermite charge that will destroy all the contents within a round. Anyone in close contact with the safe when it goes off suffers 2d6 of heat damage, subject to a reflex save that cuts damage in half. It can be equipped with an inset combination lock (at price shown), a Key or a Keypad, Key Card, or Scan electronic locks. It has a hardness of 20 wound points. Weight 60

Kg Price \$575 Availability (I/R) Special -

**IKEA Portable:** A safe that is designed to keep small items safe while still being able to be transported. It is found in many hotel rooms and limousines. It is 15 in. by 15 in. by 18 in., with a hardness of 15 wound points. Weight 10 Kg Price \$80 Availability (C/V) Special -

**BBB Manufacturing Stand Alone:** This safe, while is outdated anymore because of its size. They usually run about 36 inches by 50 inches and are 36 inches deep, with a hardness of 35 wound points. These are only ever equipped with a combination or key lock. Weight 250 Kg Price \$450 Availability (I/S) Special -

**Shredder, BBB Manufacturing:** A small device about the size of a trash can that can be fed up to fifty sheets of paper at a time. It will cut paper, card stock, and plastic or laminated cards into strips. It can also be fitted with a pulverizer that will turn those strips into tiny little dots for the ultimate in security. Weight 3 Kg Price \$300 Availability (R/C) Special -

**Radio Direction Finder, Teledyne S1965B** (See *Dark Conspiracy* Pg. 269) Weight 2 Kg Price \$1,500 Availability (C/C) Special -

**Telephone Tap Detector, GE 4514:** You place the telephone receiver into this device and it will send a signal along the line and it will detect all kinds of phone taps that may be

on the phone or on the line. It takes a normal Electronics check to use properly. It will not determine the location of the tap only let the user know that it is being tapped. Weight 2 Kg Price \$150 Availability (S/C) Special -

**White Noise Generator, dbx:** This device generates "white" noise that can only be heard except by electronic devices. It defeats electronic listening devices. When switched on it will drown out all noise other than the white noise being transmitted by any audio receiver or microphone. An individual with computerized Sound Processing or manual sound processing equipment can attempt to isolate voices or other noises with a DC of 30 on computer or electronics skills check. This analysis takes twice the normal time (see Sound Processing Equipment). Weight 1 Kg Price \$140 Availability (S/C) Special -

**Wire Tap Trap:** This device is plugged into a phone line and can defeat most wire taps. It also generates noise on the line defeating most recorders. Once the Wire Tap Trap has been detected it take a Repair DC 25 to get phone bugs and recorders to work past the interference. Weight 0.5 Kg Price \$170 Availability (S/C) Special -

# SERVICES

Most of these services are over the heads of most characters but they may be able to be accessed illegally or as part of some governmental mission.

**Access to FBI Fingerprint Database:** This allows an individual to access to the FBI's fingerprint database that includes fingerprints of all individuals who have been arrested, convicted, or imprisoned in the federal justice system. Also, it will include access to fingerprints of all federal and military employees that required any level of security clearance or who have see time in a combat zone. In addition, most persons who have been arrested for any sort of felony, on a state or local level will have their fingerprints on the FBI system. Starting in 2005 immigrants on visas will have their fingerprints added to the system. The base time for a search is 48 hours for an unknown suspect, if a specific suspect is in mind and their fingerprints are in the database then the comparison takes 10 minutes. The base DC for the search is 20 (verses Computer skill) for an unknown suspect, and a DC of 8 if the suspect is known (to determine if the prints are in the system). The time and DC will increase if the individual has been involved in black operations, for FBI, CIA, etc. (+12 hours and +8 DC). If the fingerprints being sought are those of a post 2005 immigrant, then the search time is increased by twelve hours and the DC by +10. Weight Negligible Price \$3,000 Availability (-/S) Special Police

**Access to FBI Wiretaps:** This allows the individual access to FBI surveillance of a known individual. The Controller will be able to identify if an individual is under FBI surveillance before the characters try to gain access. This will include, but not be limited to, up to hundreds of hours of wire taps both tape and transcriptions, photos of the individual and any close associates, family and friends, known enemies and a complete criminal history, including crimes which the individual may have played a hand in. Characters spending an hour reviewing this briefing and information get a free Inspiration check. Weight Negligible Price \$3,500 Availability (-/S) Special Police

**Access to Police DNA Database:** This allows the character to search the police computer files for matching DNA. Local police will have DNA from all post 1990 sexual offenders and most murders. This DNA will be from those arrested, tried and or convicted of the offenses listed. If the characters know the person they wish to compare their sample too, they will know in advance should the person be in the database. If the person is known then to comparison will take 24 hours for a general match and a week for a complete match. If the person is unknown then the comparison will take 72 hours for a general match and two weeks for a complete match. In order to compare the characters must have blood, saliva, sperm, skin cells or a hair follicle it extract the DNA from. Weight Negligible Price \$2,500 Availability (-/S) Special Police

**Access to Police Fingerprint Database:** This is identical to the access to FBI Fingerprint Database except that the only fingerprints available for comparison are those of persons arrested in that jurisdiction, city employees, persons who have applied for concealed carry permits for weapons, and those how have been fingerprinted for jobs or other

outside security concerns. The base time for a search is 60 hours for an unknown suspect, if a specific suspect is in mind and their fingerprints are in the database then the comparison takes 30 minutes. The base DC for the search is 20 (verses Computer skill) for an unknown suspect, and a DC of 8 if the suspect is known (to determine if the prints are in the system). Weight Negligible Price \$2,250 Availability (-/S) Special Police

**Access to Police Records:** This gives the character a quick snapshot of the persons criminal history of an individual. It is actually two different reports, a Criminal History Report and a Full report. A criminal history report includes current warrants that are recognized in the jurisdiction in which the records are searched, convictions, and arrests A full report includes everything in a criminal history report and sometimes investigations conducted against, known aliases, known accomplices, places of arrest, probation and parole information (such as employment and living arrangements if/while they are on parole or probation), and methods of operation. Weight Negligible Price \$1,500 Availability (-/C) Special Police

**Access to Police Traffic Cameras:** In most of your major metropolitan areas in Europe, Japan, and North America the police maintain a series of cameras that cover all of the major roads and arteries in the city. A perfectly unobtrusive way to observe a street corner or track a car providing you have access to the cameras. This gives the character access to these cameras without having to hack into the cables or bluff their way in and out of a police traffic control room. Weight Negligible Price \$2,500 Availability (-/S) Special Police

**Access to Private Surveillance Cameras:** Increasingly all types of businesses are installing surveillance cameras. These cameras will extend, in most businesses, from the exterior of the business to the entrance to any public areas, and even to employee only areas, such as counting rooms and rooms containing high theft items. This gives the characters the ability to observe a given period of time on the cameras. The Controller will determine if the placement and number of cameras will yield any information to the Characters. Weight Negligible Price 1500 Availability (S/C) Special -

**Access to Project Epsilon:** Project Epsilon is the U.S. National Security Agencies phone listening program. This project is able to pick up and record any conversation held on a phone anyplace in the world. A search for a phone conversation could take months or even years and then still miss it due to the volumes of data that are accumulated on a daily basis. Therefore, in order to conduct a search of the Project Epsilon database it is necessary to have some of the information; region from which the call was made, language the call was made in, date the call was made or range of dates, any special word or phrases that may have been used.

The Base DC (verses Computer skill) for a search is a 35 if the following information is provided, language or languages it may be in, hemisphere if originated at, and year it was made (post 1965).

The following modifications are made to the base DC

|                                    |    |
|------------------------------------|----|
| Location originating call narrowed |    |
| by Nation                          | -1 |
| Region within Nation               | -2 |
| State or Province                  | -4 |
| City                               | -6 |
| Date the call made Narrowed to     |    |
| Month                              | -2 |
| Day                                | -4 |
| Twelve hour Block                  | -5 |
| Hour                               | -7 |
| Unique Key Phrase Used             | -3 |
| Unique Key Word Used               | -3 |

The base time for such a search is controlled by two factors, time span call was made and where in the world the call was made. The base time for a search is 72 hours. If the call was made in other than English the time is increased by 50%. If the call can only be narrowed to the nation in which it originated then the time increases by 33% if on the hemisphere is known then the time increases by 50%. If the call can be narrowed to the state or province of origination then the time is reduced by 10% and if narrowed to the city then the search time goes down 33%. If the date the call was made can only not be narrowed to at least the month the call was made the time increases by 100%, if down to the month then the increase is 50%. If the time can be narrowed down to the hour then the time for the search is decreased by 33%. If the call was made over 3 months ago the search time decreases by 25% (as more of those have been cataloged fully). Weight Negligible Price \$10,000 Availability (-/R) Special Military

**Access to Public Records Collection Service:** A commercial service that will gather information on an individual through the use of public documents. Information gathered includes credit rating and credit information (payment history types of loans and credit extended to the individual), current and previous addresses, known Aliases, employer and job title, lawsuits, general military service (branch, highest rank, type of discharge, some times specialty), warrants, real estate owned and real estate transactions, registered political party affiliation (if any), professional and social organizations the individual, and marriages, births, deaths, and divorces. Weight Negligible Price \$250 Availability (S/C) Special -

**Access to Satellite Imagery:** This gives the characters access to any satellite imagery of a given location as close to the time the characters requests as the satellite passes over. These images could be anything from general in nature giving a wide picture down to be able to read the headlines in the newspaper. The Controller will determine the time frame the pictures were taken in, relative to the time requested, and the resolution of the pictures. Weight: - Price: Per Satellite per Pass. Weight Negligible Price \$5,000 Availability (-/R)

Special Military

**Electronics Sweeping Service:** A professional service that will come into a given location. There they will sweep and remove all bugs, check for wire taps on all phone, fax and modem lines and check windows for active laser listening devices. Weight Negligible Price \$750 Availability (S/V) Special -

**Live Feed from Drone:** When time is of the essence and real time viewing is called for then this is the service to call upon, after checking with the Controller to see if there are assets in the area. This will allow you to observe a given area unobtrusively and for a length of time lasting up to several hours, depending upon how far away the launch site is. This mission could take from several hours to a day to get launched. This can provide both video and thermal imaging on a live feed basis back to a base location. Weight Negligible Price \$5,500 Availability (-/S) Special Military

**Live Feed from Satellite:** When live feeds are needed and there is no drone capacity for the area then satellites are tasked with the job. This requires at least 24 hours advance set-up if a satellite passes close enough, the Controller would know. It will then give you up to 20 minutes of live video and thermal imaging of a given location. Weight Negligible Price \$9,000 Availability (-/R) Special Military

**Re-Tasking Drone:** If unmanned drone assets are available, ask the controller, they may be re-tasked in this way to provide pictures, both moving and still of a specified location. Once the re-tasking has been done it may take anywhere from several hours to a day to get back results, depending on where the drone launch team is located and communications assets available. Weight Negligible Price \$8,000 Availability (-/R) Special Military

**Re-Tasking Satellite:** This involves using a satellite, usually a surveillance satellite, and giving it a new job or task, temporarily. This will allow satellites to provide images of an area that is near the satellites path. The two key elements in re-tasking is if the time over the target or area observed. If the time over target is not sufficient, i.e. you want pictures coming in to camera range of a given area and going out of range, to give you a better idea of the activity taking place in a given location. If the area observed is not normally covered but is near a satellites normal flight path then the area being observed can be changed. The Controller will let the characters know if there are satellite assets that can be re-tasked to provide help to the characters. Weight Negligible Price \$12,000 Availability (/I) Special Military

Re-tasking provides only copies of the materials photographed and Life Feeds provides an access line to the data as it comes back from the platform. Also note that Governmental (spy) satellites can read what a person is reading in the newspaper while commercial satellites might able to determine if a person is in the open in a 3 block radius.

# SPORTS EQUIPMENT

**Game Equipment, Wilson-Rawlings:** This is everything that you would need to play a given sport. For example baseball you'd have bases, batting helmets, bats, balls and gloves or for tennis you'd have rackets, balls, a net and marking materials for the court. Weight 5 – 50 Kg Price \$20-500 Availability (V/V) Special -

**HAHO Navigation Computer, Miltech Limited:** High Altitude High Opening (HAHO) Navigation Flight Computer features a high-altitude, cold weather GPS receiver, inertial navigation compass, and magnetic compass. A micro-processor performs the necessary calculations and provides the user interface target coordinates and other mission related data. Additional advanced air and ground functionalities are available such as Peer-to-Peer wireless networking. Weight 0.5 Kg Price \$600 Availability (R/S) Special -

**Hang Glider Wilson-Rawlings:** This glider allows up to 500# to be launched, sail and landed safely. The biggest problem is the fact that it is so dependent on the wind. The chief advantage is the fact that it is a virtually silent mode of transportation. It takes 5 minutes to set up or tear down to fit in a bag that is the size of a duffel bag. Weight 25 Kg Price \$4,000 Availability (S/C) Special -

**High Altitude Jump System, Miltech Limited:** This is everything a parachutist needs for a high altitude jump (HAHO or HALO), except for the parachute. This allows a parachutist to jump at altitudes in excess of 10,000 feet. It includes a helmet (with space for tactical radio), jump suit, oxygen system and goggles. Weight 10 Kg Price \$1,250 Availability (R/S) Special -

**Monocular, Golfing, Carson Optical:** A small telescope that will not draw attention to itself in public. It is 4 power, which means objects viewed appear to be 4 times closer than they were. Its lens is marked in such a way that with a successful Knowledge: Mathematics or INT check with a DC of 10 can figure out the size of an observed object

(if the distance is known) or the distance should the size of the object be known. Weight 0.25 Kg Price \$25 Availability (R/C) Special -

**Parachute, Wilson-Rawlings:** A standard parachute. It is safely usable in up to 10 knot winds and can be set for Static Pull, Ring Pull, or Altitude opening. Static Pull means that you are tethered to the airplane and your chute begins the opening process as soon as you leave the airplane. The Ring Pull means that the skydiver must pull a ring attached to one of the shoulder harnesses to deploy the parachute. The Altitude opening means that the parachute will automatically deploy when the built in altimeter reaches a preset altitude (this is used often as a backup). Weight 20 Kg Price \$450 Availability (S/C) Special -

**Parawing, Wilson-Rawlings:** This variation on the classic parachute allows the more accurate landing with much greater control. Parawings do require a higher altitude, 500 feet verses 200 feet for the parachute, for a jump to be made from. The use of a Parawing does require the Parachute Skill otherwise landing accuracy and chances of mishap are the same as with a parachute. A parawing is required for HALO and HAHO jumps (see HALO/HAHO Jumps below). Weight 18 Kg Price \$550 Availability (R/C) Special -

**Ultralight, LG Suppliers:** A small powered aircraft. They feature a small propeller engine with an open cockpit and a minimal fuselage. It is capable of carrying a single individual and a small amount of cargo, about 350#s total. It has a range of 100 miles and has a top speed of 50 miles per hour. It requires a Pilot skill check with a DC of 10 to take off and land, the DC goes to 18 if the take off or landing area is unimproved. It takes a Pilot DC of 5 to fly normally, DC 10 if wind over 10 knots, +1 DC per knot over 10. It can be assembled and broken down in 30 minutes. Weight 50 Kg Price \$2,000 Availability (I/S) Special -

# SURVEILLANCE

## Audio Recorders

**Audio Recorder, dbx 162X:** (see *Dark Conspiracy* Pg 267). Weight 2 Kg Price \$750 Availability (S/S) Special -

**Audio Recorder, Xomax:** (see *Dark Conspiracy* Pg 267). Weight 0.3 Kg Price \$75 Availability (V/V) Special -

**Digital, dbx 1990:** This is a tiny hand held audio recorder that records sounds in digital form in the device. It is about 3" x 5" x 1/2" Weight Negligible Price \$175 Availability (S/C) Special -

**Micro-Tape, Sony:** This small hand held tape recorder is about the size of a paperback. It has a built in microphone and can be set for record or noise record. The latter only records when it hears a noise or voice and shuts off after three seconds of silence. Its tapes last only 12 minutes. Weight 0.25 Kg Price \$125 Availability (S/C) Special -

**Professional Tape, dbx 3000Z:** These are larger cassette tape recording machines with additional quality control features. It can use a wide variety of detachable microphones, including parabolic mikes, phone tap mikes, etc.. Weight 3 Kg Price \$250 Availability (S/C) Special -

**Audio Recording Cartridge, Veradero:** (see *Dark Conspiracy* Pg 268). Weight Negligible Price \$5 Availability (V/V) Special -

**Audio Recording Cartridge, Fujo 190 Micro-Tape:** This is the recording tape for the Sony Micro-Tape Audio Recorder Weight Negligible Price \$3 Availability (V/V) Special -

**Bionic Ear, Sony:** This device fits in an ear like a hearing aid. It allows the character to hear normal voices at 100 yards and whispered ones at 10 yards. Wind and background noise will shorten the distances but will not totally interfere. Weight Negligible Price \$10 Availability (S/C) Special -

**Black Box, Capone Limited Little:** is attached to a phone receiver that allows the character to make calls without having the numbers being called or the fact that the call took place being recorded. Weight 0.25 Kg Price \$200 Availability (I/S) Special Illegal

**Body Wire Transmitter:** The Body Wire Transmitter is designed to be worn by a character. It has the capability of picking up and transmitting normal conversation at about 15 feet. It has a small transmitter capable of transmitting up to one mile (half that in cities, and one tenth that underground). This bug has a difficulty of difficult against electronic sweeps. Weight 0.1 Kg Price \$250 Availability (S/C) Special -

**Broadcast Monitoring Equipment:** (see *Dark Conspiracy* Pg 267). Weight 1 Kg Price \$400 Availability (R/C) Special -

## BUGS

Bugs, clandestine listening and observation devices come in Audio and Video basic varieties. Each of these has several options to customize it to the mission.

## Audio Bug

**Eavesdropper, I, Radio Shack:** (See *Dark Conspiracy* Pg. 267). Weight Negligible Price \$120 Availability (C/V) Special -

**Eavesdropper II, Radio Shack:** (See *Dark Conspiracy*

Pg. 267). Weight Negligible Price \$450 Availability (S/C) Special -

**Eavesdropper III, Radio Shack:** (See *Dark Conspiracy* Pg. 267). Weight Negligible Price \$1,100 Availability (R/S) Special -

**Eavesdropper Monitor, Radio Shack:** (See *Dark Conspiracy* Pg. 267). Weight 0.6 Kg Price \$550 Availability (S/C) Special -

## Audio Bug Accessories

**Burst Transmission:** A sophisticated addition to an audio bug that records internally up to 6 hours of conversation (its voice activated). Then at a specified interval it sends a condensed signal that takes only 2 seconds. A passive system that records information and this is undetectable by normal electronic sweeping, unless it is transmitting. The receiver must be within one and one half miles of the bug transmitter. This adds a +3 DM against electronic sweeping. Due to the increased size it is easier to find in a physical search (-1 DM). Weight Negligible Price +\$250 Availability (R/S) Special -

**Voice Activated:** This set-up for an audio bug means that the bug will only be active if it detects noise. It can be used with a Normal Set-Up, a Burst Transmitter, or a Digital Memory. This adds +2 DM against electronic sweeping. Due to the increased size it is easier to find in a physical search (-1 DM). Weight Negligible Price +\$150 Availability (S/C) Special -

**Data Bug, Intel-Packard:** The Data bug is placed inside of a computer next to the computer's hard drive. There it collects every keystroke made and every file opened. Then at specified intervals it will send a transmission to a receiver within three-quarters of a mile. The placement of this bug takes a Computer Operations Skill check of normal to successfully place. This bug is discovered on a Computer Operations Skill check difficult if the computer cover is open, otherwise it is undetectable. Weight Negligible Price \$700 Availability (S/C) Special -

## ACCESSORIES

Items to enhance surveillance.

## Data Bug Accessories

**Data Burst Transmission:** This is added to any bug that allows it to collect information and be transmitted out to a receiver within ¼ mile in a short transmission. This makes the bug much harder to locate because it is not continually transmitting. However, it is not good for real time collection of information as the information will be delayed until the transmission is made. Weight Negligible Price +\$350 Availability (R/S) Special -

**Digital Memory:** A small attachment to an audio or video bug that allows it to record and store the information collected. The information must later be physically retrieved by removal of the digital memory from the bug. This makes the bug very difficult to detect by electronic sweeping (DM +4) but due to the increased size it is easier to find in a physical search (DM -2). Weight Negligible Price +\$650 Availability (S/C) Special -

**Video, Nikon Basic:** The Basic Video Bug is a pinhole camera. This comes with a standard lens the picks up anything in 60 degree conical arc. This kind of bug can be combined with an audio bug. This bug has an Observation check of normal against electronic seeps. Weight Negligible Price \$1,100 Availability (S/C) Special -

#### Video Bug Accessories

**Infrared Lens:** This lens allows the camera to see infrared light in situations of darkness. This allows the camera to pick up any heat source in its vision area but they images tend to be diffuse. In addition, It can pick up residual heat left over by the presence of a heat source (body) that has moved shortly before. This lens makes it slightly easier to spot with a physical search (DM -1). Weight Negligible Price +\$500 Availability (S/C) Special -

**Low Light:** This camera lens allows the camera to see in dark conditions similar to a Low Light Scope (see above). It can not see in total darkness but can see within a few feet of light as little as the luminescent dial of a wrist watch. This lens makes it slightly easier to spot with a physical search (DM -1). Weight Negligible Price +\$300 Availability (S/C) Special -

**Wide Angle Vision:** This lens allows the camera to see anything in a 120 degree conical arc. This lens makes it slightly easier to spot with a physical search (DM -2) and with an Electronic Sweep (DM -1). Weight Negligible Price +\$400 Availability (S/C) Special -

**Zoom:** This lens allows the camera to zoom up to four times power lens. This lens makes it slightly easier to spot with a physical search (DM -3) and with an Electronic Sweep (DM -1). Weight Negligible Price +\$350 Availability (S/C) Special -

#### CAMERAS

There are two basic kinds of cameras, still and motion picture.

##### Still:

**360 Degree, LG Supply:** This camera is set up on a tripod and will slowly pin in a full circle taking a series of digital images. These can be downloaded directly or printed out as digital photos. This will show a three hundred sixty degree view from the cameras position. This is excellent for getting accurate picture of a location. Weight 8 Kg Price \$1,500 Availability (R/S) Special -

**Disposable Kodak – Disney Snap:** (see *Dark Conspiracy* Pg 268). Weight 0.3 Kg Price \$10 Availability (C/C) Special -

**Full Spectrum, Nikon:** This camera takes pictures that cover not only the normal light spectrum but ultraviolet and infared spectrum. It was developed by “ghost hunters” but can also be useful for picking up things not normally seen by the naked eye. Weight 3 Kg Price \$1,200 Availability (S/C) Special -

**Miniature, Kodak-Disney:** Here is a camera can easily fit in the palm of your hand. Miniature cameras cannot be improved with additional lenses or support equipment and come equipped with flash. They have a range increment of

#### BUG DETECTION

Bugs are detected in one of two ways, Physical Search and Electronic Sweeping. It is placed either with a timed place or a quick place.

A Timed Place is when the person placing the bug has time alone with the location to place the bug. If the character makes an INT check (a -2 DM if the character has Intelligence agency, security or police forces in their background). The level the INT check is passed is the difficulty at which the searcher must pass an observation check to find.

Failing a timed place means that the placement must be made again taking a further five minutes.

A Quick place is when a bug is placed even under observation and the character placing it rolls a d20 and adds the character’s Sleight of Hand Skill. This is referred to as the Bug’s Hide Number.

When conducting a physical search the character searching will roll an Observation check according to the chart below:

| Bug’s Hide Number | Observation Check Difficulty |
|-------------------|------------------------------|
| 20+               | Impossible                   |
| 17-19             | Very Difficult               |
| 13-16             | Difficult +1 DM              |
| 8-12              | Difficult                    |
| 6-8               | Normal                       |
| 1-5               | Normal -1 DM                 |

When conducting an electronic sweep see the device for the chance to detect the bug.

10 ft., and it has 12 exposures. Weight Negligible Price \$250 Availability (I/R) Special -

**Professional, Nikon SPS5000:** A fully manual 35mm camera designed to be used by a professional photographer with professional or intelligence grade film. Professional Cameras have a range increment of 50 ft. Weight 3 Kg Price \$1,000 Availability (S/C) Special -

**Still Camera, Nikon DLR-35 Advanced:** (see *Dark Conspiracy* Pg 268). Weight 3 Kg Price \$850 Availability (C/C) Special -

##### Still / Video:

**Digital, Sony:** This camera stores images electronically (on removable memory chips). With the proper equipment and cables, pictures taken with a digital camera can be uploaded into a computer, ready for email or printing. A standard memory stick holds up to 250 images or 10 minutes of motion pictures. Digital cameras have a Spot check cap of 25 and a range increment of 40 ft. Weight 1 Kg Price \$350 Availability (S/C) Special -

##### Video

**DVD, Sony:** This camera records DVD quality video and sound directly onto a DVD. Weight 4 Kg Price \$450 Availability (S/C) Special -

**Professional, Fuji:** A professional grade shoulder video camera with a removable microphone. It is designed for use with Professional and Intelligence Grade Tapes. Weight 6 Kg Price \$1,000 Availability (R/S) Special -

**Video Recording Camera, Tojicorp Kapture II:** (see

*Dark Conspiracy* Pg 268). Weight 4 Kg Price \$500 Availability (C/C) Special -

## CAMERA ACCESSORIES

**Fiberscope:** A attachment to an existing camera. The fiberscope is a cable thickness and is usually used in inspecting pipes and the like. It has 25 feet of cable and can turn and look around corners. It has a small light source included with it. Weight 3 Kg Price \$2,500 Availability (S/C) Special -

**Infrared (IR) Filter Lens:** This lens can be used with Standard or Professional cameras. It allows photography in complete darkness. If used with an IR Illuminator (see Above) reasonable quality pictures can be shot in darkness without a flash (+1 DM) to Observation checks. Without an IR Illuminator it will allow the picking up of heat signatures on film without a flash, which can be identified later by type but not individual in an image (i.e. human, truck, tank (sometimes even type) etc.). Weight Negligible Price \$25 Availability (S/V) Special -

**Night Vision Filter:** This acts as a night vision goggles for a camera allowing it to see in the dark but in a green tint. It can be used in all but complete darkness. It, however, can flare out, produce an all white screen, when exposed to a sudden change in lighting. Weight Negligible Price \$30 Availability (S/V) Special -

**Special Vision Adapter, Nikon:** (see *Dark Conspiracy* Pg 268). Weight Negligible Price \$15 Availability (S/C) Special -

**Super-Telephoto Lens, Kodak-Disney:** The Super-telephoto Lens multiplies a camera's range increment by 5. It is only usable with Standard and Professional Cameras. Weight 2 Kg Price \$300 Availability (S/C) Special -

## Film

There are three basic types of film.

**Commercial Grade, Fuji:** This is the standard for film and it is easily acquired; available for all cameras. There are 24 exposures per roll. Weight Negligible Price \$5 Availability (V/V) Special -

**Professional Grade, Fuji:** (Replaces Fuji Film, Conventional *Dark Conspiracy* Pg 268). This film is of higher quality and resolution than commercial grade film. This film, if used in Professional Camera gains a -2 DM to all Observation checks on the developed film. There are 12 exposures per roll. Weight Negligible Price \$8 Availability (C/C) Special -

**Intelligence Grade, Fuji:** This is rarely found outside of intelligence and military circles. If used with a Professional Camera then those viewing the pictures gain a -4 DM to Observation checks on the developed film. There are only 6 exposures per roll. Weight Negligible Price \$15 Availability (C/C) Special -

**Film Developing:** All film must be developed in order to be viewed. It takes one hour per grade (professional 2 hours, etc). Weight Negligible Price \$10 Availability (V/V) Special -

**Photo Film and Slide Converter:** This device, about the size of a breadbox, will take photos, film, both still and video, and slides store the images then and send them out

as digital images. Weight 3 Kg Price \$140 Availability (S/C) Special -

## Tripod:

**All Terrain:** A standard tripod fitted with wide grips on the base and legs that can be adjusted to any angle. It is made to be used outside in all terrain and weather conditions. Weight 3 Kg Price \$100 Availability (S/C) Special -

**Standard:** When set up, taking 3 minutes and using a standard or professional camera it doubles the range increments. Weight 2 Kg Price \$50 Availability (C/C) Special -

**Tabletop:** A small tripod that is used to hold a camera steady while only being 24 inches off the table or floor. Weight 1 Kg Price \$25 Availability (C/C) Special -

## Tape

There are three basic types of tapes.

**Commercial Grade Video, Verdadero:** (Replaces Verdadero Video Cartridge *Dark Conspiracy* Pg. 268). This is the standard for film and it is easily acquired; available for all cameras. There is two hours of time available on a tape. Weight Negligible Price \$5 Availability (V/V) Special -

**Professional Grade Video, Verdadero 200:** This film is of higher quality and resolution than commercial grade film. This film, if used in Professional Camera gains a -2 DM to Observation checks on the developed film. There is one hour of time available on a tape. Weight Negligible Price \$15 Availability (S/C) Special -

**Intelligence Grade Video, Verdadero 1000:** This is rarely found outside of intelligence and military circles. If used with a Professional Camera then those viewing the pictures gain a -4 DM to Observation checks on the developed film. There is thirty minutes of time available on a tape. Weight Negligible Price \$30 Availability (R/S) Special -

**Cellular Phone Cloner, Motorola-Samsung:** This looks like a cell phone and can act as a normal smart phone but it can be switched to clone mode. This allows this device to pick the information of any cell phone within ten feet. It will collect the phone number, contacts, all text messages and photos stored on the target cell phone. The Cell Phone Cloner while it picks up signals from all the cell phones must select a single number in order for its abilities to be used.

The character can then select one cell phone to follow and it will receive all text messages and photographs. In addition, the character can also listen into any phone conversations that take place on the phone. These messages will be received no matter where the character is at. Weight 0.5 Kg Price \$215 Availability (I/S) Special -

**Cellular Phone Interceptor, Motorola-Samsung:** This is similar to the Cellular Phone Cloner except the phone number to be intercepted must be known. It will receive all text messages and photographs that the cell phone does but remove things from the cellular phone intercepted. All phone calls will be able to be listened to and the numbers called and received be recorded from the time of the interception on.

The Cell Phone Interceptor must be within within fifty feet to acquire the interception. They must remain within a



¼ mile of each other or else the interception must be made over again. Any data on the phone prior to the interception and any received during any breaks in the interception is not transmitted. Weight 0.5 Kg Price \$315 Availability (I/S) Special Illegal

**Chase Launcher and Device, Law Enforcement Limited:** This looks like a pistol with a twelve inch shotgun barrel on it. It looks intimidating but it fires a small round pellet, This pellet is designed to be fired at a vehicle where it will attach itself on contact with an adhesive and a magnet. The pellet contains a small transmitter that can be tracked on a specially equipped tablet anywhere in the world with an internet connection or within five miles of the target vehicle. It takes a firearms skill check at normal to hit a car, it can be modified by speed, directions, lighting, etc..

If the pellet hits metal the magnet will adhere and a special chemical will be released to dissolve the adhesive. It will remain attached for twenty-four hours or should the motion of the vehicle stop for five minutes the magnet will deactivate and the transmitter will drop to the ground. The transmitter has enough power to transmit for thirty-six hours.

If the pellet hits a non-metal surface then the adhesive will keep the transmitter in place until the vehicles motion stops for five minutes or twenty-four hours has been reached.

If the spot where the transmitter takes a general glance takes an Observation Skill check at very difficult level or if doing a close search an Observation Skill check at normal. (Gun) Weight 4 Kg Price \$500 Availability (I/S) Special Police (Tracker) Weight 6 Kg Price \$1,500 Availability (I/S) Special Police (Pellet) Weight Negligible Price \$200 Availability (I/S) Special Police

**Computer Snooper:** This looks like a simple plug connector that plugs into the keyboard cable and the computer. It records every stroke typed, up to 8000 keystrokes. This snooper must be retrieved in order to retrieve its data. It can be set up to store the first 8000 keystrokes or the last. Weight Negligible Price \$200 Availability (S/C) Special -

## Drone

**Small, BBB Manufacturing:** A small, hand sized, remote controlled airborne vehicle that is capable of carrying ¼ of a pound. It is a small single or four bladed helicopter with its payload carried below. If the payload is a camera its fixed and the aircraft has to be aimed in order to point the camera. It is incapable of using any sort of weaponry. It can fly for up to 30 minutes and must remain within ½ mile of the controller or else it will crash. It can fly at ten miles per hour. Weight 0.5 Kg Price \$100 Availability (C/V) Special -

**Medium, LG Supplier:** A small, propeller driven, remote control aircraft. It has the wingspan of 24 inches and can either be launched by a bungee cord or be taken off with 100 foot runway roll over relatively flat terrain. It is capable of carrying up to one pound or a special Dragons Eye Camera. It can fly for up to 30 minutes and must remain within a mile of the controller or else it will crash. It can fly up to twenty miles per hour. It is usually launched and operated by a two or three man team. It can be landed like a normal plane of caught in the net that is its carrying case. It takes about 5 minutes to attach/detach the wings and prepare for launch or

pack it up.

The Dragon's Eye Camera is fitted on the underside of the drone and it views straight down 360 degrees. This information is transmitted back to a tablet that is within a mile of the aircraft. It can see in normal light and dim light but not in darkness. The camera is fixed and it will see out in a diameter of one-hundred yards at its normal operation altitude of five hundred feet. Weight 2 Kg Price \$250 Availability (S/C) Special -

**Large, Boeing Space X:** A reconnaissance drone that is designed to be operated out of an airbase and it is propeller driven and taken off a normal runway. It is seven foot high, fifty-five foot wingspan, and about thirty feet in length. It can fly 775 miles, up to 135 miles per hour, and up to 25,000 feet in high.

It comes with a fully adjustable camera that can see in normal light and low light conditions. It can see objects as small as a license plate from its max altitude. It can be controlled from anywhere in the world and transmit its images in real time anywhere in the world via satellite hookups. Weight 50 Kg Price \$2,500 Availability (R/S) Special Police

**Large, Miltech Limited Armed:** A Large Drone that has been modified to carry two Hellfire anti-tank guided missiles. It has its range reduced to 500 miles and its maximum speed decreased to 100 miles per hour when equipped with the missiles. The sighting is done through the normal camera fitted along with a laser designator. Weight 250 Kg Price \$25,000 Availability (-/R) Special Military

**Global, Boeing Space X:** A very large drone that is powered by a jet engine. It is just under 50 foot in length fifteen foot high and with a wing span of one hundred thirty feet. It is capable of flying 15,000 miles at 350 miles per hour. It can carry cameras and laser designators weighing up to 3000 pounds.

It can be fitted with day and night cameras, electronic eavesdropping equipment, Ladars, and laser designators. The camera can read a newspaper from its 60,000 foot altitude during the day. The electronic eavesdropping equipment can pick up radio, telephone, cell phone, wireless and satellite signals. Ladar will pick up the undulation of the terrain, man made objects, and even underground positions. Weight 400 Kg Price \$100,000 Availability (-/I) Special Military

**Jammer, Sony Microwave:** The Microwave Jammer is a hand sized jamming device that can be used to block a single microwave frequency to prevent cell phone transmissions or knock out wireless computer networks. To jam a specific cell phone the frequency must be known and the phone must be within 250 yards of the jamming device. It will act as a normal no signal area for that cell phone. Weight 5 Kg Price \$500 Availability (S/C) Special -

**Laser Eavesdropper, Hand Held:** The Hand Held Laser Eavesdropper consists of a small laser pointer, a small box that decodes the feedback, and an ear piece. It can be used to pick up normal conversations going on within 10 feet of a glass or unpainted metal object struck with the laser at a distance of up to 50 feet. The listener and the target spot must have a clear line of sight. Weight 10 Kg Price \$800 Availability (S/C) Special -

**Laser Monitoring System:** A large unit with a tripod mounted laser and a laptop sized signal decoder and recorder. It requires a window pane, or other glass object as target to be most effective. It can pick up normal conversations within 20 feet, of the object painted with the laser, out to a range 500 Yards. The laser designator and the target spot must have a clear line of sight. Weight 100 Kg Price \$4,500 Availability (I/R) Special -

#### **Lie Detector**

**Lie Detector, Hand-Held, Sony:** The Hand Held Lie Detector measures vocal patterns given off in a characters speech. It grants the using character a -2 DM to Interrogation checks. This can be operated clandestinely but it takes a Sleight of Hand difficult check to keep it hidden. Weight 2 Kg Price \$150 Availability (S/C) Special -

**Lie Detector, Law Enforcement Limited Polygraph:** This device measures physiological changes that indicate deception, It will not tell the character conducting the polygraph exactly what the lie is. It will also be ineffective if the character taking the polygraph actually believes whatever falsehood is being perpetrated. The character running the polygraph gets a -3 DM to Interrogation checks. It takes about an hour to conduct a proper test. Weight 6 Kg Price \$250 Availability (C/C) Special -

**Microphone, Shure SM80&D Directional:** (See *Dark Conspiracy* Pg. 269) Weight 5 Kg Price \$3,000 Availability (C/C) Special -

**Microphone, Laser:** A small device about the size of a cell phone. It allows the sender to speak into the device that is pointed at the receiver and send a private message that is not picked up by normal electronic eavesdropping. The receiver must be in a line of sight and be within 250 feet. Should the line of sight between the transmitter and receiver be blocked then that portion of the message is lost. Weight 3 Kg Price \$300 Availability (S/C) Special -

**Microphone, dbx Parabolic:** This looks like a clear plastic bowl with some electronics in the center of the bowl and a handle on what would be the bottom of the bowl. It has two output cords one for a headset the other to go to a recorder. Its designed to pick up voices and noises from a distance. Weight 5 Kg Price \$1,350 Availability (S/C) Special -

**Pocket Microscope:** This allows the examination of tiny and microscopic objects while not taking up a huge amount of space. Weight 1 Kg Price \$65 Availability (S/V) Special -

**Radar Unit, Miltech Limited Portable:** The Portable Radar Unit can detect personnel within line of sight out to ½ mile, vehicles out to a mile and aircraft at 10 miles. Weight 250 Kg Price \$5,000 Availability (S/C) Special -

**Sight, UV Hand Held:** This looks like a small hand held single eye sight. Rather than picking up normal light it operated on the ultraviolet spectrum. This takes an Observation skill check at normal in order to be able to interpret the images. This has the ability to see objects that are hidden behind soft cover, brush, camouflage nets, etc.. Weight 1 Kg Price \$25 Availability (R/S) Special -

**Snoop Spray:** Snoop Spray comes in a normal aerosol can. When sprayed it creates a thin cloud 5 foot wide, five foot high, and up to 30 feet long. This mist will reveal

any sort of light beams, laser or infrared in the area without interfering with the beam. Infrared beams become visible in normal light. In addition, it provides a -2 DM on Observation attempts against trip wires. Weight 2 Kg Price \$150 Availability (I/R) Special Illegal

**Sonar Unit, Czech State Factories Portable:** The Portable Sonar Unit is towed behind a boat and can detect objects underwater down to 3000 feet. Weight 50 Kg Price \$8,000 Availability (R/S) Special -

**Sound Processing Equipment, dbx:** Sound Processing Equipment consists of a small electronic box as well as a sound control board. It has inputs for all types of sound equipment. It allows the breaking down of sound to remove layers of sound so that specific sounds can be differentiated. It takes an Electronics check at difficult to break down sound tracks. It gains a character -2 to Observation checks after a successful Electronics check. It can also be used to deliberately obscure sounds that are then taped. Weight 50 Kg Price \$3,500 Availability (S/C) Special -

**Surveillance Sunglasses:** The Surveillance Sunglasses look like normal sunglasses. They look and function like regular sunglasses, but they also let you see what is going on behind the character. They are available in plastic frame or metal frame. Weight Negligible Price \$500 Availability (R/C) Special Military

**Telephone Equipment:** The following items are used with various kinds of telephone equipment and are useful for intercepting and manipulating phones.

**Call Router, Sony:** The Call Router is attached to a telephone line and is used to reroute phone calls either in or out of a phone line. It can also originate a phone call into the number being effected (this call would be untraceable). This adds +4 DM against electronic sweeps for bugs and is not possible to be picked up by a physical search. Weight 3 Kg Price \$235 Availability (R/S) Special -

**Caller ID Defeater, Radio Shack:** A small device that attached to any kind of phone that will keep hidden, even from the phone companies, the phone number making the call. Weight 0.5 Kg Price \$100 Availability (S/V) Special -

**Cellular Signal Blocker, Motorola-Samsung Low Power:** This low power transmitter creates a dead space, similar to that of being out of range to a transmission tower, for cell phones and other wireless devices. It will block all cell phone transmissions, wireless computer hook up and similar signals within 20 meters of this device when activated. Unless the signal that you wish to block is isolated before the blocker is employed, it requires an INT check at difficult to block an individual devices signal. Weight 3 Kg Price \$250 Availability (S/C) Special Illegal

**Cellular Phone Interceptor, Sony:** The Cellular Phone Interceptor looks like a laptop but it allows monitoring of conversations that are being sent or received within a ¼ mile radius. It can be locked onto a specific cell phone number allowing monitoring and the picking up and decoding of passwords for voice mail, etc.. It can identify cell phones in use by telephone number and can record both sides of the conversation, recording up to 20 numbers calling in or out. It comes in Analog (normal cell phone) and Digital versions. Weight 3 Kg Price \$400 Availability (R/C) Special Illegal

### **Cellular Signal Blocker, Motorola-Samsung High**

**Power:** This high power transmitter creates a dead space, similar to that of being out of range to a transmission tower, for cell phones and other wireless devices. It will block all cell phone transmissions, wireless computer hook up and similar signals within 200 meters of this device. Unless the signal that you wish to block is isolated before the blocker is employed, it requires an INT check with a normal difficulty to block an individual devices signal. Weight 4 Kg Price \$500 Availability (R/C) Special Illegal

**Dial Tone Recorder, Tandy:** The Dial Tone Recorder is a small device that looks a lot like a digital audio recorder. It has a small but powerful directional microphone that is tuned into the frequencies used in the dial tone. If within 25 feet and line of sight of a handset when a number is dialed it will be recorder and can be repeated. Weight 1 Kg Price \$350 Availability (S/C) Special -

**Linesman Phone, Radio Shack:** A handset, with a built in number pad that can be plugged directly into the phone lines at a telephone exchange box or a telephone pole connection. This takes an normal Electronics check to do so. If a specific phone number is to be selected then it takes a Electronics check at very difficult. Weight 3 Kg Price \$120 Availability (S/C) Special -

**Monitor Plug, Intel-Packard:** This item plugs into any modular phone jack and the line from the phone then plugs into the other end of the Telephone Monitor Plug. This Plug allows a second line to monitor both ends of any phone conversations that take place on that phone. As a bug it is obvious but is used mostly by employers to monitor employee's conversations. Weight 1 Kg Price \$35 Availability (C/V) Special -

**Number Register, Intel-Packard:** This plugs into the modular phone jack on the phone and it registers every number that is dialed by that phone. As a bug it is obvious but is used mostly by employers to monitor employee's phone use. Weight 0.25 Kg Price \$10 Availability (V/V) Special -

**Pole Phone, Radio Shack:** Unlike the Linesman's phone this phone is designed to be spliced into a phone line. The pole phone is often utilized in the military situation to tap into civilian lines in order to utilize them for communications. It takes a Electronics check at easy to use and one of normal to tap a specific line before it hits a trunk exchange box or pole. Once it hits the trunk exchange or pole it is impossible to tap a specific line with any certainty. Weight 3 Kg Price \$170 Availability (S/C) Special -

**Spy Phone, Miltech Limited:** This looks like a normal cellular phone but when activated specially it will transmit surrounding sounds back to an incoming caller. In order to accomplish this it rings in secretly and without changing the main phone from Standby mode. In addition it acts as a normal cellular phone. Weight 1 Kg Price \$370 Availability (R/S) Special Police

**Telephone Tap, GE:** (Replaces Wire Tapping Tools from *Dark Conspiracy* Pg. 267). Weight 2 Kg Price \$300 Availability (R/C) Special Police

**Line-Tap, GE:** The line tap has the advantage that you do not physically have to enter the room with the phone to be tapped. It instead is applied to the phone junction box,

which is usually located in a special room (in large buildings) or on the outside of homes or on the telephone pole. It takes between 30 seconds to install on a box on the outside of the house, a minute to install on a pole and two minutes to five minutes to install in a telephone room box depending on if the amount of lines coming into the box.

This unlike other taps can allow the person installing the tap to listen directly in on the line while at the box with a linesman's phone. It can also be used to intercept calls on the line. This can be done by calling out on the line so that the receiver believes that the call is coming from the number tapped. Also, it can be used to intercept outgoing calls to impersonate the person being called.

Tapping a line takes an Electronics check at normal. Spotting a Line Tap would require a Observation check at normal when observing a outside house box or line box up close. A Telephone room tap would require an Observation check at Difficult. Weight .5 Kg Price \$400 Availability (R/C) Special Illegal

**Phone Tap, GE:** A small flat round button size device that needs simply to be placed on the bottom of the telephone base. This will record and transmit all numbers called as well as recordings of all conversations held on the phone. These are sent by a burst transmission to a receiving unit at a distance up to ¼ mile away. It takes a few seconds to install and can be done when alone with the phone or with a Sleight of Hand skill check at normal. Weight Negligible Price \$500 Availability (R/C) Special Police

**Receiver Tap, GE:** A small telephone bug that has to be placed into the telephone receiver. This will record and transmit all telephone calls made by the phone. It only transmits the conversation and not the numbers being called. It will use the phone line to transmit its information at a designated times and to designated phone number receiver. Weight Negligible Price \$550 Availability (S/C) Special Police

**Thermal Neutron Activator, Miltech Limited:** The Thermal Neutron Activator bathes an object or area (10 foot by 10 foot by 10 foot) with low energy neutrons. These neutrons interact with certain substances and produce gamma rays which are then measured by the device. This grants a character -5 DM to Observation when conducting a search for explosives or nuclear material. Weight 5 Kg Price \$2,500 Availability (I/R) Special Police

### **Trackers:**

**Digital, Teledyne:** The Digital Tracker consists of a base unit and a tracking bug. The tracking bug sends out an encrypted signal that the receiver can pick up at a maximum range of three miles. The receiver can rack up to ten tracking bugs at once. The receiver displays range and distance to the bug. It comes with a directional vehicle antenna and a directional hand held antenna. The unit includes four tacking bugs. This adds +1 DM against electronic sweeping. Weight Negligible Price \$2,200 Availability (-/S) Special -

**GPS Vehicle, Teledyne:** The GPS Vehicle Tracker is a device attaches, via a magnetic plate, to an object and transmits a signal relaying the position of the device according to the Global Positioning System. It is then read out on a spe-

cial hand unit. This transmitter will continue to send a signal out for eighteen days from being activated. Since the tracker sends out a satellite signal it can be traced anyplace in the world other than underground. This adds +3 DM against electronic sweeping. Due to the increased size it is easier to find in a physical search, Observation check normal. Weight Negligible Price \$3,000 Availability (-/R) Special -

**Standard, Teledyne:** A Standard Tracking Bug. This sends out a signal that is picked up by a directional handset. The closer the bug and receiver are the more rapid the tone becomes. The tone gets louder the more directly the handset is pointed at the tracking bug. It can only be used with one bug at a time. This adds -2 DM against electronic sweeping. Weight Negligible Price \$1'250 Availability (-/S) Special -

**Transponder, Tojicorp Discrete Micro:** (See Dark Conspiracy Pg. 269) Weight Negligible Price \$1,800 Availability (-/S) Special -

**Wall Listening Device, GE:** This unique device is used to listen through walls. It is capable of listening through up to 20" of solid concrete, doors, windows etc.. It can also record by plugging into any standard recorder. This device allows the highest possible sound quality. Weight 1 Kg Price \$40 Availability (S/C) Special -

**Watch, dbx Recording:** This looks like a normal wrist watch but when a certain button is pressed it will record sounds for up to 15 minutes. Weight Negligible Price \$50 Availability (C/V) Special -

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### Parachute: AGL: Skilled (Additions)

High Altitude Jumps: High Altitude Low Opening (HALO) and High Altitude High Opening (HAHO), jumps require a Parachute check at normal before the parachute opening. Failure means that another check has to be made at a +1 DM (Cumulative) until it is passed, if it becomes mathematically impossible to pass a Parachute check or an AGL check then the character "Roman Candles" . Each DM is then also applied to the landing. These are cut in half if the character elects to forego a precision landing and just come down where they can.

A Character that Roman Candles must make a very difficult AGL check, failure means the character is dead, otherwise the character has suffered two broken legs and loses ½ of their hit points. A Roman Candle may be waived by the GM.

**HAHO:** This is High Altitude High Opening. This allows the character to conduct a jump miles from the target, out of airplane engines earshot, and fly themselves into the landing zone. This requires a parawing and oxygen bottle. This requires a Parachute check as follows;

**HALO:** This is High Altitude Low Opening: This is used when the character is trying to insert in an area where they might be picked up on radar or searchlight. It gets them to the ground the fastest.

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### HAHO / HALO JUMP LANDING DIFFICULTY

|                                  |                      |
|----------------------------------|----------------------|
| Under 5 miles from target        | Normal check         |
| 5 to 10 miles from target        | Difficult check      |
| 11 to 15 miles from Target       | Very Difficult Check |
| Night Jump                       | +1 Level Difficulty  |
| Forested or Light Urban Landing  | +2 DM                |
| Heavily Forested or City Landing | +4 DM                |

Failure means that the character has crashed. The character then rolls a normal difficulty Parachute check. If this is passed then the character misses their landing zone (LZ), If the character fails by less than ½ their Parachute check then they have crashed or been hung up. But ½ or more then they are injured.

If they miss the LZ the character rolls a d20 and a d8. The D20 roll times the number of miles the character was from the LZ. This is the number of meters the character is from the original LZ. The D8 will represent the cardinal directions, read clockwise, to determine the direction the character is off from the original LZ.

If the character crashes and they are NOT in Forested or Urban terrain the character lands hard. If in a Forested or Urban terrain the character rolls a d20, on a 5 or less they are hung up in light urban, on a 10 or less they are hung up in Forested or City Terrain, and on a 12 or less in Forested terrain they are hung up. If they are hung up the parachute is hung up and the character is suspended above the ground taking 1d6 points of damage. They have to cut themselves loose and climb down. If they are not hung up they take 1d2 points of damage and has to take two gull rounds to gather up their chute.

If the character rolls Injured they must pass a CON check at normal or break a leg (See Broken Bones).

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# TOOLS

**Arc Welder:** (see *Dark Conspiracy* Pg. 265). Weight 75 Kg Price \$850 Availability (C/C) Special -

**Belt, ACE 12 Tool:** A wide leather belt that holds up to a dozen hand tools and a tape measure. Weight 3 Kg Price \$50 Availability (V/V) Special -

**Blade Sharpener, BBB Manufacturing.** A hand sized metal object that will let blades of all sizes to be slid through and sharpened. Weight 1 Kg Price \$30 Availability (C/V) Special -

## Bolt Cutters

**Shielded, BBB Manufacturing:** These act in every way the same as Standard Bolt Cutters (see below). In addition they are insulated to withstand the shock of cutting high power lines. Weight 6 Kg Price \$150 Availability (S/C) Special -

**Standard, ACE:** The standard bolt cutters look like a 2.5 foot long scissors with a heavy metal end on it. Then end only opens 2 inches but anything caught in the cutter portion can be cut. The use of this requires a STR check and is compared to the item that closes resembles the item. Metal Hasp: up to an easy STR check, padlock up to what was a normal STR check, case hardened padlock up to very difficult STR check. Weight 4 Kg Price \$70 Availability (V/V) Special -

**Duct Tape, ACE:** This wide tape has a million and one uses and I am sure the characters will find a few more. It comes in a 100 yard roll, three or four inches wide and in various colors from silver to black to all kinds of decorator shades. Weight 0.5 Kg Price \$15 Availability (V/V) Special -

**Entrenching Tool, Miltech Limited:** The Entrenching Tool is a small portable folding shovel capable of being worn on load bearing equipment. Weight 2 Kg Price \$15 Availability (C/V) Special -

**Hatchet, ACE:** A small single bladed ax used by campers and hunters because of its size and lightweight. Weight 0.5 Kg Price \$20 Availability (V/V) Special -

## KITS (TOOL KITS)

Assortments of useful tools.

### Aircraft

(Replaces Aircraft Tools from *Dark Conspiracy* Pg. 265).

**Fixed Wing, Boeing-Space X:** This contains all the basic tools needed to maintain jet aircraft. Many of these tools can be used on all types of aircraft but those especially for jet engines. Weight 30 Kg Price \$1,750 Availability (S/S) Special -

**Propeller Boeing-Space X:** This contains all the basic tools needed to maintain a propeller aircraft. Many of these tools can be used on all types of aircraft but those especially for propeller engines. Weight 22 Kg Price \$1,100 Availability (S/S) Special -

**Rotary Wing, Boeing-Space X:** This contains all the basic tools needed to maintain a rotary wing (helicopters and VTOL) aircraft. Many of these tools can be used on all

types of aircraft but those especially for their hybrid engines. Weight 25 Kg Price \$2,000 Availability (S/S) Special -

## Automotive

**Basic, Ford-Revlon:** The Basic Automotive Tool Kit gives the character all of the tools necessary to complete normal automotive maintenance and minor engine repairs. Weight 10 Kg Price \$800 Availability (C/C) Special -

**Deluxe, Ford-Revlon:** The Deluxe Automotive Tool Kit gives the character all the tools needed to perform any automotive repairs. Weight 25 Kg Price \$1,500 Availability (S/S) Special -

**Basic, ACE:** (see *Dark Conspiracy* Pg. 265). Weight 5 Kg Price \$250 Availability (V/V) Special -

**Computer, Intel-Packard:** The Computer Tool Kit supplies all the tools needed to set up and maintain a computer system and server at a user level. Weight 4 Kg Price \$1,000 Availability (S/S) Special -

**Construction, McFadden Industries:** (see *Dark Conspiracy* Pg. 265). Weight 30 Kg Price \$400 Availability (V/V) Special -

## Craftsman

**Carpenter Tool Kit, McFadden Industries:** Carpenter Tool Kit provides non-power tools needed to perform general carpentry work. Included are saws, hammers, screwdrivers, etc.. Weight 20 Kg Price \$350 Availability (V/V) Special -

**Woodworking Tool Kit, ACE:** Woodworking Tool Kit provides non-power tools needed in fine woodworking. Included are saws, hammers, chisels, etc.. Weight 15 Kg Price \$400 Availability (C/C) Special -

## Electrical

(Modified from Electrical Repair Tool Kit *Dark Conspiracy* Pg. 265).

**Basic, Teledyne:** The Basic Electrical Tool Kit gives the character the tools to perform basic electric repairs. Weight 3 Kg Price \$350 Availability (V/V) Special -

**Deluxe, Tledyne:** The Deluxe Electrical Tool Kit gives the character all the tools necessary to fully utilize the Electrical Skill. The character using this gets a -2 DM to all Electrical skill checks. Weight 4 Kg Price \$550 Availability (C/C) Special -

**Electronic Repair, Teledyne:** (see *Dark Conspiracy* Pg. 265). Weight 3 Kg Price \$350 Availability (V/V) Special -

**Excavating Tools, McFadden Industries:** (see *Dark Conspiracy* Pg. 265). Weight 20 Kg Price \$250 Availability (V/V) Special -

**Heavy and Tracked Vehicle Tools, Miltech Limited** (see *Dark Conspiracy* Pg. 266). Weight 15 Kg Price \$2,200 Availability (-/S) Special -

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## Electrical Skill AGL (Trained)

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The electrical skill is used to work on, repair or disable electrical devices. It also gives the character a basic understanding in how the device works.

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**Heavy Ordnance Tools, Czech State Factories:** (see Dark Conspiracy Pg. 265). Weight 12 Kg Price \$2,400 Availability (-/S) Special Military

#### **Mechanics Tool Kits**

**Basic, ACE:** This give all the basic tools needed to fix mechanical devices. Weight 9 Kg Price \$750 Availability (V/V) Special -

**Deluxe, ACE:** The Deluxe Mechanics Tool Kit gives the user a -2 DM to all Mechanics skill checks. Weight 15 Kg Price \$1,300 Availability (S/C) Special -

**Power Hand Tools, McFadden Industries** (see Dark Conspiracy Pg. 266). Weight 35 Kg Price \$1,200 Availability (V/V) Special -

**Small Arms, Czech State Factories:** (see Dark Conspiracy Pg. 266). Weight 5 Kg Price \$750 Availability (C/C) Special -

**Small Engine, Ford-Revlon:** The Small Engine Tool Kit contains all the tools needed to maintain and repair small engines. Weight 10 Kg Price \$300 Availability (C/C) Special -

**Wheeled Vehicle Tools:** (*Changed to Automotive Tools*).

**Leg Gaffs:** These fit on the insides of the calves and have pikes on them. They are designed to help the character climb up telephone poles and trees. It gives a character a -2 DM on all climbing checks when using them on telephone poles or trees. Weight Kg Price \$ Availability (/) Special -

**Machine Shop, Portable** (see Dark Conspiracy Pg. 266). Weight 1.75 Tons Price \$12,000 Availability (S/S) Special -

**Pocket Saw, Off Grid Supplies:** The Pocket Saw con-

sists of two rings connected with a carbide steel serrated wire. It is capable of making quick work of small trees and even sheet metal. Weight Negligible Price \$20 Availability (C/V) Special -

**Portable Winch, ACE:** The Portable Winch comes with a base unit and a bumper attachment kit. It has a drum and 250 feet of cable with the capacity of lifting 6,000 pounds. It reels out cable at up to 25 feet per minute and can reel in, on average, as fast as ten feet per minute. If running on its own power it can operate for one hour but it can be powered by a car engine or other power source. It can also come with a large drum and a 500 foot cable. Weight 15 Kg Price \$195 Availability (S/C) Special -

**Pulaski Axe:** The Pulaski axe has an axe handle and a wide axe head on one side. On the side opposite the axe there is a wide hoe blade. This is extensively used by firefighters. Weight 4 Kg Price \$45 Availability (S/C) Special -

**Shovel, ACE:** This is your standard shovel with a metal blade and wooden handle. Weight 2 Kg Price \$20 Availability (V/V) Special -

**Siphon Hose:** The Siphon Hose is a 6 foot hose with a built in bellows to start the flow. Weight 1 Kg Price \$15 Availability (V/V) Special -

**Sledge Hammer, McFadden Industries:** A two handed sledge useful in pounding things in or breaking doors. It doubles the roll for an attempt to force a door. Weight 8 Kg Price \$45 Availability (C/C) Special -

**Wire Cutters, ACE:** Wire Cutters are small hand held scissor like device capable of cutting and stripping wires of all kinds. In addition, it is capable of cutting barbed wire, concertina wire, small chains, and chain link fences. Weight 1 Kg Price \$35 Availability (C/C) Special -

# WEAPONS ACCESSORIES

## Bandoleer

**5 Round Shotgun:** A single strap that is worn across the characters chest. It contains two ammunition pouches (see load bearing equipment above). In addition, there are loops that hold five shotgun shells at the ready reload. This reduces the reload time to a single action per round. Weight Negligible Price \$20 Availability (S/C) Special -

**Ammunition:** A single strap that contains three ammunition pouches (see load bearing equipment above). Weight 0.5 Kg Price \$30 Availability (S/C) Special -

**Belt Fed:** A single strap that holds a belt of 250 8 mm belt linked ammunition or 100 15mm or less belt linked ammunition or 20 larger belt linked ammunition. Weight 1 Kg Price \$65 Availability (S/C) Special -

**Barrel Extension:** A eighteen inch extension that can be added to any rifle barrel of a specific caliber. This can be fitted on to the end of any standard rifle that does not have a built in flash suppressor. It gives a -2 DM to all shots, over point blank range. where the weapon is supported by more than the shooters hand. It gives the shooter a +2 DM to all shots taken at point blank range and a +1 DM where the shooter is firing without additional support, these DM s are cumulative. Weight 1 Kg Price \$180 Availability (S/C) Special -

**Beowulf Receiver:** A replacement receiver and barrel for an M-16 or M-4 rifle. This allows the weapon to shoot a .50 caliber round. It has its own magazine that contains five rounds. It takes five minutes for a character with a Gunsmith skill or fifteen minutes with a Firearms skill to replace the existing receiver and barrel with the Beowulf receiver. Weight 2 Kg Price \$1,000 Availability (R/S) Special Military

## Bipod/Tripod:

**Bipod:** This is attached to the end of a rifle and gives the shooter a -1 DM on To Hit at ranges medium and longer. Weight 1 Kg Price \$30 Availability (C/C) Special -

**Tripod:** When an automatic weapon it eliminates the minus on the To Hit penalty for additional rounds fired.

**Tripod, NLT (NATO) Light** (see *Dark Conspiracy* Pg. 260). Weight 7 Kg Price \$500 Availability (-/C) Special Military

**Tripod, NMT (NATO) Medium** (see *Dark Conspiracy* Pg. 260). Weight 10 Kg Price \$650 Availability (-/C) Special Military

**Tripod NHT (NATO) Heavy:** (see *Dark Conspiracy* Pg. 260). Weight 22 Kg Price \$800 Availability (-/C) Special Military

**Brass Catcher:** An attachment that can be fitted on either an automatic pistol or semi-automatic or automatic rifle. It catches up to thirty pieces of brass that the weapon automatically ejects. On any 20 roll the weapon jams and has to be cycled, taking the shooters next round, and expending one round of live ammo, before it can be fired again. It is primarily used by snipers or assassins who don't want to leave tell tale brass behind that could identify them or their weapon.

on. Weight Negligible Price \$10 Availability (S/C) Special -

**Butt Stock Ammo Pouch:** A nylon set of pouches that fit onto a butt stock of a rifle. It holds two magazines of ammo. Weight 1 Kg Price \$35 Availability (C/V) Special -

## Case:

**Double Rifle, American Express - Samsonite:** A hard sided case that holds two rifles side by side. Weight 5 Kg Price \$65 Availability (S/V) Special -

**Pistol, American Express - Samsonite:** A soft cover case that is capable of storing any automatic or revolver. Weight 2 Kg Price \$30 Availability (V/V) Special -

**Rifle, American Express - Samsonite:** A soft sided case that hold a rifle with any accessories separately. Weight 4 Kg Price \$35 Availability (C/V) Special -

**Sniper Rifle, American Express - Samsonite:** A hard sided case with both handles and a sling, capable of carrying a sniper rifle with all attachments still on it. Weight 4 Kg Price \$50 Availability (C/C) Special -

**Fanny Pack, Grizzle PFP Pistol:** A pistol case that is disguised as a fanny pack. This will pass visual scrutiny unless a Very Difficult Observation Check is passed. Weight 1 Kg Price \$20 Availability (S/C) Special -

**Folding Stock:** This allows many different types of long guns (rifles, shotguns, etc.) to become concealable and lighter weight. Certain weapons, M-16 and the like, that use the butt stock for their blowback operation can not be fitted with a folding stock. (Adjustments to normal weapon) Weight -2.5 Kg Price -\$250 Availability (Normal) Special -

**Ghillie Rifle Wrap, Grizzly 1000:** A wrap for a rifle that goes with a ghillie suit that causes all Observation Checks receive a +1 DM. Weight 0.5 Kg Price \$20 Availability (S/C) Special -

**Holder, Forearm Shell:** The Forearm Shell Holder straps to the users forearm and contains spaces for eight shotgun shells. Weight 0.5 Kg Price \$20 Availability (S/C) Special -

## Holster

**Ankle, Bianchi:** This concealing holster is worn around the ankle and can carry short barreled pistols and revolvers. It is not designed for a quick draw as it has a strap that comes over the top of the weapon to keep it securely in place. Weight Negligible Price \$30 Availability (C/C) Special -

**Assault Pistol Holster with Cover Flap, Czech State Factories:** This thigh holster carries any pistol and small machine pistols, mac-10, mac-11, Uzi, etc.. It is the proven method to keep weapon accesible, and leaving waist free for vest, or LBE gear. Universal holster is inner-lined and padded to protect pistol and resist crushing. Cover flap prevents accidental weapon loss in high stress situations. Weight 0.5 Kg Price \$70 Availability (S/C) Special -

**Belly Band, Bianchi:** This holster fits down the front of the individual's pants. It has the capacity to hold any pistol and most revolvers. In addition, it has the capacity to hold two pistol magazines and a pair of handcuffs. Any individual's attempt to Spot DC is increased by 10 on any attempt to spot objects in this holster. It takes one-half action to access each item in the holster, plus one-half action to draw

each item out. If any item is prepared to access then the holder loses its concealment bonus. Weight 0.25 Kg Price \$20 Availability (S/C) Special -

**Belt, Bianchi:** This holster is worn attached to a normal belt and can be set up to be drawn across the body (worn on front hip side opposite gun hand), straight up (worn on gun hand side) or out and up (worn in hollow in back). It has an optional pistol securing strap. Weight Negligible Price \$20 Availability (C/V) Special -

**Chest, Bianchi:** This holster will carry any kind of pistol and is set up to sit on the users chest as similar to the flight vest holster. The weapon is secured by a strap and is used to carry a pistol when body space is at a premium, like a parachute jump. Weight 0.5 Kg Price \$75 Availability (C/V) Special -

**Executive Organizer, American Express-Samsonite:** A standard 8.5" by 11" Executive Organizer with a plus. It's everything an organizer should be, with a leather exterior and durable nylon interior, and a full-featured planner. In addition in the back it has a holster for any small to medium size pistol. Large Pistols and revolvers will be easily spotted. For someone to notice something is different about the case is a Observation skill check of difficult (normal if a large pistol or any revolver) to determine a weapon is being carried in the case. Weight 3 Kg Price \$175 Availability (S/C) Special -

**Flight Vest, Miltech Limited:** This holster is used in conjunction with the Flight Vest to hold a pistol in case of an emergency. The weapon is secured by a flap and the holder is worn on the chest on the opposite side from the gun hand. Weight 0.5 Kg Price \$170 Availability (S/C) Special -

**Hip:** This is the standard holster that is worn on LBE equipment belt. It comes in two styles, one with a flap to secure and protect the weapon and one with a securing strap to keep the weapon in place. The flap style will half the users dexterity when trying a quick draw. Weight 0.5 Kg Price \$25 Availability (C/V) Special -

**Shoulder, Bianchi:** (See *Dark Conspiracy* Pg. 274) Weight 1 Kg Price \$50 Availability (C/C) Special -

**Small Concealed, Bianchi:** (See *Dark Conspiracy* Pg. 274) Weight 0.3 Kg Price \$15 Availability (C/C) Special -

**Illuminator, Allard Technologies:** A small powerful flashlight that can be fitted in an included mount on the underside of a pistols barrel, or a rifles fore stock or barrel. It sens out a shaft of light some 100 feet that allows the shooter to identify targets in the dock. Weight 0.5 Kg Price \$120 Availability (S/C) Special -

**Laser Sight:** (See *Dark Conspiracy* Pg. 273) Weight 1 Kg Price \$800 Availability (S/C) Special -

**Laser Sight, AN/PAQ-4A IRLS Allard Technologies Espion Ultraviolet:** (See *Dark Conspiracy* Pg. 274) Weight 1 Kg Price \$1,800 Availability (-/S) Special Military

**Laser Target Designator:** This produces a laser signal that can be picked up by various passive laser guided munitions. Sometimes the laser has to be held on the target other times once the munition has picked up the designation then the laser can be shut down. It has a 5000 yard range and must be in line of sight of the person using the designator and the munition. Weight 0.5 Kg Price \$190 Availability (S/C) Special -

**M-16/AR-15 CS Projector, Beretta-Colt:** When placed on the Muzzle Flash Suppressor of an M-16 or AR-16 it allows a rifle grenade to be fired containing CS gas. The grenade acts in every way as a Grenade Launcher CS Grenade, including purchasing. Setting up the grenade for fire take ½ an action and removing the projector takes ½ an action. Weight 0.5 Kg Price \$250 Availability (S/C) Special Military

## Magazines

Detachable ammunition containers for firearms.

**Banana:** The Banana Magazine is designed for assault style military weapons and it holds 30 rounds of ammunition. These are illegal in the United States post '90s. (Empty) Weight 0.25 Kg Price \$45 Availability (R/S) Special Military

**Box:** This is the standard magazine used for most automatic and semi automatic rifles and non revolver pistols. Weight 0.1 Kg Price \$15 Availability (V/V) Special -

**Pistol Grip:** The Pistol Grip is fitted to long guns that have had their butt stock removed (saving about 30% of the weapons weight and making them concealable) or been fitted with a folding stock. It allows the weapon to be fired comfortably without bringing it to the shoulder. It, however, doubles the penalties for more than one round being fired in a round. Weight 0.25 Kg Price \$60 Availability (S/C) Special -

**Recoil Compensator:** This fits onto the butt of most rifles. It reduces the penalty for automatic fire by ½ and characters firing an aimed shot gets ½ the bonus for their first aimed shot for all subsequent aimed shots on the same target. It takes a character with a gunsmith skill 5 minutes to put on or take off. Weight 0.5 Kg Price \$45 Availability (C/C) Special -

**Rifle Front Grip:** The Rifle Front Grip is a handle that extends straight down from the fore stock of a rifle. Its allows easier spraying fire and halves the penalties for multiple shots when the weapon is used two handed. Weight 0.25 Kg Price \$70 Availability (S/C) Special -

## Weapons Safe

Secure storage for weapons.

**Multiple, Security Industries:** A heavy metal box about thirty inches by thirty inches one foot. It has a combination lock on it that Lockpick skill at normal to open without the combination. Inside it has a rack for five pistols or revolvers and magazines or speed loaders. Weight 80 Kg Price \$300 Availability (C/C) Special -

**Single, BBB Manufacturing:** A heavier than normal lock box with a key lock. When opened reveals a padded inside that can house a pistol and its magazine or speed loader. It takes a Lockpick at normal to open without the key. Weight 40 Kg Price \$80 Availability (C/C) Special -

**Rifle, Security Industries:** A five foot tall three foot wide heavy duty safe. When opened it has racks for six rifles and six pistols as well as magazines speed loaders and extra ammunition. It has a good combination lock that takes a Lockpick check at very difficult to open without the combination. Weight 220 Kg Price \$550 Availability (C/C) Special -



**Under Bed, IKEA:** A very large safe on small rollers that is made to fit under a bed. It can contain up to ten rifles and ten pistols, magazines, and extra ammunition. It has a heavy duty key lock that takes a Lockpick check at Difficult to open without a key. Weight 175 Kg Price \$700 Availability (S/C) Special -

### Scope

**Czech State Factories Electro-Optical:** This acts as a standard scope at long and extreme ranges. In addition, it gives the firer a -1 DM to aimed shots at short and medium ranges. It also can be used to see at medium and less range in dusk and dawn conditions without penalty. Weight 3 Kg Price \$450 Availability (S/C) Special -

**Weaver M-22 Standard Telescopic Sight:** (See *Dark Conspiracy* Pg. 270). Weight 0.5 Kg Price \$750 Availability (C/C) Special -

**Teddyne Catseye Starlight:** (See *Dark Conspiracy* Pg. 270) Weight 2 Kg Price \$1,250 Availability (R/S) Special Military

**Miltech Limited Thermal:** The Thermal Scope allows the character to engage targets at normal ranges without having to worry about soft cover as the thermal imager picks up the heat from the target. Weight 3 Kg Price \$4,500 Availability (R/S) Special -

**Silencer:** The Silencer is useful in muffling or changing the sound produced by a shot from a rifle or pistol. A character trying a Observation check to locate someone using a silencer, or even determine that a shot was fired suffers a +4 DM. Silencers are only useful for the weapons for which they were purchased. After 10 rounds have been fired through the silencer then the penalty is reduced by 1 and so forth until there is no penalty. If a weapon is fired automatically thru a silencer then each round counts as two for purposes of determining when the silencer wears out. Silencers make quick drawing a full action and all shorts at medium or longer range suffer a +2 DM. Weight 0.25 Kg (Pistol) 0.75 Kg Price \$750 Availability (S/C) Special Illegal

**Silencer / Suppressor** (See *Dark Conspiracy* Pg. 273) Weight 0.5 (Pistol) 1 Kg (SMG/Rifle) Price \$1,000 Availability: (S/C) Special Illegal

### Slings

Most rifles come equipped with a sling but what follows are a few specialized slings, mostly for non-rifles. Weapons without slings carried for long distances give the weapons bearer a +2 DM on Endurance checks.

**Heavy Weapon:** Allows Light Machine Guns and Heavy Automatic Rifles (the BAR and the like) to be fired from the hip. Weight 2 Kg Price \$40 Availability (C/C) Special -

**One Arm:** This sling allows the weapon to be carried on the shoulder, slung and unslung with just one arm. Weight 1 Kg Price \$15 Availability (C/C) Special -

**Over Top:** This sling fits over the top of the weapon rather than underneath. This allows the weapon to be worn on the back and slip out into a firing position without costing any action. Weight 1 Kg Price \$25 Availability (C/C) Special -

**Standard:** This is the normal nylon sling that is fit on

most rifles. Weight 0.75 Kg Price \$10 Availability (C/C) Special -

**Submachinegun:** The Submachinegun Sling is a top mounted sling designed so that small lightweight submachineguns can be carried in a concealed position and be combat ready in ½ an action. These are very popular among protective services (Secret Service, etc.). Weight 0.75 Kg Price \$30 Availability (S/C) Special -

**Shotgun:** This allows the Shotgun, which is usually not equipped with a sling to have a sling for carrying purposes. Weight 1 Kg Price \$20 Availability (C/C) Special -

**Top with Butt Stock Ammo Pouch:** The Sling Top with Butt Stock Ammo pouch is a top mounting of the sling allows the wearer to suspend their weapon under the arm in the Ready-Fire Mode (sling positioned over the shoulder with the weapon hanging right side up under the arm in a ready to fire position). Additionally, the stock mounted magazine pouch holds two magazines. Weight 2 Kg Price \$50 Availability (C/C) Special -

**Speed Loader:** A magazine for a revolver with a flip out cylinder. It allows the full reload or a revolver with one full action, rather than taking one round to reload each chamber of the cylinder individually. Weight Negligible (Empty) Price \$15 Availability (C/C) Special -

### Suppressor

**Pistol:** This is fitted to the end of a pistol and reduces its sound by seventy-five percent. It makes any character who hears it must make an Observation, Firearms, or Intelligence check at ¼ to identify the shots as what they are. The effect of identifying the/ shot for what it is are lost after three shots fired in six minutes or less. Weight 0.25 Kg Price \$250 Availability (C/V) Special -

**Rifle:** This is an up scaled pistol suppressor. The major difference is the initial chance to identify is made at ½ but if made at normal then it will be misidentified as a pistol shot. The effect of identifying the/ shot for what it is are lost after three shots fired in five minutes or less. Weight 0.5 Kg Price \$350 Availability (C/V) Special -

**Tactical Laser Illuminator:** This combines the Illuminator and the Laser Designator into one unit. See above for the effects of each. Weight 3 Kg Price \$380 Availability (S/C) Special -

**Trigger Lock, BBB Manufacturing:** This is fitted into the trigger of a weapon and renders it unable to fire unless unlocked and removed, taking two rounds. It can be unlocked without a key with a Lockpick skill check at normal. Weight Negligible Price \$10 Availability (V/V) Special -

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**PRICE CHART**

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The price chart is broken down into Item, Weight, Price, Availability, and Special. Weight is expressed in kilograms.

*Price is expressed in dollars.*

Availability is broken into two letters, on the left of the slash is availability without contacts, the one on the right is with a contact use.

Availability is broken down into

V - Very Common,

C - Common,

S - Scarce,

R - Rare, and

I - Very Rare.

Special includes Armor Effect, Legality to Own, or anything else that would effect the purchase of the item. Armor Effect is the armor protection of the item and it can appear as a single number or two numbers separated by a slash. The number to the left of the slash is against firearms and the number to the right is against melee weapons. Legality is no letter, L is for needs a license needed, M is for Military Only, and I is for Illegal. License can be obtained, taking 1-6 days, providing the character is not a convict and has a reason for the purchase.

Military items can be purchased if the character has terms in the military, when the character is being created. For each term spent in the military the character can purchase one level if availability. After 1 term Very Common military items can be purchased, after two terms Common, on to after five or more terms Very Rare items can be purchased. These items must be purchased when the character first starts playing.

**AVAILABILITY CHART (roll equal to or less on D20)****Location Availability**

|             | <b>Dreamland</b> | <b>Mike Town</b> | <b>Bot City</b> |
|-------------|------------------|------------------|-----------------|
| Very Rare   | 5                | 3                | 1               |
| Rare        | 10               | 8                | 5               |
| Scarce      | 14               | 12               | 8               |
| Common      | 17               | 14               | 10              |
| Very Common | 19               | 15               | 12              |

|             | <b>Precincts</b> | <b>Ant Hills</b> | <b>Burbs</b> |
|-------------|------------------|------------------|--------------|
| Very Rare   | 1                | 1                |              |
| Rare        | 1                | 2                | 3            |
| Scarce      | 5                | 5                | 6            |
| Common      | 7                | 7                | 9            |
| Very Common | 9                | 9                | 12           |

|             | <b>Demonground</b> | <b>Crop Farms</b> | <b>Outlaw</b> |
|-------------|--------------------|-------------------|---------------|
| Very Rare   | 1                  | 1                 | 1             |
| Rare        | 1                  | 4                 | 2             |
| Scarce      | 6                  | 7                 | 7             |
| Common      | 8                  | 9                 | 9             |
| Very Common | 11                 | 10                | 14            |

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**PRICE CHART NOTES**

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**Dreamland:** +4 DM for illegal items,  
other than street drugs.

**Mike Town:** +2 DM for items over \$1000

**Bot City:** - 2 DM if dealing with tools or tool kits  
+2 DM for items over \$1000

**Precincts:** +2 DM for items over \$750  
+3 DM for Military Items  
+1 DM for License Items,  
- 2 DM for Illegal items

**Ant Hills:** +2 DM for items over \$750,  
+3 DM for Military Items,  
+1 DM for License Items

**Burbs:** +2 DM for Military Items,  
+1 DM for items over \$1000

**Demonground:** Used military items -2 DM (roll d20 on 18-20 item defective)

**Crop Farms:** - 2 DM if dealing with tools or tool kits.  
+1 DM for items over \$1500

**Out Law:** Licensed items available without a license at 150% normal Price. Items have a 50% chance of being stolen +10% per availability level over Common. All military items are stolen. -1 DM for every 10% offered above normal price for illegal items.

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