

SUPPLEMENT NUMBER 1 FOR



GADGETS!



BY ANDREW M. ROBINSON

-DANIEL R. HORNE-

GADGETS!

AUTHOR

Andrew M. Robinson

EDITOR

Steve Perrin

SERIES EDITOR

Steve Peterson

COVER ART

Daniel R. Horne

INTERIOR ART

Jim Holloway

COVER DESIGNS

Rick Britton

Dedicated to Bruce Harlick
Another Heroic Creation of Alluvial Games

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ideas and items:

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Bruce Harlick, Steve Maurer, George MacDonald,
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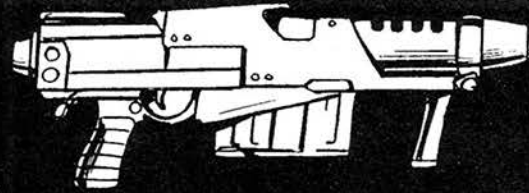
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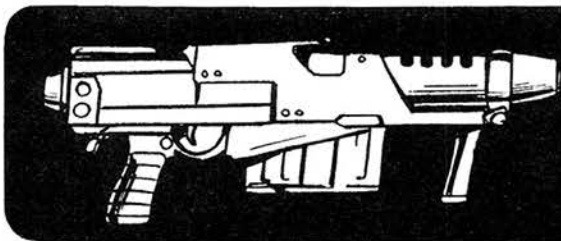
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INTRODUCTION

Need some exotic weapons to arm the agents in your latest world-conquering organization? Or something to use on that particularly annoying pest of a superhero? Or perhaps some mysterious alien artifacts to equip those BEMs recently arrived from Alpha Centauri? Look no further! Turn to the *Gadgets!* book! With the scores of strange and powerful weapons and gadgets described herein, you can find whatever you need to fit the situation at hand.

Also in this book are some suggestions on how to use the included gadgets, the gadget listings and finally a section on Special Agents, power selection and design.

There are several reasons why a Game Master (GM) may wish to suddenly produce a new, specially-picked weapon: to make agents more dangerous in general, to make agents more effective against a particular hero, to provide options for a supervillain, to enable heroes to go up against an overpowering villain or perhaps to serve as the basis of a scenario (such as a raid to steal the plans for the Screechgun).

The gadgets themselves are separated into two types of personal weapons, protective gear, movement aids, squad-level weapons and equipment, and equipment for building security.

All of the gadgets within this book may be used directly as given, or they may be modified to fit the GM's particular campaign. Super-powered characters of roughly 10-12D6 attacks and 18-30 defenses are assumed to be the norm in a campaign using these gadgets. If the campaign's power levels are appreciably above or below these norms, the gadgets should be adjusted accordingly. The GM should feel free to add or remove activations, change the number of charges, or do anything else he fancies. Many of the gadgets use rules from *Champions II* and *Champions III*. Gamemasters who do not have these books may wish to adjust the gadgets to fit the basic *Champions* rulebook. The exact limitations taken on each gadget are given for easy substitution.

These gadgets not only provide examples of the wide variety of devices that can be built with the *Champions* rules systems, but serve as guidelines for the design of your own artifacts.

This is the first of a number of *Champions* supplemental volumes. Your comments on the devices within and any suggestions you want to make for future books will be most welcome. Please send such letters to Hero Games at the address listed on the title page.

GADGET NOTES

The various items in this book were designed for highly-trained high-tech equipped agents like those who serve with the PRIMUS or VIPER organizations. For this reason, most of them have several points in common.

First, they are in no way constrained by what may be considered "conventional" technology. Super-organizations commonly are armed with exotic devices far advanced over those available in ordinary society. Second, the actual power of the devices is set at a level at which they can annoy but not annihilate supervillains and heroes. If agents had the power to blow away heroes with a single shot, there would be a real shortage of people in skin-tight costumes performing acts of derring-do. Likewise, if a beat cop could haul out a Nova blaster to zap super-villains at will, said villains would soon abandon blue-collar crime in favor of politics!

HOW TO USE THIS BOOK

Traditionally, all paramilitary groups keep extensive arsenals crammed with a myriad assortment of strange and downright bizarre weapons. There may be only a few or even one of each type, and they might gather dust for months or years without ever seeing use. But eventually, when a certain annoying hero or villain comes along and really makes a nuisance out of himself, that one particular weapon will be hauled out and made ready for the pest's reappearance. Thus, for a cold elemental such as Icestar, the bad guys probably pull out some Flamers or similar weapons. If a very hard-to-hit hero like Marksman is hanging about, a wide-area weapon such as shock grenades or a rapid-fire gun like the Neutron Accelerator comes in handy. Draw up your own arsenals starting with the items in this book and add your own devices to suit your campaign.

The last section of the book deals with designing and equipping agents. The random tables given there will satisfy your needs, whether the idea is to quickly roll up a squad of agents with a random selection of weapons, or to design that special suicide squad for your own criminal organization.

PROLOGUE

With ever-growing worldwide weapon research development, a wide variety of sophisticated weaponry has penetrated the world's markets, both legitimate and illegal. These weapon programs are not the sole property of nations. A number of private concerns such as HIGH-TECH and Starguard International produce their own exotic devices, and provide first class security for anyone willing to meet the price.

Of course, criminal organizations such as VIPER, DEMON, and the Hexmaster's many autonomous groups all have large procurement programs and steal anything they think they can use. There are also groups that specialize in the development and selling of high-tech hardware, especially to criminal groups. KRONOS was a West German group which made a great deal of money over the years by selling blasters to would-be world-beaters and thugs. Eventually closed down by UNTIL (the United Nations Tribunal on International Law), it was quickly replaced by the Japan-based International Scientific Elite (ISE) group.

There are hundreds of genius inventors, most of them famous villains or heroes in their own right, who turn out amazing widgets and thingamabobs right and left, each more astounding than the last, which are used and then tossed away to make room for the next gadget. This is a golden opportunity for the financial investor.

All in all, the technology on Earth is most uneven; most of us chug along in the Early Atomic Age (and many not even at that), but in some places there are armored troops parading about with Plasma Guns, while in basements all over the world private inventors are tinkering with their starships and who knows how many Ultimate Weapons. The end result is that any kind of weird device can pop up anywhere at anytime. Current technology provides no guide as to what strange gadgets lurk in secret arsenals and back-street pawnshops. It's a strange world out there, and this book may serve as a partial guidebook along its highways and byways.

Good Luck!

TERMINOLOGY KEY

For clarity, Advantages are represented by plus ("+") signs, while Limitations are represented by minus ("-") signs. So the Area Advantage is "+1", while the OAF Limitation is "1". An Advantage or Limitation too inconsequential to be worth any points will be shown as "+0".

ABBREVIATIONS

ALD	—Against Limited Defense (<i>see Champions III</i>)
AP	—Armor Piercing
DCV	—Defensive Combat Value
HKA	—Hand-to-hand Killing Attack
IAF	—Inobvious Accessible Focus
IIF	—Inobvious Inaccessible Focus
NND	—No Normal Defense Attack
OAF	—Obvious Accessible Focus
OCV	—Offensive Combat Value
OIF	—Obvious Inaccessible Focus
RKA	—Ranged Killing Attack
RTA	—Ranged Transformation Attack (<i>see Champions III</i>).

FORMAT

For each item, all Power Advantages are usually listed first, then the added abilities (such as extra OCV levels), followed by all of the Power Limitations, ending with activation and burnout rolls, the number of charges, and lastly the real cost and active point costs. There are exceptions to this format wherever such an exception serves to clarify the operation or effect of a gadget.

To figure the actual cost of any gadget, first figure the base cost and multiply that number by all of its Advantages + 1. Then add the costs of the added abilities (such as increased OCV), then divide the result by the total Limitations + 1.

Happy figuring.

NEW AND ALTERED LIMITATIONS

ALD AFFECTS BODY

Some of the weapons shown herein use the Against Limited Defense Advantage, which normally allows a Stun-only attack. Some of these weapons make no sense if they don't do Body damage, so careful comparison against normal killing attacks led us to determine that an ALD that does Body damage takes a further + 1 Advantage. Thus, an ALD which does Body damage is a + 2 1/2 Advantage. This cost can also be applied to NND and Attacks against Ego Defense at the GM's discretion, though no weapons described herein have such Advantages.

BEAM EFFECT (-1/4)

Usually reserved for focused attacks, the "beam" attack cannot be spread or fired at less than maximum damage.

CHARGES AND BURNOUT

In many ways, charges and burnout (see *Champions III*) are the same Limitation. Each limits the number of shots a weapon may have. For this reason, *Champions III* does not allow the two Limitations to be combined in a power. However, this ruling ignores the real-life aspect of weapons which use "charges" (shots) and which might jam or otherwise cease working before all of its charges have been used.

To accommodate this reality, this supplement provides a new table of Limitation bonuses for burnout when used with charges.

Burnout	Bonus
Burnout on 15 +	-1/2
Burnout on 12 +	-1
Burnout on 9 +	-1 3/4

This Limitation bonus is taken *instead of* the charges bonus if the burnout bonus is higher. You never gain a bonus from both charges or burnout; instead, take the higher Limitation bonus. This applies even to the Extra Charges *Advantage* since a burnout will probably make the weapon useless

before all the extra charges can be used. Thus, if a weapon has 32 charges (normally a + 1/4 Advantage) and a 15+ burnout, the weapon gets a -1/2 Limitation and no + 1/4 Advantage.

Once a weapon has burned out, it is useless until taken back to a repair facility. In all cases, it is the weapon which burns out, not the clips of ammunition.

Continuous Charges and Burnout: When continuous charges are used with the burnout Limitation, the choice between burnout and limited charges is figured as shown above and then reduced by the appropriate number of levels as shown in *Champions III*.

Thus, if a gadget has 6 charges which last for a full turn (a two-step reduction in bonus) and burns out on 15+, we first pick the 3/4 bonus for the 6 charges as being a better bonus than the burnout, then reduce the bonus two levels for a full turn continual effect to gain the final bonus of -1/4.

Autofire Charges and Burnout: An autofiring weapon would seem to circumvent the above ruling by letting the user get all his shots at once, without having to burnout the weapon until after it has been used. An autofiring weapon with 64 charges and a burnout on 15+ would likely get all of its shots before it burned out. Thus, the following rule:

Any weapon with an autofire mode cannot take a greater chance of Burnout than 15+. However, any time that it is used in Autofire mode, the chance of burnout is 8+.

CLUMSY FOCUS

A clumsy focus is one that gives its user a 1/2 DCV, trouble fitting into tight spaces, and all the other dubious benefits of hand-carrying a .50 caliber machine gun. For this supplement, there are three forms of clumsy focus.

Type	Bonus
Clumsy - One man can handle it with effort	-1/4
Bulky - Takes two plus men or wheeled cart	-1/2
Non-Mobile - Built-in to one location	-1

DIMINISHED EFFECT (-1/4)

Some weapons lose power over distance because of air diffusing the radiation, or the projectile pattern spreading, or whatever. The usual power loss is -1D6/3" distance. Any greater loss is still a -1/4 Limitation, since no range at all is a -1/2 Limitation.

DIMINISHED RANGE (-1/4)

Some weapons lose accuracy faster than the usual -1/3" of the standard Energy Blast or the -1/2" of the standard autofire. Any further reduction of accuracy is worth a -1/4 Limitation, since, again, having no range at all is only worth -1/4.

TIME DELAY

There are two forms of Time Delay, the Set Up delay and the Activation Delay.

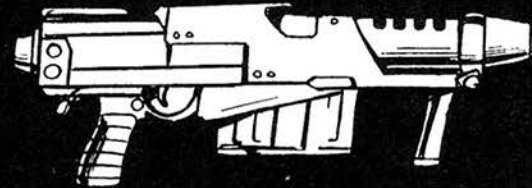
The Set Up Delay describes the time interval until the weapon can fire, which can be anything from the minutes it takes to get it out of its carrying case to the moment it takes to switch clips.

The Activation Delay describes the time interval from when the "trigger" is pulled until the weapon

actually operates. The bonus per delay period is the same for both forms of delay, and each can be taken on a gadget.

Delay	Bonus
1 segment delay	-1/4
1 phase delay	-1/2
1 turn delay	- 1

LETHAL WEAPONS



An agent's main objective is to put the maximum necessary amount of force in the designated target area. The following are the weapons the agent uses to accomplish that purpose. These guns, energy projectors, and so on are likely to be used as the agent's main offensive weapon.

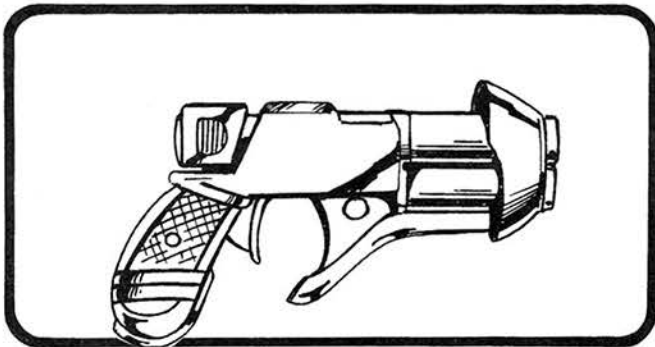
BLAST GUN

The Space Age derringer of the 80's, the blast gun is a back-up weapon, intended solely as a last-ditch emergency measure. This pleasant, pint-sized pistol holds two energy charges, one per barrel. Limited in range and virtually unshielded (the firer takes a fair amount of backblast when used) the weapon is good only for blowing up someone at point-blank range...and the target better not have more than one friend.

their heads when such altered weapons appeared. Finally, UNTIL armory experts began limited manufacture of the designed-from-scratch Blast pistols, which have now completely displaced the earlier jury-rigged pistols in the UNTIL ranks. However, the discarded jury-rigs have been black-marketed all over the world.

● 9D6 EB: OAF-gun (-1), beam* weapon (-1/4), diminishing effects -1D6/3" (-1/4), user takes 1/2 of fired damage (poorly shielded -1/4), activate on 14 or less (-1/2), 2 charges (-1 1/2), Real Cost 9, Active Cost 45.

*Beam effect means the weapon *must* be fired at the indicated number of dice damage, and that the discharge cannot be spread in order to hit more targets.



The first blast guns were made by several New York-based UNTIL agents. Taking some standard UNTIL ray pistol sidearms, the agents rigged them to blow out their entire power source in one horrendous blast. The rigged pistols usually contained and channeled the blast...barely. While UNTIL's brass hats officially disapproved of this practice, under Major Martinez's orders they carefully turned

"DEATHWIND" COMMANDO SUIT

Manufactured by the famous British Torbert weapons firm, the "Deathwind" suit is a fully enclosed, electrified covering usually worn over an insulated protective suit or set of armor. Anyone who comes in contact with the suit, or is grabbed by the suit's wearer, will take the full brunt of the electrical charge. One remaining problem with the suit's design is that it will occasionally discharge completely upon contact with a target.

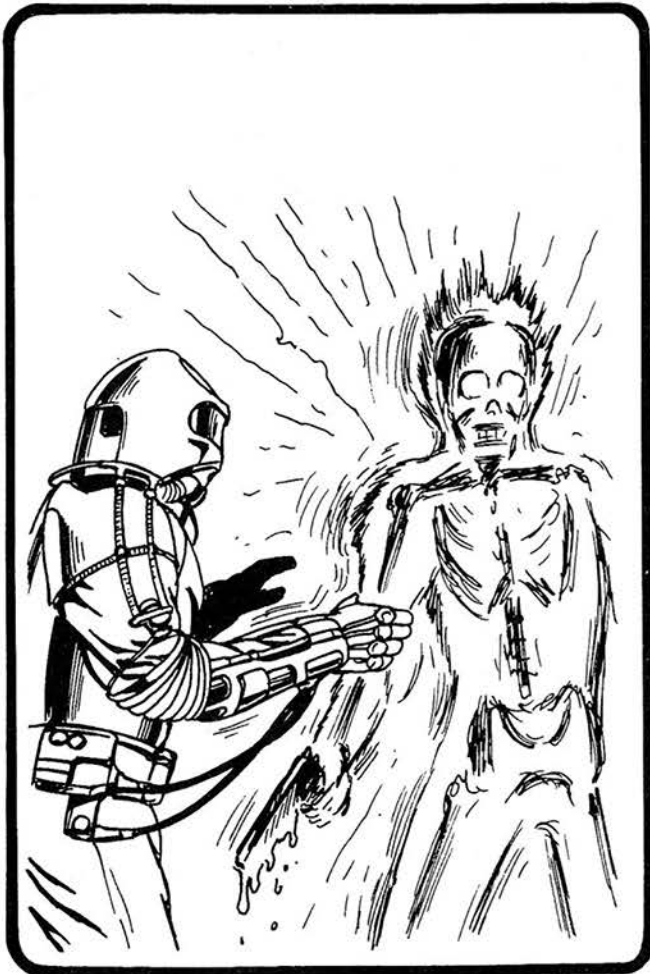
The suit was first designed for use by the British SAS, but has been slowly spreading out to other agencies. The latest offering from Torbert is a police version, with a much stepped down charge, for dealing with riot situations.

● MILITARY VERSION: 2D6 RKA (electricity), Damage Aura (+ 1/2): OIF-suit (-1/2), No knockback from RKA (-1/4), Burnout on roll of 15 or greater (-1/2), 12 charges* (+0), Real Cost 20, Active Cost 45.

- **POLICE VERSION:** 5D6 EB, Damage Aura (electricity) (+ 1/2); OIF-suit (-1/2), No knockback from EB (-1/4), burnout on roll of 15 or greater (-1/2), 16 charges*, Real Cost 17, Active Cost 37

- **Optional armor:** Armor (9 PD/9 ED), OIF-suit (-1/2), activate on 14 or less (-1/2), Real Cost + 15, Active Cost + 30.

*The use of charges for a damage aura are simply to indicate how many phases it will work before becoming depleted. The user of the suit may voluntarily conserve power by switching it off.



DRAGON GUN

The Dragon gun was designed to fill an urgent requirement by unnamed Middle East buyers for a modern, state-of-the-art incendiary device. The weapon fires bursts of white phosphorus flechettes, the first such weapon to utilize phosphorus in rifle-sized ammunition. Once a round has struck, it continues to burn fiercely for several seconds, ensuring combustion in any flammable object hit. While the ammunition used is rather low-powered, the weapon does possess an obvious self-defense capability. The burning effect is much less pronounced on live targets since the flechettes can be easily removed if the victim doesn't panic.

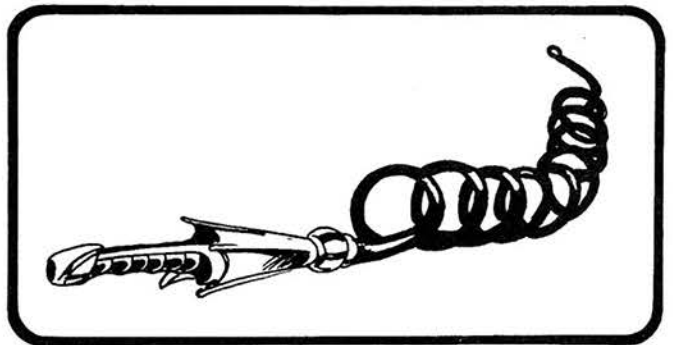
- 1D6 RKA, Penetrating, Continuous Attack on non-resisting objects* (for 1 turn; special effect is fire, + 1/2), Autofire (+ 1/4): OAF-gun (-1), activates on 14 or less (-1/2), 5 clips of 20 shots (+ 1/2), Real Cost 16, Active Cost 41.

*The penetrating autofire attack applies to all targets, but only inert, unresisting targets suffer any continual effects.

EGO WHIP

One of the most murderous weapons ever to emerge from the fell laboratories of DEMON, the Ego Whip has earned itself a fierce reputation. Originally used as a badge of office by the Demon-priest Morbanes, the weapon has recently come into wider use. Consisting of a whip-like metal coil, when snapped about the neck or head of the target it discharges a lethal energy which slowly destroys the victim's nervous system. Once begun, the process is irreversible until the charge burns itself out.

- 1D6 HKA, Uncontrolled Continuous, lasts 1 turn (1 attack every three segments) (+ 1) ALD (Ego Defense) (+ 1 1/2), does Body on ALD attack (+ 1): OAF-whip (-1), activates on 14 or less (-1/2), 3 uses (-1 1/4), Real Cost 18, Active Cost 67.



FORCE BLADE

Originally created by the infamous Dr. Maybe to equip his K-droid assassination machines, the force blade has been considered by many to be the ultimate hand-to-hand weapon. The heavy hilt contains the power supply, and the blade itself is an immaterial triangle of invisible force, the focus of two energy fields projected from the hilt. While not quite up to popular science-fiction standards of effortlessly cutting through any material substance, the force blade will do a thorough job on anything not protected by an energy barrier.

- 2D6 HKA, Penetrating & A.P. (+ 1) if victim has no force field (-1/2)*, Normally invisible effect (+ 1/2): OAF-handle (-1), activates on 14 or less (-1/2), 12 uses (-1/4), Real Cost 25, Active Cost 75.

- With 1" stretching (extended force blade), Real Cost + 2, Active Cost + 5.

*The force blade will do 2D6 HKA with armor-piercing and penetration on any target which does not have a force field. If such a field is present, the blade will do a normal 2D6 HTK. This means that the limitation of no effect on force field only applies to the AP and Penetrating Advantages.

To figure the original damage after the user's strength is added, in the first case add 1D6 damage for every 30 points of strength the user has, up to a maximum of plus 2D6. In the second case, add 1D6 of damage for every 15 pts of strength, up to a max of plus 2D6.

The 1" stretching adds 2 points, with the other disadvantages.

HYPER-VELOCITY PELLET GUN

This projectile handgun fires an .11 caliber "soft" pellet at tremendous muzzle velocity. The pellet flattens on impact, doing little permanent damage but imparting enormous momentum to the target, stunning it. Built in both rifle and assault rifle versions, the assault weapon has been known to jam occasionally.

This weapon was developed for police use, as law enforcement agencies continue to experiment with fire-arms possessing a high-stopping power combined with a low lethality.

- 1D6 RKA, w/ +6 STUN Multiplier (+3): OAF-pistol (-1), activates on 14 or less (-1/2), 12 charges (-1/4), Real Cost 22, Active Cost 60.

- 1D6 RKA, w/ +6 STUN Multiplier (+3), Selective Fire (+ 1/2): OAF-riot gun (-1), activates on 14 or less (-1/2), burnout on 15 or higher (9 or higher if autofire used) (-1/2), 4 clips of 20 shots (+0), Real Cost 22, Active Cost 67.

NEEDLER

The LASGUARD company is well known for its innovative work in laser designators and range-finders. And who hasn't seen their justly famed commercials, where one of their industrial multi-laser cutting tools is used to slice 'n dice an old Sherman tank in 15 seconds flat?

Less well known is the work LASGUARD does for the U.S. government, turning out special-application laser weapons. The latest to come out is the Needler.

A small laser handgun, it looks like nothing so much as one of the cheaper, boxy, disposable flashlights one can pick up in any dime store. Powered by a tiny power cell (extras can be readily inserted) the Needler can project a small bore, highly penetrating laser beam capable of piercing almost anything. Originally intended as a small cutting torch with self-defense capabilities, the Needler has been seen more and more as an easily concealable assassination weapon by those forces able to get their hands on the unit.

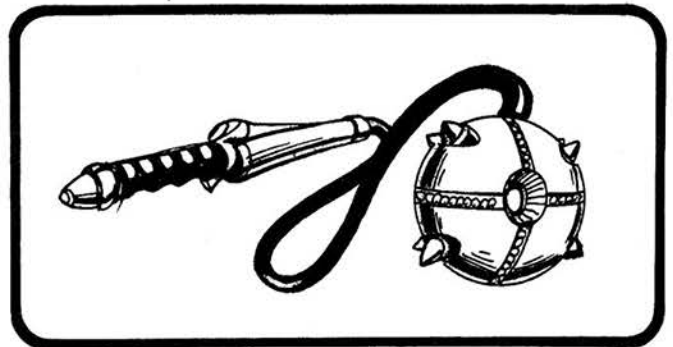
- 2D6 RKA, 10 pts Resistant Piercing (+30 pts): OAF:"flashlight" (-1), 3 clips of 3 charges (-3/4), Real Cost 22, Active Cost 60.

PLASMA GUN

This heavy, two-handed pistol weapon is attached to a large backpack containing the power source. The weapon fires a short burst of super-heated plasma, capable of destroying any unprotected substance. Due to the intense heat of the discharge, the weapon's operator must be armored against the effect. The weapon is under serious consideration as the standard sidearm for the American Super-soldier Enhanced Man Armor Project (EMAP).

Note: this is an excellent weapon for upgrading and fitting to a favorite hero or villain. The damage to the user should be equal to one-half the damage to the target, and an additional disadvantage bonus of -1/4 per D6 of damage to the user may be taken.

- 2D6 RKA Plasma Burst, ALD (Armor) (+ 1 1/2), ALD does Body (+1): OAF-gun (-1), 1 segment delay in firing (-1/4), User takes 1D6 RKA ALD (Armor) (-1/4), burnout on 15+ (-1/2), 15 clips of 1 charge each (+0), Real Cost 35. Active Cost 105.



POWER STAR

The Power Star is an electrically charged morning-star flail; i.e., a generator unit contained within a heavily shielded ball, attached to a stick/power source by an armored cable. Used exactly like the medieval weapon, the impact of the star actually does negligible damage; the real effect comes from the discharge of the generator. The energy release triggered by the star's impact will cling to the struck object, sticking to it by a static electrical effect. If the opponent is using armor or a shield as protection, the energy literally crawls around the protection and strikes home.

The original designer of the Power Star is not known, though rumor has it that the device is of extra-terrestrial origin. The weapon is in vogue with certain highly paid mercenaries, who apparently favor its flashy effects in combat.

- 7D6 EB, 1" stretching, -5 levels on target's activation roll (+15 pts): OAF-weapon (-1), 0 Range (-1/2), burnout on 15+ (-1/2), 12 charges (+0), Real Cost 18, Active Cost 55.

RADIATION BEAMER

This device is a short energy rifle with prongs flaring out from the muzzle to focus the emitted radiation. An exceedingly lethal device, originally developed by Demon and now commonly in use by over a dozen criminal organizations, the weapon emits a tightly focused beam of high-energy alpha particles. When fired, the gun can be recognized by the distinctive bluish beam it emits. While outlawed in the United States, several governmental agencies are believed to stock this weapon for special emergencies.

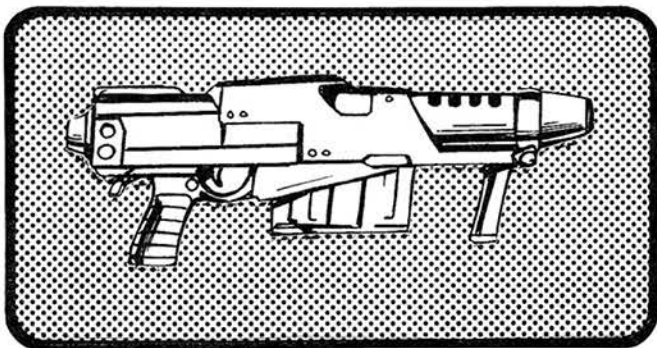
- 2D6 RKA Radiation, Penetrating (+ 1/2), Area (6 linear hexes) (+ 1): OAF-gun (-1), zero range (-1/2)*, burnout on 15+ (-1/2), 12 charges (+ 0), Real Cost 25, Active Cost 75.

*The zero Range Mod means that the line of hexes struck by the radiation beam must always begin adjacent to the hex occupied by the weapon's firer.

"RIPPER" (a.k.a. MARK VI GUIDED ANTI-PERSONNEL ROCKET GUN)

The Ripper is an extremely unsubtle weapon, a machine pistol which fires small homing rockets, renowned for the high casualty rate produced when used in combat. This weapon uses semi-active heat seekers to lock onto targets. If the weapon is pointed and aimed over medium distances, range has no effect on the hit rate of the weapon's rounds. Despite its effectiveness, the ripper is only in limited use, due to the great difficulty in producing the special ammunition required. The Ripper is currently in use by U.S. Army Special Forces.

- 1D6 RKA, A.P. (+ 1/2), Autofire (+ 1/4), No range mod (+ 3/4): OAF-pistol (-1), activates on 14 or less (-1/2), 3 clips of 30 each (+ 1/2), Real Cost 18, Active Cost 45.

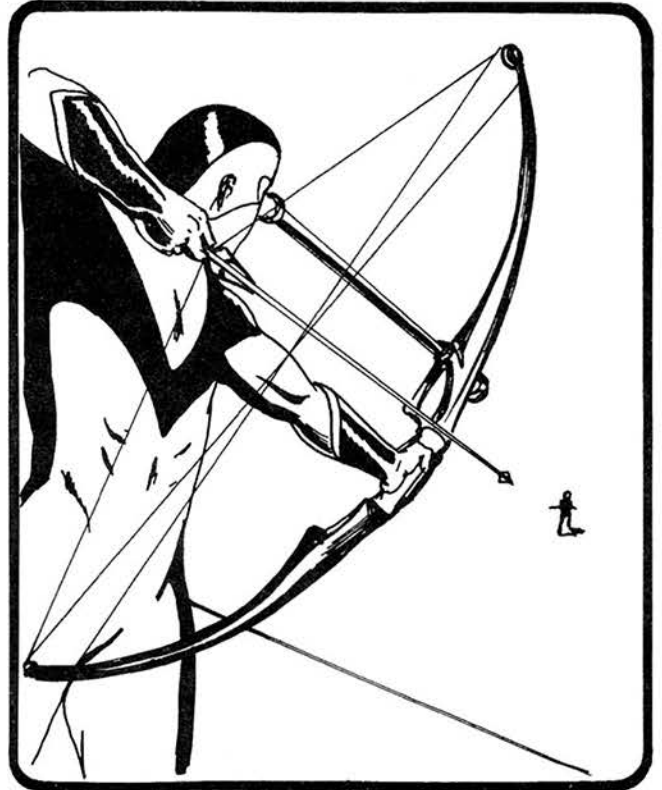


SCREECHGUN

This is one of the most vicious weapons ever created, guaranteed to bring delight to killers everywhere. The handgun projects a beam of ultrasonic sound on a wavelength optimized to coagulate the brains of potential victims. In use, some of the energy leaks into the lower wavelengths, causing a fearsome shrieking noise (hence the name).

The weapon not only causes severe internal damage, but also is a tremendous shock to any victim. A motion to ban the Screechgun as an inhumane weapon of war is being considered by the World Disarmament Conference in Geneva.

- 1D6 RKA, A.P. (+ 1/2), ALD (defense is Ego Defense or ED of a non-organically constructed brain) (+ 1 1/2), ALD affects Body (+ 1), + 2 stun multiplier (+ 1): OAF-pistol (-1), 8 charges (-1/2), Real Cost 30, Active Cost 75.



SNIPERBOW

This is a silenced state-of-the-art crossbow. Built out of space-age plastics with a minimum of metal parts, the bow can easily be broken down and smuggled past metal detectors and explosive sniffers. In short, the Sniperbow makes the perfect sniper or assassination weapon. Its plastic padding and baffles make it impossible to hear, even with the most acute hearing. The Sniperbow is another fine product from the craftsmen of Belgium.

- 2D6 RKA, A.P. (+ 1/2), Normally invisible (silenced) (+ 1/2): OAF-bow (-1), 15 clips of 1 bolt (-1/2), Real Cost 24, Active Cost 60.

- Telescopic sight* (+ 1 OCV, -1/6" range), Real Cost 4, Active Cost 9.

- IR Scope sight*, Real Cost 2, Active Cost 5.

*These two sights can be bought as one sight.

VIBRO-KNIFE

A classic before its time, the Vibroknife's design was reportedly brought back from a probable future, where it served as the mark of manhood for the pre-teen ratpacks who roamed the airmalls. This simple device consists of a sharp knife blade which flicks in and out of its handle several dozen times a second. The weapon has a limited power source, and is a poor weapon once exhausted. Due to its nature, the blade's motion does all of the damage, the wielder's innate strength adding nothing.

- 1D6 RKA, Autofire (+ 1/4), 0 Range (-1/2): OAF-knife (-1), 60 charges (+ 1/2), Real Cost 10, Active Cost 26.

Vibro-Knife Counter: The counter-device to the vibro-knife, also brought back from the future, is not nearly so well known. This gadget projects an electro-magnetic field which is tuned to the oscillating knife blade and "freezes" it in place. This causes an almost instantaneous over-heating and burnout of the knife's motor, destroying the weapon.

- 2D6 RKA, One-hex area (+ 1/2): OAF-belt unit (-1), 0 range (-1/2), only vs Vibro-knives (-3), 1 use (-2) Real Cost 6, Active Cost 45.

"ZIPPER" (a.k.a. MALEKOV IV, "PEOPLE'S FRIEND", "SPLAT GUN")

This short, one-use, rapid-fire riot gun is made ultra-cheaply out of low quality stamped metal, with

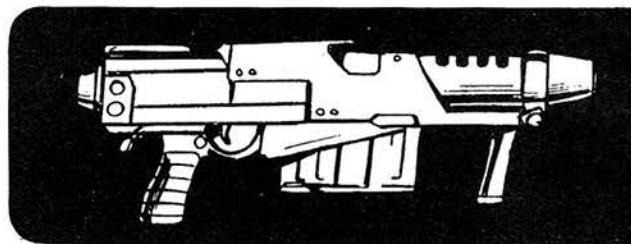
a built-in magazine which cannot be reloaded. It is intended mainly for use in crowds by suicidal terrorists who do not expect a chance to reload. The weapon spews out a tremendous number of flechettes, more intended to wound than to kill. Item #G32-AZ12 of the International Liberation, Friendship, & Aid Catalog (People's Free Press, Moscow).

Some elite commando groups issue one Zipper apiece to the troops for use as a single-round emergency backup weapon. The Malekov is illegal in every civilized nation on Earth, which means it is readily available to the right people.

- 1.5D6 RKA, Double autofire* (+ 1/2, autofire only): OAF-gun (-1), will not work if soaked or clogged with sand, mud, etc. (-1/4), will not penetrate Armor (-1/2), activates on 14 or less (-1/2), 20 charges (+ 1/4), Real Cost 13, Active Cost 44.

For anyone not expecting to use more than one zipper in a lifetime, the -3 bonus (one time use only) applies, and the Real Cost becomes 7.

*Double Autofire (Doublefire) Rules: + 6 to hit, -1/1" range mod, uses 20 rounds at a time. Advantage cost is + 1/2 for autofire only, + 5/8 for single or doublefire, + 3/4 for single, normal autofire or doublefire. This is purely an optional rule, and GMs may adjust the weapon for normal autofire if they wish.



NON-LETHAL WEAPONS

More and more, law-enforcement officers are faced with the need to capture terrorists and super-criminals without using unnecessary force. This need has inspired the inventive geniuses of the world to new heights of stunning, restraining, and debilitating technology. A few of the results of this inspiration are given here.

While some of the weapons described below can, in fact, do Body damage to their targets, they are included here because they are designed more as weapons against special targets, such as desolid enemies, than as weapons with a chance of outright killing.

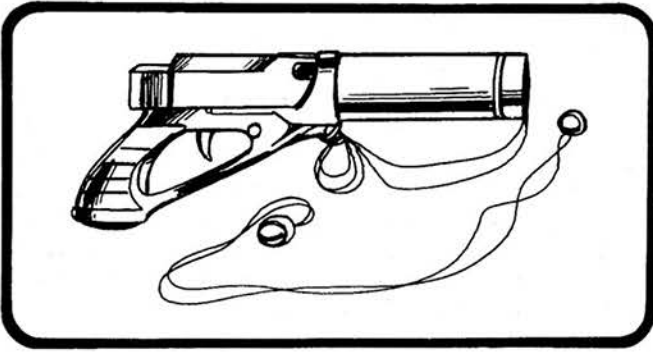
Some of these weapons are carried as secondary or backup weapons by agents who normally use killing force in their weapons. Others are the main weapons of agencies more concerned with capture than elimination.

BOLO GUN, Mk. III

This weapon is intended to apprehend and restrain potentially violent prisoners without the use of deadly force. It fires a three-segment, steel-cabled bolo, weighted at the ends with rubber-coated plastic balls. When fired, the bolo whips out and hits the victim, the long cables wrapping about the target multiple times. Arms and legs trapped, the victim is thus brought down.

The thin but strong steel cables do not hinder any follow-up attacks on the entangled target, though of course such actions are deemed unnecessary by most police manuals.

The somewhat bulky bolo gun has not enjoyed much commercial success. The mechanism has been known to jam momentarily, and the bolo-containing drums are awkward to replace, making combat reloading impractical. The Bolo Gun is in



use with some police departments, and is known to have been used by several criminal groups.

- DEF 4, 4D6 Entanglement, Entanglement takes no damage from attack (+ 1/2): OAF-gun (-1), activates on 14 or less (-1/2), 8 charges (-1/2), Real Cost 20, Active Cost 60.

DART GUN

This high-powered compressed air rifle fires a drug-tipped dart. The dart is too light to cause physical damage to the human body, and can deliver one of a wide variety of drugs on-target. The dart must penetrate the victim's skin to have any effect.

The gun is in use by several law enforcement agencies to tranquilize suspects under the effects of PCP, but there are disturbing reports of Demonflux agents using dart guns armed with exotic mind-bending drugs to drive targets into a berserk rage, lapse into a catatonic state, or to become suggestible to commands.

- 1D6 Transformation Attack, Cumulative (+ 1/2), NND (vs penetration by 1D6 A.P. Killing*) (+ 1), Continuous Attack of 2 turns duration (+ 1): OAF-gun (-1), activates on 14 or less (-1/2), 3 clips of 4 charges (-1/2), Real Cost 17, Active Cost 52.

*To see if the NND attack is effective, roll 1D6 and see if the number rolled, treated as an Armor-piercing Physical Killing Attack, would do any Body damage to the target. If so, the NND Transformation Attack succeeds and takes effect. In no case does the victim actually take any Stun or Body from this 1D6 AP attack.

When the Transformation Attack takes effect, any user-defined function may occur, depending on what effects the drug is to have. Due to the nature of Transformation Attacks, this must be an effect previously defined and allowed by the Gamemaster.

DISPOSA-NETS

As with many non-incapacitating devices, dispoa-nets were first developed for police use in the United States. Consisting of a dispenser holding a number of light-weight steel-mesh nets, it is ideal for flipping a net over a drug-crazed opponent, effectively tying him up without harm. Their use spread to Italy, where they are used in political

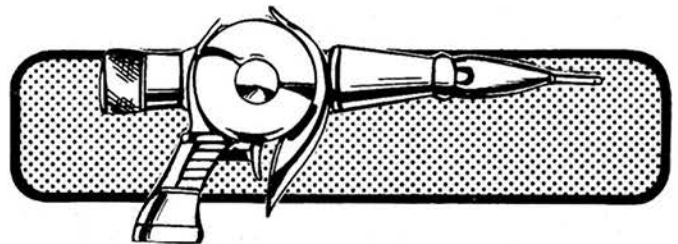
kidnappings, allowing terrorists to safely entrap and haul off victims without endangering their retail value.

- DEF 4, 4D6 Entanglement: OAF-dispenser (-1), 6 nets (-3/4), Real Cost 15, Active Cost 40.

GAS STREAM GUN (Types A, B & C)

Agents of the Parapsychological Studies Institute (PSI), seeking a safe way to "take" reluctant future members, commissioned the International Scientific Elite to design a quick-acting and effective weapon with guaranteed zero after-effects. ISE came up with the high-velocity gas stream gun. This weapon fires a solution of DMSO and a selected drug in a thin, high velocity stream of gas molecules. The solution itself is carried in a refillable plug-in cartridge. While accuracy drops off rapidly with range due to the dispersion of the stream, anyone without full life support protection will be thoroughly doused with the chemical load of the spray.

PSI has three standard loads for this weapon: the standard sleep drug, an insidious serum which slows the firing of the victim's neurons (thus reducing his intelligence), and a similiar load which depresses the target's will (Ego).



- TYPE A - SLEEP DRUG, 4D6 NND (vs 15+ pts in Life Support): OAF-gun (-1), accuracy falls off at -1/1" (-1/2), does not work in water (-1/4), 2 clips of 5 charges (-1/2), Real Cost 12, Active Cost 40.

- TYPE B - INTELLIGENCE DEPRESSANT, 3D6 Intelligence Destruction, Ranged (+ 1/2): OAF-gun (-1), victim fully recovers after 1 day (-1/4), accuracy falls off at -1/1" (-1/2), doesn't work in water (-1/4), no effect if victim has 15+ pts Life Support (-1/4), 2 clips of 5 charges (-1/2), Real Cost 18, Active Cost 67.

- TYPE C - EGO DEPRESSANT, 2D6 EGO Destruction, Ranged (+ 1/2): OAF-gun (-1), Victim fully recovers after 1 day (-1/4), accuracy falls off at -1/1" (-1/2), doesn't work in water (-1/4), no effect if victim has 15+ pts in Life Support (-1/4), 3 clips of 2 charges* (-1), Real Cost 21, Active Cost 90.

*A larger dose of the Ego depressant is needed to do the job, so the serum reservoir cartridge holds fewer charges, and an extra cartridge is usually carried.

HANDCUFFS

These are case-hardened steel wrist shackles. A better version of the standard-issue cuffs carried by almost all law enforcement officials around the world. Super-strong samples, made of exotic materials, are available on a strictly limited basis, due to excessively high unit cost.

● DEF 5 Entanglement, Victim may be attacked without harm to the entanglement (+ 1/2): 1 pt. of body (break defense + 1 to be free, -1/2), victim's legs not entangled (-1/2), OAF-cuffs (-1), only usable on 1 target at a time (-1), may be used only on 0 DCV target (-2), 1 use (-1 1/4)*, Real Cost 10, Active Cost 75.

● DEF 7 version (same limitations), Real Cost 14, Active Cost 105.

*While consisting of only one charge (one pair of cuffs), they may be used over and over again until lost or destroyed. The effective limited use bonus is taken as -2 bonus levels, so the 1 charge yields a bonus equal to 3 charges.

HAND SHOCKER

This small, hand-held device is capable of sending 50,000 volts into an opponent, stunning him and causing lingering after-effects. The victim's nervous system is literally "shorted"; some time is required for the subject to fully recover from a jolt. This weapon is much favored by police departments, being concealable, easy to use, and very effective. Currently in use with local law enforcement agencies all over the United States.

Campaign Note: This is a particularly nasty weapon, not only directly affecting victims without Power Defense, but permanently as far as most scenarios are concerned. It is easy to upgrade to 5D6 or more, especially if used as the main attack of a superhero or villain. The Gamemaster should be very careful about how Characteristic Destruction is used in his campaign, and at what power level.

● 3D6 Stun Destruction: OAF-shocker (-1), activates on 14 or less (-1/2), 6 charges (-3/4), Real Cost 14, Active Cost 45.

HOWLER/PEPPER BOMBS

In recent years a number of specialized devices have been invented in the war against terrorism. Confusion-creating and stunning bombs can be used to shock and bewilder terrorists, giving police the opportunity to stage an assault. Other, milder devices of a similiar nature are used to combat rioters, or to subdue unruly mobs (such as demonstrating students and the like).

The Howler/Pepper bombs are guaranteed non-lethal munitions, used to distract or harass opponents. The Howler round emits an ear-splitting

shrieking blast, deafening anyone within an enclosed area. The sudden shock confuses almost everyone momentarily, leaving them temporarily deaf and (most importantly) unable to hear the approach of attackers.

The Pepper round spews a cloud of finely ground pepper into the air, which momentarily discomforts its targets. Anyone not in fear of his life will make every effort to escape the effects of the bomb. While the sneezing which follows the Pepper round's use is short-lived in nature, the resulting loss of smell requires some time to recover.

Special Effects: Any NPC subjected to close-range exposure to either the Howler or the Pepper bomb will be "stunned" for at least one phase, due to either the shock of the first unit's earth-shattering blast or the second unit's resulting sneezing and hacking.

Heroes, villains and most agents, being of sterner stuff, should be able to ignore the short-term effects (the Gamemaster may ask for an Ego Roll), but will be subject to the long-term sensory loss effects.

● HOWLER BOMB - Hearing Deprivation munition, 4D6 Intelligence Destruction, Area Radius (+ 1), Ranged (+ 1/2): Only lasts 1 day (-1/4), OAF-bomb (-1), Affects Hearing Perception only (-2), activates on 14 or less (-1/2), 6 bombs (-3/4), Real Cost 27, Active Cost 150.

● PEPPER BOMB - Smell Deprivation munition, 4D6 Intelligence Destruction, Area Radius (+ 1), Ranged (+ 1/2): Only lasts 1 day (-1/4), OAF-bomb (-1), Affects Smell Perception only (-2), activates on 14 or less (-1/2), 6 bombs (-3/4), Real Cost 27, Active Cost 150.



ICE SPRAYER

One of the first batch of weapons tested by the newly established Spatial Security Patrol (the first teams are now training for space duty with NASA), the Ice Sprayer was seen as a possible immobilization device, incapable of damaging spacecraft controls or walls. While tests revealed a definite problem when the ice melts (the water gets into everything electrical), the device was picked up by several earth-bound organizations, including such diverse groups as Primus and Viper. Use by the latter organization is a somewhat ironic development since the weapon was first created by a famous New York-based superhero to defeat a particularly monstrous Viper plot in the early 60's.

The Ice Sprayer is a two-handed tube with a backpack Dewar container, filled with a highly compressed liquid gas. When used, the released gas quickly solidifies on the target, encasing it in ice and freezing it at the same time. The unit's weight is 12 kg.



● DEF 4, 4D6 Entanglement, 4D6 NND (except vs full armor, or 20+ pts Life Support): OAF-2-handed weapon (-1), Clumsy (-1/4), activates on 14 or less (-1/2), 12 charges (-1/4), Real Cost 27, Active Cost 80.

NEUTRINO BEAMER

The existence of neutrinos, infinitesimally small particles with a near-zero rest mass (but packing a great deal of energy) has been confirmed only recently. Postulated to explain apparent energy imbalances in certain nuclear reactions (indeed, neutrinos are believed to hold a great deal of the Universe's energy), they escaped detection for many years due to their enormous penetration of normal matter. It is estimated that it would require a lead shield 11 *light years* thick to have a 50% chance of stopping a neutrino.

However, immaterial force fields are very efficient at stopping the small particles. The Neutrino gun capitalizes on this fact, for only superhumans with force fields can be affected by it. When struck by the neutrino stream, the target's force field stops the particles, taking the damage. Also, only the force field may then aid in resisting the incoming energy.

● 8D6 EB, ALD (defense is Force Fields) (+ 1 1/2): ONLY vs targets with Force Fields (-1), OAF-gun (-1), 8 charges (-1/2), Real Cost 29, Active Cost 100.

NEUTRON ACCELERATOR

A small but heavy two-handed device, this revolutionary weapon spits a stream of ultra-accelerated neutrons in a tiny stream. The effect is a myriad of low-potential attacks. Additionally, due to the difficulty of blocking neutrons, the attack is penetrating. The extra levels in the weapon emulate the enormous number of fired neutrons; they may be used for adding to the user's OCV only.

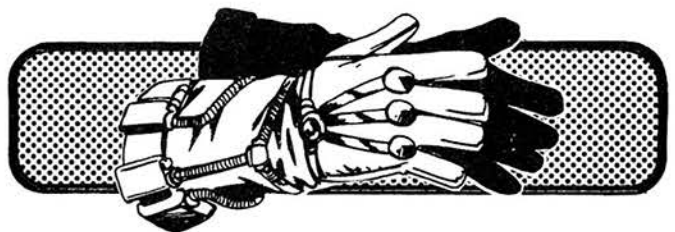
The weapon is reputed to have been developed by the infamous Dr. Destroyer. This is highly unfortunate since no one has been able to ask him how the gun accelerates the "neutrally charged" neutrons.

The neutron accelerator is a very useful weapon for scoring hits on fast-moving superhumans. Especially effective if issued to agents in large numbers.

● 3D6 EB Penetrating (+ 1/2) Autofire (+ 1/4), + 10 CV (+ 30 pts): OAF-gun (-1), activates on 14 or less (-1/2), 125 charges (+ 3/4), Real Cost 27, Active Cost 67.

PHASE GLOVES

A product of Alternate Realities, Unlimited, the Phase Gloves emit an N-dimensional harmonically phased energy field, tailored closely about the gloves' surface. This phased energy field allows the wearer to "reach" into nearby reality variants, overcoming targets' attempts to evade capture by phasing out of our "normal" space-time continuum. The amount of force which can be so "steered" by the phase gloves is limited, however, by the small power source of the gloves.



Though the technology has been perfected, sales are sluggish, reportedly because potential customers aren't quite sure to what use to put the gloves. Sales in the U.S. have been mainly to Primus, which has carefully salted away a pair or two in the arsenal of each sector headquarters.

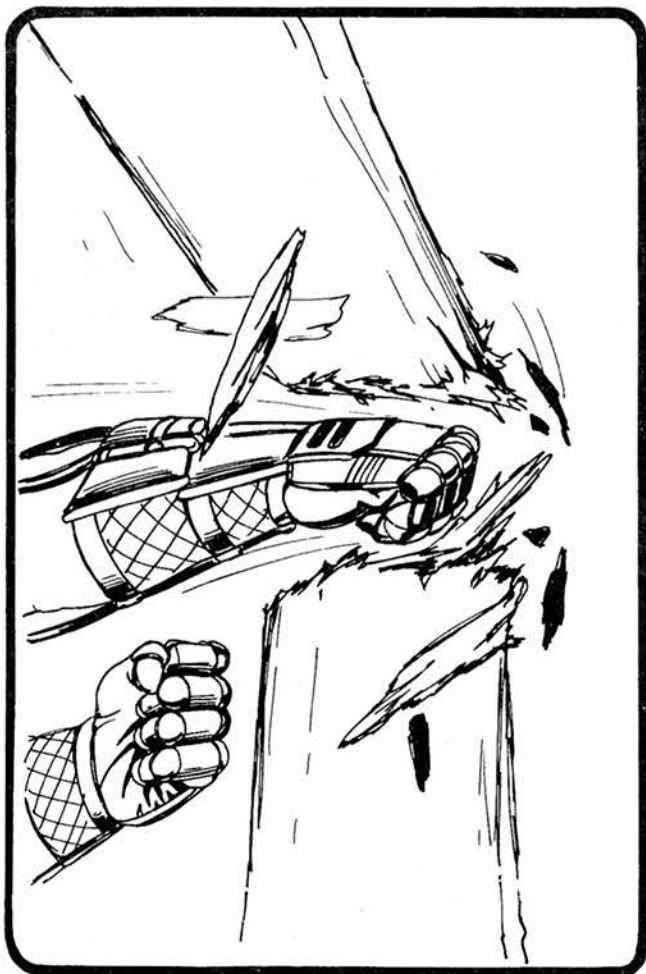
● Affect Desolidified (up to max of 40 pts., 8D6 or 2.5D6 HTK): OIF-gloves (-1/2), 12 charges (-1/4), Real Cost 11, Active Cost 20.

POWER GAUNTLETS

Energized armored gauntlets, these little devices may project enormous force against any object the wearer brings them into contact with, effectively multiplying his strength. Powered by batteries slung at the waist (or from a backpack power source) the Power Gauntlets are nevertheless limited by their delicate circuits, which will often burn out under the crushing power loads projected through them.

If the gauntlets' wearer is superhumanly strong, the chance of burnout is much higher.

- +6D6 added to user's strength, 0 END on extra dice (+3/4): OIF-gauntlets (-1/2), burnout on 15+ if total damage in HTH limited to 9D6, burnout on 8+ if total damage in HTH is greater than 9D6 (-3/4), Real Cost 23, Active Cost 52.



SHOCK BATON

The cattle prod is a favorite police toy in many repressive nations, and not a few American cities, but it took good ol' Yankee ingenuity to design the truly state-of-the-art device! This baton is a sturdy black plastic rod about eighteen inches long, too light to use as a club. It has electrical contacts at the tip, which are used to shock subversive agita-

tors. The real innovation is the coil wound about the baton just above the handgrip. When held by the user at either end, anyone attempting to grab the baton away will inadvertently clamp onto the coil, receiving a full dose of the juice he had sought to avoid! This device is in use on nearly every continent.

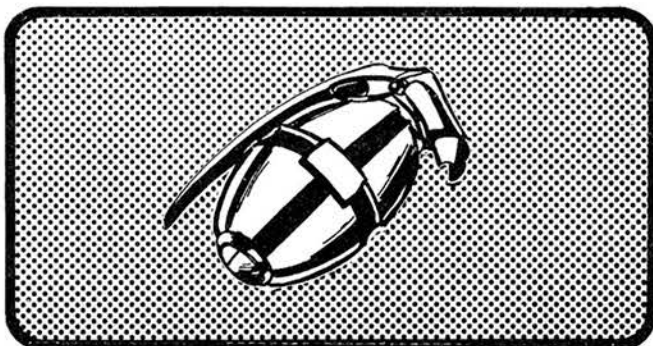
- 6D6 EB (Electrical), Damage Shield vs Grabs only (+1/4): OAF-baton (-1), Stun only (-1/2), 0 range (-1/2), 3 clips of 6 charges (-1/4), Real Cost 11, Active Cost 37.

NOTE: The user must hit a target with an attack modified by Grab modifiers to use the electric shock offensively (*See Damage Shield rules in Champions III*). Otherwise, the baton adds 1/2D6 to a normal STR attack.

SHOCK GRENADES

Small but powerful concussion grenades, with a highly localized effect, these weapons are quite effective within the target zone. They are used by special anti-terrorist forces in several Western countries.

- 6D6 Penetrating PD blast, Area (2" radius only, +3/4), -1 knockback die (+1/4): OAF-grenade (-1), activates on 14 or less (-1/2), 6 grenades (-3/4), Real Cost 23, Active Cost 75.



STUMBLERS

Stumblers are tiny pods, triggered when tossed into a target hex. The pods throw out a number of small, invisible wires which project a force field, partially immobilizing everything within reach. The field is not strong, and most opponents are able to bull their way through it, destroying it in each hex as they do so. Anyone with flight or leaping may of course zoom over the stricken area without effect. Stumblers are basically used as team weapons; one man temporarily freezes the opposition with a well-placed pod and his squad mates then blast the immobilized hero (or villain) while he's helpless. At least one hero uses them to tie up multiple opponents long enough to take them on one by one.

●3D6 Entanglement, Area 3" Radius (+ 1): Entanglement has No Defense (-1), Entanglement burns out entirely after 1 hour (-0), OAF-stumbler (-1), activates on 14 or less (-1/2), 3 uses (-1 1/4), Real Cost 13, Active Cost 60.

STUNNER

The latest in high-tech gadgetry to emerge from UNTIL's laboratories, the Stunner fires a beam of energy which incapacitates by disrupting the target's nervous system. UNTIL has great hopes of this weapon becoming the standard sidearm of its agents, this happy event put off only by the rather high per unit cost, and a few reliability problems. At least one major hero has adopted the device, with spectacular results.

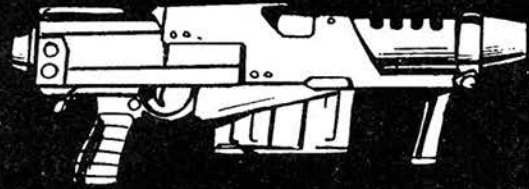
●5D6 Energy Blast ALD (Defense is Power Defense) (+ 1 1/2): OAF-gun (-1), activates on 14 or less (-1/2), 3 clips of 4 charges (-1/2), Real Cost 21, Active Cost 62.

WRAPPER

The Wrapper fires a thin stream of material, a special compound which clings to whatever it touches, forming long, sticky webbing in seconds. The Wrapper is usually used as a squad weapon, intended to slow targets and enable the remaining team firepower to annihilate the helpless victim. Once a target has been struck, the Wrapper's user may continue to direct the spray against it, continuously drowning it in webbing and keeping it safe until aid can arrive. The Wrapper is in use with Primus and UNTIL.

●8D6 Entanglement: Bought with No Defense (-1), IIF weakness (destroyed by fire, -1/4), OAF-wrapper (-1), 6 charges (-3/4), Real Cost 20, Active Cost 80.

PROTECTIVE DEVICES

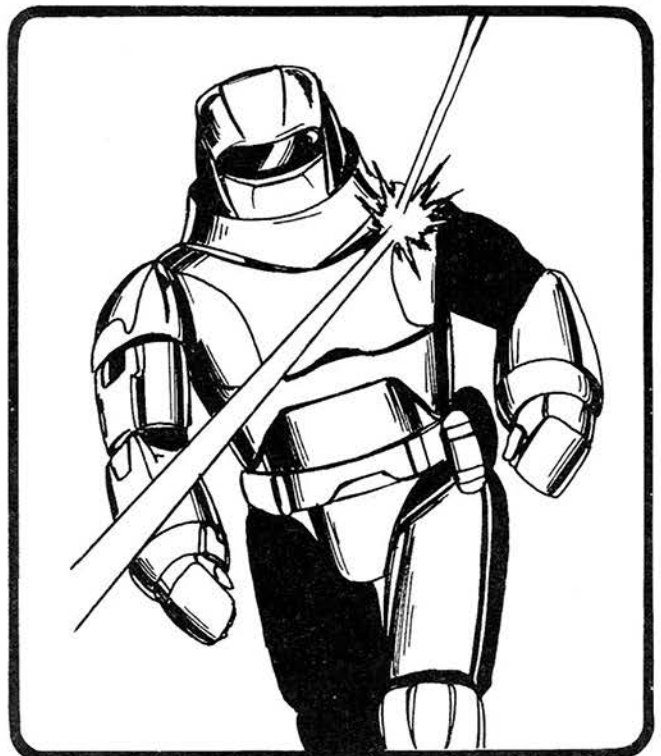


Agents generally need some form of protection beyond the perceived rightness of their cause when they confront the weapons and powers of other agents and assorted supervillains (heroes). Here are a few items that take agent protection beyond the simple force field and armor generally seen among the more commonplace agencies.

ABLATIVE ARMOR

Ablative armor is armor which absorbs destructive energy, disintegrating in the process. Thus, the armor's wearer is safe until the armor is destroyed, and then he is completely unprotected. Originally designed for use against lasers, research into various materials have recently produced a variety of different ablative armors suitable for use against any number of attacks. Such armor is usually bulky and awkward to use. Commonly worn in the form of an overall bodysuit (such as a shrapnel suit), a few dextrous individuals are known to carry ablative shields.

● Armor (18,18): Ablative* (-1), OIF-suit (-1/2), activates on 14 or less (-1/2), Real Cost 20, Active Cost 60.



*Optional Limitation - Ablative Defenses

As the defense takes damage, it is destroyed. Thus, if an 18D6 normal physical attack struck the above armor, a typical roll would total 18 body, which would destroy its PD. Because the actual substance of the armor is being destroyed, however, the ED is destroyed as well, leaving no defense at all. Further attacks of any kind are unhindered by the above armor. Bonus -1.

AUTOPEPPER

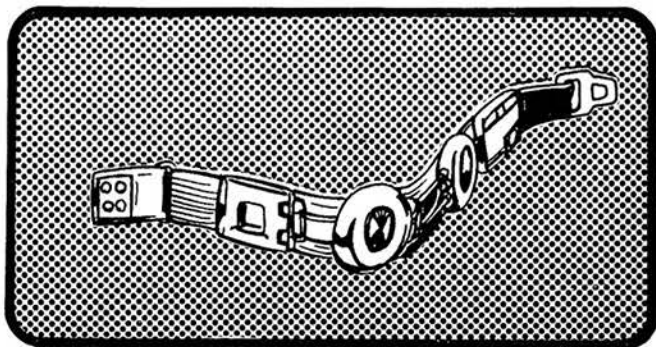
This is a small, personal autodoc that injects a strong stimulant into a wearer that falls unconscious, in the hopes of a quick awakening. Use of the device is potentially dangerous, for the stimulating effect does not last, possibly ushering in an even more serious relapse later.

The autopepper is normally carried externally on a belt or harness to facilitate readiness and replenishment. Injection of the drug is made via a pre-inserted IV tube.

This gadget is very much a favorite with armored troops and heroes, who are much more likely to be struck unconscious without suffering grave bodily harm than regular troops. Thus they are less likely to suffer permanent damage after use of the Autopepper.

Like any other characteristic taken with charges, the extra Recovery and Stun only last for one phase. If, on the next phase, the character is still at negative Stun after the extra Stun is subtracted again, he falls unconscious again.

- + 10 recovery, + 15 stun: IAF (device usually hooked to a belt, -1/2), works only if victim is unconscious, -1/2), works on 14 or less (-1/2), 2 charges (-1 1/2), Real Cost 9, Active Cost 35.



DISPLACER BELT

The Displacer belt carries a number of small generators that set up a distortion field about the wearer, acting on light in the visible spectrum.

This distortion field does not render the belt's wearer invisible, but it does make it difficult to determine his precise location. As a result, the wearer is protected from attack or can use the field's effects to aid in his own attacks. Targets can

then neither tell if the belt's user is aiming a ranged weapon at them, nor effectively block the user's blows in hand-to-hand combat.

The belt's generators automatically vary the field area slightly twenty times a second, in order to foil anyone attempting to score on the user by aiming at the center of the effect.

Developed by the Royal Ordnance Factories in Great Britain, the Displacer belt is under evaluation for procurement by UNTIL and several other paramilitary units.

- + 3 General Combat Levels: OIF-belt (-1/2), vs normal vision only (-1/4), 12 charges (-1/4), Real Cost 12, Active Cost 24.

ENERGY ABSORPTION SHIELD

One of the basic types of force fields, the absorption shield absorbs incoming energy and uses it to reinforce itself. The attack is first decreased by the absorption effect, and then by the actual force field. The absorption only works for energy attacks, and only the energy protective part of the force field is increased. The unit has a minimal physical protection element as well. Another fine product of Dynaforce Technologies!

- 4D6 Energy Absorption* shield (body from energy attacks increases ED force field): OIF-belt unit (-1/2), no absorption if attack's body exceeds 4D6 roll (-1/2), absorption subtracts from damage, 6 charges (-3/4), plus Force Field (5PD,8ED), OIF-belt unit (-1/2), 12 charges (-1/4), Real Cost 29, Active Cost 73.

*This device uses the *Champions III* optional absorption rule that body absorbed is subtracted from the incoming stun and body of normal and killing attacks. If using the rule that this protective ability costs an extra 3 points per 1D6, the real cost is 33 and the Active Cost is 85.

MECHANICAL MIND SHIELD

This is a simple device which acts to randomly oscillate the alpha-wave pattern of anyone wearing it. This is harmless to the wearer but makes it more difficult for others to "tune in" on that individual. While at least effective against all types of mental assault and influencing, the shield works better to defeat the more subtle forms of mental attack, and least well against crude Ego Blasts.

First developed and put into use by agents of PSI to aid in defending against unruly psionics objecting to incorporation in PSI ranks, the shield has since come into wider use.

- 3 pts (+ Intelligence/5) Ego Defense, + 5 pts Ego Defense vs all mental attacks Except Ego attacks (-1): IAF - headband or collar (-1/2), burnout on 11 + (when used to defend against an actual attack -1), uses END (-1/2), Real Cost 2, Active Cost 8.

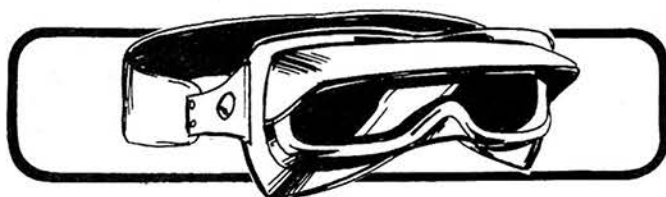
MULTIPLE IMAGE PROJECTOR

A battery belt and shoulder projectors make up this device, which projects four identical images of the user in a group about him. The placement of the figures can be selected via the belt or optional forearm controls, so that attackers cannot merely aim for the central figure to hit their mark.

The device is considered by many experts to be of only marginal use, since an open space for the images and a sure touch on the controls are necessary to pull off the illusion. Additionally, the batteries provide less than a minute's use, and the fiercely complex equipment is prone to shorts and burnouts. However, the device is favored by some who claim that, on more than one occasion, the false images have saved both their lives and their mission when suddenly confronted with gun-toting hostiles.

Not available on the open market, this device is in limited use only by a very few intelligence (and presumably some criminal) organizations.

- 12D6 Light Illusion, Area (+1): limited to only 3 or 4 multiple images spaced about the user (-2), OIF-belt and shoulder projectors (-1/2), activates on 14 or less (-1/2), burnout on 15 + (-1/2), 12 charges (+0), Real Cost 27, Active Cost 120.

**MULTIPLEX VISOR**

This is a typical example of the multi-use visual perception visor. It is only incidentally protective, in that two settings allow for flash protection as well as enhanced vision. The user may thumb it to enhance and adjust either ultra-violet or infra-red light into the visible range (allowing for flash defense at the same time), look into both spectrums at the same time (losing the Flash Defense) or else cause a x10 magnification of distant objects (losing the flash defense). Such visors are available to virtually every armed force in the world.

	Real Cost	Active Cost
15 pt Multipower pool,		
OAF-visor (-1)	7	15
(1u) UV Visor	1	1
(1u) IR Visor	1	1
(1u) 5 pts Flash Defense	1	1
(1u) Telescopic Visor	1	1
Total Points	11	19

REFLECTOR SHIELD

One of numerous devices developed by Primus in a never-ending quest to better protect its agents, the Reflector Shield consists of a large, very light-weight plastic shield sheathing thin metal wiring. Running along the wire is a polarized energy flow. Any destructive energy striking the shield is reflected directly back at the target, if the shield's user is alert and aware of the incoming attack. While the shield has seen some field use, quality assurance problems with the midget power source has kept the device from wide-spread production, though a large number of pirated copies have been reportedly turning up in the underworld.

- Reflection on 21 or less: OAF-shield (-1), burnout on 11 or less (only if successfully used in turning an attack! -1), Real Cost 13, Active Cost 39.

SKIN-METAL GLOVES

These thin "gloves" are made out of a special, flexible, space-age metal and can be partially hidden under a pair of regular gloves. The gloves may be used defensively, and the weight and toughness of the metal adds to the wearer's HTH damage as well.

	Real Cost	Active Cost
● Multipower pool, OIF-gloves (-1/2), Common slot Advantage* of -1/2	7	15
u 5PD/4ED ARMOR, vs HTH damage only, and only if wearer attempts a block* (-1)	1	1
u + 15 STR (add to str for punching only, -1/2), 0 END (+ 1/2)	4	8
Total Points	12	24

*See *Champions III*

NOTE: If the gloves' wearer attempts a block and fails, he still gains the armor protection (of course, there is no need for it if he succeeds).

**SLICKSKIN**

A special protective suit made from a combination of several rather exotic space-age materials, the Slickskin is skin-tight, fully-covering and shiny-black in appearance. The suit not only provides protection, but also makes the wearer very difficult to grab or hold. Only limited use has been found for Slickskins, mainly by various intelligence and covert-action agencies.

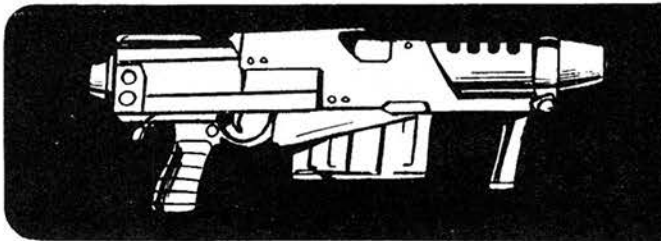
● +10 PD, +10 ED, Half Resistant vs Physical Killing Attack (+10 pts), +5 DCV vs Grabs and Entanglements (+15 pts): OIF-suit (-1/2), attacks slide off (armor activates) on 14 or less (-1/2), Real Cost 22, Active Cost 45.



STAY-TIGHT VEST

The Stay-tight Vest is a light-weight Kevlar vest designed for minimum encumbrance and discomfort, easily concealed under clothing. Intended only to provide last-ditch protection against gunfire, it can keep victims alive if hit, but they will most definitely not enjoy the experience. This vest is standard issue by many law enforcement agencies in the U.S.

● 9 pts PD Armor: vs body damage ONLY (Does not stop stun, -1), IIF-vest (-1/4), activates on 14 or less (-1/2), Real Cost 5, Active Cost 15.



MOVEMENT AIDS

And how does the agent get where he's going? How does the agent deal with the supertype who flies high above him, or swims far underwater or just sits at the top of a perpendicular cliff face and laughs at the agents below?

We're glad you asked those questions. Read on to find the answers.

Such devices are routinely incorporated into stealth suits and protective armor. Especially popular with midnight skulkers is a Slickskin (See Protective Devices) with attached Cling Suit.

● 20 STR Clinging: OIF-various suction pads (-1/2), Real Cost 7, Active Cost 10.



HANG GLIDER

For the agent who always likes to keep an exit handy, even if it's off a cliff-top, the Greenly Executive Recluse Glider not only offers unlimited hours of flying fun but a ready means of escape. When not in use, the sports glider folds up neatly into its own suitcase-sized carrying case, complete with handles. The glider can be uncrated and snapped together in less than a minute.

For the more adventurous, a small engine can be added to the glider, turning it into an ultralight aircraft. The engine fits into a carrying case of its own.

● 12" Gliding, may fold into suitcase (1/16 size, + 1/2): OAF-glider (-1), Clumsy -1/4, 1 turn to set up (-1), Real Cost 7, Active Cost 22.

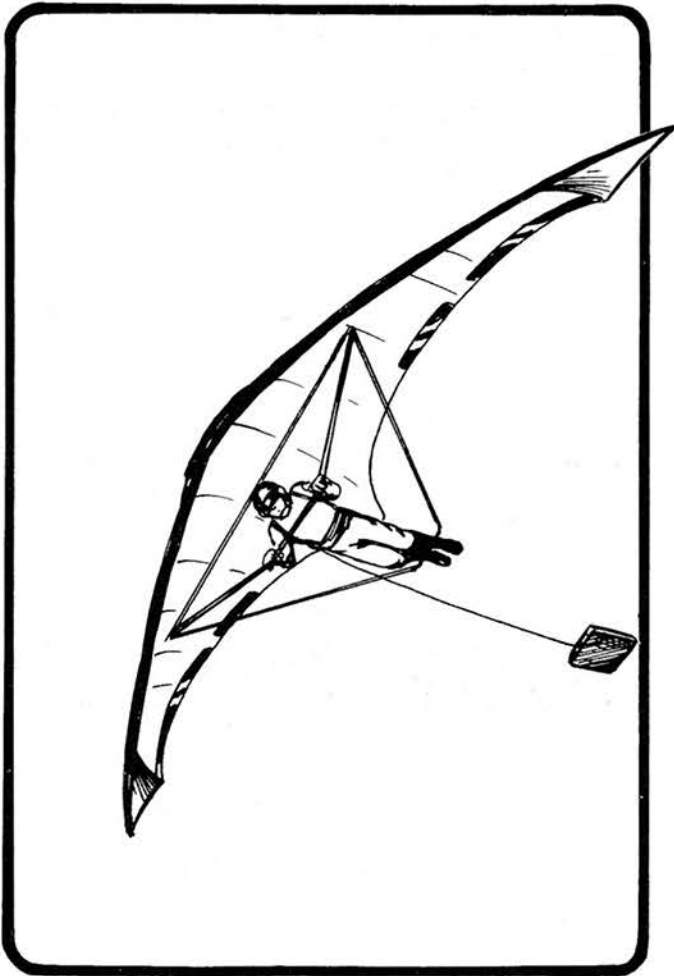
● +5" flight*: OAF-glider (-1), Clumsy (-1/4), 1 turn to set up (-1), Real Cost +3, Active Cost +10.

*When in use as a powered ultralight (i.e., with the engine option), the 5" of Flight may be used to move

CLING SUIT

This bodysuit has attached boot, knee, elbow, and palm suction devices. When used on fairly smooth surfaces, the gear enables a person to rapidly climb even sheer walls, at about one-half the normal ground movement rate.

the craft upwards or to extend its movement forwards. Determine the hex where the craft would glide to and then use the engine to move to any desired hex within 5" of that point.



IMPELLOR BOOTS

These water jets work by sucking in water and forcefully thrusting it out towards the rear, pushing the user forwards. They come in two basic types: either attachments to standard foot-gear or, more commonly, built into special footgear. Most units come with a set of attached limited-use breathing gear.

These impellers are a must for underwater armored troops; however, they have the drawback of being somewhat noisy. Because of this, the boots are not used for covert operations. The US Navy does not currently use the boots for any of its operations, but they are known to be in use with the UNTIL submarine operations and a number of high-tech secret organizations.

- + 10" swimming: OIF-boots (-1/2), burnout on 15+ (-1), Real Cost 8, Active Cost 20.

- With 5 pts Life Support: OAF-air tank and mask (-1), limited to 1 hour's air supply (-1/4), Real Cost +2, Active Cost +5.

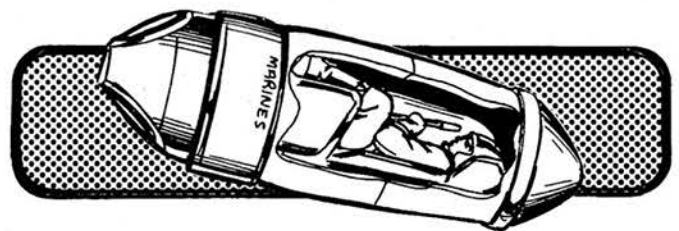
JUMP SHELL

For its part in the comprehensive program of "Star Wars" space weaponry, the United States Marine Corps is looking at the introduction of Jump-Mobile Aerospace Marines (J-MAMs). Troops would be injected directly into groundside battlefields from near-earth orbit by use of individually shielded one-man jump shells. The shells would be very small aerodynamic enclosures constructed of composites and high-temperature ceramics, guided in by onboard micro-computers and slowing only at the last moment with short duration high powered retro-rockets.

Of course, these devices are not projected to come into service until the late 1990's. However, a large number of less advanced interim models have been produced, capable of being dropped by high-flying supersonic transports, and the Marine Corps is rumored to be organizing a trial "Jump" battalion to use them. The battalion would be under the command of the Rapid Deployment Force.

No sooner had word leaked of the jump shell research than the Soviets, not to be outdone, announced that they, too, would introduce Jump combat groups. Moreover, the Russian units would come online ten years in advance of widespread American deployment of such units. Of course, what the Russians aren't saying is that their model is rather more primitive in nature...nothing more than a giant plastic air bag with a parachute. It is not expected that the Russian Army will depend on volunteers for the new Jump units.

- JUMP SHELL - U.S Version: 20" Flight + 15 PD: OIF-shell (-1/2), Clumsy (-1/4), flight may be directed downwards only (to lessen rate of descent) (-1 to flight cost only), PD usable only vs damage from impact (-1 to PD cost only), 1 use (-2), Real Cost 12, Active Cost 55.



- AIR BAG - Soviet Version: 8" Gliding + 45 PD: OIF-parachute & air bag (-1/2), Clumsy (-1/4), gliding usable only to restrain descent speed (-1/2 to Gliding cost only), PD usable only against damage from impact with ground (-1 to PD cost only), activate on 14 or less (-1/2), 1 use (-2), Real Cost 11, Active Cost 55.

LOWER BODY EXOSKELETON

This is a light-weight, open exoskeleton which fits over the user's legs and lends additional power to running. A bit tricky to get the hang of initially (trainees are usually decked out in heavily padded suits when introduced to this device), it can add greatly to the ground speed of troops. The exoskeleton may be used directly, or incorporated into many different kinds of armored suits.

- +5" ground movement: OIF-exoskeleton (-1/2), Real Cost 7, Active Cost 10.



ROCKET PACK

While a great many designs and types of jetpacks exist (many of them one-of-a-kind models), the mass-produced field is perhaps best typified by the Aero-jet Rocket Pack recently developed by NASA. This consists of a large backpack rocket thruster capable of propelling the wearer on a limited number of flights.

The number of flights are limited not by the amount of fuel carried (enough for an hour's operation) but from the fact that the lightweight super-thrust rockets have a propensity for sudden flame-out. Potential users are warned not to overdo starts and stops with the unit, as this could lead to an abrupt loss of power. Some models have been produced with built-in parachutes for just this reason.

Rocket packs of this nature are in common use by most governmental paramilitary organizations as well as the high-tech terrorist and world-threatening criminal organization they were formed to fight. Numerous mid-air encounters have occurred, with understandably bloody results.

So far, no nation has equipped large numbers of conventional troops with jet packs, for the enormous cost of the devices and of the training required seems to be prohibitive. Also, many oppressive countries have security concerns about

equipping their troops with independent flight capability too near less-oppressive borders...the troops might decide to fly west for the winter.

- 15" Flight, 1/2 End (1/10" movement) (+ 1/4): OAF-backpack (-1), 1 hour's duration (-1/4), burnout on 15+ (-1), Real Cost 11, Active Cost 37.

- With chute* OAF-chute (-1), (8" restricted gliding) (-1), activates on 14 or less (-1/2), Real Cost +3, Active Cost 10.

*The parachute works as 8" of gliding, with a maximum ratio of forward movement to descent distance of 1", that is, a max of 1" forward for every 1" dropped.

ROCKET SKATES

For the ultimate in troop mobility, nothing can compare with the Fleetfeet Rocket Boots (patent pending). These little darlings are boot-mounted rocket-powered roller skates, capable of zipping the wearer along at (literally) breakneck speeds (rumor has it that Fleetfeet got the idea from some ridiculous story about bad guys using jet-powered skateboards).

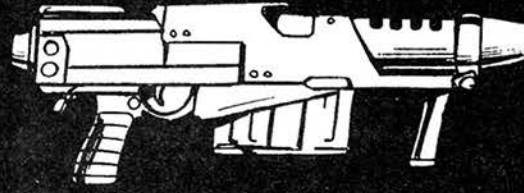
These boots require *extensive* training for safe use, and recruits are warned not to activate them in crowded or rough terrain, as their use necessitates a great deal of maneuvering space.

Rocket Skates are most commonly in use by a number of criminal groups. Western paramilitary groups have yet to persuade their troops to use the things.

- + 10" running: OIF-skates (-1/2), turn mode as flying when using any extra movement from the boots (-1/4), burnout 15+ (-1), Real Cost 7, Active Cost 20.



SQUAD WEAPONS



These weapons and the non-weapon equipment following are not issued to individual agents working on their own or in normal situations. Instead, one or two of these items might be issued to one specialist member of an entire squad for a special mission.

Paying points for these weapons is an awkward procedure. The points can be shared out among the entire squad of agents, so that each is only paying one or two points, or the points can come out of some "agency pool" established by the Game-master to limit how many squad-level devices will be available at any one time.

For one-shot situations or those times when there's not enough time to figure out where the points come from, just use the gadget and put it back when you are done with it.

AUTOMATIC GRENADE LAUNCHER

This device is a rather bulky two-handed gun, fitted with a drum of light grenades. It is capable of rapid fire, and is used mainly for suppression of enemy infantrymen. However, it has come into vogue as an anti-supervillain device and is seeing greater use by government paramilitary agencies.

● 2D6 RKA Explosion (+ 1/2), Burst fire (+ 1/4): OAF-launcher (-1), Clumsy (-1/4), activates on 14 or less (-1/2), 5 clips of 5 shots (+ 0), Real Cost 19, Active Cost 52.

Optional Advantage - Burst Fire: This allows the user to fire only 5 rounds at a time, for a total of only +2 to hit. Used as a more appropriate rate of fire for this weapon, the advantage cost is the same as regular autofire.

ELECTRIC GUN

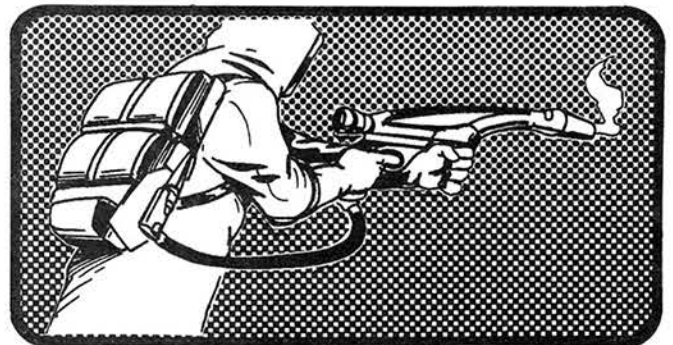
This weapon fires actual lightning bolts. A large, weighty backpack generator and capacitor store up electrical energy, which is discharged at selected targets in bolt form. The generator requires a short amount of time to charge up the capacitor for use once the weapon has been discharged. The gun has been known to burnout occasionally. The Electric Gun is mainly used by various high-tech outfits as a heavy-support weapon.

● 4D6 RKA if target in water or on metal grid, 7D6 stun only if target is flying; otherwise, 11D6 EB. Thus, weapon usually does less than full damage (-1/2), OAF (-1), Clumsy (-1/4), 3 segment delay between uses, so capacitor may recharge (-1/4), Activates on 14 or less (-1/2), Burnout on roll of 15 or greater (-1/2), 16 charges, Real Cost 15, Active Cost 60.

FLAMER

The flamethrower of the 80's, the Ironworks Model Three Flamer is the state-of-the art short-range weapon. The feed chemicals are carried in multiple individual-use tanks instead of two large tanks.

Each tank is filled with "no fire" safety webbing, rendering the tanks virtually immune to accidental ignition. The small tanks are set into a back-carried rack, with a metal tube running around to the two-handed projector. A short-range unit, intended for use by sappers in setting fires and clearing buildings, the Flamer ignites the fuel as it leaves the projector, spreading it out in a cone immediately in front of the firer. This weapon is currently in use with the U.S. Army and Marine Corps.



● 8D6 Energy Blast (fire), Area-cone (+ 1): OAF-gun (-1), 0 range (-1/2)*, Clumsy (-1/4), 8 uses (-1/2), Real Cost 25, Active Cost 80.

*The zero Range Mod means that the cone of hexes flamed always begin adjacent to the hex occupied by the weapon's firer.

FLASH/SMOKE DUAL ACTION PUMP SHOTGUN

This standard police weapon for the 80's is a double-barreled shotgun, each barrel feeding off of a separate clip. One pump slide is used to feed a round into either barrel by first rotating it to one side or the other. One type of round causes a dense though short-lived darkness, the other releases a brilliant flash.

	Real Cost	Active Cost
● 45 pt pool Multipower, OAF-shotgun (-1), activates on 14 or less (-1/2), 2 clips of 4 shots (per barrel) (-1/4)	16	45
(19u) 5" Radius Darkness, lasts 1 turn, impervious to normal sight and against IR vision	5	19
(4u) 3D6 A.P. Flash rounds	1	4
Total Points:	22	68

FLIGHT NEUTRALIZER GUN

There are actually several versions of this weapon, each designed with a different class of target in mind (either living, mechanical, or other). For flyers with wings, there is the standard net gun, which fires a proximity-fused projectile which blows open about the target when its approach reaches its closest point.

For the jetpack-equipped flitter, the "Gumball Special"; another proximity-fused device that blasts a jet of gummy substance which is hopefully sucked into the jet's air intakes, fouling up the whole works.

Heavy gravity models have been reported which work by increasing the subject's effective mass to the point where he can no longer fly.

Even more esoteric are the energy neutralizers which act on those who do fly by an "act of will". The energy interferes with the target's "grip" on the space-time continuum, denying them the ability to manipulate it in order to fly.

The special effect of the weapon as to what it fires is dependent upon the manner in which the target flies, be it by wing, jet belt, or raw ability. Thus, the flight neutralizer gun is a weapon which can only be used in special circumstances, where its users have some idea of who (or what) the intended target is to be.

● 17D6 Flight Neutralization: OAF-energy projector (-1), activate on 14 or less (-1/2), burnout on 15+ (+0 because charges are continuing), 12 continuing charges, each for a full turn (+0), Real Cost 20, Active Cost 51.

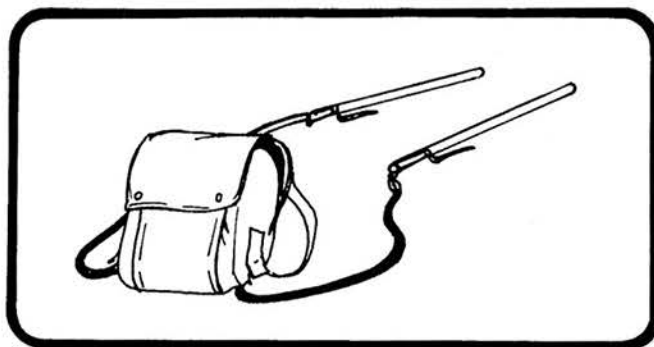
FORCE FIELD NEUTRALIZER

This is usually packed into a backpack, with two two-foot long rods each attached via a shielded cable. When both rods are inserted into a force field, the small computer in the backpack automatically

analyzes it and sends a counter-charge into it, disrupting and weakening the force field.

The device's performance is of course degraded by the victim's Power Defense, if any. Effect is split evenly between PD and ED if possible. These Neutralizers are carried by any well-equipped agent team expecting to run up against one or more super-powered humans.

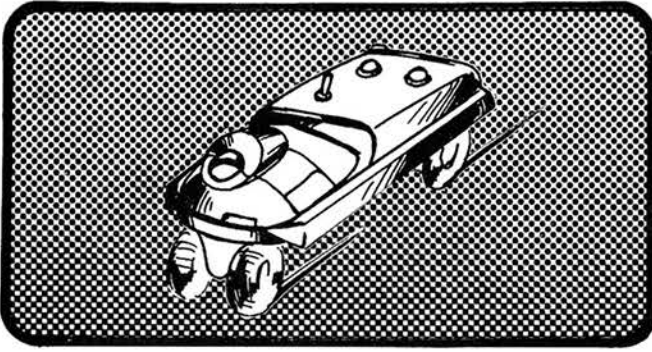
	Real Cost	Active Cost
● 60 pt Multipower, OAF-backpack (-1), activates on 14 or less (-1/2), Not in water (-1/4), 3 charges (-1 1/4)	15	60
(6u) 2D6 Power Destruction vs Physical (PD) Force Fields	1	6
(6u) 2D6 Power Destruction vs Energy (ED) Force Fields	1	6
(6u) 2D6 Power Destruction, 1D6 vs PD F.F., 1D6 vs ED F.F.	1	6
Total Points:	18	78



HOMING ROBOT CAR BOMB

An ingenious assassination weapon, the robot bomb is locked on a selected target vehicle and released to do its job. The shoebox-sized bomb (mounted on skateboard wheels) runs down its prey and detonates once it pulls up under the target. Guidance is usually provided by a small, easily concealable homing device upon the targeted vehicle. The brain of the little robot is provided by a number of sophisticated micro-chips, which are capable not only of guiding the bomb but also of evading obstacles and other traffic en route to the target. The robots have been known to occasionally become confused in traffic after being sent off and plow into a curb or run off the road, wasting their charge on a tree or fire hydrant. This item is available on the black market—but at steep prices.

● 4D6 RKA, Explosive (+ 1/2), with Detect & Locate Homer (+ 10 pts): OAF-bomb (-1), Delayed arrival (moves at 10"/segment, every segment, -1/2), 12 clips of 1 charge (-1/2), activates on 14 or less (-1/2), Max range = 300", Real Cost 29, Active Cost 100.



LASER-GUIDED MORTAR ROUNDS

The latest in the arsenal of Western anti-tank weapons is the laser-guided mortar round. The push to give an anti-tank capacity to every element of ground combat forces led to the development of laser-guided artillery, from 205mm guns all the way down to the brand new 81mm mortar shells. The Primus agency, always on the lookout for new anti-supervillain weaponry, was quick to realize the potential of light, guided mortar shells. The 81mm mortar is readily man-portable and the shell carries a huge punch. Yet, if used with discretion, the mortar allows collateral damage to be kept at acceptable levels.

In times of extreme emergency, larger artillery pieces may be transported in, though the advisability of using 150mm or 205mm shells within a friendly city is dubious.

The 105mm shell damage is a 5D6 RKA Explosion.
 " 150mm " " " " 6D6 RKA Explosion.
 " 205mm " " " " 6D6 RKA Explosion.

Such weapons are outside the scope of this book because they are not man-portable and are usually found as part of a vehicle package.

● 3D6 RKA Explosion, Indirect Fire* (+ 1/2), May home in on laser light (+ 1/4): OAF-mortar (-1), no direct fire (-1), 1 segment delay between fire and arrival of round (-1/4), 1 turn to set up (-1), activate on 14 or less (dud round) (-1/2), 16 charges, Real Cost 21, Active Cost 405.

*Round has No Range Modifier *if* used with a laser designator (See Laser Designator in Squad Level Equipment) or if the target is continuously emitting laser light, cost is + 1/4. After firing, the mortar shell requires one segment to arrive at the target hex.

“PUFF” GROUND-TO-AIR MISSILE

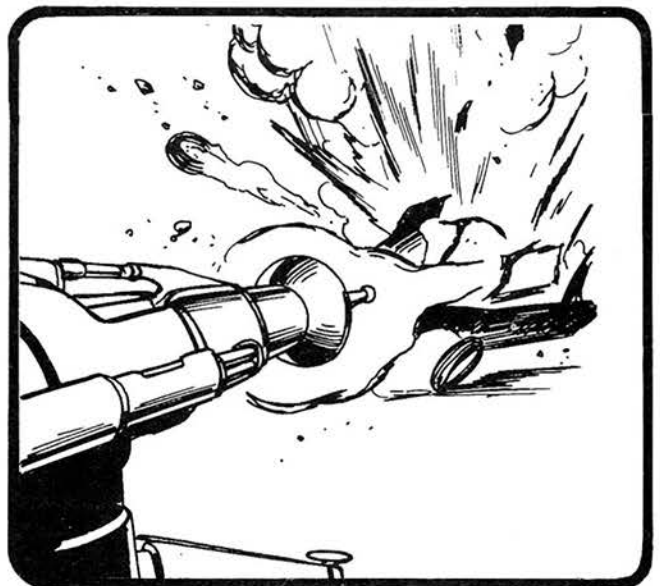
This is a security weapon used to disable light aircraft and helicopters. The radar-guided, man-carried Puff missile explodes into long Kevlar streamers which snag and foul propellers. Stuck vehicles usually retain enough power for a semi-controlled landing, though a control roll by the pilot

is necessary. The Puff missile comes in single-use container-launchers. One person is usually trained as the operator, with fellow agents carrying extra missiles for future use. Puff Missiles are currently in use by U.S. Customs and the Drug Enforcement Agency.

● 4D6 Entanglement, Target may be attacked without harming entanglement (+ 1/2): no range mod (+ 1/2), OAF-missile (-1), stops movement by propeller aircraft only (-2), 10 clips of 1 missile each (costs as 6 charges) (-3/4), Real Cost 17, Active Cost 80.

REPULSOR CANNON

This hefty, two-handed weapon fires a momentum inducement ray, which usually sends the target flying. Some feedback cannot be damped out, which acts against the weapon's wielder. The Repulsor Cannon is generally used as a heavy support weapon, for reducing light fortified structures or knocking out hostile vehicles. The Repulsor has had several highly favorable reports as a mob suppression device; in this mode the beam is swept across the mob's flank, knocking the rioters off their feet (reduce effect of beam by 1" of knockback per additional hex struck). Originally developed by the now-defunct weapons-for-sale group KRONOS, the weapon is enjoying ever greater popularity among police and riot forces throughout the world. The unit weight is 10 kg.



● 8D6 Momentum Ray, -2D6 Knockback modifier (+ 1/2): no stun (-1/4), no body (-1/4), OAF-2-handed weapon (-1), Clumsy (-1/4), User takes 2" knockback from the weapon's recoil when firing (user must be braced against it, or will fall backwards, -0), activates on 14 or less (-1/2), 16 charges, Real Cost 18, Active Cost 60.

SHAPED DEMOLITION CHARGES

These are the standard shaped plastique charges used by most demolition experts the world over. One charge will blow a hole roughly two meters across through most anything, without disturbing anything not actually within the blast zone.

Intended for destroying or penetrating fortified structures and vehicles, such charges have found a large number of alternate uses.

A Demolition Roll might be required in place of or in addition to the Activation Roll by the GM.

● 4D6 RKA shaped demolition charge, AP (+ 1/2), Area (1 hex only, +1/2): OAF-charge (-1), no knockback (-1/4), 0 range (-1/2), 1 action phase needed to prepare the charge and set it in place (-1/2), 2 segment delay between the time charge is set and the explosion occurs (-1/2), activates on 14 or less (-1/2), Charges—see table.

# Charges	Real Cost	Active Cost
1 (-2)	19	120
2 (-1 1/2)	21	120
3 (-1 1/4)	22	120
8 (-1/2)	25	120

SONIC DISRUPTOR

This is a rather bulky handgun with a shoulder or back-slung power source, capable of projecting a tightly-focused ultra-sonic beam. The beam causes a resonance build up in any rigid object (i.e., made of metal, ceramics, or some plastics), with catastrophic stress failure occurring almost instantaneously.

● 4D6 RKA, vs “rigid” objects only (as given above, -1), OAF-gun/backpack (-1), 8 charges (-1/2), Real Cost 17, Active Cost 60.



SPACE-TIME STRESSOR

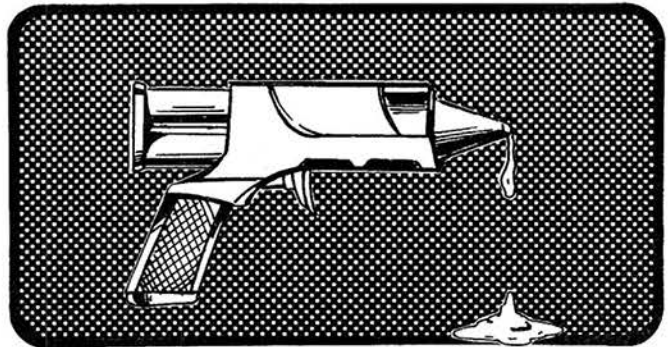
A must for the well-equipped arsenal, the Stressor fires a vibratory energy effect which actually warps (on a strictly-local scale) the space-time continuum itself. The harmful effect of the weapon extends beyond the ordinary universe as we perceive it, and the ultimate result of its use is unknown. However, the Stressor’s ability to harm desolidified individuals is easily perceivable. For this reason alone, it is expected that the Stressor will remain in use, despite the misgivings of an ever-growing number of concerned scientists the world-over who fear the impact of the energy beam on desolid environments.

● 6D6 Energy blast, Affects desolidified (+ 1/2), 1 Hex Area target zone (+ 1/2): OAF-rifle (-1), Clumsy (-1/4), 3 clips of 4 charges (-1/2), Real Cost 22, Active Cost 60.

SUPER-STICK FLUID GUN

The leading product of Remco’s mail-order Home Security line (“If they want it, you can still keep it with your Remco Super-stick Fluid Gun! Guaranteed non-toxic. Now just \$99.99 ’til the end of the month. Order now!”), this amazing device squirts a powerful jet of a fast-drying paste which sticks together just about anything forever, or until the special debonder is applied. Since anyone with an ounce of brains who is hit with the stuff holds his arms out so they aren’t glued to his body, the only practical use for the gun is to squirt under the intruder’s feet, immobilizing them in short order. Unconscious individuals may be fully secured by gluing their arms as well as their legs to the floor. The Super-Stick Fluid Gun is present in thousands of households throughout America (statistics provided by Remco, Inc).

● 4D6 Entanglement, Area (+ 1): victims’s legs entangled only (flyers, teleporters are not affected, -1), OAF-fluid gun (-1), 6 shots (-3/4), Real Cost 21, Active Cost 80.



TEAR GAS GRENADES

These standard police and military crowd control devices are used throughout the world. They actually come in many different levels of strength, persistence and effect, based on the chemicals used. The gas both blinds and disables (Stuns) its victims. The only defense against either attack is life support (sealed eye coverings will defend against the chemical-induced blindness). One of these grenades will make attacks on a normal size room for up to a full turn.

● 3D6 NND (except vs 10+ pts life support) + 2D6 Flash NND (except vs life support or sealed eye coverings), Area Effect on 3D6 NND attack, (3” Radius) (+ 1), attacks once per two segments (+ 1/2): OAF-grenade (-1), activate on 14 or less (-1/2), Grenade may extinguish early on 15+ (-1/2), 6 continuing charges - each lasts 1 turn (-1/4 due to burnout)*, Real Cost 31, Active Cost 102.

*Roll once to see if a grenade activates, then every two segments it will attack an area, after which an extinguish roll must be made. This extinguish roll

is not the same as burnout. Burnout means no further grenades can be used; extinguish means the individual grenade no longer works.

TELEPORTATION NEUTRALIZER PROJECTOR

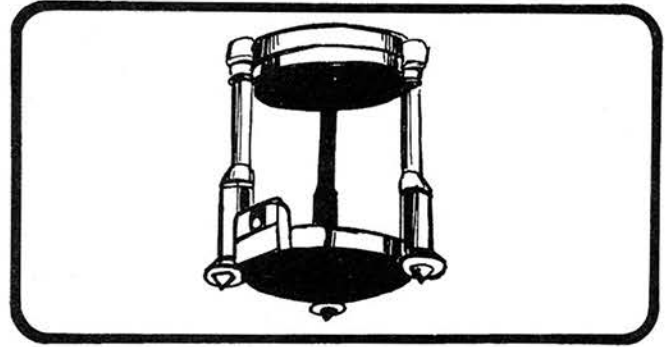
The projector fires a special "reality fixation" field which effectively anchors the target to his present space-time continuum and prevents him from any extra-dimensional excursions, no matter how brief. The effect is reportably quite upsetting (though otherwise harmless) to the person struck; even non-teleporters have had unpleasant feelings after being hit by the projector.

This device was first produced by UNTIL, at great expense, supposedly from a prototype captured from one of Dr. Destroyer's bases. UNTIL has so far refused to comment on this rumor.

- 17D6 Teleportation Neutralization: OAF-energy projector (-1), activate on 14 or less (-1/2), burnout on 15+ (+0 because of continuing charges), 12 continuing charges - each for a full turn (+0), Real Cost 20, Active Cost 51.

THUMPER (a.k.a. "the Earthquake Bomb")

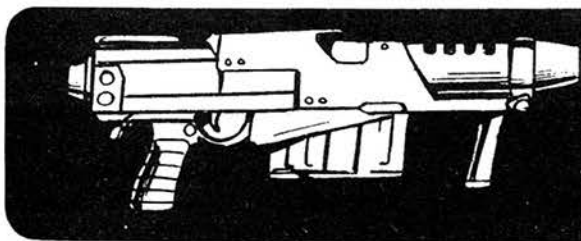
This powerful yet simple device consists of two wide steel plates, one resting on the ground and the other supported a few feet above it on four legs. A large shaped explosive charge drives the upper plate into the lower one, resulting in a massive



shock wave. Unprepared individuals will be staggered by the shock, possibly falling down or becoming stunned by the blast noise. The effect on crowds is truly amazing. Also useful for softening up fortified targets, or surprising enemies before an assault. Prepared personnel may brace against the shockwave (+2 to DEX Roll). Cushioned personnel may add another +2 to DEX Rolls. Care must be taken to avoid excessive property damage.

Originally designed for and used by Primus, several other organizations have copied the device for their own ends.

- 120 Strength (24D6), Extended range-drops off at 1/4" (+1/2); Usable only for creating Shockwave (-2), OAF-plates, legs and charge (-1), 1 Turn to set up (-1), activates on 14 or less (-1/2), 1 charge (-2), Bulky (-1/2), Real Cost 22, Active Cost 180.



SQUAD EQUIPMENT

Like the Squad Weapons above, Squad-Level Equipment is issued to squads, not individual agents. It is purchased with points in the same manner as other squad-level materials.

ELECTRON DAMPING FIELD

One of the most ingenious weapons to ever come out of the ISE laboratories, the Electron Damper creates a large-scale interference field which will conflict with and dampen any electrical device. Cars, telephones, lighting systems, even blasters will suddenly cease to operate...power sources are still charged and ready, but the circuitry to tap them will not function. Since this affects any power supply brought along to run the damper, a hand-crank is provided.

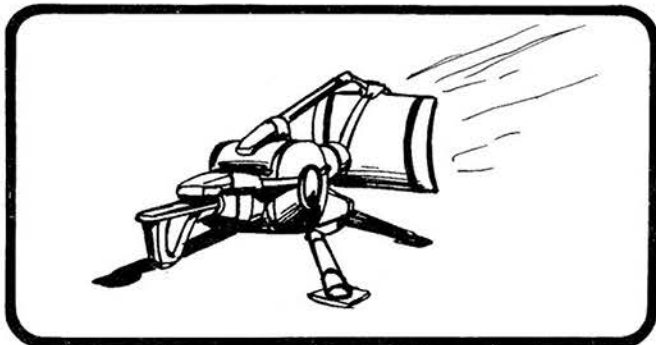
Clearly, the electron damper is just the ticket to pave the way into whatever objective is desired.

Scenario Note: This gadget makes a great basis for several scenarios. If your favorite criminal organization has ever wanted to knock over SAC headquarters in Omaha, the White House, or the HQ of those annoying heroes, just set up one of these babies, flip the switch and turn the crank...not only will all of the alarms and those bothersome robot guns immediately shut down, but the personnel manning the target will be unable to call for help! Be sure and equip your attacking troops with slugthrowers or similar non-electrical weapons; most blasters won't function within the field either.

Campaign Note: the ISE does not let out items which can be used against it. The group is holding

back on a special shielding which can be used to protect electronics from the damper's effects...a nasty surprise should anyone ever try to use one against the ISE.

- 10D6 Neutralization Field, vs any electrical device (+ 1), Area (+ 1), 1/4 End (+ 1/2): OAF-dampener (-1), Clumsy (-1/4), 0 Range (-1/2), may not be moved while activated (or cuts off, -1/2), 1 turn to activate (-1), 1 segment delay between activation and effect (-1/2), will not work in water (-1/4), initial activation of 14 or less (-1/2), Real Cost 19, Active Cost 105. Endurance cost per phase for using crank = 5 pts.



FORCE WALL GENERATOR

The force wall generator is used to barricade enclosed areas, give protection to dug-in positions or provide a last desperate defense for trapped troops. Such generators are standard equipment with Primus, at least one unit being stocked in every troop carrier for use in the field. Used correctly, the force field generator can give a unit that necessary edge in a battle with supervillains.

Developed by Dynaforce Technologies, America's leader in Energy Structuring!

- Force Wall (10 PD/10 ED): OAF-projector (-1), Clumsy (-1/4), 1 phase to set up (-1/2), 1 segment delay in activation time (-1/4), 32 charges (+ 1/4), Real Cost 21, Active Cost 62.

HYDRAULIC JACK

This is a powerful yet still portable jack used to assist in forcing barriers, moving dead weights, and escaping from locked rooms. This jack is most often used in forcing entry into secured buildings, or in rescue operations by paramedics and firemen. A must for any vehicle tool kit.

- Strength 45: used only to pry open things (-2), OAF-jack (-1), 1 phase to set up (-1/4), only on rigid objects, must have a solid base to work against (-1), 4 uses (-1), Real Cost 7, Active Cost 45.

JAMMERS

These small gadgets block specific types of sensory devices. There are two versions of jammers: "active" and "passive".

There are four basic types of active jammer: an ECM model which "snows out" radar, a "hot mist" model which takes in air and releases a fine heated mist which blocks IR, an "ultraglare" device which emits high concentrations of UV energy to blind UV users looking at the source, and the "Shrieker", a device which emits constantly varying ultrasound frequencies, interfering with sonar detectors.

Since these are all active devices, they block the sense but tell the world that there is something there to be blocked. The most widely used tactic with these little devices is to scatter them about so that hostiles cannot figure out which blanketed area is the vital location.

The more sophisticated passive jammers are superior in that they not only hide the user's location but do not call attention to the fact that something is being hidden.

- ACTIVE JAMMERS, Real Cost 26, Active Cost 65. Radar Jammer ("Snow out"), 6" radius: OAF-jammer (-1), activates on 14 or less (-1/2), 6 continuing charges for 2 full turns (+ 0).

IR Jammer ("hot mist"), 6" radius: OAF-jammer (-1), activates on 14 or less (-1/2), 6 continuing charges for 2 full turns (+ 0).

UV Jammer ("Ultraglare"), 6" radius: OAF-jammer (-1), activates on 14 or less (-1/2), 6 continuing charges for 2 full turns (+ 0).

Sonar Jammer ("Shrieker"), 6" radius: OAF-jammer (-1), activates on 14 or less (-1/2), 6 continuing charges for 2 full turns (+ 0).

- PASSIVE JAMMERS, Real Cost 18, Active Cost 44. Invisibility to Radar, 0 END (+ 3/4): Only to Radar (-1), OIF-harness (-1/2).

Invisibility to IR, 0 END (+ 3/4): Only to IR (-1), OIF - harness (-1/2).

Invisibility to UV, 0 END (+ 3/4): Only to UV (-1), OIF - harness (-1/2).

Invisibility to Sonar, 0 END (+ 3/4): Only to Sonar (-1), OIF - harness (-1/2).

LASER DESIGNATOR

The problem with Laser-Guided weaponry, such as the Laser-Guided Mortar rounds described before, is the refusal of potential enemies to put laser-emitters on their vehicles to facilitate targeting. The man-carried laser designator is the answer to this problem. It consists of a small back-pack power source and a hand-held emitter rod. The unit can "paint" a selected target with laser light, marking it for immediate destruction.

- Homer* (laser light), Ranged (+ 1/2), Usable on Others (+ 1/2), Normally invisible effect (+ 1/2), No Range Mods (+ 1/2): OAF-rod (-1), 64 charges (+ 1/2), Real Cost 3, Actual Cost 7.

*The Homer option is a power which allows the emittance of a simple tone on a single frequency—a limited subset of radio hearing. Base Cost is 2 points.

MEDICAL KIT

A small, personal medical drug kit that may be used to seal off wounds, restore physical function to shattered limbs and to dispel the effects of shock. While simple first aid kits are standard in many homes, businesses, and vehicles, the set depicted here is a special version whose specifications were laid out by Primus. This set contains special powerful drugs never found in a normal medical kit; these drugs yield better results at the expense of possible long-term damage.

While many people are trained in first aid, the miracles accomplished by this med kit require someone with paramedic training (there is always some chance of success, however, if the included instruction manual is consulted). Sufficient supplies are included for several uses.

● 4D6 Healing: Must make paramedic roll (-1/2), OAF-kit (-1), 1 turn to activate (-1), 6 uses (-3/4), Real Cost 9, Active Cost 40.

PAINT SPRAYER

This normally harmless household object, found in any hardware store, can nevertheless be a most effective weapon in the right hands. It can be used to blind unprotected enemies, obscure vision through car windshields and armored faceplates, and in general be a real nuisance. The paint can also mark walls, vehicles, villains, and thugs for later identification.

● 6D6 Entanglement*, blocks sight (+ 1/4): Entanglement has no Defense (-1), does not physically restrict or hamper victim (-1), plus 1D6 Light Illusion, 0 END (+ 1/4), OAF-spraycan (-1). dependent on Entanglement (-1/2), won't work underwater (-1/4), activate on 14 or less (-1/2), 12 charges (-1/4), Real Cost 17, Active Cost 81.

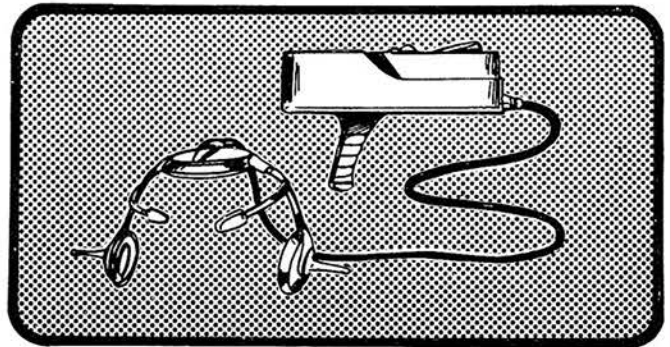
*The entanglement provides the blinding aspects of the paint, while the zero END illusion is what leaves a mark visible to others. The paint is assumed to be an ordinary household brand; if a super-fast drying paint is used, then treat the entanglement as armored, and pay the points.

"RUSSIAN SLEEP" BOX

This device consists of a pair of electrodes and the small generator box. When the electrodes are placed on the temples of an unconscious individual, the generator monitors his alpha-waves and sends matching damping impulses to the target's sleep center, keeping him "asleep". The device works on all large mammals, and METE has reported successful use on some mammaloid ET's.

For the device to work, the target individual must be asleep or unconscious already, or else his alpha-waves must be initially dampened through some other means, such as a pacifier drug or some form of overpowering mind control. The device is somewhat delicate, and has been known to burn out with continuous use. A more rugged, semi-portable version exists as well as the field version.

Currently undergoing field testing with PRIMUS and at least one other security agency, the vehicle unit is also standard issue to Stronghold prisoner transportation vans.



● 3D6 Recovery Neutralization PLUS 3D6 Recovery Drain, 0 END (+ 1 1/4): OAF-box (-1) (temple electrodes & generator box), Effects are only as long as victim is hooked up to device (-1), 0 range on neutralization (-1/2), only on unconscious or mind-dampened individuals (-1), mammaloid only (-1/4), burnout on 15+ (-1), Real Cost 33, Active Cost 175.

● 6D6 Recovery Neutralization PLUS 3D6 Recovery Drain, 0 END (+ 1 1/4): OIF (vehicle unit) (-1/2), Effects are only as long as victim is hooked up to device (-1), 0 range on neutralization (-1/2), only on unconscious or mind-dampened individuals (-1), mammaloids only (-1/4), Real Cost 40, Active Cost 216.

SECURITY SYSTEM BYPASS KIT

This kit is the complete alarm/lock bypass unit, containing electronic devices designed to detect, locate, and bypass any known electrical alarm system — without setting off any trouble lights in the process. Also included are electrical and magnetic lockpicks for opening any mechanical, electrical, or magnetic locks encountered. This ultimate system comes with a tiny micro-computer, which can guide any user through the process of bypassing alarms and opening locks, though of course someone trained to use the kit will do a much better job in much less time.

● + 2 Security Systems*, OAF-kit (-1)***, 1 phase to prepare for use (-1/4), Real Cost 3, Active Cost 6.

*The kit gives a Security Systems Roll of 11 or less if the user lacks the skill, and gives +2 levels when used by a trained individual.

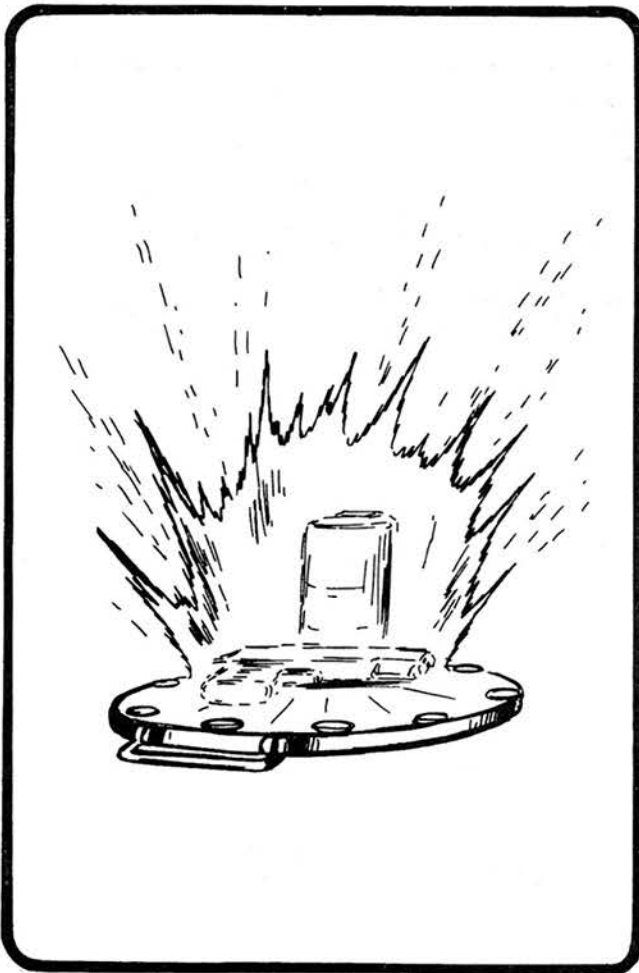
**Such devices have been known to have been built directly into armor or robotic devices. In such cases, use an OIF Limitation.

TRANSPORT DISKS

These two large flat disks serve as start and end points of a one-way teleportation bridge. When activated, space between the two disks is theoretically "annihilated", moving what is on the start disk onto the destination disk without elapsed time. As long as the two disks are within a mile of one another, up to 800 kilos may be transported at a time. The disks do tend to burnout frequently with use, a problem which has resisted correction so far, most likely because of the lack of any real feeling

First developed by Demon, the disks were used to infiltrate assault teams into secure installations, swamping the defenders and opening the target to further outside reinforcements. Smuggling a rolled-up destination disk into a guarded base rarely proved a problem, and Demon enjoyed several successes without anyone being able to figure out how the first attackers got into the protected target zone. It wasn't until a Demon assault force failed in a surprise attack on the Guardians' headquarters in New York and the destination disk was captured, that the first clue was won. Research into duplicating the disk and a possible defense is currently being carried out under the direction of the Department of Defense.

- Teleportation, x8 mass, x16 range (with an extra phase), 1 floating destination point (base of +10 pts): from start disk to destination disk only (-2), OAF-disk (-1), Bulky-start disk (-1/2), burnout on 15+ (-1/2), 8 charges (+0 because of burnout), Real Cost 13, Active Cost 70.



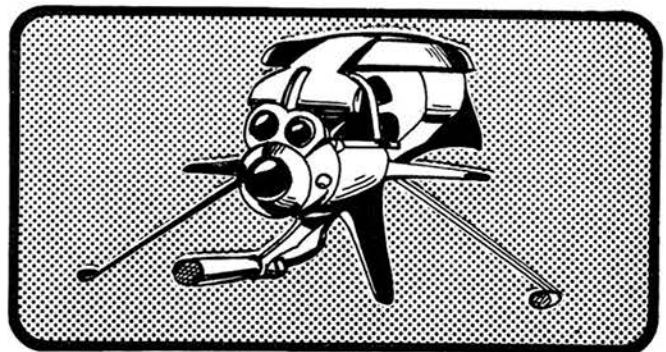
for the basic physics of the device. A goodly amount of equipment is necessary to power the device, and usually the start disk is set in a semi-trailer stuffed with generators and other equipment.



TV SPY EYE

This is a tiny but very complex drone, equipped with a television camera, radio and noiseless electric pulse jet. Directed by an operator with a remote control unit, the spy eye can be maneuvered into odd niches and corners to spy unnoticed on any activity of interest. The right operator can even penetrate supposedly sealed buildings in ways a security staff never imagined, spy on hidden projects, and ferret out vital secrets. Operated correctly, these drones are virtually invisible, and special detection equipment is needed to sense and locate them.

- N-Ray Vision (must see through physical focus), normally invisible effect (small size... +1/2): OAF-spy eye (-1), normal vision only (-1), Real Cost 15, Active Cost 45.



WARNING FLARE

You slide along the cracked alley wall, desperately straining to catch any sound you can. The city is quiet at this late hour. Too quiet. A sudden noise behind you in the depths of the alleyway catches your attention. Spinning to peer into the alley, you are surprised by the shadow falling upon you as a massive shape emerges from the wall itself!

You dodge frantically, fumbling as you pull out the small silver handgun. As the menacing shape reaches for you, you lift the gun and fire! A brilliant light bursts out in the evening air, a huge flaming "G". The monster recoils in horror and flees back into the wall as your fellow heroes and heavily-armed UNTIL agents roll into the alley like oranges, attracted by the flare. You're safe again, thanks once more to your handy-dandy Naval surplus flare gun!

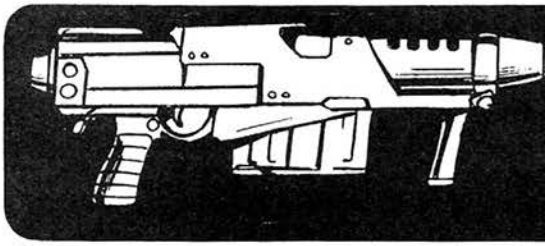
● 2D6 Light Illusion plus 1D6 Flash, 0 END for Illusion (+ 1/2): OAF-flare gun (-1), Illusion lasts 3 turns only (-1/4), 3 clips of 1 charge each (-1 1/2), Real Cost 7, Active Cost 25

X-RAY STRUCTURAL ANALYZER

The long-awaited development of the X-ray laser finally made it possible to take good quality 3-D laser holograms of solid structures. Once such devices hit the open market, one was soon hooked up with a small digital analyzer, to extrapolate lines of stress and determine the weak points of any desired structure. Armed with such knowledge it becomes possible to penetrate or destroy buildings, fortifications, aircraft, or ships with the absolute minimum of explosives or acid.

This device is in use by Demonflux (Demon's covert action arm and the first known user of the analyzer) and the U.S. Army's Engineer Corps.

● Find Weakness on 13 or less, normally invisible effect (+ 1/2): OAF-analyzer(-1), only on large, rigid, inorganic objects (-1), Clumsy (-1/4), 1 phase to set up (-1/2), 1 phase delay between activate and results (-1/2), burnout on 11 or less (-1 3/4), Real Cost 5, Active Cost 30.



INSTALLATION EQUIPMENT

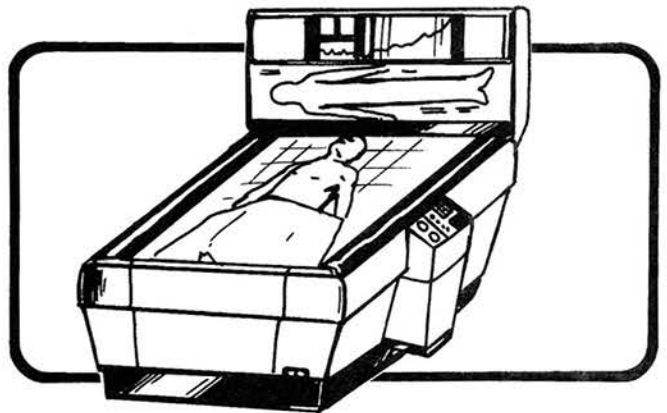
The following items are usually found in headquarters and hideouts, rather than carried about by the usual super-agent team. They can be obtained through points attained by using the headquarters rules in *Champions II*, or simply purchased at rates assigned by the Gamemaster with funds the Gamemaster has determined the agent group or superheroes have available.

AUTODOC

The Quickfix™ Autodoc unit is standard equipment in every superhero headquarters in the world, plus numerous villain and agent organization bases. This handy robotic device comes in several sizes, from a van-portable one-man unit to the Base Supreme, which can accommodate eight men at once.

The sick, injured, and dying are placed into the unit, which immediately deploys state-of-the-art medical techniques first to preserve life, and then to speed recovery. While performing miracles on a daily basis, the Autodoc's manufacturers hasten to warn their clients that serious injuries often require

expert out-patient care and intensive bed rest after the machine has finished.



● Detect & Analyze Injuries and illnesses (base 27 pts): 3D6 Healing at a maximum rate of 1 body point/hour (-1/2 to cost of Healing only), OIF-unit (-1/2), activates (successful Detect and Healing) on 14 or less (-1/2), may treat up to eight wounds/patients per day - i.e. 8 charges (-1/2), Real Cost 21, Active Cost 57.

EXPLOSIVES SNIFFER

This bulky box is capable of detecting the presence of any of a number of conventional and military explosives. The device can also analyze and report on the nature of the explosives, and in some cases, of the amount present.

The Sniffer comes in two versions: the field unit and the point security unit. The field unit's sniffer sensors are contained within a slender rod, which is attached to the box computer and analyzer by cable. The field model is used at passenger depots and courtrooms to detect any explosives which someone might attempt to carry concealed on their person or ship via freight boxes. The point security model is usually built into permanently secured areas, such as police headquarters or military command centers, and these larger and more powerful units can detect the presence of explosives anywhere within a large area, through the use of a number of permanently-placed sensors.

Different models of the field unit which detect other contraband substances, especially drugs, are also in common use. This device is in large-scale use by various government and military agencies all over the world.

Campaign Note: If a device such as a mutant energy detector, alien substance finder, or simply an exotic radiation detector and tracer is deemed a necessary and desired part of your campaign, a version of this device can be defined to work on it. The base cost is precisely the same, and the referee can easily add whatever's wanted to the device (such as a plus to the operation roll, etc).

- Detect & Analyze Explosives: OAF-field unit (-1), 1 turn to set up (-1), Real Cost 3, Active Cost 10.
- Detect & Analyze Explosives, with Radius & Locate Effect: IAF - the sensors for the permanently installed security unit (-1/2), Real Cost 13, Active Cost 20.

HIGH-G MATTING

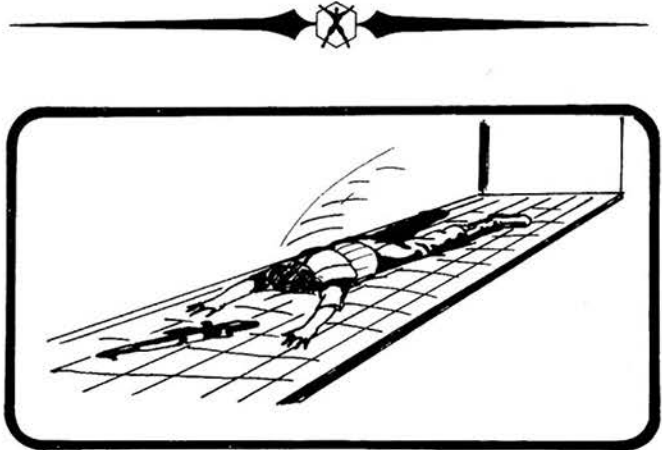
This device is a steel floor mesh, which acts as the wave guide for a high-G field. Anyone stepping onto the mesh feels the crushing force of 8 g's. To escape, the victim must roll his normal STR damage and match the Body of the roll against the TK STR roll of the mesh. If the Body roll for the victim is higher, he may move off the matting. Otherwise, he is still caught and held, as if held in a grab or normal TK. In effect, Strength 25 or greater is needed to move while within the heavy gravity area, thus forming an impassible barrier to normal men.

The gravity effect is invisible and cannot be visibly linked to the floor mesh (users of this device simply throw similar meshing over all floor surfaces, so attackers are not tipped off when they approach the trap). While the high-g field may be maintained as long as there is power, the wave generator

elements in the mesh can withstand changes in the gravitational gradient only a few times before needing replacement. In other words, frequent powering up and down will burn the matting out rapidly.

This exotic device is known to be in use by DEMON.

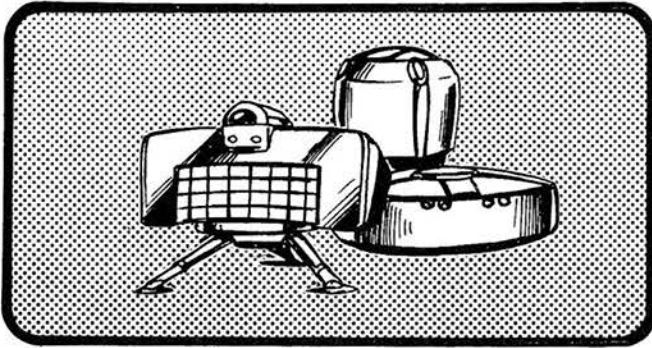
- STR 25 TK, Area hexes (+ 1), normally invisible (+ 1/2), 0 END (+ 1): OAF-matting (-1), 1 turn required to set up (-1), 1 phase delay in activation time (-1/2), Only pulls down (-1), Real Cost 19, Active Cost 87.



MINES

One form of cheap, deadly, and effective passive defense of a fortification or secured area is the use of mines. Virtually every army in the world possesses a large mine-laying capability, and an increasing number of intelligence and paramilitary organizations are likewise acquiring such capabilities.

- ANTI-PERSONNEL MINES - 10D6 Physical Explosion with Detect Pressure (1 hex, +0): IAF-mine (-1/2), 0 range (-1/2), passive attack only (opponent must make triggering move to activate, -1), 14 or less to activate (-1/2), Active Cost 80.
- ANTI-ARMOR MINES - 3D6+1 RKA Armor-Piercing with Detect Pressure (1 hex, +0): IAF-mine (-1/2), 0 range (-1/2), passive attack only (opponent must make triggering move to activate, -1), 14 or less to activate (-1/2), Active Cost 80.
- NON-LETHAL ANTI-PERSONNEL MINES - 5D6 Entanglement Explosion with Detect Pressure (1 hex, +0): IAF-mine (-1/2), 0 range (-1/2), passive attack only (opponent must make triggering move to activate, -1), 14 or less to activate (-1/2), active Cost 80.



● With special beeper to signal mine not to blow, friendlies present (+ 1/2), active Cost 105.

Regular Mines	Real Cost	"Beeper" Mines	Real Cost
6	19	6	26
8	21	8	27
12	22	12	29
16	24	16	31
32	27	32	35
64	31	64	39

SONIC ANTI-INTRUDER FIELD

This is the standard motion-detection sensor device, most commonly used to alert residents within a building to the presence of approaching individuals, or to the presence of intruders within secured areas. Consists of simple sonar projectors and sensors which measure the reflected vibrations. Any large object moving within the field causes major changes in the received vibrations, leading to an alarm being triggered.

● Detect, Sense & Locate Movement, Radius Effect, +5 to Perception Roll: OIF - sensors and central computer (-1/2), large & immobile apparatus, requiring much time to move & set up (-1), Real Cost 14, Active Cost 35.

VERIDICATOR

Shown a truth detector by a friendly extra-terrestrial, the head of the House Internal Security Committee immediately started the ball rolling on a locally designed version. Unfortunately (or maybe not, depending upon your point of view), Earth

technology was not up to reproducing the hand-carried, 100% reliable alien device. Instead, what eventually became known as the Veridicator consists of a special sensor-equipped chair, backed up by several tons of computers and analyzers. Even then, the device is far from foolproof...

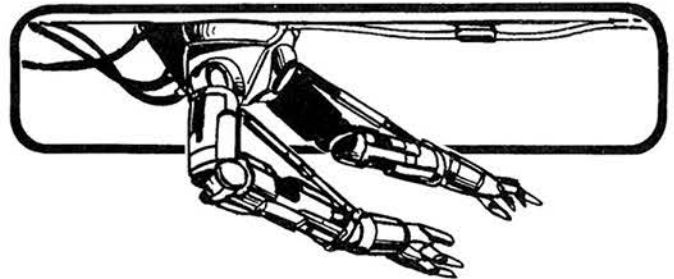
Campaign Note: The veridicator was designed with "normal" humans in mind. If the gamemaster wishes, there is ample reason to reject the accurate function of the device when used on non-normal beings such as superheroes, supervillains, alien creatures, etc.

● Detect Truth, +3 to roll: OIF-chair & equipment bank (-1/2), clumsy (-1/4), works only on humans (-1/4), Real Cost 8, Active Cost 16.

WALDOES

This consists of standard remote-control mechanical arms, used when a distance is desired between the worker or scientist and the substance being manipulated. Waldoes are commonly used to deal with dangerously radioactive or toxic substances, or to preserve isolation from biological elements. A second common use for waldoes is as remote arms in automated factory complexes.

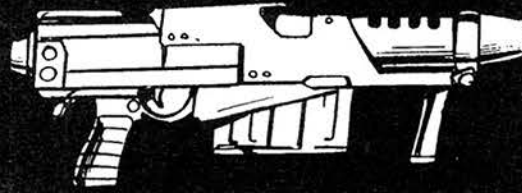
Several sets of waldoes strategically placed allow a single human supervisor to directly intervene anywhere within an automated production line, without having to leave his office.



● STR 30 Telekinesis, 1/2 END (+ 1/4): OIF-arms (-1/2), limited to use thru arms (-1), complex focus - operators must have skill to use waldoes, else successful use is on an 8 or less, (-1/4), Real Cost 13, Active Cost 37.



USING GADGETS



GADGETS AS PLOT DEVICES

Besides serving as fun, frills and interesting diversions in any campaign, various gadgets may serve as the basis for both individual scenario runs and for the entire campaign.

For example, the Electron Damping Field (EDF) could serve as either; for a scenario the device serves as the stepping stone for a sudden attack on a hero headquarters, or facilitates the seizing of a crucial defense base by a villain or agent group. The failure of automatic defense systems, alarms, and even the lights would certainly put any defending personnel at a severe disadvantage during an assault. As an ongoing campaign device, the EDF serves as an important stepping stone in a criminal group's plot to take over the world, instituting several scenarios in which they continually attempt to steal the device (say from an UNTIL research lab). Or perhaps the device is already in use, keeping a certain all-powerful villain nullified, or blocking the function of a dimensional door (set up in some previous scenario) through which the Chaotic Hordes eternally await a chance to invade our world.

USING GADGETS TO ACHIEVE GOALS

Any large-scale agent organization, no matter how standardized the training and/or weapons, inevitably has a lot of loose equipment floating around. The items may be gained from raids on UNTIL laboratories and rival organizations, or else just the latest gizmos to be "field-tested". Depending on the gadget, they may be given to special elite troops or to raw, untrained recruits whose loss won't be noticed. Thus, no matter what the organization, there is always room for non-standard agents and equipment to suddenly put in an appearance.

The right gadget, used at the right time, can almost always assure success in an adventure. Any character, villain or hero, has some weakness which can be exploited by the right gadget. If a particular character lacks any significant weakness (a grave design error, especially in a villain) there should be

at least some device which can be used to nullify said character's stronger powers. For example, the Flamer is a perfect choice to knock out that ice-elemental hero who's otherwise too tough to handle.

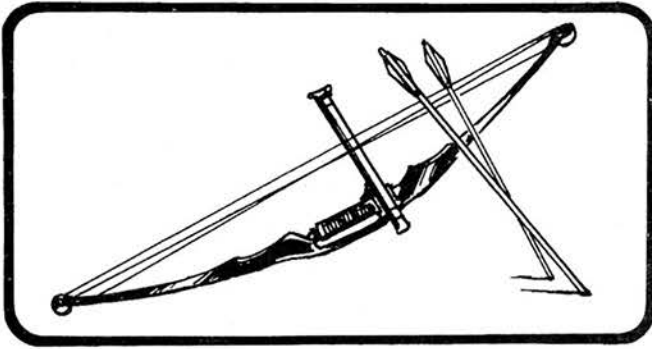
Using gadgets in this manner is something the villains get to do far more often than the heroes. The criminal mastermind can bide his time, determining the heroes' weaknesses and strengths, and lay out his plans. If he decides he needs a certain device, he can check his arsenal for it, build it, buy it, or steal it from somebody else. Unfortunately, heroes rarely enjoy this option. Villains attack suddenly out of nowhere and their victims do not have a chance to prepare. On those occasions when a particular villain escapes from prison and the heroes KNOW he's going to come after them, then they can build that device which turns the bad guy off like a light switch! (Of course then they'll find out that said villain went out and bought a new gadget which totally eliminated his old weakness, but that's the hero biz for you).

Both villains and heroes can use devices to penetrate and/or destroy installations. The EDF and similar devices can be used by any character, as long as he has a gadget or variable power pool to pull it out of (villains can be given such items as a plot device and needn't bother about paying for it).

THE CARE, FEEDING AND USE OF ARSENALS

Master criminals traditionally have tremendous inventories of weapons from which to draw. When the cops, heroes and/or Marines come busting in on the badguys' HQ, the criminals have the option of sending someone after that certain raygun which might save the day...or at least allow the leaders to escape. Arsenals aren't too necessary when masterminds are planning a hit, since they can usually go out and get whatever they need beforehand. Arsenals are of no use to villains beset in the field by random superheroes who happened along during a bank robbery... anything the villains brought with them is just another form of blaster unless they get lucky and the hero is susceptible to whatever it is they are using.

This arsenal option is usually denied to heroes, since player characters aren't allowed to pick up nifty weapons from defeated villains for their own use. However, such weapons that aren't destroyed or turned over to incompetent government researchers traditionally end up in trophy rooms. One option is to buy a gadget pool for hero bases; this is an expensive option but with several group members contributing experience points, it can be done. Alternately, a hero can simply maintain his own gadget pool and use captured weapons if they fit within the pool's restrictions.



GADGET TACTICS

The right tactics are essential if your villains are to maximize the potential of their gadgets. If used incorrectly, the most powerful devices and weapons will utterly fail to vaporize the opposition.

Tactics depend on not only the devices, but who is using them. A supervillain may want to conceal the presence of a certain infernal device, to insure the heroes don't grab it away or destroy it before the villain can spring it on his archenemy. Agents, usually armed with a plentitude of infernal devices, don't have to worry so much about heroes preemptively destroying their weapons. What they need to be concerned with is using them to bring down heroes...never an easy task for mere agents.

Some weapons bind and entrap heroes, others may weaken or blind them, still others have area or explosive effects. These can be used in an attempt to slow heroes down (lower their CV) to the point where the blaster-armed agents can then blow them away.

Surprise is an important tactical consideration. If heroes are caught flat-footed, even agents can pop them off at will. Devices which allow quick entry into headquarters, or allow the undetected approach of heavily-armed agents are great gadgets for aiding hero-potting.

Once the battle has commenced, the agents can try to keep the superguys off balance. Since most hero groups have terrible tactics (they typically rely on their superpowers and not on their brains), the agents can usually direct the battle their own way.

Jammers, for example, are perfect for totally bewildering the poor heroes; jump shells can be used to catch them flat-footed out in the open. Some types of protective gear allow even agents to withstand selective types of attack; e.g., the Energy Absorption Shield is a great help against lasers and flame users. A few agents with such devices can rush the heroes, drawing their fire and allowing the following lightly-defended agents (with the big guns) a chance to close in for the kill.

There are a few weapons whose effects are so terrifying that anyone carrying one commands instant respect. The Ego Whip and the Screechgun are examples of such dastardly mechanisms. It's a sure bet that the poor fools armed with such weapons of destruction are the very first targets on the heroes' hit lists...so why not take advantage of this fact? Put these sacrifices in front to draw the heroes' attention; while the good guys are busy vaporizing the helpless agents in the name of Goodness and Light the rest of the troops can sneak up behind our heroes and hit 'em with a flank attack.

Used in static defense, gadgets are great for nullifying or otherwise hamstringing heroes. Devices such as the High-G Matting can slow or weaken invading heroes, making them easy targets for the guards. Mines and laser-guided shells can zap them, literally out of nowhere, before the heroes even reach their objective. And of course the right detection gear warns the defenders of the attackers' approach in plenty of time...



PLOT USES OF VARIOUS GADGET CATEGORIES

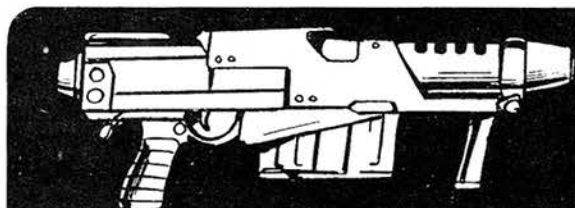
Each category of gadget, be it weapon, defense, installation-based or whatever, can have one or more plot functions in the scenario. Gadgets can be used to set up scenarios, provide the basis for how specific events occurred, provide motivation for the heroes (or villains), and in the end explain how the bad guys get away.

For example, the right movement aids can be used to nullify the movement advantage most heroes enjoy over mortal men. Lower body exoskeletons can help agents keep up with sprinting speedsters, while rocket skates can allow them to chase down cars (but first obtain good medical insurance).

Is Mr. Big trapped in his penthouse office? Too bad, it turns out that suitcase the guy carried around everywhere wasn't his SCA armor, but a collapsed hang-glider. Likewise, a rocket pack is handy for the small fry when the losing agents are fleeing the scene. Or, if the fight was down at the docks, impellor boots are most useful indeed. Most heroes don't function well while attempting to breathe water.

How do agents get where the heroes don't expect them? Cling Suits and Jump Shells are two different systems that allow the tenacious agent to appear where no agent has gone before. Using the Transport Disk from the Squad Level Equipment category is another good way to arrange a surprise party.

All the categories can be used to surprise the heroes, commonly an unimaginative lot, in many ways. Have fun.



AGENT GENERATION

The various gadgets contained within this book can greatly ease the GM's work of designing agents and agent teams. First select the desired agent type from the Basic Agent-type Table, then obtain the equipment load from the Agent Equipment Generation Table, and finally consult the Skill Table. The Agent Generation procedure is summarized in the following list; the actual tables follow.

For throw-away agent groups, "hit teams," and random, single-scenario-only agent write-ups, the GM just rolls on the agent equipment generation table after picking a basic agent type. This creates a "throw-away" agent quickly and easily. To speed things up as much as possible, make all of the agents exactly the same design, save perhaps for an individual or two armed with special weaponry, and limit the number of extra skills they may have.

To design new permanent write-ups for agents, either new types for old groups or agents for a brand-new organization, be more selective when using the tables. Instead of rolling for statistics and equipment, pick and choose whatever seems right. Take the basic agent-type which seems closest to the desired agent, and modify it as necessary. Then use the agent equipment generation table, but at each step select the most appropriate item(s) rather than roll for them.

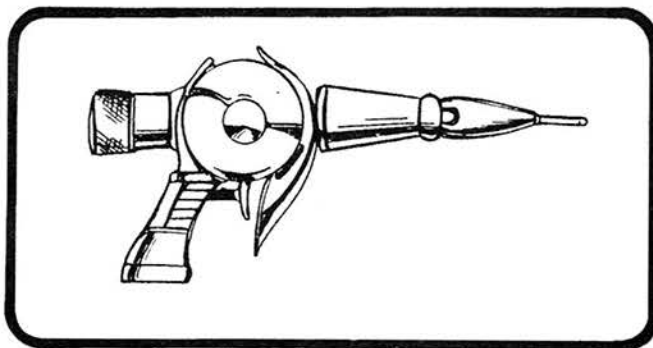
SUMMARY OF THE AGENT GENERATION PROCEDURE

- 1) Select basic agent-type package
- 2) Select weapon load
- 3) Select major defense
- 4) Select secondary defense
- 5) Select additional items
- 6) Select Skills
- 7) Round off agent

AGENT GENERATION PROCEDURE

1) SELECT BASIC AGENT-TYPE PACKAGE

Use this table to select agent Characteristics. The Type-I agent is the basic thug-off-the-street. The Type-II agent package is more like the typical policeman, ex-soldier, or mercenary type; these men have seen combat and are generally worth more in a fight. The Type-III agents are the specially trained, elite trooper types: Green Berets, SEALs and Com-mandos - men prepared to accomplish their missions in the face of overwhelming odds. Type-IV agents are the pick of the litter. Elaborately trained and lavishly equipped at enormous cost, sometimes augmented by strange and exotic drugs, these supermen have few if any real-time counterparts, being more commonly found in comic books.



The GM should pick the category that most closely fits his agent; if none of the offered packages fits exactly they should be altered until he is satisfied.

BASIC AGENT TYPE STATISTICS

TYPE I

STR 10 DEX 11 CON 13 BODY 10 INT 10
 EGO 10 PRE 10 COM 10 PD 3 ED 3
 SPD 2 REC 5 END 26 STUN 22 **Cost** 9

Pts Skills

6 +2 w/major weapon
 17 Characteristics Cost
 23 **Total Cost**

TYPE II

STR 13 DEX 14 CON 13 BODY 10 INT 13
 EGO 11 PRE 13 COM 10 PD 5 ED 5
 SPD 3 REC 6 END 26 STUN 24 **Cost** 39

Pts Skills

6 +2 w/major weapon
 2 +1" running
 27 Characteristics Cost
 35 **Total Cost**

TYPE III

STR 15 DEX 18 CON 15 BODY 12 INT 15
 EGO 14 PRE 15 COM 10 PD 6 ED 6
 SPD 3 REC 6 END 30 STUN 28 **Cost** 69

Pts Skills

6 +2 w/major weapon
 2 +1" running
 5 One Skill A
 43 Characteristics Cost
 56 **Total Cost**

TYPE IV

STR 18 DEX 18 CON 15 BODY 13 INT 15
 EGO 14 PRE 15 COM 10 PD 7 ED 7
 SPD 4 REC 7 END 30 STUN 30 **Cost** 85

Pts Skills

6 +2 w/major weapon
 2 +1" running
 5 One Skill A
 3 +1 skill level
 56 Characteristics Cost
 72 **Total Cost**

WEAPONS TABLES

2) SELECT WEAPON LOAD (note 1)

1D6 Roll	Result
1-3	Lethal - 1 roll on the Lethal Weapons Load Table
4-5	Non-lethal - 1 roll on the Non-lethal Weapons Load Table
6	Squad load - 1 roll on the Squad Weapons Table and 1 roll on Lethal Weapons Table as personal sidearm

LETHAL WEAPON LOAD TABLES

Roll 1D6	Result
1-3	Roll Once on Standard Weapon Table
4-5	Roll Once on Exotic Weapon Table
6	Roll Once on each table

Standard Weapons Table

Roll 3D6	Result
3-5	Blast Gun
6-8	Dragon Gun
9-10	Hyper-Velocity Pellet Gun
11	Needler
12	Plasma Gun
13-14	Radiation Beamer
15-16	"Ripper" Rocket Gun
17-18	Screechgun

Exotic Weapons Table

Roll 3D6	Result
3-5	"Deathwind" Commando Suit
6-8	Ego Whip
9-10	Force Blade
11-12	Power Star
13-14	Sniperbow
15-16	Vibro-Knife
17-18	"Zipper"

NON-LETHAL WEAPON LOAD TABLES

Roll 1D6	Result
1-3	Roll Once on Standard Weapon Table
4-5	Roll Once on Exotic Weapon Table
6	Roll Once on each table

Standard Weapons Table

Roll 3D6	Result
3-4	Bolo Gun Mk. III
5-6	Dart Gun
7-8	Disposa-Nets
9	Handcuffs
10	Howler/Pepper Bombs
11	Shock Baton
12	Shock Grenades
13-14	Stumblers
15-16	Stunner
17-18	The Wrapper

Exotic Weapons Table

Roll 3D6	Result
3-5	Gas Stream Gun
6-7	Hand Shocker
8-9	Ice Sprayer
10-11	Neutrino Beamer
12-13	Neutron Accelerator
14-15	Phase Gloves
16-18	Power Gauntlets

SQUAD WEAPONS TABLE

Roll 1D6	Result
1-3	Roll on Support Weapon Table
4-5	Roll on Specialist Weapon Table
6	Roll once on Each Table

Support Weapon Table

Roll 3D6	Result
3-5	Automatic Grenade Launcher
6-7	Electric Gun
8-9	Flamer
10	Flash/Smoke Pump Shotgun
11	Laser-Guided Mortar Rounds
12	Repulsor Cannon
13-14	Space-Time Stressor
15-16	Super-Stick Fluid Gun
17-18	Tear Gas Grenades

Specialist Weapon Table

Roll 3D6	Result
3-4	Flight Neutralizer Gun
5-6	Force Field Neutralizer
7-8	Homing Robot Car Bomb
9-10	Puff Ground-To-Air Missile
11-12	Shaped Demolition Charges
13-14	Sonic Disruptor
15-16	Teleportation Neutralizer
17-18	The Thumper

MAJOR DEFENSE TABLES*

3) SELECT MAJOR DEFENSE

Roll 3D6	Defense
3-4	Energy Absorption Shield (<i>see Protective Devices</i>)
5-6	Ablative Armor (<i>see Protective Devices</i>)
6-8	Force Field (15,15), OIF (belt), [12]; Cost 17
9-10	Armor (12,12), OIF, 14 or less; Cost 20
11-12	Armored Shield (9,9), OAF, must make a DEX roll, plus 15 pts of Missile Deflection skill; Cost 19
13-15	+10 PD, +10 ED, 50% resistant, OIF (padded suit); Cost 24
16-17	+18 PD, +18 ED, non-resistant, OIF (padded suit); Cost 24
18	Stay-Tight Vest (<i>see Protective Devices</i>)

* Point costs are given for those defenses not described in this book.

SECONDARY DEFENSE TABLES*

4) SELECT SECONDARY DEFENSE

Roll 1D6	Result
1-3	Roll on the Secondary Defense table
4-6	Agents have no secondary defense

Roll 3D6	Defense
3	Autopepper (<i>see Protective Devices</i>)
4-5	Multiplex Visor (<i>see Protective Devices</i>)
6-7	10 pts Power Def Force Field, OIF (belt), [16], Activate on 14; Cost 5
8	Skin-Metal Gloves (<i>see Protective Devices</i>)
9	Mechanical Mind Shield (<i>see Protective Devices</i>)
10	5 pts Lack of Weakness, OIF (seamless suit); Cost 3
11	Aikido Skill (dodge, throw and block actions only) STR/2
12	10 pts Missile Deflection, OAF (shield); Cost 5
13-14	Displacer Belt (<i>see Protective Devices</i>)
15	Multiple Image Projector (<i>see Protective Devices</i>)
16-17	Reflector Shield (<i>see Protective Devices</i>)
18	Slickskin (<i>see Protective Devices</i>)

* Point costs are given for those defenses not described in this book.

ADDITIONAL ITEMS

5) SELECT ADDITIONAL ITEMS (if any - note 2)

Roll 1D6	Result
1	Roll on the Movement Aids table
2	Roll twice per squad on the Squad Equipment table
3	Roll once per squad on the Squad Equipment table
4-6	Agents have no additional items

Movement Aids Table

Roll 3D6	Result
3-6	Cling Suit
7-8	Hang Glider
9	Impellor Boots
10	Jump Shell
11-13	Lower Body Exoskeleton
14-15	Rocket Pack
16-18	Rocket Skates

Squad Equipment

Roll 1D6	Result
1-4	Roll on Standard Equipment Table
5	Roll on Specialist Equipment Table
6	Roll once on each table

Standard Equipment Table

Roll 3D6	Result
3-6	Force Wall Generator
7-8	Jammers
9-10	Medical Kit
11-12	Paint Sprayer
13-14	Security System Bypass Kit
15-18	Warning Flare

Specialist Equipment Table

Roll 3D6	Result
3-6	Electron Damping Field
7-8	Hydraulic Jack
9-11	Laser Designator
12	"Russian Sleep" Box
13-14	Transport Disks
15-16	TV Spy Eye
17-18	X-Ray Structural Analyzer

AGENT SKILLS TABLE

6) SELECT SKILLS

Roll 1D6	Result
1	Roll twice on the Agent Skill table
2-3	Roll once on the Agent Skill table
4-6	Agents have no additional skills

Roll 1D6	Result
1-2	Roll or select one skill from the Weapon Skill section
3-4	Roll or select one skill from the Technical Skill section
5-6	Roll or select one skill from the General Skill section

Weapon Skills

Roll 1D6	Result
1-2	+ 1 with specific weapon, (3 pts)
3-4	+ 1 with agent weapons, (5 pts)
5	+ 1 with HTH or ranged weapons, (5 pts)
6	+ 1 with Martial Arts, (5 pts)

Technical Skills

Roll 2D6	Result
2-3	+ 1 with one device (non-weapon), (3 pts)
4-5	Security Systems, (5 pts)
6	Computer Programming, (5 pts)
7	Knowledge of Electronics, (3 pts)
8-9	Knowledge of Mechanics, (3 pts)
10-11	Gunsmith (chemical or powered, pick one), (3 pts)
12	Professional Skill: Law, Bureaucracy, Accounting, etc., (3 pts)

General Skills

Roll 2D6	Result
2	Stealth, (5 pts)
3	+ 1 to Perception Rolls, (5 pts)
4	+ 1 to hearing or sight Perception Roll, (3 pts)
5	Streetwise, (3 pts)
6	Shadowing, (3 pts)
7-8	Knowledge of Heroes, (3 pts)
9	Knowledge of Villains, (3 pts)
10-12	Knowledge of Heroes and Villains, (5 pts)

7) **ROUND OFF AGENTS** (select whatever added skills and/or equipment the GM feels necessary to the final design)

NOTES

1) If an inappropriate item is generated, ignore result and roll again as often as necessary, or choose a desired item.

2) If a roll is made on the Squad Equipment table, only *one* agent will have *one* of these devices. For a bit more variety, roll twice on the table, for *one* item each for *two* different agents.

AGENT SQUAD EQUIPMENT COST SUGGESTIONS

As the initial generation procedure shows, squads of agents often have several one-of-a-kind pieces of equipment issued to them. A simple way to pay for these items is to charge each agent in the group 10 points, which is collected into a central Agency Resource pool. The real cost of each squad level item then is paid out of this pool.

This has other uses as well. Issuing a single grenade to each agent in a squad can be prohibitively expensive; a cheaper way of doing it would be for one agent to buy a dozen or so grenades, and give one to each other agent in the squad.

An even simpler way of paying for such items for throw-away squads is to ignore the point cost altogether, equipping the agent teams with whatever seems appropriate.

EXAMPLE: PSI AGENT CREATION

Following is a short demonstration of the creation of an agent type, using the agent generation tables. A sample agent of the organization PSI serves as the basis of the example.

The first step is to lay out a background and rationale for the agent and/or the parent organization:

PSI is concerned with rounding up all of the world's mentalists and inducting them into their ranks. The PSI organization considers itself humanity's future, and is conducting a vigorous psionics and genetics research program, to increase the organization's knowledge of such powers and to learn how to selectively breed for them. On the day when PSI's High Council is satisfied that they have learned enough, they and their army of "recruits" will then move to take control of the entire Earth. Now, PSI's activities in the field consist of following and verifying rumors and reports of individuals with "strange powers", locating such persons and picking them up for debriefing, programming, and induction into PSI.

Such teams usually consist of a pair of two-agent teams. PSI agents are intelligent, alert and well-groomed, with a carefully developed courteous manner to help avoid attracting attention. These agents dress and act much like typical FBI agents, whom they often impersonate to make their missions easier.

PSI agents' tactics are simple: one team contacts and confers with the suspect, posing as government agents recruiting for a "special federal school" for gifted individuals, while the other team moves to cut off any retreat. If the target person can

be talked into going peacefully, so much the better. Otherwise the agents subdue the individual and take him or her by force.

The GM's next step is to select the Basic Agent Type (step 1 on the Agent Generation Table).

PSI agents are generally smarter, stronger, and faster than the ordinary run of humanity, so the Type-II agent base was selected. The base statistics are modified to reflect the higher intelligence, ego and better looks of the typical PSI agent.

The next step is to select the weapon load for the agents. As stated earlier, the preferred weapon of PSI agents is the High-Velocity Gas Stream Gun, so for Step 2 on the Agent Generation Chart the gas gun (a Non-Lethal Weapon) was selected.

For Step 3, the Major Defense, pick a defense in line with the PSI agent's unobtrusive cover. Thus, ignore the common forms of agent armor found on the Major Defense Table and pick the Staytight vest, especially since PSI agents don't expect trouble on routine assignments.

Step 4 is to select a secondary defense. Due to the nature of their prey, a Mechanical Mind Shield is a must, so once again pick a defense rather than roll for it.

Step 5 is to select additional items; our agents seem to have all of the necessary articles they might require, so we turn next to Step 6, which is to select skills. Each agent is schooled in "correct attitude", and each has a technical or professional skill, reflecting a college education.

Finally the last step, to round off the agent in any manner necessary to fit the basic premise. These agents, all being exposed to psionics to some degree, possess a rudimentary natural mental shield to help protect themselves against psionic attack. Add 5 points of Ego Defense to each agent.

The final agent design looks like this:

PSI FIELD AGENTS (Type-II Agent Base)

STR 13 DEX 14 CON 1 BODY 10 INT 15
EGO 14 PRE 13 COM 12 PD 5 ED 5
SPD 3 REC 6 END 26 STUN 24 **Cost 45**

Pts Skills

6 +2 w/High-Velocity Gas Stream Gun
2 +1" Running

Additional Statistics:

2 +3 INT, +4 EGO, +1 COM:

Equipment:

12 High-Velocity Gas Stream Gun (w/both ego sleep drug & ego depressant)
4 Stay-Tight Vest
2 Mechanical Mind Shield

Additional Skills:

- 3 Good Manners
- 3 1 Technical/Professional Skill (Law, Electronics, Bureaucracy, etc.)
- 5 Powers: 5 pts Ego Defense (cost = 5 w/use of Mechanical shield)
- 39 Skills Cost

For involved missions, the agents roll a van with some additional equipment, with a third team acting as the driver and communications operator. The equipment in the van would be the items normally picked up with Step 5.

MISSION VAN— + 2 PSI Agents (driver and comm operator)

ADDITIONAL EQUIPMENT:

1 Stumbler	11
2 pair Handcuffs	10
1 Screechgun	20
1 Medical Kit	8
1 2-Way Radio (scrambled)	10(w/tracking)
1 TV Spy Eye	12
	71pts

The Stumbler is to slow down fleet-footed targets, the handcuffs are to help restrain them. The Screechgun is an ultimate backup against a target too dangerous to capture alive. The purpose of the med kit is obvious, and the TV Spy Eye and radio are used by the van operator to locate the target and observe the pickup operation while maintaining contact with home base.

Any group of agents may be written up as in the above example. First have a good idea of the agent's mission and background organization, and the rest follows naturally.

Good Hunting!



SOME SAMPLE ORGANIZATIONS AND THEIR GADGET USE

UNTIL

The United Nations Tribunal on International Law acts as an international police force and is often called upon to combat world-threatening menaces. To aid it in its fight, the organization equips its agents with items of proven, sophisticated technology. These devices often combine high reliability with high firepower. Equipment is highly standardized; UNTIL agents the world over are armed with standard-issued weapons.

PRIMUS

The United States' Primary Reaction and Interdiction Military Unified Service, PRIMUS is charged with containing and defeating superhuman threats to the country's welfare. PRIMUS agents are well-armed with "advanced" (i.e., experimental) weapons, combining truly superior firepower with a tendency of items to burnout, break down, or simply give up. While sidearms and personal weapons are standardized, a fairly large number of "special-use" weapons are usually made available to combat teams.

SAT

The Special American Tactics organization believes in victory through right-thinking and the superiority of American Patriots. Equipment is advanced, but there are strong tendencies in SAT's upper echelons for reliability and standardization; thus, issued weaponry is uniform throughout the agency, and sometimes lags a bit behind the times.

VIPER

The world-spanning criminal organization known as VIPER, believes in one thing—ultimate overkill. Agents are routinely entrusted with a bizarre and bewildering array of weapons and equipment far too powerful for mere humans to comprehend, let alone utilize with any confidence. Every year, dozens of highly-skilled, highly-motivated and aggressive VIPER agents draw their equipment, receive their orders and then head over the hill, to begin independent careers as super-villains. A significant fraction of all known supervillains (and not a few superheroes) owe their existence to VIPER's generosity.

DEMON

Another large-scale criminal organization. In addition to its corp of Demonpriests and summoned Hellspawn, DEMON fields a small army of warriors.

DEMON's agents are equipped with an effective array of protective gear, not because of any sense of affection but rather from the belief that agents are more effective fighting on their feet than smoking in little heaps on the ground. DEMON also believes in setting up and training small elite force units, equipped with the best available armor and devices. Such mechanized agents are often capable of surviving surprisingly long rounds of combat with superheroes, often going toe to toe with them.

DEMON does not have the "free agent" problem that VIPER does; all DEMON warriors and mechagents know there are far worse things than those that can be brought down with blasters or fended off with armor.

KRONOS

A secret West German organization established in the late fifties, KRONOS was dedicated to the principle of free enterprise, the right of free research and a mania for gadgeteering. For the right price, KRONOS would make anything for anyone, and was long a primary source of armaments for criminal elements and organizations the world over, until finally shut down by UNTIL through a crushing raid on KRONOS Central Labs.

A fair number of smaller facilities and science staffs were isolated by UNTIL's sweep, and thus far have evaded location. Most have gone free-lance, sketching out a meager existence hot-wiring stolen UNTIL blasters and repairing jetpacks, awaiting their chance to rise again.

I.S.E.

The International Scientific Elite, a Japan-based organization, took up where the less fortunate KRONOS left off (to this day, ISE maintains that there is absolutely no truth to the rumor that they tipped off UNTIL to the location of KRONOS's Central Labs). ISE believes in selling top quality goods for top quality prices; unknown to most buyers is the fact that nearly all ISE products have ingenious little safety devices built-in, just in case foolish individuals attempt to use them against ISE holdings.



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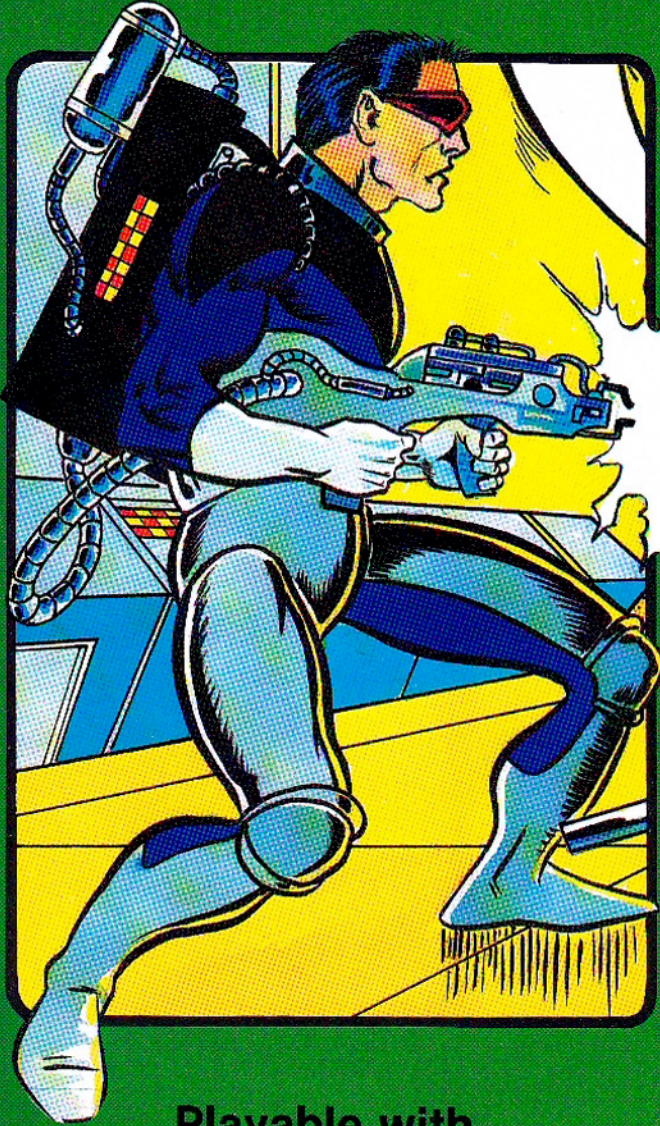
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