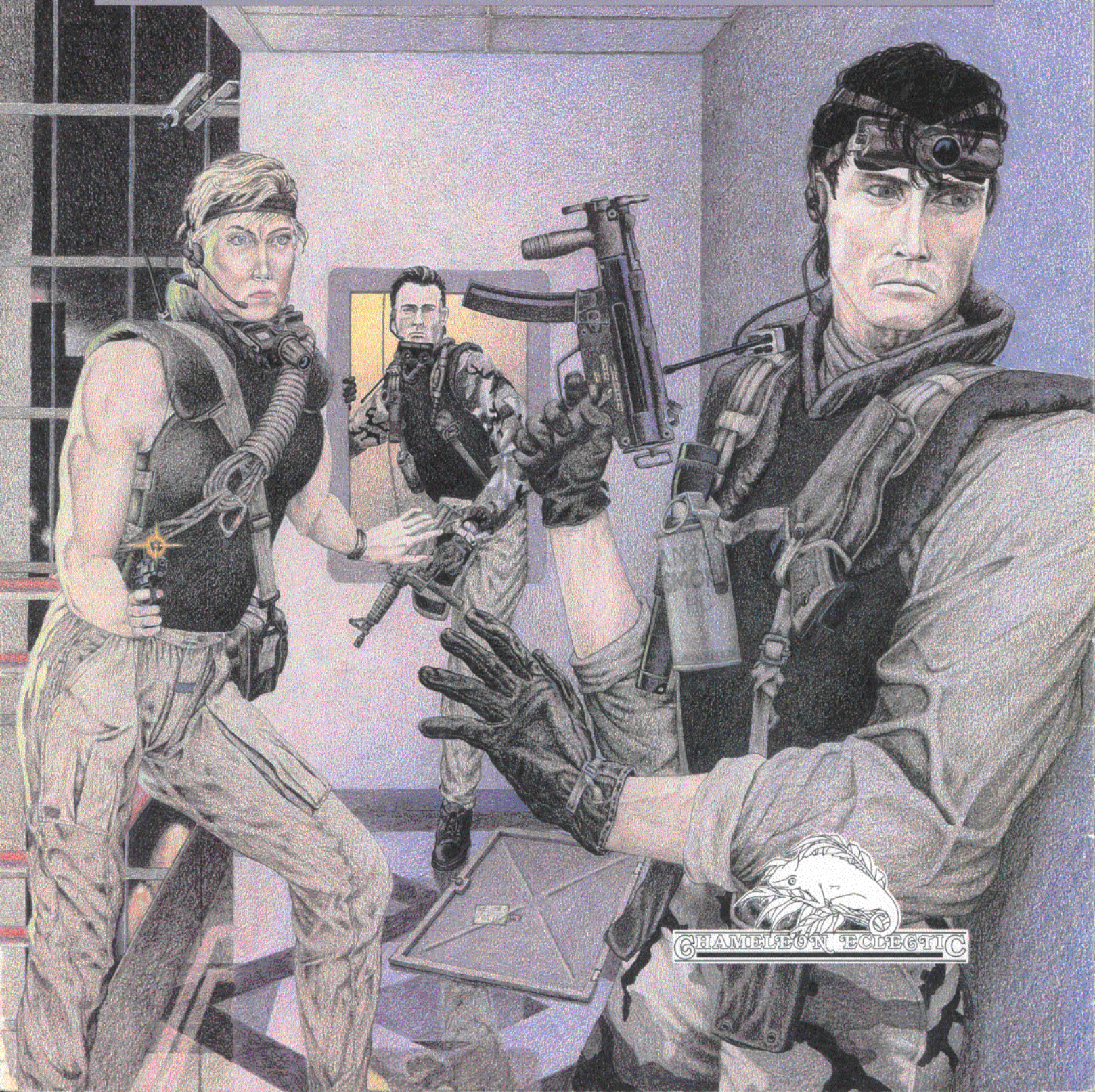


M I L L E N N I U M ' S

GM SCREEN

AND 1999 DATASOURCE




CHAMELEON ECLECTIC

Combat Turn Sequence

1. All combatants determine initiative. (Base Speed - Weapon Speed + d10)
2. The highest initiative holder has the option of acting first, or may hold his action until after another combatant. If he attacks:
 - a. He states whom he will be attacking.
 - b. The victim makes his defense roll, if applicable and he so desires. If the roll is a success, go straight to step 3.
 - c. If the defense roll was not a success, the attacker makes his roll. If he misses, go straight to step 3.
 - d. If the attack succeeded, determine Delivered Damage. ((1d10+1 per point of Damage Rating)/10, times Damage Factor of weapon. Delivered Damage for firearms is on the Projectile Weapons Table.)
 - e. Account for armor, if any.
 - f. Determine wound Trauma Level and wound effects.
3. Repeat step 2 for the next highest initiative holder. Remember that if a combatant defended himself against an earlier attack, he has used his action for the turn and may not attack.
4. When each combatant has acted, the turn is complete. Return to step 1.

Armor Materials Table

Material	Value	AV/CN
Cinderblock	14	11/13
Concrete 10 cm.	30	22/8
Concrete 20 cm.	50	37/13
Pine 2.5 cm.	4	3/1
Pine 5 cm.	7	5/2
Pine 10 cm.	12	9/3
Pine 20 cm.	20	15/5
Oak 2.5 cm.	6	4/2
Oak 5 cm.	10	7/3
Oak 10 cm.	18	13/5
Oak 20 cm.	32	24/6
Steel 20 ga.	6	4/2
Steel 10 ga.	8	6/2
Steel 0.5 cm.	16	12/4
Steel 1 cm.	28	21/7
Steel 2 cm.	46	34/12
Glass, window	1	1/0
Glass, auto	8	6/2
Glass, bulletproof	14	10/4

MILLENNIUM'S GM SCREEN

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Wrestling Results Table

1 st combatant's roll result	2 nd combatant's roll result	Result at end of turn
failed	failed	indecisive
failed	made	1 st controlled
failed	made by 30	1 st held, or 2 nd disengage
made	failed	2 nd controlled
made	made	indecisive
made	made by 30	indecisive
made by 30	failed	2 nd held, or 1 st disengage
made by 30	made	indecisive
made by 30	made by 30	both controlled

Explosives Table

Explosive	type	Attack #	DF	Range	Damage type
C-4 plastic explosive (.25 kg)	concussion	1	50	50	concussive
Dynamite (1 stick)	concussion	1	40	40	concussive
M-18A1 Claymore mine	fragmentation	16	30	80	puncture
M26A1 Frag. grenade	fragmentation	7	24	35	puncture
M-33 Frag. grenade (baseball)	fragmentation	8	24	40	puncture
M-34 WP White phos. grenade	incindary	6	18	30	burn
M-406 HE 40mm grenade	fragmentation	5	18	25	puncture

Trauma Level

	1	2	3	4	5	6	7	8	9	10	11	12
Heal Rate	48	24	24	24	30	30	30	36	36	42	42	48
Decline Rate												

Damage Type	STM	BLM											Impact	
Concussive	+10	-15	1	1	2	2	3	4	5	6	7	8	9	11
Impact	+4	-5	1	1	2	2	3	4	5	6	8	10	12	14
Puncture	+1	-2	1	2	3	4	5	6	8	10	12	14	16	18
Cut			1	3	5	7	9	11	13	15	17	19	21	23
Burn	-2	-8	2	4	6	8	10	12	14	16	19	21	23	25
Hyd. Shock	+2	+4	3	6	9	12	15	17	19	21	23	25	27	29

Body Zone		Trauma Mod.											Seconds	
1	Head	1.6		+80	+70	+60	+50	+40	+30	+20	+15	+10	+5	0
2	Face/neck	1.4			+80	+70	+60	+50	+40	+30	+25	+20	+15	20B
3, 6	Shoulders	1.0									+80	+70	+65	60
4, 7	Torso	1.4						+80	+70	+65	+60	+55	+50	60
5, 8	Vitals	1.6				+80	+70	+65	+60	+55	+50	+45	+40	18
9, 11	Hips	1.0										+80	+70	23
10	Groin	1.2						+80	+70	+65	+60	+55	+50	18
12, 14	Upper arms	0.8										+80	+70	45B
13, 15	Forearms	0.8											+80	60B
16, 19	Thighs	0.8											+80	60
17, 20	Knees	1.0											B	60
18, 21	Calves	0.8											60	45B
22-25	Hands, feet	0.6									B	60	50	40

Aiming Factors

• Extended aiming	+10 to Attack roll per turn spent aiming	Max +30 (inc. laser sight bonus).
• Laser sight	+20 to Attack roll	Counts towards aiming bonus. Negates hip-firing penalty.
• Optical sight	Range is divided by power	One turn must be spent aiming. One shot per turn.
• Hip-firing	-30 to Attack roll	Negated by laser sight.
• Rapid-firing	-20 to Attack Roll	All shots except first.
• Auto-firing	-30 to Attack roll (-20 w/ bipod, -10 w/ tripod)	All shots except first.

Aiming Modifiers Table

Modifiers to Attack rolls

Target silhouetted	+20
Target walking towards or away from firer	0
Target running towards or away from firer	-5
Target walking perpendicular to firer	-10
Target running perpendicular to firer	-20
Target dodging	-25
Firer walking	-20
Firer running	-40
Target well camouflaged	-10
Bad light	-20
Darkness	-40
Firer firing blind	-60

Selected Amunition Table

Ammo type	DD	sup.
.38S hollowpoint	20	18
.44M	19	16
.44M hollowpoint	22	19
5.56	19	
5.56 AP	15	
7.62	21	
7.62 AP	17	
7.62R	18	
9P	17	15
9P hollowpoint	20	18
9P glasier	21	19
10	18	16
10 hollowpoint	21	19
12ga 00 shot	19	

English / Metric Conversion Table

Metric	English	English	Metric
1 meter	1.1 yard	1 yard	0.9 meter
50 meters	55 yards	50 yards	46 meters
100 meters	109 yards	100 yards	91 meters
1 kilogram	2.2 pounds	1 pound	0.5 kilograms
50 kilograms	110 pounds	50 pounds	23 kilograms
100 kilograms	220 pounds	100 pounds	45 kilograms
1 kilometer (kph)	0.6 mile (mph)	1 mile (mph)	1.6 kilometers (kph)
50 kilometers (kph)	31 miles (mph)	50 miles	80 kilometers (kph)
100 kilometers (kph)	62 miles (mph)	100 miles (mph)	161 km (kph)

Fall Damage Table

Fall ht. (meters)	Impact v. (kph)	Total dam. (TL)
2	5	10
5	15	20
10	35	30
15	55	40
20	75	50
25	95	60
30	115	70
35	135	80
40	155	90

Random Damage Location Table

Roll	Zone damaged	Roll	Zone damaged
01-05	1 head	57-60	14 foll. up. arm
06-08	2 face/neck	61-63	15 foll. forearm
09-14	3 shoulder	64-69	16 lead. thigh
15-18	4 torso	70-73	17 lead. knee
19-22	5 vitals	74-76	18 lead. calf
23-28	6 shoulder	77-81	19 foll. thigh
29-32	7 torso	82-85	20 foll. knee
33-36	8 vitals	86-88	21 foll. calf
37-41	9 hip	89-91	22 lead. hand
42-44	10 groin	92-94	23 foll. hand
45-49	11 hip	95-97	24 lead. foot
50-53	12 lead. up. arm	98-00	25 foll. foot
54-56	13 lead. forearm		

English / Metric Conversion Table

Metric		English		English		Metric	
1	meter	1.1	yard	1	yard	0.9	meter
50	meters	55	yards	50	yards	46	meters
100	meters	109	yards	100	yards	91	meters
1	kilogram	2.2	pounds	1	pound	0.5	kilograms
50	kilograms	110	pounds	50	pounds	23	kilograms
100	kilograms	220	pounds	100	pounds	45	kilograms
1	kilometer (kph)	0.6	mile (mph)	1	mile (mph)	1.6	kilometers (kph)
50	kilometers (kph)	31	miles (mph)	50	miles	80	kilometers (kph)
100	kilometers (kph)	62	miles (mph)	100	miles (mph)	161	km (kph)

Selected Weapons Table

Weapon	Subskill	IA	Spd/Rate	Range	Hands	Mass	Action	Mag.	Ammo
Beretta 92F	smallarm	17	0/4	50	1	0.9	semi	15 box	9P
Beretta 93R	smallarm	17	2/4	70	1	1.2	3 rnd	20 box	9P
Browning Hi-power	smallarm	17	0/4	45	1	0.9	semi	13 box	9P
Colt Python	smallarm	17	0/3	75	1	1.1	rev	6 cyl	.357
Glock 19	smallarm	17	0/4	60	1	0.6	semi	15 box	9P
IMI Desert Eagle .44	smallarm	17	2/4	60	1	1.9	semi	7 box	.44M
S&W 1076	smallarm	17	0/4	60	1	0.9	semi	9 box	10
Colt 9mm	smallarm/autofire	21	5/13	280	2	2.6	auto	32 box	9P
HK MP5	smallarm/autofire	19	4/13	250	2	3.1	3/aut	30 box	9P
HK MP5SD3	smallarm/autofire	19	4/11	135	2	2.5	3/aut	30 box	9P
IMI Micro-Uzi	smallarm/autofire	15	2/21	90	1	2.0	auto	20 box	9P
IMI Uzi	smallarm/autofire	21	8/10	200	2	3.5	auto	25 box	9P
MAC Ingram M10	smallarm/autofire	19	4/17	100	1	2.8	auto	30 box	9P
SITES Spectre	smallarm/autofire	17	4/15	150	2	3.8	auto	50 box	9P
Colt M16A2	longarm/autofire	28	8/6	450	2	2.9	3 rnd	30 box	5.56
HK G3	longarm/autofire	28	9/9	500	2	4.4	auto	20 box	7.62
RSAF SA-80	longarm/autofire	29	8/13	300	2	4.2	auto	20 box	5.56
SSA Kalishnikov AK-47	longarm/autofire	26	8/10	300	2	4.3	auto	30 box	7.62R
Steyr AUG	longarm/autofire	29	8/11	400	2	3.3	auto	30 box	5.56
HK PSG-1	longarm	30	9/4	1000	2	7.2	semi	5 box	7.62
Ruger Mini-14	longarm	26	6/4	300	2	2.9	semi	10 box	5.56
Walther 2000	longarm	31	8/4	1100	2	7.0	semi	6 int	7.62
Beretta M3P	longarm	21	10/4	90	2	3.6	semi	6 box	12ga
Franchi SPAS-12	longarm	20	7/4	90	2	3.2	semi	5 int	12ga
Ithica Stakeout 12	longarm	18	4/1	90	2	2.3	pump	5 int	12ga
Browning M2HB	autofire	25	9/10	1300	2	38.2	auto	belt	.50
M60E1	autofire	25	9/9	1000	2	10.5	auto	belt	7.62

Weapon	Subskill	IA	DF	Speed	Hands	Reach	Mass	Length	Dam. type
Brass knuckles	swing	2	1.6	0	1	0	0.3	0.1	impact
Club	swing	10	2.0	4	1	0.6	1.4	0.7	impact
Crowbar	swing	9	2.2	5	1	0.6	2.0	0.7	impact
Nunchaku	swing	11	2.0	3	1	0.5	0.8	0.7	impact
Tonfa, swing	swing	11	1.6	4	1	0.5	0.6	0.6	impact
jab	thrust	11	1.6	6	1	0.5	0.6	0.6	impact
Knife, 10cm, slash	swing	3	1.4	0	1	0.1	0.3	0.2	cut
stab	thrust	3	2.0	2	1	0.1	0.3	0.2	puncture
Knife, 15cm, slash	swing	3	1.8	0	1	0.1	0.4	0.2	cut
stab	thrust	3	2.4	2	1	0.1	0.4	0.2	puncture
Axe	swing	9	3.4	6	1	0.7	2.0	0.9	cut
Machete	swing	8	2.8	2	1	0.4	0.4	0.5	cut

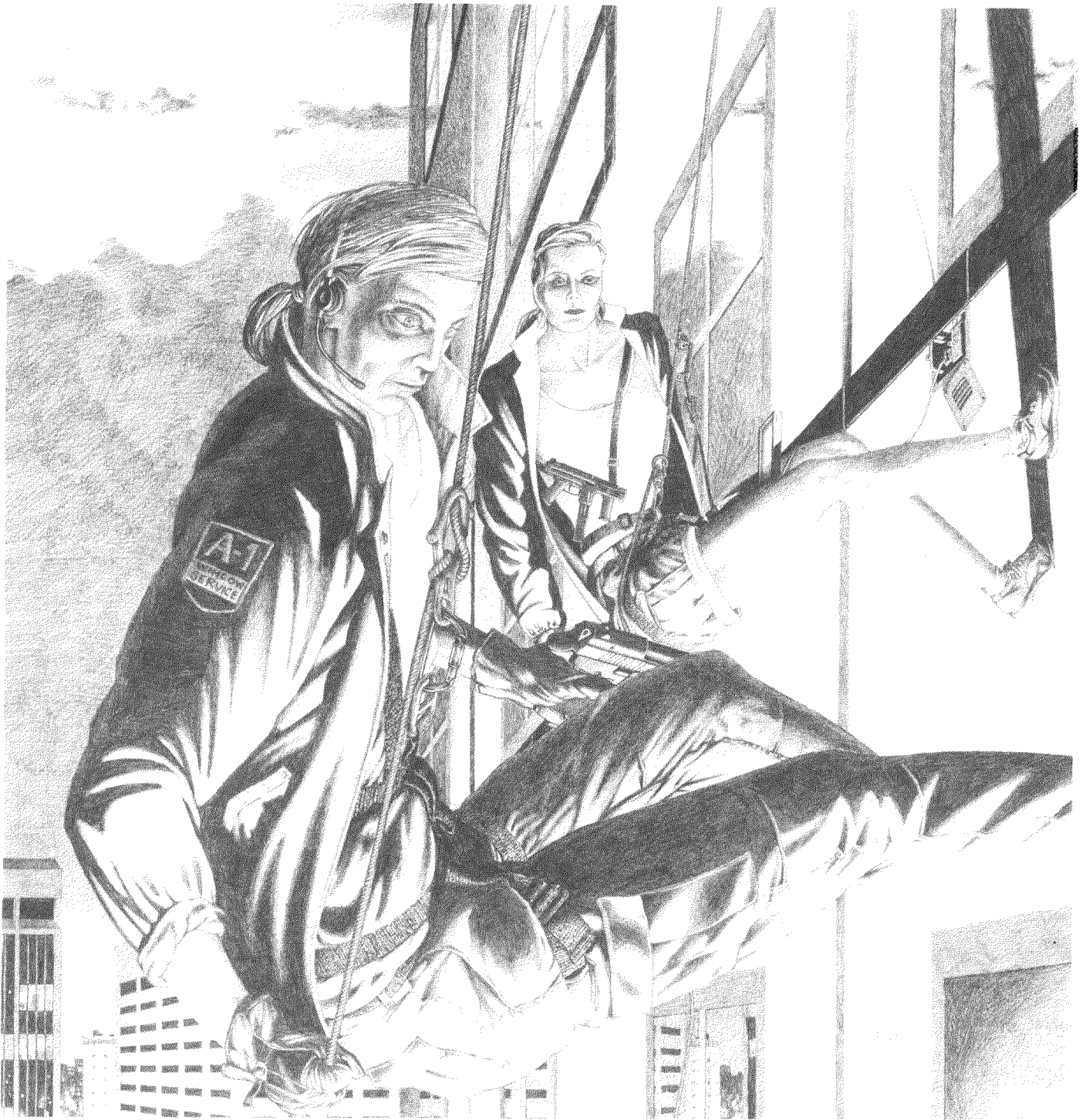
Vehicle Cornering Table

Radius (m)	Curve description
5	Right-hand turn into a narrow alley or driveway. Very sharp hairpin on a winding country road.
15	Right-hand turn into a two-lane road. Left-hand turn into a narrow alley or driveway. Hairpin curve on a country road.
30	Turn into a four-lane road. Sharp curve on a country road. Tight highway cloverleaf.
50	Turn into a four-lane or larger road, cutting across lanes (i.e., making a left-hand turn from the right-hand lane). Hard turn on a country or suburban road. Typical highway cloverleaf.
80	Pronounced curve on a country or suburban road.
120	Typical curve on a country or suburban road.
175	Gentle curve on a country or suburban road.
250	Very gentle curve on country or suburban road. Typical curve for an interstate highway.

Cornering Number	Radius of Curve							
	5	15	30	50	80	120	175	250
	Maximum speed on curve							
1	15	35	45	65	75	95	115	125
2	15	35	45	65	85	95	125	145
3	25	35	55	65	85	105	125	145
4	25	35	55	65	85	105	125	155
5	25	35	55	75	95	115	135	155
6	25	45	55	75	95	115	135	165
7	25	45	55	75	95	115	145	165
8	25	45	65	85	95	125	145	175
9	25	45	65	85	105	125	145	175

Vehicle Crash Table

Overspeed (kph)	Result
10	The vehicle completes the corner, but sideslips three meters. Provided it strikes no objects while sideslipping, and the path is unobstructed, the vehicle may continue at speed.
20	The vehicle completes the corner, but sideslips five meters. Provided it strikes no objects while sideslipping, and the path remains unobstructed, the vehicle may continue with a twenty kph loss of speed.
30	The vehicle skids ten meters halfway through the corner. The driver must make an additional roll. Provided the vehicle strikes no objects while sideslipping, and the path remains unobstructed, success indicates that the vehicle may continue with a forty kph loss of speed. Failure indicates that the vehicle spins out of control, and will skid to a stop facing a random direction, with possible damage to the vehicle and/or the occupants.
50	The vehicle skids wildly halfway through the corner. The driver must make an additional roll, with a -20 modifier. Provided the vehicle strikes no objects while skidding, success indicates that the driver may bring the vehicle to a stop, facing a random direction and at a random location (typically thirty to eighty meters outside the curve, depending on velocity) with little or no damage to the vehicle or occupants. Failure indicates that the vehicle spins out of control, and will skid to a stop facing a random direction with probable damage to the vehicle and occupants. Lightweight or topheavy vehicles will roll.
60	The vehicle skids wildly halfway through the corner. Lightweight or topheavy vehicles roll automatically. In all other cases, the driver must make an additional roll, with a -20 modifier. Provided the vehicle strikes no objects while skidding, success indicates that the vehicle spins out of control and will skid to a stop facing a random direction and at a random location (typically forty to ninety meters outside the curve, depending on velocity) with possible damage to the vehicle and occupants. Failure indicates that the vehicle rolls.
70+	The vehicle rolls.



The Millennium's End 1999 Datasource

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GM Screen and 1999 Datasource

For the *Millennium's End* Contemporary and Near-future Roleplaying Game System

Written and illustrated by Charles Ryan.
GM Screen and Body Map Card design and illustration by Charles Ryan.

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P.O. Box 10262 Blacksburg, Virginia 24062-0262

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Introduction

The *Millennium's End 1999 Datasource* is a reference book for the GM providing background information for the BlackEagle Campaign and a supplement to the equipment sections in the *Millennium's End* rulebook. It contains an overview of major events over the course of 1999, a handful of well-developed non-player characters with which the GM can populate his campaign, dozens of new articles of equipment, and game statistics on over fifty firearms and forty vehicles not covered in the rule book. Also included is an NPC record sheet and vehicle chase worksheet for GMs.

Maps and Other Information Sources

This booklet contains much useful information on the world in 1999, and on Miami in particular. But a GM running an extended campaign will want more. The following titles are suggested as starting points—items that will give the GM a strong resource base without too much research. Unless otherwise noted, all are available at bookstores and libraries.

The first general resource that any contemporary GM should seek out is a decent international atlas. The second is *The New York Public Library Desk Reference* (1989, Webster's New World), an 850-page book with information on crime rates and weather patterns for regions around the U.S., organizational tables for the federal government and the U.N., foreign dialing codes, international holidays, frequently used foreign words and phrases, international road signs and much, much more. Bibliographies of other information sources for hundreds of topics are included.

Travel books are excellent sources of information on particular countries or regions, although their coverage is aimed at the tourist. The *Fodor's* series is fairly comprehensive, with over 100 guides updated yearly. Of

1999 Calendar

JANUARY							MAY							SEPTEMBER													
					1	2										1	2						1	2	3	4	
3	4	5	6	7	8	9	2	3	4	5	6	7	8	5	6	7	8	9	10	11	12	13	14	15	16	17	18
10	11	12	13	14	15	16	9	10	11	12	13	14	15	12	13	14	15	16	17	18	19	20	21	22	23	24	25
17	18	19	20	21	22	23	16	17	18	19	20	21	22	19	20	21	22	23	24	25	26	27	28	29	30		
24	25	26	27	28	29	30	23	24	25	26	27	28	29	26	27	28	29	30									
31							30	31																			
FEBRUARY							JUNE							OCTOBER													
					1	2																				1	2
7	8	9	10	11	12	13	6	7	8	9	10	11	12	10	11	12	13	14	15	16	17	18	19	20	21	22	23
14	15	16	17	18	19	20	13	14	15	16	17	18	19	17	18	19	20	21	22	23	24	25	26	27	28	29	30
21	22	23	24	25	26	27	20	21	22	23	24	25	26	24	25	26	27	28	29	30	31						
28							27	28	29	30																	
MARCH							JULY							NOVEMBER													
					1	2																					
7	8	9	10	11	12	13	4	5	6	7	8	9	10	7	8	9	10	11	12	13	14	15	16	17	18	19	20
14	15	16	17	18	19	20	11	12	13	14	15	16	17	14	15	16	17	18	19	20	21	22	23	24	25	26	27
21	22	23	24	25	26	27	18	19	20	21	22	23	24	21	22	23	24	25	26	27	28	29	30				
28	29	30	31				25	26	27	28	29	30	31	28	29	30											
APRIL							AUGUST							DECEMBER													
					1	2																					
4	5	6	7	8	9	10	1	2	3	4	5	6	7	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11	12	13	14	15	16	17	8	9	10	11	12	13	14	12	13	14	15	16	17	18	19	20	21	22	23	24	25
18	19	20	21	22	23	24	15	16	17	18	19	20	21	19	20	21	22	23	24	25	26	27	28	29	30	31	
25	26	27	28	29	30		22	23	24	25	26	27	28	26	27	28	29	30	31								
							29	30	31																		

particular interest is *Fodor's Miami and the Keys* (Alison Hoffman, ed., 1991, Fodor's Travel Publications, Inc., \$10.00). An even more useful guide is the *Insight City Guides* series' *Miami* (Joann Biondi, ed., 1991 APA Publications, Ltd., \$19.95), which seems geared less towards tourists.

A highly-recommended resource for an extended Miami campaign is *Over Miami*, by David King Gleason (1990, Louisiana State University Press, \$39.95). This oversized book is filled with hundreds of aerial photographs of the Miami region, along with detailed text annotations. Few books do so much to illustrate the geography and atmosphere of Miami as this one.

A U.S. road atlas is a handy item. Rand McNally makes a national *Road Atlas and Trip Planner* (\$4.95), which has road maps of all 50 states. Of greater utility is the *Motor Carrier's Road Atlas* (\$16.95), with larger, more detailed maps. Also available is the *Florida Road Atlas and Travel Guide* (14.95), which has moderately detailed maps of Florida's urban areas. Similar items are available from other manufacturers.

U.S.G.S. 7.5 minute (1:24,000) quadrangles are without a doubt the most informative maps for gaming purposes. Each of these large (22" by 27", typically) maps covers a rectangle roughly seven by nine miles, at a

resolution high enough to show individual buildings. 7.5 minute quadrangles cost \$2.50 each (plus \$1.00 shipping if the total order is less than \$10.00), and can be ordered from USGS Map Sales, Box 25286, Denver, CO 80225. Payment in the form of a check or money order made out to "Dept. of Interior—USGS" must accompany the order. The "Miami" quadrangle covers more or less the same area as the map on page 11 of this book. Other quadrangles covering the area include "North Miami" and "Opa-Locka" to the north, "Hialeah" to the west, and "Key Biscayne" and "South Miami" to the south.

Thanks to Tom Wilson for conceptual and editorial help.

The characters and situations in this text are entirely fictitious, and any resemblance to existing people or situations is coincidental. Many of the companies and products mentioned are also fictitious. When real company or product names are used, the intent is to add realism to the game, and not to endorse products or infringe upon the trademarks of any real firm or individual.

The World in 1999

1999 culminates one of the most tumultuous decades in world history. The fabric of international society, just coming together as telecommunications and a world economy seemed to reduce the planet's radius, has been rent by crisis after crisis. The fall of communism and end of the cold war, the nuclear exchange in the middle east, the devastation of disease and famine in the world's equatorial regions, and marked changes in global climate are all obvious agents of change. But insightful historians will point to a handful of other factors: polarization of wealth and class division, growth in nationalism and intolerance, increasing lawlessness on local, national, and international levels, and subtle shifts in the mechanics of world economy leading to uncertainty and depression.

The list beginning on the next page touches on many of the biggest news events of 1999. What follows below is a brief overview of the underlying trends behind many of these events.

Biggest of the foreign issues is the Palestinian conflict. A combined U.N. force faces a beleaguered Israeli army occupying about a third of Palestine. Diplomatic resolutions have been in the works since 1995, but little progress is made by the spring of 1999. Sporadic clashes finally break into real combat in September, when the U.N. pushes Israel back almost to pre-1995 lines. Israeli response is confused, and by December the government will be locked in a power struggle between hardliners and moderates that will lead to the disillusion of the government in early 2000.

Meanwhile, a civilian government in Japan is in the works. Although things look sketchy in early 1999, elections are held in the summer, and an elected government takes power in the late fall. The military remains vigilant, however, and the world waits to see how much authority this superpower's government really has.

Closer to home is the civil war in Colombia. In late spring, FARC, armed with first-rate weaponry from far-eastern producers, begins an offensive which greatly expands its territorial holdings. Increasing military aid and assistance is a very controversial issue in the U.S. In Miami, FARC representatives are always a target of harassment and violence.

Violence is a bigger and bigger problem at home in Miami. A number of riots break out in the summer of '99, although they are not as destructive as those of the previous year, or those in other cities. Gang warfare rages in central Miami, Hialeah, and Opa-Locka, claiming the lives of hundreds of gang members, bystanders and police. A serial killer stalks the homeless in Overtown and downtown, killing at least thirty-one and eluding capture through year's end. Hate-crime, in Miami and elsewhere, claims record numbers of lives, and skinheads become common sights on street corners.

As if that isn't enough, Miami is hit by a major hurricane in September. While not a record-breaker, Fiona trashes beach property, floods Biscayne Bay islands, and causes billions of dollars of damage in Dade. Fiona should have a serious impact on the operative's lives and work.

BlackEagle operatives are well-paid and free from concerns of poverty, social frustration, and urban violence. Many of these news events will occur far away, having little effect on their lives. But the violence and lawlessness of 1999 is part and parcel of their jobs. The GM should weave these events into the background of his campaign, and use them to create an atmosphere of violence, despair and decaying order.

1999 in the News

Beginning on the opposite page is a timeline covering many of the major news stories of 1999. The timeline is organized into three columns: one for events making world headlines, another for domestic news events, and a third for events in and around Miami (a few of which might make national or even international headlines).

The GM is encouraged to make as much use of these items as possible. Some of the items—like the Hizbullah bombing and the invasion of Haiti—have been or will be used in published adventures. The GM may use others in adventures of his own design, slip them into the background of his campaign, or have his players read them on a month-to-month basis, to put them in touch with the world in which their characters live and work.

Events Around the World

U.N. Acts Against Israel.

Jan. 6 The United Nations Security Council voted to intensify sanctions against the hardline Israeli government, and to recommend an increase in U.N. military forces in Palestine yesterday. The approved sanctions are intended to further isolate Israel diplomatically. The commander of the U.N. peacekeeping forces in Palestine would not comment on whether an increased presence will lead to more clashes with the Israelis.

E.C. Strikes Sudan.

Jan. 31 British, Italian, and German aircraft and air-mobile ground forces attacked selected military targets in Sudan this morning. At least three sites, all of which have been described as "terrorist training bases or staging areas" by E.C. sources, have been attacked. In a brief statement, an E.C. spokesman claimed that all targets have been neutralized, with a total loss for the European forces of one helicopter, one fighter-bomber, and an estimated fifteen personnel.

Japanese Elections Pushed Back.

Feb. 1 The military junta in Japan ordered the expulsion of foreign journalists and the closing of all but one national newspaper today. The expulsion immediately follows the announcement of another delay in parliamentary elections, which were to be held in March. Military spokesmen have previously stated that civilian government cannot resume in the current state of unrest, and it is now unclear when elections will be held.

South Africa Combats Argos.

Feb. 6 South African military forces moved last night against the enclave set up by Argos S.A. on the site of three diamond mines, according to government sources. Argos, one of the leading mineral developers in the region, today lodged a formal complaint with the World Court, stating that the mercenary forces it has brought into the region are present only to protect the company's facilities, and do not pose a threat to the government.

Events In the U.S.

JANUARY

Illegal Chemical Spill Threatens Water.

Jan. 11 A fire at a chemical plant in Ohio has resulted in a devastating spill that threatens the drinking water of over half a million people. 2000 residents have been evacuated from neighborhoods around the Dexton facility, located in Sunbury, Ohio. The fire triggered the release of eighty tons of trichloroethylene illegally stored at the plant into the Hoover reservoir, a source of drinking water for Columbus and surrounding counties. Officials say Dexton faces prosecution for illegally manufacturing the chemical at the Sunbury plant.

Homeless March in New York.

Jan. 23 A demonstration set up by homeless advocacy groups drew over 300,000 to Central Park in New York City, according to city officials. Despite the presence of skinheads and other counter-demonstrators, violence was kept to a minimum.

FEBRUARY

San Francisco Subway Trapped in Tunnel.

Feb. 1 A subway train loaded with Monday-morning commuters was frozen in a tunnel under the bay when a transit authority switching computer shut down its power. 166 passengers waited nearly four hours in the dark before rescue workers were able to reach them. BART and F.B.I. spokespersons have confirmed that the computer was instructed by unauthorized users to shut down the line, and the F.B.I. is characterizing the event as an act of terrorism. There were no deaths, and no demands have been made.

Senators Charged after F.B.I. Sting

Feb. 16 The Justice Department today announced that it would seek indictments against four senators and seven congressmen in the biggest congressional sting in three years. Among the forty-three charges to be brought against the accused are thirteen counts of conspiracy to commit murder, covering four incidents, including the death of two F.B.I. agents involved in the investigation. Most of the remaining charges center on bribe-taking and illegal technology exportations.

Events in Miami

Drug Dealers Threaten City.

Jan. 22 In a series of letters to Mayor Sota and other city officials, an avowed coalition of drug kingpins has vowed to "soak south Florida in blood" if police actions against them are not halted. At least eight letters have been received in city hall, signed by a number of known or suspected leaders in the drug trade. The letters claim that Miami will experience an unprecedented level of terrorism and violent crime directed against police, court, and city officials if the recently-announced anti-drug measures are not rescinded. "This is an act of desperation, clearly showing the impact the new measures are having," a police spokesman said.

Gangs Battle in Streets.

Feb. 8 Continuing combat between rival gangs has led to the deaths of eleven more youths this weekend, police spokespersons said today. An apparent turf war between Los Diablos and the Chains, an affiliate of the national gang the Crips, has been raging for almost a month now, and has led to a total of forty-seven deaths, nine of them policemen or bystanders. Most of the fatalities this weekend occurred in a gunfight in the Liberty Square area of Miami. Last week three gang members and two security guards were killed in an attack on an El Portal clinic where members of rival gangs were being treated for gunshot wounds.

Police Team Killed.

Feb. 23 Outrage was expressed all over the city today at the deaths of a police team killed in Glenwood Heights Saturday. Officers Miguel Clemente, Tony Ensogna, and Patricia Hapney were tortured to death over an open police radio, but their killers escaped before assistance arrived. It is believed that the officers stumbled onto a drug transaction in an area not often patrolled at night. Community and police leaders have called for an investigation into the late dispatch of back-up personnel, and for an increase of manpower in the police force.

E.C. Approves Charter Revisions.

Mar. 4 The seventeen voting members of the European Community yesterday approved a package of changes to the E.C. charter, include immigration restrictions for citizens of new member states and a strengthening of the economic requirements faced by provisional members before voting status is granted. The changes, first proposed by Germany and the U.K., have been under debate for over a year.

U.N. Relief Funds Dry Up.

Apr. 12 The United Nations has announced that relief funds for 1999 will be exhausted by the end of May. UNICEF, the World Health Organization, the World Food Program, and the Fund for Population Activities are among the many programs affected. "There has been a tenfold increase in programs and funding requirements in the last three years," said Laye Ayi Kweh, spokesman for the W.H.O. "There just are not the resources."

MARCH

Aerospace Plane Flies in Test.

Mar. 25 The National Aerospace Plane, NASA's sub-orbital scramjet, left the Earth's atmosphere today on its third test flight. The two-hour flight, which took place at Edwards Air Force Base in California, marks the first time that a vehicle has left the Earth's atmosphere powered not by a rocket, but a jet. Further tests will follow, but production is not budgeted.

Calle Ocho Fair Attacked.

Mar. 8 A band of masked gunmen fired automatic weapons into a crowd attending Calle Ocho festivities yesterday, killing seventeen. Among the dead was Ricardo Lomenzo, a prominent Miami businessman, and there is speculation that his assassination was the reason for the attack. Police and Lomenzo's bodyguards exchanged gunfire with the attackers, killing one, but three escaped in a waiting car.

APRIL

Atlanta Courthouse Attacked.

Apr. 1 The Federal Courthouse in Atlanta, Georgia was the scene of a brutal attack yesterday evening which left a judge, six federal marshals, eleven bystanders, and the four assailants dead. It is believed that the attack was a terrorist action on behalf of convicted drug kingpin Eduardo Mallaise, whose sentencing hearing was secretly being held in the courthouse. Officials will not comment on the death of the judge, the status of Mallaise, or the leak of the hearing's location.

Unseasonably Warm Weather.

Apr. 30 The extended forecast released by the National Weather Service today calls for another hot summer this year, with another drop in agricultural productivity likely.

MAY

IRA Bombing in Brussels.

May 12 A bomb exploded in a Brussels train station this morning, killing thirty-four commuters and wounding as many as 200. A message telephoned to a Brussels police station claimed that the Irish Republican Army was responsible for the bombing, and that a number of others would follow. This is in accordance with a plan announced by the IRA last month, which stated that Brussels, Berlin, and Vienna would be the targets of a new terrorist offensive.

New FARC Offensive in Colombia.

May 19 The Colombian Army was dealt a serious blow with the loss of the town of Honda, a key point along the Magdalena River. The new FARC offensive has led to several other key losses for the Federele forces in the Magdalena Valley and southern Cordillera Central mountains. Colombian military spokesmen would not comment on the losses, but a member of the U.S. observer force in Medellin stated that the

FARC Office Bombed.

Apr. 22 The Miami office for the political wing of FARC, the Colombian insurgency, was destroyed in a rocket attack last night. Responsibility was claimed by the Omega Group, a militant Cuban expatriate organization. In a phone call to a local television station made shortly after the attack, the group said it would "combat communism in any form in our hemisphere." While FARC is an ostensibly communist organization, it is widely recognized as a front for powerful narco-criminals, and there is speculation that the attack was criminally, rather than politically motivated. There were no deaths in the attack.

Homeless Body Count Reaches Seven.

May 3 Police today announced the discovery of the mutilated body of a homeless man, found under an elevated section of I-95 downtown. This brings to seven the total number of bodies recovered this year. Despite apparent similarities in the murders, police refused to speculate on whether a serial killer is at large.

Off-duty Police Fight Vigilante War

May 18 Two off-duty policemen were involved in a shooting incident in Hialeah last night, in which one apparent gang member was killed. "Officer Sloane and I were coming out of the bar here when we saw three individuals doing what looked like a drug transaction. One of the individuals pulled a piece, and Jerry and I did what we had to," said Michel Parlier, one of the officers involved. While it is Metro Police policy for every officer to carry at least one weapon when off duty, there is speculation that the officer's presence was not

GenNet Security Considered.

May 21 The GenNet Committee today confirmed rumors that a hacker nearly shut down the network's administration computer last month, and that new security measures are being examined as a result. The incident, which could potentially have brought over ninety percent of activity on the network to a standstill, would have cost the government and private industry millions of dollars if the hacker's activities had not been noticed and stopped. "We were really quite lucky," said GenNet Committee head Stuart Morrison, "the unauthorized user made some pretty stupid mistakes. If he had been more careful, we would never have noticed him." The hacker has not been identified, and the F.B.I. is investigating the incident.

Riots in St. Louis.

May 30 Fires, looting and death marked the opening of the

flow of high-end arms to FARC has clearly not been stopped. "The attack force at Honda was backed up by at least three hydrofoil gunboats, and we haven't seen any of those except the one sunk at Rio Negro last year...they've continued to be effective in taking out [Colombian] air support despite a lot of U.S. assistance," the source said.

African Union Proposed.

Jun. 29 The prime ministers of six African nations, led by Enturu Engawe of Nigeria, unveiled a plan today that would create a single economic block in central Africa. The Central African Initiative is modelled after the E.C., and is designed to give the poverty and disease stricken region new hope for economic autonomy. Initial reactions from Administration officials have been restrained, and there has been no comment on the proposal's plan to nationalize key resource industries, many of which are controlled by American and Japanese companies. Analysts have expressed doubt about the stability of such a union, amongst nations which have trouble keeping their internal governments in power.

1999 riot season in St. Louis last night. Twelve people were killed and over 200 wounded in an overnight rampage that left sixty businesses and dozens of cars burned to cinders. "I think we'll see the same thing this year that we have in the past two or three," commented Sonja Ellison, a police consultant on civil unrest. "Poverty, frustration, and anger are the key ingredients, and we've got them all, maybe even worse than last year. Throw in a little hot weather and any sort of catalyst, and you've got an explosive recipe."

Police Assassin Kills Mob Boss.

Jun. 30 The Texas State's Attorney office today announced that it will not pursue murder charges against three Dallas police officers who have admitted to shooting a local drug ring-leader while off-duty. The officers apparently tracked down and killed a man who they believe ordered the deaths of four police officials last year and may have been behind dozens of other killings. "Texas just cannot tolerate vigilante actions, especially in our police forces," a State's Attorney spokesman said. "But in this case, we accept the administrative response and feel that further action would be counterproductive." The officers have been indefinitely suspended.

Japanese Opposition Wins Big.

Jul. 15 A coalition of Japanese opposition parties has scored a major victory in yesterday's election, the first since last year's military coup, taking over seventy-five percent of parliamentary seats. According to a Tokyo newspaper, many of the parliamentary representatives were members of the pre-coup liberal minority, and several of them were imprisoned as dissidents by the military after the takeover. Despite the loss for the conservatives and old-guard elite, military spokesmen said that the election results would be implemented, and normal government could resume within six months.

Colombia Requests Additional Aid.

Jul. 19 The Federal government in Colombia has requested

JUNE

coincidental. "Ever since that Liberty Square thing off-duty cops have been all over," one gang source commented, "It's a vigilante thing, and they're going to get themselves into a lot of trouble with it."

Bombing in Houston.

Jun. 23 The home of a senior engineer for a major defense contractor was bombed last night, killing the Technomics, Inc. employee. Responsibility was claimed by Hizbullah, in retaliation for Technomics' alleged exploitation of north African resources and American policy in the Middle East.

Homeless Murders Continue.

May 12 Yet another mutilated body of a homeless man was discovered this morning, bringing the total number of deaths to nineteen in the longest string of serial killings in Miami history. Police have yet to make any arrests, but police spokespersons today said that the investigation is progressing. The latest body was discovered by a commuter in a downtown park.

Gang War in Central Miami.

Jul. 12 Control over drug distribution areas seems to be at the heart of recent gang strife, police say. A string of gang conflicts, mostly in the Liberty Square and Allapattah areas of Miami, have claimed the lives of over thirty gang members in the past six weeks, and have led to the deaths of at least twelve bystanders and police officers. Drug sales are the centerpiece of the gang economy, and control over sales turf in high-drug use neighborhoods is crucial to any gang's survival. Police say they expect the violence to remain high throughout the summer.

Rioting Comes to Miami

Jul. 25 Although not as devastating as the riots in many American cities this weekend, a demonstration protesting

JULY

Riots in Detroit, Los Angeles, Boston, D.C.

Jul. 11 At least 280 people, including eighteen police officers, died in riots that swept cities all over the nation this weekend after news broke that four blacks were killed by skinheads at a civil-rights demonstration in Detroit. With damage estimated in the billions of dollars and perhaps ten thousand people injured, authorities in the stricken cities are unable to cope. Detroit, Los Angeles, and Washington, D.C. have each been declared disaster areas, and National Guard Units have been called in to assist local authorities in five cities.

Riots in D.C., Philadelphia, Dallas, Gary.

Jul. 25 Another summer weekend has brought ruin and death to American cities as riots broke out in four locations

World Events, cont.

an additional \$400 million in military aid, on top of the \$710 million already promised for 1999. The request was prompted by recent gains made by FARC during the insurgency's summer offensive, along with evidence that an increasing amount of sophisticated weaponry is still reaching the rebels despite a U.S. blockade.

U.N., Israel Clash in Palestine.

Aug. 12 Israeli and U.N. forces in and around the occupied town of Ariha in the west bank region of Palestine today exchanged artillery and smallarms fire in a three-hour battle that left as many as fifteen people dead. According to U.N. and Palestinian officials, the conflict began when Israeli forces in the town fired on a U.N. patrol operating in the area. Israeli officials had no comment on the cause of the attack, but reiterated that their forces are in defensive positions, and that Israeli commanders in the area are under orders not to fire unless provoked. The battle ended with no exchange of ground, and it is not clear what either side will do from here.

Friction in between Canada and Quebec.

Aug. 19 Resources and the environment are at the heart of friction between Canada and Quebec, with questions about mineral explorations in the Hudson Strait the key issue. The U.S. administration is upset at Quebec's threat to pull out of the North American Trade Agreement, but nevertheless State Department officials say the U.S. cannot support Quebec's position.

Japanese Auto Plant Bombed.

Sep. 1 A massive bomb detonated at an auto plant in Osaka, Japan, destroying key parts of the plant and killing eight personnel. Police spokesman stated that no responsibility was claimed, and an investigation is underway. Other officials, who asked not to be named, speculated that the blast may have been an act of industrial sabotage rather than terrorism.

U.N. Moves in Palestine.

Sep. 7 After spending months looking for a diplomatic solution to the West Bank crisis, the U.N. has mobilized its forces in Palestine, taking two villages that had been occupied by the Israeli army. Casualties are said to be light,

National Events, cont.

across the country. At least seventy people are dead and hundreds wounded, including dozens of police officers and fire-fighters. The National Guard has been activated in Washington, D.C., which suffered its third major riot this year, and marshal law has been declared in Dallas, where property damage is estimated at two billion dollars.

AUGUST

Black College Attacked, Seven Dead.

Aug. 5 Norris College, a predominately black woman's university in Atlanta, was a scene of carnage today when three or four gunmen opened fire on students. Seven students were killed and four wounded in one of the worst racial-motivated slayings this year. Several Atlanta newspapers and television stations received telephone calls claiming responsibility in the name of the Silent Brotherhood, a southern white-supremacist group.

Space Station Pushed Back to 2004.

Aug. 24 NASA today announced that assembly of the space station "Freedom" will not begin until late 2004, making this the fourth time the project has been pushed back. Originally slated to begin in 1997, construction had been pushed back to 2002, due to space program budget cuts. "It's the same thing again," said Morgan Emersen, a NASA spokesman, "all the programs are in place, but we just don't have the money to put it together."

SEPTEMBER

Economic Indicators Mixed.

Sep. 8 The economic outlook remains uncertain, with improvements in exports and manufacturing, but continuing declines in employment. According to many analysts, there will be little real improvement in the employment situation until adjustments in the world economy run their course, and no-one is hazarding a guess on when that can be expected.

Viral Medicine Tests to Begin.

Sep. 20 A controversial new medical technique which may allow patients to regenerate damaged body parts and organs will be tested on humans as early as next spring. The technique, which uses genetically-designed viruses to "trick"

Miami Events, cont.

the closing of Miami shelters turned violent and led to at least eleven deaths and the burning of a City administration building Saturday night. Police used tear gas and riot guns to contain the disturbance, which was dissipated by midnight, but sporadic looting and arson continued through the night.

Alligator Poaching Reaches New Highs.

Aug. 14 Sport poaching has become the newest trend in illegal hunting, and according to Everglades National Park officials, it has taken some disturbing turns this summer. "In the past, we've seen poachers go after hides and meat," said Emilio Escondido, Park Ranger, referring to alligator poachers. "Now more often or not, hunters kill the animal and just leave it to rot." The increase in heavy weapon use in the cities has spilled over into poaching. In the past month, there have been twelve carcasses found that were killed with automatic weapons, and one blown to pieces with a rocket launcher.

Rioting in Miami.

Aug. 15 Civil violence has again struck Miami. Six people were killed and dozens of buildings torched in an overnight riot in west-central Miami, that began after a fight between Black and Hispanic youths was broken up by police.

Enturu Engawe at OAS Conference.

Sep. 9 A long-planned meeting of the OAS foreign ministers is being overshadowed by an address to be given by Nigerian Prime Minister Enturu Engawe, whose African Initiatives proposal has been a focal point of international diplomacy this summer. Engawe hopes to garner increased international support for the initiative, many aspects of which have been opposed by the U.S. and E.C. Observers say that without some indication of support from OAS members, the A.I. will lose international momentum and support on its home continent.

Hurricane Fiona Trashes Caribbean.

Sep. 22 Hurricane Fiona struck the Bahamas and South

as several Israeli units withdrew early from the fighting. Signals were mixed in Jerusalem, where a Foreign Ministry spokesman contradicted the statement of a Defense Ministry official by saying that Israel would withdraw to pre-1995 positions.

U.S. Invades Haiti.

Oct. 5 The U.S. has taken action against the regime in Haiti with an all-out military invasion, after the increasingly belligerent Haitian government attacked three western embassies over the weekend. The invasion, which began before dawn this morning, has met with mixed resistance, and military spokesmen say that the airport, presidential palace, and American embassy, three key goals, were all taken in the first eight hours of fighting. The administration has announced that the elected Haitian government, which was overthrown in 1997, will be re-installed when the country is secured.

German Politician Infected with AIDS.

Nov. 14 German Interior Minister Dietrich Koch was attacked by a syringe-wielding AIDS victim yesterday, who injected the minister with several ounces of his blood. The attacker, who has been imprisoned on charges of conspiracy to commit murder, claimed that AIDS activists will make similar attacks on other government officials if the German government does not improve the way it deals with victims of the disease.

Space Platform Downs Missile.

Dec. 9 An American SDI satellite destroyed a Pakistani ballistic missile as it flew towards India today, according to a Defense Department spokesman. U.S. officials said the medium-range missile was carrying a nuclear warhead, requiring U.S. intervention, although the Pakistani government denied that claim. Similar missiles have been fired a number of times between India and Pakistan, but no nuclear warheads have been detonated to date.

the body into growing new tissue, is an offshoot of both cancer and genetic research. "Animal tests have been largely successful, in a limited scope," said Roger Hebride, a viral medicine researcher. "The limiting factor will be the pace of genetic research—we can only reconstruct organs for which we have a complete set of blueprints." Initial tests will be on subjects with fatal organ conditions that cannot be cured by transplant.

TV Team Rescued from Serbians.

Oct. 22 A three-person crew for an international television news organization, held for eleven days by a Serbian nationalist group, was rescued in a bloody shootout in Novi Sad, Yugoslavia. The team and its rescuers stormed a border outpost to escape the country, then were escorted by Croatian officials to the U.S. embassy in Zagreb. A unnamed embassy source claimed that the rescuers were members of the international security firm BlackEagle/BlackEagle, but representatives from BlackEagle and the news organization refused to comment.

NWS Predicts Cold Winter.

Nov. 1 Citing unprecedented changes in jet stream activity, perhaps brought about by global temperature changes, the National Weather Service today predicted that the winter of 1999-2000 will be the coldest on record.

F.B.I. Thwarts Terrorists.

Dec. 9 Four members of the terrorist group "21 Underground" were arrested by the F.B.I. as they prepared to strike at the grid system supplying power to much of the northeastern United States. Alice O'Rourke, one of the arresting agents, said that the group has struck at the public infrastructure before, although attacks up to this time have been minor. "There's no doubt that it would have been a long cold winter for a lot of people if these bombs had gone off," commented O'Rourke, referring to the twenty-seven bombs with which the group hoped to destroy key points in the power grid. It is estimated that up to thirty million people would have been without power for weeks or months if the terrorists had carried out their plans.

Florida this weekend, after causing record levels of damage in Puerto Rico, the Dominican Republic, and the West Indies. Damage in the Miami area has been moderate to heavy, with the worst of it being along the coast and on the keys, where exceptionally heavy surf lashed beaches, seawalls, and marinas. Flooding has been a problem all over South Florida, and the total damage is estimated at close to ten billion dollars.

Dolphins Released From Seaquarium.

Oct. 13 One of a pair of dolphins released yesterday from their pen at the Miami Seaquarium by a group of animal-rights activists was killed by a motorboat in Biscayne Bay today. An effort has been underway to recapture the dolphins, which were born and raised in captivity. "We didn't think they'd do well in the wild," said Joan Arleigh, one of the trainers at the Seaquarium. "Now we know for sure." The search continues for the second dolphin.

Rocket Fired at E.E.O.C.

Nov. 18 The Equal Employment Opportunity Commission office in Miami was the target of a rocket attack yesterday which injured three employees. The Order, a white-supremacist umbrella group, claimed responsibility for the attack in a notice posted to an EEOC GenNet bulletin board. The F.B.I. would not comment on the attack, but an unnamed source noted that it was probably carried out by freelance terrorists hired by the Order.

Colombian Minister Killed at Secret Meeting.

Dec. 5 Roberto Salazar, the Colombian Defense Minister, was killed yesterday while at a secret meeting in Miami. Salazar, whose presence in the U.S. came as a surprise to both local and federal officials, was gunned down along with four others, in an assault on the Miami Beach hotel where he was apparently meeting with American representatives of FARC. His assailants escaped, and it is not known who ordered the killing or what the nature of the meeting was. FARC representatives were not available for comment.

OCTOBER

NOVEMBER

DECEMBER

The City of Miami

Miami is the center of the BlackEagle campaign as described in the *Millennium's End* rulebook, but little information on the city is given there. The following section should give GMs a little more to go on when setting adventures in Miami.

Greater Miami

Greater Miami, as discussed here, is comprised of the independent municipalities of Bal Harbour, Bay Harbor Islands, Biscayne Park, Coral Gables, El Portal, Hialeah, Indian Creek Village, Miami Beach, Miami Springs, Miami Shores, North Bay Village, North Miami, Opa-Locka, Surfside, and of course Dade County and the city of Miami itself. In truth, the Miami region could be said to extend northward through Hollywood, Fort Lauderdale, and even to Boca Raton (some fifty-five kilometers off the top of the map on the right), south past Kendall (fifteen km off the map), and west to the Homestead Turnpike (ten km off the map). This discussion focuses on areas within ten kilometers of downtown, where most of the action is centered.

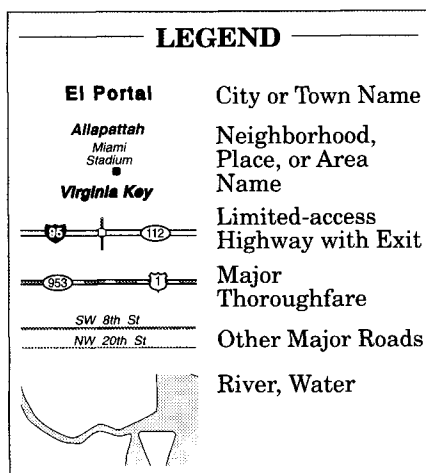
The region is highly diverse, drawing from dozens of American and Caribbean ethnic groups and ranging from abject poverty to grand opulence. The last forty years saw an enormous expatriate Cuban population grow, mainly in southern Miami. Haitians fleeing a string of repressive regimes have arrived by the tens of thousands, mostly illegally. Scattered immigration from El Salvador, Nicaragua, Guatemala, Jamaica, and other nations of the region swells the population while retirees from all over America continue to pour in, although in reduced numbers in the past few years. In 1999, Dade county and the included municipalities house almost three million people, with 600,000 living within the Miami city limits.

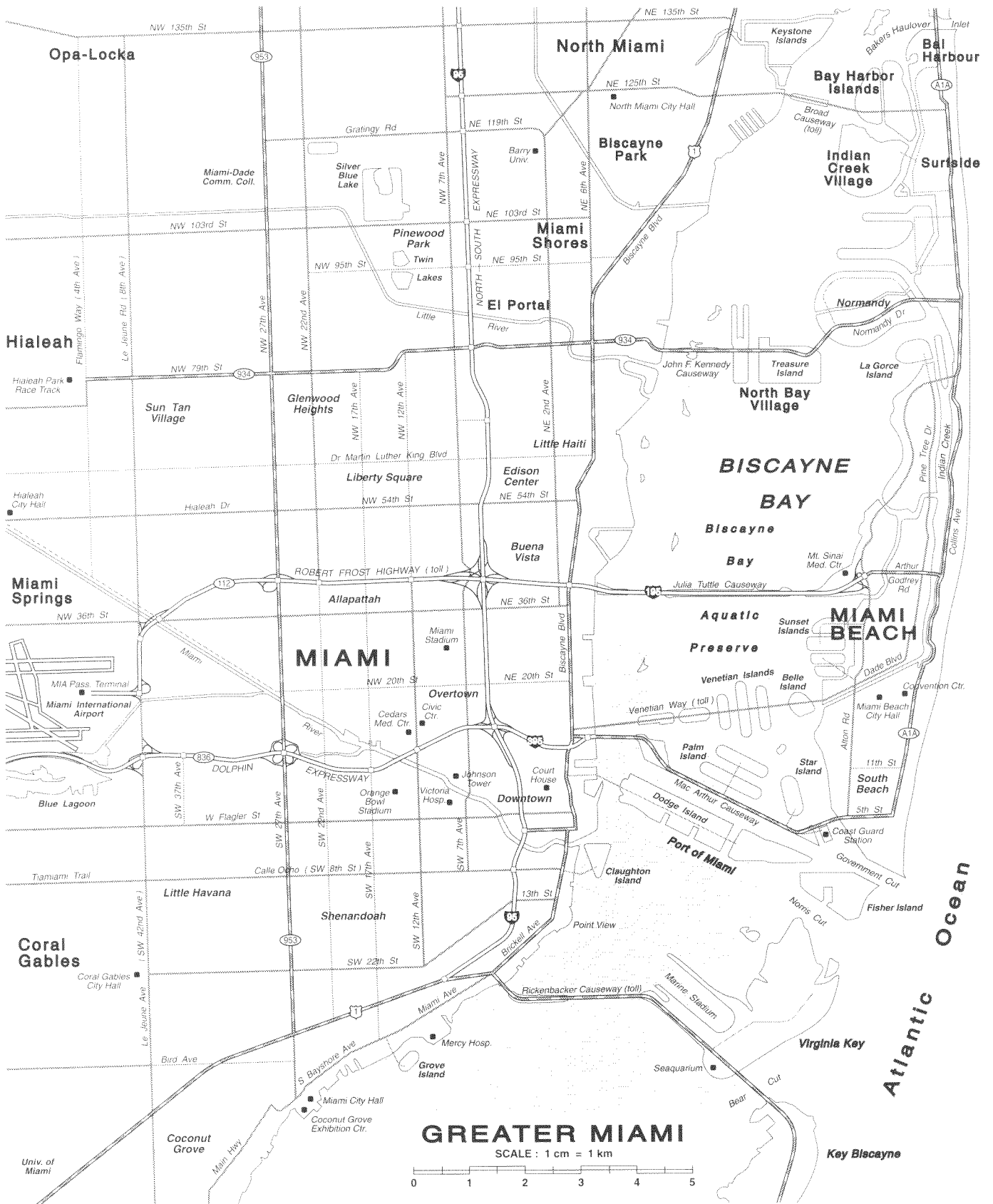
Since its beginnings as a resort mecca carved out of untamed swamp, Miami has always been something of a fantasy land. The area has a fictional atmosphere, an acknowledgment of its image that can be felt in almost no other city, except perhaps Hollywood, California. Television shows have hyped its glamour and movies its underworld, but truth is almost stranger than fiction. Collins Avenue in Miami Beach is a canyon lined with the towering glass and concrete curtainwalls of posh hotels and condominiums. Millions are spent there daily, as the nation's rich enjoy the subtropical environment in their native habitat. A few blocks back from shore is the geriatric ghetto of South Beach, an aging slum of retirees whose fixed incomes have been vastly outstripped by the inflation of the '90s, but where one can still move about safely at night. Just across the bay are the neighborhoods of central and northwest Miami. Battered signs warn travellers not to drive down 22nd Avenue between 54th and 95th Streets after dark, and the driver that ignores this warning after midnight had better hope he can hold out until dawn for a police rescue.

In addition to its playground image, Miami and south Florida are famous for two things: drugs and guns. Despite an ever-increasing police and military effort at interdiction, south Florida is still the entry point for a huge share of the illegal drugs entering the United States. Additionally, Miami is perhaps the biggest open-air market for weapons in the hemi-

Notes on the Map

On the opposite page is a map of the Miami area. Municipal boundaries have been left off, for clarity, but municipality names are shown in upright letters, as opposed to italics, which label neighborhoods, streets, and locations. Only major thoroughfares are shown—thousands of smaller roads have been left off. In general, streets are laid out in an orthogonal grid, with numbered streets running east-west and avenues running north-south. All roads connecting islands have been shown—some, like Fisher Island, do not have connections to the mainland. Rickenbacker Causeway is the only road linking Key Biscayne (which extends over four kilometers south beyond the edge of the map) to the mainland.





BlackEagle Miami's Top 10 Clients

The following are the Miami BlackEagle office's top ten clients in 1998, as measured by total contract values. This list is a little misleading—despite the large sums of money spent by this handful of clients, about half of the revenue earned in 1998 came from single-contract individuals. Of course, BlackEagle keeps this and all information about clients strictly confidential.

1. *The United States of America*

Major contracts begin with local and international drug eradication actions contracted with the Drug Enforcement Administration, and include security work for Postal Service operations in Miami's worst neighborhoods and a substantial number of covert operations in Colombia and elsewhere. All told, the federal government contracted twenty-one assignments through the Miami office in 1998.

2. *The City of Miami*

The city of Miami frequently calls upon BlackEagle to support law-enforcement operations, during times of particular stress, when special skills are needed, or when a particularly dangerous situation justifies the expense of the fee. A notable news case involved the rescue of several National Guardsmen whose position was overwhelmed in a riot. The City contracted sixteen assignments in 1998, including security for VIPs and on-call assignments for riot and general police support.

3. *Arturo Martin Falcon*

A wealthy businessman with commercial and personal interests all over south Florida and Latin America, Falcon hired BlackEagle for eight assignments in 1998, including operations in support of the Colombian government, actions against local gangs and drug organizations, and even activities against the regime in Cuba.

4. *Techtonics, Incorporated*

Industrial espionage, security for company officials, and operations against foreign competition are among the seven assignments carried out for Techtonics in 1998.

5. *The Federal Government of Colombia*

The civil war has been a major revenue source for BlackEagle/BlackEagle. Six assignments associated with the war and FARC were carried out in 1998.

6. *NRL/Valence, Incorporated*

The rescue of a company official held in Guatemala was the most newsworthy of five assignments carried out for this company. Other assignments included industrial counter-espionage and smuggling into Venezuela.

7. *Jose Arostequil*

Arostequil is a wealthy Miamiite with alleged connections to the drug trade. He contracted three assignments in 1998, including security for a meeting of underworld leaders and an assault on a mercenary training camp in the Everglades.

9. *Actionistas de Libertad*

This Cuban exile group contracted an extended military training program and assistance in two raids on Cuba.

8. *The State of Florida*

The State of Florida contracted four assignments, including anti-poaching patrols in the Everglades National Park.

10. *Coral Gables Citizens Association*

This civic organization contracted three assignments in an effort to keep gang and drug crime out of its neighborhood.

The Client Blacklist

The clients listed below are on the BlackEagle/BlackEagle blacklist. For one reason or another, these organizations or individuals are not considered reliable, and contracts with them are no longer allowed.

Marrion Contractual Services

This large mercenary organization hired three BlackEagle cells to participate in an action in Ghana, but failed to provide promised extraction when the operation failed. Seven operatives were killed as a result, another six were later rescued from imprisonment by BlackEagle personnel.

The Federal Government of Chile

The Chilean government executed two operatives captured during operations for the U.S. government, claiming they had ties with the Shining Path guerilla group.

Southern Christian Foundation

This religious organization hired BlackEagle to gather information on a number of competing televangelist organizations, then denied involvement when the investigation was leaked to the press, assumably by some member of the church leadership. The contract was made public and the church sued, but the suit has not yet been settled.

Luther Hendricks, Tomas Farinas, Ashton Linholm

These are three unconnected underworld figures who dropped out of sight before paying contract balances. In each case, it is clear in hindsight that the individual never intended to pay.

sphere. Legal and illegal trade in everything from smallarms to armored personnel carriers takes place in volume every day. Less well-known are the activities of mercenaries and expatriate revolutionary groups, constantly training in the wilds to the west of Miami for the overthrow of this or that regime. Many of these groups have the covert support of the United States government, and some, like the many anti-Castro groups, the overt support of the community.

BlackEagle Miami

The BlackEagle office in Miami is one of the company's newest and biggest. Cells from this office carry out assignments in Florida, the Caribbean, and Central and South America, and demand for services in all of these regions is growing. This demand convinced BlackEagle management to upsize the Miami office from a small operation running from a mid-rise building near the airport into the much larger operation it is now.

The Office

The new office, first occupied in 1998, is located in the Johnson Tower—a modern, glass-walled high-rise in Miami's downtown district. Built in the boom of the late eighties, it sits mostly unoccupied, a victim of the great depression of the nineties. Bustling with activity and enjoying the maintenance that the designer obviously anticipated, the Johnson Tower would be a jewel in a city of innovative and sightly architecture. But its striking features have suffered a decade of neglect, as it has sat largely tenantless.

BlackEagle/BlackEagle has the eleventh story of the building to itself, occupying half while the rest sits empty. Three sides of the office block are exterior walls of floor-to-ceiling tinted glass. A commanding view of the southern reaches of Biscayne Bay, seen across I-95 and past a stand of glittering high-rises, extends to the southeast—the side along which most of the operations cells have their cubicles. To the southwest, urban Miami stretches away in flat, gridlike neighborhoods towards Coral Gables. The northeast side of the office, including the big conference room, looks down into a fifteen-story atrium, the floor of which is home to a jungle-like growth of decorative trees gone feral and a patio cafe long defunct. Across the atrium, through another curtain-wall of glass, the northern end of Biscayne Bay hides behind the towers of Miami's business district.

The lower floors of the Johnson Tower contain a parking garage, which, like the offices above it, is mostly empty most of the time. There is little activity in the grand lobby, and four of the building's six elevators have been shut down. People come and go from the dozen or so businesses operating in the building, but in a building the size of the Johnson Tower, they only seem to increase the feeling of emptiness.

Personnel

Ten cells operate from the Miami office, as of the spring of 1999. This gives the office a total of forty-four operatives, of which about half are on assignment at any given time. During normal business hours, one can expect to find about a dozen operatives in the office, meeting with clients, hacking or tracking down logistical support, hanging about on stand-by assignments, or attending to the few chores that crop up between jobs.

In addition to the operatives working from the office, there are nine people on staff. Raleigh Tykes, the Senior Cell Leader, is in charge of the office, allocating and monitoring assignments. He is assisted by a secretary, Brenda Reillo. The office coordinator and receptionist, Reba Esposito and Dorothy Nelson, manage the day-to-day administrative functioning of the office, screening calls and visitors, and handling any administrative tasks (typing, arranging travel and accommodations, checking case files, etc.) that operatives need done.

The Miami office has a relatively large legal staff, headed up by Armand Bounassissi. Two legal aides assist him—Linda Matherly and Rodrigo Laroche. Bounassissi is one of the company's most accomplished lawyers, well-versed not only in domestic law but also in that of the Latin countries in which Miami operatives so often work.

Finally there is the L&P staff. The L&P coordinator in Miami is Morris Wiley. He is assisted by Valerie Manuel. The Miami office has one of the best-equipped in-house forensics facilities in the company.

Security

BlackEagle/BlackEagle is a high-profile company in a controversial and dangerous line of business. Naturally, the security of the company's offices is a high priority, and the office in Miami is no exception.

Physical security begins with surveillance. Several cameras are wired to the receptionist's panel in the office, viewing the elevator entrances in the parking garage and main lobby as well as the area outside of the office. The video feeds are constantly recorded, as are all phone lines into the office. The recordings, on digital disk, are routinely kept for two weeks before being taped over, unless they are needed permanently. The recorders and recordings are in the office vault.

The receptionist's desk also has a silent alarm which flashes warning lights in the Senior Cell Leader's office and each cell's cubicle, and is tied to the nearest police station. Although Dorothy Nelson works a regular eight-hour day, there is always somebody at her desk—usually an off-assignment operative during non-business hours—to monitor the cameras there. The front door is the office's only entrance, and it is always locked. Operatives are issued electronic passkeys, but visitors and clients must be buzzed in by the receptionist. Although the entrance to the office is a stylish portal of glass brick with tall, frosted-glass doors, it is hardened against gunfire and blasts.

In addition to physical security, BlackEagle takes a number of steps to protect its information. One of the most basic is the encryption of data transferred between offices. BlackEagle does not have its own secure network, but encrypted communication over the GenNet and other public systems is reasonably secure. All BlackEagle offices have datalinks to the GenNet, even those overseas, which connect through regional networks or directly via satellite.

Services

Like most businesses, BlackEagle Miami has several phone and data lines into the office. In addition to the general lines, which have a listed number, each cell has a private number that connects directly to its cubicle, bypassing the receptionist. These numbers are not listed, and who the

Networking in Miami

On a wide-area network like the GenNet, the physical location of a site makes little difference to the user—a site across the country is just as easily accessed as one across the street. The following is a list of sites of interest to the Miami GenNet user, including local and distant sites.

Sites on the GenNet and Networks reached via Transparent Gateway

Sites reached through a subnet via a transparent gateway are generally indistinguishable from those linked directly to the GenNet. In other words, the only information needed to reach such a site is its GenNet address. Information kept at these sites is usually open to public access, although public users are allowed only to read or copy the information, not alter it. Access to the sites may be free, or may have a charge, billed to the user's GenNet account. A few such sites include:

- *Dade County Courthouse Public Records Database*
Lists Deeds, Birth and Death Certificates, county political records, legislative and court records.
- *Dade County Public Library System*
Lists holdings and catalogue information.
- *Miami International Airport Flight Information*
Publishes arrival and departure schedules up to twenty-four hours in advance. Includes flight status.
- *National Weather Bureau Public Information Center*
Carries short and long-term weather forecasts, updated every hour.
- *The Orange Bowl Sportsfan Hotline*
Includes ticket-purchasing services and local sports events listings and news.
- *Southern Bell Consumer Database*
Carries directory listings for the Miami local-calling area. The listings include telephone numbers and GenNet addresses, physical addresses and, of course, names. Any one of these pieces of data can retrieve the others.

Networks Reached via Translucent Gateways

Organizations with many computers generally have networks of their own, that connect with the GenNet through one or more gateways. Such gateways are usually transparent only if the organization has a lot of information it wants to share with the public en masse. Organizations with limited amounts of information for the public are generally connected to the GenNet via translucent gateways. Some interesting networks include:

- *Intercom Database Services*
An interactive news service that allows users to download newspaper articles, wire service bulletins, and even video reports. Users can subscribe to have certain files downloaded automatically every day, or can access at ran-

dom. Current and old news files are available.

- *GIL (General Information Libraries)*
Another interactive information source, GIL is a sort of super-encyclopedia that allows users access to hundreds of thousands of pages of reference material.
- *Mount Sinai Medical Center*
Allows access to some patient records.
- *UMNet (The University of Miami)*
Sites include the University Library catalog.

Networks Reached via Closed Gateway

Organizations that need to interact with other GenNet clients, but don't allow the public access to their computers and information connect to the GenNet through closed gateways. Only users with proper identification (accounts with valid passwords) can connect to the subnet through the gateway—once there, they may need to pass additional security checkpoints to log onto sites on the subnet. Some closed-gateway subnets and their sites include:

- *ConCellNet*
This is the operating network for ConCellular, one of Miami's cellular phone services. On it are sites that control billing and keep administrative records, as well Call Detail Record sites that record the times and phone numbers involved in the thousands of calls made daily. Security on these sites is usually intense. Other phone and dataline services maintain similar nets with similar sites and security.
- *Dade County Municipal Network*
This private-access network is shared by the many municipal governments in Dade County, and connects dozens of sites containing everything from construction blueprints of downtown buildings to office supply purchasing order records. Almost every record kept by local government is at some site on this network.
- *MetPolNet*
This network links information sources throughout the Metro-Dade Police Force. It includes administrative material, weapons registration records, arrest records, and case files. Most individual sites have a high degree of security beyond that at the gateway.
- *UniRes*
This is the reservation and scheduling network for United Airlines—every other airline has one like it. At one massive site are kept reservation manifests for every flight the airline makes, worldwide. Also on the net are sites containing flight scheduling information and ticket payment records.
- *WorldBank Miami*
This is a local subnet operated by WorldBank Miami. It connects dozens of sites containing records of financial transactions by the bank and its customers. Read-only access is very secure, and the security measures that prevent an unauthorized user from altering records are virtually unassailable.

number is given to is entirely up to the cell members. In addition, Morris Wiley tries to keep a number of special lines available for operatives that need untraceable phone or data connections. These can only safely be used once, becoming traceable after the first use creates a record of their existence, and they take some time to set up, so Wiley will not be happy if a single cell eats them all up in one assignment.

The Miami office also has a laser datalink that can connect the office to many operatives' homes, allowing secure computer communications. An operative with a laser datalink at his home, or a portable, can enjoy totally secure communication with the office, provided he can establish a line of sight to the top of the Johnson Tower (where the office antenna is located).

Miami by Network

The nineties have seen an explosion in computer networking across the country, and Miami is no exception. Federal, State, and local government, educational institutions, most businesses and many families and individuals are somehow connected. The GenNet is the most pervasive cyberspace, and through it hundreds of other networks, thousands of services, and infinite amounts of information are reachable.

Net users and hackers look for information at "sites." In GenNet terminology, sites are locations in cyberspace where a computer, linked to the GenNet, administers services or databases available to GenNet users. A site might be a laptop plugged into a phone jack or a mainframe on a major subnet. As long as a computer is reachable through the GenNet and allows distant users to log on (licitly or otherwise) to retrieve information or use services, it qualifies as a site.

Many sites are computers directly connected to the GenNet. Most, however, are part of one of many hundreds of subnets. In order for a distant user to access these sites, he must connect first to the subnet via a "gateway," a computer linking the GenNet to the subnet. Gateways can be characterized as "transparent," "translucent," or "closed." Connections through transparent gateways are so easy to make that the user frequently doesn't realize the gateway even exists. He simply connects to the site as though it were actually on the GenNet, while the software at the gateway makes a seamless connection between the GenNet and the subnet. Transparent gateways typically have no security measures. Translucent gateways require an extra step—the user must connect with the gateway as if it were a site, then make a second connection to the final destination. Such connections can generally be made by any member of the public, although they are not always as user-friendly as the GenNet. Security is rarely intensive. Finally, there are closed gateways. These function like translucent gateways, except that special authorization is required to connect through them. Closed gateways always have some security measures, the extent of which varies according to the importance of the information behind them.

A character making a connection to a site can engage in any of three operations: reading information stored at the site, altering the information, and executing programs or services available there. Generally, a distant user will need specific prior authorization to carry out either of the latter. Altering information or executing programs without such authorization will require a hacker to overcome substantial security measures beyond those he may have faced when connecting to the site.

NPC Record Sheet

NPC Name _____

Skills:

age _____ sex _____ ht. _____ wt. _____
hair c. _____ eye c. _____ skin c. _____

Int. _____	Sen. _____	Perception	_____
Agl. _____	Cor. _____	Base Speed	_____
Con. _____	Str. _____	Dam. Rating	_____
Per. _____	App. _____	Mass Factor	_____
Brv. _____	Wil. _____		

Talent Bases:

Academic _____	Creative _____	Dom./Tech. _____
Medical _____	Natural _____	Physical _____
Reflexive _____	Scientific _____	Social _____

Equipment carried:

Weapons:

weapon	speed	roll	DF/DD	dam. type
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

skill/subskill	level	roll
_____	_____	_____
_____	_____	_____
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_____	_____	_____

NPC Record Sheet

NPC Name _____

Skills:

age _____ sex _____ ht. _____ wt. _____
hair c. _____ eye c. _____ skin c. _____

Int. _____	Sen. _____	Perception	_____
Agl. _____	Cor. _____	Base Speed	_____
Con. _____	Str. _____	Dam. Rating	_____
Per. _____	App. _____	Mass Factor	_____
Brv. _____	Wil. _____		

Talent Bases:

Academic _____	Creative _____	Dom./Tech. _____
Medical _____	Natural _____	Physical _____
Reflexive _____	Scientific _____	Social _____

Equipment carried:

Weapons:

weapon	speed	roll	DF/DD	dam. type
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

skill/subskill	level	roll
_____	_____	_____
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Non-Player Characters

In any campaign, it is useful to the GM to have a selection of non-player characters handy for various encounters. The characters detailed below can be used in cameo roles or as long-term NPCs with lasting relationships with the operatives.

Claire Bonneville

Claire Bonneville is a local Miami “mover”—a freelance delivery person who, like a BlackEagle operative, works very close to the legal edge. Claire owns a 45-foot powerboat called *Mirage*, a sleek, souped-up monster that can outrun and outdistance almost anything else on the water. Unlike most of the hundreds of nautical hot-rods operating in the Miami area, Claire is an expensive specialist, who’s skills—and fees—keep her from being wasted on low-paying, high risk drug-running jobs.

The *Mirage* is a 45-foot deep-v hull speedboat powered by a pair of turbo-charged 7.2-liter Mercury Marine engines. Her expanded fuel tanks allow the *Mirage* to run at full throttle—55 knots, or 85 kph—for over ten hours. Claire has fitted the cockpit with an impressive array of radio and radar detection equipment, which allows her to monitor the activity of those who would monitor her. She has also installed a kevlar lining between the *Mirage’s* hull and fuel tanks, engines, and cockpit, giving these areas an effective AV of 16 (the fiberglass hull alone provides an AV of 6).

Claire charges \$600 or \$700 for simple, quick jobs that probably won’t land her in too much legal trouble if caught, up to \$2,000 or \$3,000 for more dangerous operations. In addition to her fee, Claire charges her clients for fuel, which can run up to \$3200 if the job empties the tanks. She will not participate in any action involved in a job, and will not agree to any plan that is likely to draw a lot of fire towards her and her boat. She keeps a Beretta assault rifle aboard, but will only use it in direct self-defense.

Bonneville can be found at any of the several marinas and public piers around Biscayne Bay where powerboaters go to cruise and strut on a Saturday night. Even if she isn’t located, her reputation is broad, and a few questions with marina bartenders and other “movers” may yield the phone number of her Miami Beach apartment. Bonneville is of average height and build, and has the baked look of a serious Miami sun-worshipper. She is easy-going, but direct and blunt when it comes to business. She is serious about her reputation, and trustworthy on the job. But she plans carefully, and follows the established plan. If the operatives miss a scheduled rendezvous by more than the agreed-to time, they won’t find her waiting.

Bobby Raymond

Bobby Raymond is a posse leader in the Jammin Jonesy gang. Raymond’s posse (a local subgroup of the gang) operates around the Liberty Square area in central Miami, although the GM may choose to place him elsewhere if it is convenient for his adventures.

The Jammin Jonesy gang centers mainly in the poorer neighborhoods of northern and western Miami, where it controls much of the local drug distribution, and it’s active all over the metropolitan area. Membership is almost exclusively Jamaican, and has a well-earned reputation for violence excessive even by the standards of most drug dealers and gangs. The gang is made up of about a dozen individual

Dealing with Raymond and the posse is tricky business. The posse is interested in few things it cannot provide for itself, find within its communities, or get through a wide variety of established suppliers, and it will be hostile to any approach from outsiders. Friendly dealings are unheard of, but the operatives might be able to strike up a neutral relationship. Attempting to deal directly with Raymond or any of his lieutenants will lead to a rebuff—probably a violent one. Raymond won’t be impressed with any show of force, or of submission, either, and the BlackEagle reputation means nothing to him. A character with a few connections on the street will know that the best way of getting his attention might be to snatch something of

Claire Bonneville

27 year-old female. 170 cm., 62 kg.
Light blonde hair, brown eyes, dark tan skin.

Int.	54	Sen.	72
Agl.	66	Cor.	35
Con.	38	Str.	36
Per.	47	App.	55
Brv.	55	Wil.	55
Perception:	52		
Base Speed:	18		
Damage Rating:	2		
Mass Factor:	1.1		

Equipment:

Claire keeps a Beretta 70/90 (30 rnds) on her boat, fully loaded with several spare magazines. She carries a loaded Tanfoglio TA-90 (15 rnds) at all times.

Aim	36	43
Smallarm	18	61
Drive	60	67
Automobile	20	87
Powerboat	30	97
Electrics	48	54
Electronics	24	78
Hiding	42	49
Shadowing	21	70
Law	36	41
Criminal	18	59
International	5	46
Perception	40	
Unarmed Hand-to-Hand	32	37
Kick	12	49
Punch	16	53

Weapon	Roll	DF/DD	Dam. Type
Beretta 70/90	69	19	Hyd. Shock
Tanfoglio TA-90	79	17	Hyd. Shock

his (like his car, or his current girlfriend), then successfully defend it long enough for him to decide to take the operatives seriously. Failure in this task could lead to some brutal repercussions for the operatives.

Raymond is a big man with large, bloodshot eyes and long dreads tied into a ponytail. He is cunning, but doesn't seem so in person. His posse is quite loyal, and he can count on the resources of the entire Jammin Jonesy gang if he needs them.

posses, or local sub-gangs, each of which controls a few dozen square blocks and has about fifty real members and an untold number of informants, dealers, and other associated hangers-on. The gang has a strangle-hold on drug distribution in the neighborhoods it controls, and is well financed and armed. Jonesy himself is said to live somewhere in Hialeah, where a major stockpile of weapons is also held, but he has eluded police and rivals for a number of years.

Major Fernando Marquez

Fernando Marquez is a military liaison officer for the Colombian army. His overt job involves coordinating the activities of U.S. military advisors working with the Colombian army against FARC. He also provides the link between the Colombian government and the C.I.A., D.E.A., special opera-

Bobby Raymond

24 year-old male. 189 cm., 100 kg.
Reddish-brown hair, brown eyes, dark skin, unshaven face.

Int.	61	Sen.	48
Agl.	37	Cor.	45
Con.	55	Str.	64
Per.	32	App.	46
Brv.	77	Wil.	73
Perception:	40		
Base Speed:	13		
Damage Rating:	4		
Mass Factor:	0.7		

Equipment:

Raymond drives a garishly decorated Dodge Stealth. His Desert Eagle (7 rnds, extra mag carried) is a trademark weapon, and he generally has it on him or nearby, but he keeps a number of smaller weapons in his home, car, etc.

Aim	48	52
Autofire	19	71
Smallarm	24	76
Armed Hand-to-Hand	42	48
Swing	21	69
Block/Parry	12	60
Diplomacy	44	49
Coercion	22	71
Drive	52	56
Automobile	26	82
Perception	36	
Unarmed Hand-to-Hand	58	64
Punch	29	93

Weapon	Roll	DF/DD	Dam. Type
Desert Eagle .44	93	19	Hyd. Shock
Switchblade	72	1.4	Cut
Uzi	92	17	Hyd. Shock

Fernando Marquez

36 year-old male. 170 cm., 70 kg.
Black hair, brown eyes, tan skin.

Int.	55	Sen.	55
Agl.	47	Cor.	62
Con.	55	Str.	41
Per.	52	App.	43
Brv.	63	Wil.	66

Perception:	46
Base Speed:	15
Damage Rating:	3
Mass Factor:	1.0

Equipment:

Marquez maintains an apartment in Miami, where he keeps his Mercedes 190E. He carries a Browning Hi-power (13 rnds). In the field he arms himself with an M-16 and carries night-vision gear and a good field-medical kit.

Weapon	Roll	DF/DD	Dam. Type
Hi-power	86	17	Hyd. Shock
M-16A2	99	19	Hyd. Shock

Aim	44	49
Autofire	15	64
Longarm	22	71
Smallarm	20	69
Diplomacy	50	56
Coercion	25	81
Lying	20	76
Law	45	51
International	22	73
Medicine	40	46
Emergency Medicine	20	66
Military Science	54	60
Hardware	21	81
Tactics	27	87
Navigation	38	44
Land	19	63
Parachute	65	70
Perception	44	
Survival	52	58
Equatorial	20	78
Unarmed Hand-to-Hand	36	41
Dodge	14	55
Punch	18	59

tions groups in the U.S. military, and private organizations such as Black-Eagle. In short, he is the man who organizes covert activities in Colombia. If player characters are involved in any military or paramilitary operations in Colombia (on the side of the government), or if they are involved in anti-FARC assignments stateside, their contact point with the Colombian government will probably be Marquez.

When Marquez brings an assignment to BlackEagle, it's usually something that the Colombian army can't handle—either because they don't have the resources, or they can't legally be associated with the activity. The Colombian armed forces are weak on special operations skills, so small infiltration attacks on drug facilities, communications, control, and transit centers, or military outposts are often farmed out to the American military, or BlackEagle if the U.S. government won't take it. Assassinations, kidnappings, and attacks on bases or supply-lines in third nations are other common assignments. Such assignments may be set in Ecuador, Peru, Venezuela, Brazil, Panama, or even the U.S.

While Marquez's role is generally only that of client, he occasionally takes a more active part in his assignments. Depending on the nature of an operation, and the necessity for deniability (Marquez will keep his distance from assignments with which the government doesn't wish to be connected), Marquez may even go into the field. As a client, Marquez seems more like a civilian businessman than a military officer. He rarely wears a uniform except for official occasions or actual military operations, and he goes light on the military courtesies. In the field, however, he is competent, reliable, efficient and somewhat ruthless, and his special operations background can be a real asset.

Marquez is a small man with dark skin, black hair and a small moustache. He has an easy-going smile, a disarming manner, and the ability to make himself fit in to almost any social group. He uses these characteristics to great advantage in his work, and his friendliness is easy to confuse with sincerity. But while Marquez will work to develop strong

business ties with outside organizations, ultimately his loyalties lie exclusively with the Colombian government.

Lee Stewart

An ex-BlackEagle operative himself, Lee Stewart is an enigmatic NPC and a very useful connection for the player characters. Although officially in retirement, Lee still keeps his fingers in the mercenary/investigations/espionage business, and operatives could run into him anywhere in the world. Lee is a man that somehow always knows what's going on behind the scenes, and through him the GM can feed the operatives crucial background information or steer them in the direction of lucrative assignments.

Lee often works as a middleman between mercenaries and clients who would prefer no direct contact with their operations. The GM may want to bring him into the campaign for the first time in this capacity, acting on behalf of an unnamed client and probably bringing the operatives a big, tactical assignment. At a later time, the GM may have him appear representing of a third party somehow involved in an assignment, as an information source that the operatives will want to seek out, or even as a representative of a force somehow opposed to the operatives. Stewart has a great deal of credibility with the BlackEagle, and the GM should endeavor to build the same credibility with the operatives, at least through the first few encounters they have with him. Stewart will remain a little aloof, however, and the GM should try not to let his skills and resources have too great an impact on an assignment.

Stewart maintains apartments in Miami, Washington, London, and Hong Kong, and is constantly on the move between them and dozens of other destinations. He has friends and connections in almost every major city on the globe, and quite a few out-of-the-way places, as well. He can have access to a surprising range of gear on short notice, often even in places where equipment availability is a problem for others.

Lee Stewart						
44 year-old male. 180 cm., 86 kg.				Aim	45	51
Brown hair, blue eyes, tan skin.				Autofire	17	68
Int.	58	Sen.	72	Longarm	22	73
Agl.	51	Cor.	47	Smallarm	20	71
Con.	48	Str.	56	Diplomacy	46	52
Per.	61	App.	50	Prying	23	75
Brv.	65	Wil.	52	Coercion	21	73
Perception:			77	Drive	52	58
Base Speed:			16	Automobile	26	84
Damage Rating:			3	Medicine	38	44
Mass Factor:			0.8	Emergency Medicine	19	63
Equipment:				Military Science	60	66
Stewart usually carries a Glock 19 (15 rnds). The GM should equip him with other gear as the situation demands.				Tactics	30	96
Weapon	Roll	DF/DD	Dam. Type	Navigation	55	62
Glock 19	88	17	Hyd. Shock	Perception	70	
Spectre	97	17	Hyd. Shock	Photography	35	41
				Still	17	58
				Romance Languages	40	46
				Spanish	20	66
				Unarmed Hand-to-Hand	48	53
				Grapple	20	73
				Punch	24	77

Stewart is of medium build with brown hair and blue eyes. His charming manner compliments his boyish face, and his bronzed, well-toned body belies his age. Years in a dangerous and deceptive industry, however, have taken their toll, and Stewart has neither the ardor nor the outgoing nature of his youth. While he may develop a friendly and helpful relationship with player characters, he is basically a loner, and his appearances in the characters' lives should be brief and well-spaced, but useful.

Arturo Martin Falcon

Arturo Falcon is a Miami area businessman who has combined his enormous commercial success with a dedication to community and international activism. A first-generation American who's parents fled Castro in the 1960s, Falcon has become one of south Florida's most powerful and respected individuals. He has commercial interests in agriculture, banking, land development, pharmaceuticals, computers, mass media, investments, and he owns the Atlanta Braves. Falcon's brand of activism has made him one of BlackEagle Miami's best customers, and his assignments have ranged from clearing criminals out of poor Hispanic neighborhoods in Miami to para-military operations in Colombia.

The GM can bring Falcon into his campaign as a client or a connection with south Florida business, the Hispanic community, or even Latin governments. Falcon is an honest and straightforward man to deal with, but he's also willful and shrewd, and will always keep an eye towards his own goals.

Falcon is a relatively small man with dark hair and skin and piercing grey eyes. He is friendly, although somewhat patriarchal despite his youth relative to his stature. He is fluent in Spanish and English, but prefers to speak the former if all parties are comfortable with it. He has a large home along Calle Ocho, and a palatial one on Key Largo. He is always accompanied by at least two bodyguards, but he keeps them in the background, and unless Falcon wants them noticed, they could easily be mistaken for business aides.

Arturo Martin Falcon				Acting	42	47	
47 year-old male. 173 cm., 75 kg.				Con	21	68	
Dark hair, grey eyes, tan skin.				Aim	36	41	
Int.	73	Sen.	50	Smallarm	18	59	
Agl.	54	Cor.	42	Business	64	72	
Con.	49	Str.	40	Finance	28	100	
Per.	48	App.	50	Management	32	104	
Brv.	65	Wil.	77	Diplomacy	61	67	
				Lying	17	84	
Perception:		49		Coercion	30	97	
Base Speed:		16		Drive	44	49	
Damage Rating:		2		Automobile	22	71	
Mass Factor:		1.0		Law	52	60	
				Civil/Business	26	86	
				Perception	49		
Equipment:				Weapon	Roll	DF/DD	Dam. Type
Falcon has a Walther PPK (7 rnds), but only carries it when there is a perceived threat. His personal and business resources are extensive.				PPK	72	15	Hyd. Shock

A Metro-Dade Police Patrol Team

The final three NPCs presented here make up a street patrol team. Although these particular characters are Metro-Dade Police officers, their skills and equipment could easily represent a set of street officers in any American urban center.

The officers' behavior towards the operatives will depend on when and where they are encountered. On the streets after dark, they will always be cautious, even in relatively safe neighborhoods. In general, Cabalero does the talking, while DuPlessis looks on, maintaining contact with the dispatcher, and Alvarez pulls security, keeping an eye on the surroundings. If arrests are made, Cabalero will handle the suspects while DuPlessis covers them, and Alvarez watches their back. In a firefight, all will go to their automatic weapons—the sidearms generally get used only in very close quarters, when there are a lot of bystanders, or as backup weapons. The team will usually only press a firefight if they have a clear advantage, or if backup is on the way (not likely late on a Friday night). If they opt not to take the fight to the opponent, they will cover their retreat to their vehicle, or try to contain the situation, taking the fight to the enemy only if there is an immediate threat to innocents.

Philip DuPlessis

Officer Philip DuPlessis is the leader of this three-person patrol team. A second-generation Haitian immigrant and native French speaker, DuPlessis has been on Metro-Dade for eight years. His cautious manner, especially on the streets after midnight, reflects his experience. DuPlessis has a warm character, but only his friends see it—he is quiet and stern on the street, even when dealing with “friendlies.”

This patrol team runs its beat in a Jeep Cherokee police car, equipped for the constant battle that is modern police work. The truck has a kevlar lining around the engine, passenger compartment, and fuel tank (giving these areas an AV of 19), and is equipped with deflation-resistant tires. A video camera is slaved to the spot-light, and automatically runs whenever the emergency lights come on. In addition to the officers' gear, the truck has a medic's kit, a small evidence-handling kit, another video camera, an extra shotgun in a locked rack, and an awful lot of extra ammunition. Each officer carries the following:

- A Cl. III tactical vest w/ inserts
- A Glock 17 w/ laser sight (17 rnds HP, plus 1 mag in vest)
- An HK MP5 w/ flashlight mount (30 rnds HP, plus 3 mags HP and 2 AP in vest)
- A can of Mace
- A tonfa
- Handcuffs
- A radio w/ headset
- A large flashlight

Philip DuPlessis						
31 year-old male. 178 cm., 82 kg.				Aim	54	60
Dark hair, green eyes, dark skin.				Autofire	23	83
Int.	48	Sen.	79	Longarm	21	81
Agl.	44	Cor.	56	Smallarm	26	86
Con.	51	Str.	53	Armed Hand-to-Hand	48	53
Per.	39	App.	41	Block/Parry	24	77
Brv.	58	Wil.	48	Swing	22	75
Perception:	63			Diplomacy	38	43
Base Speed:	14			Prying	19	62
Damage Rating:	3			Drive	58	64
Mass Factor:	0.9			Automobile	29	93
Equipment:	Standard kit plus a first-aid kit, a stun gun, a Beretta M3P (6 rnds, extra 6 on vest) and a Beretta 84F (13 rnds).			Law	45	50
Weapon	Roll	DF/DD	Dam. Type	Criminal	22	72
Glock 17	121	20 (17)	Hyd. Shock	Medicine	45	51
MP5	102	20 (17)	Hyd. Shock	Emergency Medicine	22	73
M3P	102	19	Puncture	Military Science	51	56
84F	101	18	Hyd. Shock	Tactics	25	81
				Perception	58	
				Police Science	42	47
				Unarmed Hand-to-Hand	54	59
				Block	26	85
				Combat Throw	13	72
				Grapple	27	86
				Punch	24	83

Roxie Cabalero

27 year-old female. 168 cm., 57 kg.
Dark hair, blue eyes, tan skin.

Int.	63	Sen.	55
Agl.	51	Cor.	38
Con.	62	Str.	40
Per.	49	App.	46
Brv.	52	Wil.	55

Perception:	52
Base Speed:	16
Damage Rating:	2
Mass Factor:	1.1

Equipment:

Standard kit plus a lockpick gun.

Weapon	Roll	DF/DD	Dam. Type
Glock 17	116	17	Hyd. Shock
MP5	93	17	Hyd. Shock

Aim	51	56
Autofire	18	74
Smallarm	25	81
Armed Hand-to-Hand	44	49
Block/Parry	19	68
Swing	22	71
Diplomacy	53	58
Prying	26	84
Drive	62	67
Automobile	31	98
Military Science	42	48
Tactics	21	69
Miniature Mechanics	32	37
Locksmithing	16	53
Perception	58	
Police Science	41	47
Unarmed Hand-to-Hand	52	57
Block	24	81
Combat Throw	15	72
Grapple	20	77
Punch	26	83

Roxie Cabalero

Roxie Cabalero has been on the force for five years, and has worked with DuPlessis for three of them. She is intelligent and streetwise, and a fluent Spanish speaker, and generally does most of the talking for the group. She drives the Cherokee.

Franco Alvarez

Franco Alvarez is the team's rookie, if that term can be still applied to someone with a year and a half on the street. Generally, he watches the group's rear while DuPlessis and Cabalero handle the business. He carries an automatic rifle, providing the team's heavy firepower, but will go to his sidearm in close quarters.

Franco Alvarez

24 year-old male. 183 cm., 86 kg.
Brown hair, brown eyes, light skin.

Int.	47	Sen.	43
Agl.	80	Cor.	57
Con.	48	Str.	51
Per.	43	App.	49
Brv.	56	Wil.	51

Perception:	51
Base Speed:	17
Damage Rating:	3
Mass Factor:	0.8

Equipment:

Standard kit plus a SIG SG550 (30 rnds, another 2 magazines in vest) with a 4x night-vision scope.

Aim	59	65	
Autofire	16	81	
Longarm	29	94	
Smallarm	27	92	
Armed Hand-to-Hand	41	47	
Block/Parry	20	67	
Swing	19	66	
Drive	48	54	
Automobile	24	78	
Military Science	41	46	
Perception	62		
Police Science	36	41	
Unarmed Hand-to-Hand	49	55	
Block	19	74	
Grapple	20	75	
Punch	24	79	
Weapon	Roll	DF/DD	Dam. Type
Glock 17	127	17	Hyd. Shock
SG 550	122	19	Hyd. Shock

Gear

In the sidebars over the next few pages are additions to the equipment list in the *Millennium's End* rulebook. As in the rulebook, prices listed are average, and will vary according to availability, quality, and legality.

Weaponry

The firearms listed here extend the list provided in the rulebook, and need few additional comments. Notable are the explosives, which were listed on the Explosives Table in the rulebook, but not the equipment section.

A blasting cap is a small electrically-detonated charge used to set off larger explosives. It can be set off by any type of electrical detonator. A booby-trap kit contains a spring-loaded device that serves as an electrical detonator, that can be set up to fire when a hair-trigger pin is pulled. The detonator portion is wired to an explosive (not included), and the pin is connected to a tripwire, door, or similar trap device, or attached to a line which can be pulled by a user a safe distance away. C-4 is a common plastic explosive, used by many militaries. It is nitro-glycerine based, but very stable. It cannot be set off by heat, flame or bullets, but must be detonated electrically, by a blasting cap, or by another explosive. A Claymore is an anti-personnel explosive that uses a shaped-charge to send hundreds of pieces of shrapnel in a fan-shaped arc, with devastating effect. The user aims it while setting it up, and any target more than forty-five degrees from the direction of aim takes only one-quarter damage. The listed price includes a detonator and a bandolier with instructions for set-up sewn in. The mine can also be triggered by a trip-wire or similar trap if the user has a booby-trap kit and makes an *Electrics* roll made with a +50 modifier. Dynamite is a workhorse explosive used extensively in demolitions, construction and mining. It can be detonated by fuse or blasting cap. While relatively stable, it becomes dangerous when old or improperly stored. An electric detonator is a device that sets off a blasting cap with an electrical charge. Typically, the user cranks a handle or depresses a plunger to generate the charge. Battery-powered electronic detonators come in radio- and timer-controlled versions. They can set off a charge remotely, or be physically attached to the explosive. All three types of detonators can be re-used indefinitely, if not damaged by the blast. Incidentally, destroyed detonators can easily be recovered from a blast scene and identified by forensics personnel, even if they were attached to the charge. Flash-bang grenades are non-lethal devices that use a bright flash and loud report to disable people within range. They behave as normal concussive explosives, but blind and deafen victims (reflected in a higher stun effect). Sight and hearing loss are not permanent, and return in about a half-hour.

The double-mag clip listed under weapons accessories is a simple device that allows two magazines to be clipped together side-by-side, to make re-loading faster and more convenient. It offers an advantage over taping the magazines together (often done in movies) in that the top (open) ends of both magazines face up, keeping them away from dirt that could easily jam the weapon, and in that they don't make the magazine substantially longer or more cumbersome. Double-mag clips are made for most submachinegun and assault rifle magazines. A shotgun assault strap is

Weaponry

Pistols

Astra A-80	\$400
Beretta 92F Compact	650
Beretta 84F	550
Beretta 93R	720
Colt King Cobra	410
Glock 17	580
HK P7M13	400
HK VP70	1100
IMI Desert Eagle .357	600
Manurhin MR73	830
Ruger Speed-six	300
SIG-Sauer P220	780
SIG-Sauer P225	775
SIG-Sauer P226	805
S&W Model 10 M&P	350
S&W Model 19 Combat Magnum	380
Tanfoglio TA-90	540
Walther P88	1450

Submachineguns

Armscor BXP	\$600
CZ vz/62 Skorpion	640
Colt 9mm	720
Colt Suppressed 9mm	950
Franchi LF57	670
HK MP53	800
IMI Micro-uzi	680
MAC Ingram M11	580
Mendoza HM-3	570
Sterling L2A3	630
Sterling L34A1	880
Steyr Tactical Machine Pistol	830
Walther MPK	680
Walther MPL	700

Assault Rifles

Beretta 70/90	\$700
FA-MAS	840
HK G33E	780
HK G41	800
IMI Galil ARM	720
IMI Galil ARM 7.62	780
SIG SG 550	750
SIG SG 551	760
SSA Kalashnikov AK-74	650
Steyr AUG Carbine	910

<i>Rifles</i>	
Barrett Light Fifty M82A1	\$1250
Beretta Sniper	920
HK MSG-90	950
SIG Sauer SSG2000	1100
Steyr SSG 69 II	1450

<i>Shotguns</i>	
Beretta M3P	\$840
Hi-Standard 10B	800
Remington 870P	370

<i>Machine Guns</i>	
CIS .50	\$3300
CIS Ultimax 100	980
FN Minimi M249 SAW	1200
MG3A1	2150

<i>Grenade Launchers</i>	
Halfa 35L	\$140

<i>Blades</i>	
"Commando" knife	\$20
Survival knife	175
Tanto	60

<i>Explosives</i>	
Blasting cap	\$4
Booby trap kit	5
C-4 (kilo)	400
Claymore mine	200
Electric detonator	40
Dynamite (stick)	20
Flash-bang grenade	40
Electronic detonator (radio)	45
Electronic detonator (timed)	45

<i>Ammunition and Accessories</i>	
.380 auto	50 rnds/\$18
.380 auto hollowpoint	50/20
7.65mm	50/22
7.65mm hollowpoint	50/25
Double mag clip	12
Flashlight mount	40
Shotgun Assault sling	15

Surveillance and Covert Entry Equipment

<i>Forced Entry Gear and Detection Devices</i>	
Window punch	\$15
Hand-held metal detector	200

simply a shoulder strap on which shells can be stored. It puts backup ammunition in a convenient location for reloading. Flashlight mounts allow a small flashlight to be mounted on a weapon, giving the user light without requiring an extra hand. They also serve as impromptu aiming aids (no bonus, but bad light modifiers are negated). They have the disadvantage of advertising the user's location to his opponent. Flashlight mounts are made for most submachineguns and many assault rifles and shotguns.

Surveillance and Covert Entry Equipment

The few items mentioned here need little comment. A window punch is a spring-loaded device that safely shatters automobile windshields and other safety-glass. A hand-held metal detector is a device that detects metal objects at short ranges. Sensitive enough to pick up small pistols at thirty cm, pocket-knives at half that, and razors, pins, and small lockpicks at five cm, it will probably miss a paperclip, small bug or similar electronic device.

Accessories

Most of the items listed here are fairly straightforward, but a few need description. A data scope is a high-power monacle that, when sighted on an object, gives the viewer bearing and distance. An LBE (Load Bearing Equipment) is a set of back-pack like straps connected to a wide belt, to which ammunition pouches, first-aid kits, canteens, holsters, grenades, storage pouches and miscellaneous equipment can be fixed, for convenient access in a tactical situation. LBEs come in black, desert, or woodland colors, as do the many varieties of attachments. A strobe marker is a battery-powered strobe light that can be set as a beacon. It is highly visible from the air or along a shoreline, even in bad weather. A stun-gun is a disabling device that zaps a victim with a high-voltage charge, causing the victim to make a Constitution roll with a -40 modifier to avoid being stunned, regardless of where it hits. The effect wears off after about fifteen minutes. A tactical vest is a mesh overvest that serves the same function

Accessories

Paramilitary Gear

Canteen (2 l)	\$20
Canteen (5 l)	25
Data scope	450
Dog tags	8
Jerrican (20 l)	15
LBE	35
LBE pouches	10
LBE ammunition pouches	15
LBE buttpack	20
Strobe marker	30
Stun gun	80
Tactical vest	110
Tactical vest pack	80
Tactical breifcase	40
Waterproof bag (5 l)	12
Waterproof bag (40 l)	25

Rappelling ascender	\$75
Rappelling descender	20
Rappelling seat	40

Clothes

Balaclava	\$12
Gore-tex rain-jacket	160
Gore-tex rain trousers	110

Outdoor Equipment

GPS receiver	\$3000
Signal mirror	4

Vehicles

Civilian Vehicles

Accura Legend	\$28,000
Accura NSX	68,000

as an LBE, but is slightly more comfortable and provides fewer protrusions to hang up the wearer. A waterproof bag is a rubber-coated nylon bag that will keep goods dry in moist environments. Unless carefully sealed, it will not protect against immersion. A rappelling ascender is a device that allows a user to ascend a rope. The process is laborious and slow, but far, far easier than without the device. A descender is a specialized carabiner for rappelling, easier and safer to use than a normal carabiner. A rappel seat is a webbing harness by which a rappeller is attached to his line. A special seat is not necessary—rope or webbing can be used—but is more comfortable. A balaclava is a hood that covers the head and face, providing camouflage, warmth, and anonymity. Gor-tex rainwear has a lining that keeps moisture out, but allows vapor to breathe. It prevents condensation from forming on the inside of the garment, keeping the wearer dryer and warmer. A GPS (Global Positioning System) receiver is a device uses satellite signals to pinpoint a user's location. It also displays the user's speed and heading when on the move, and is accurate to within twenty-five meters. A signal mirror is a small, shatter-resistant hand mirror.

Vehicles

The vehicles listed represent an extension of the list in the rulebook. The civilian vehicles require no explanation.

The Emerson FAV (Fast Attack Vehicle) is a dune-buggy like vehicle designed for use in open terrain, where mobility is needed to compensate for lack of cover. The FAV can mount a medium machine-gun or light anti-tank weapon. The HEMMT (Heavy Expanded Mobility Tactical Truck) is a large off-road truck with a ten-ton capacity. The LAV-25 is a variant of the MOWAG Piranha, a light, turreted eight-wheeled APC. It usually mounts a 25mm autocannon.

Computers and Communication Gear

Several of the items listed in this section are devices designed specifically for the GenNet, and are fictional. A "dumb" terminal is like a lightweight laptop designed for travellers. Connected to a phone jack, it allows a user to access and use a home or office computer via the network, or to access and download (but not process) files in public databases. It has no real computing capability of its own, and without a GenNet connection it is little more than the electronic datebook it resembles.

A Portable Address Card (PAC card) is an optical card that carries GenNet addressing information. With it, a user at a public terminal (commonly found in airports, libraries, and major hotels) can temporarily redirect information headed for his normal account location (his office, for example) to the terminal at which he is working. It's kind of like a computer network version of the long-distance calling card, with incoming as well as outgoing calls connecting to the user's location, while being billed to his normal account.

A laser datalink is a communications device that uses a laser to transmit digital information. It works only over a line of sight and has a range of about fifteen kilometers, with fog or heavy rain cutting that to a few hundred meters. The beam is subject to interruption by anything that gets

Cadillac Fleetwood	\$35,000
Chevrolet Cavalier	11,000
Chevrolet Cavalier Wagon	10,600
Chevrolet Lumina Sedan	14,000
Chevrolet S-10	11,200
Chevrolet S-10 Blazer	15,300
Dodge Ram	15,000
Dodge Stealth	20,000
Dodge Viper	52,000
Ferrari 348tb/ts	113,000
Ferrari Mondial t	94,000
Ford Crown Victoria	20,200
Ford Econoline	16,000
Ford Escort	9,800
Ford Escort Wagon	10,400
Ford Taurus	16,000
Ford Taurus Wagon	17,000
Geo Metro	7,300
Geo Storm	11,700
Honda Accord	14,000
Honda Civic	10,000
Hummer	45,000
Hyundai Excel	7,200
Jaguar XJ6	46,600
Jaguar XJS	64,200
Jeep Cherokee	18,000
Jeep Wrangler	11,000
Lamborghini Diablo	234,000
Lamborghini LM002	220,000
Lincoln Town Car	32,000
Mazda Protege	10,400
Nissan Sentra	9,000
Pontiac Trans Sport	16,800
Porsche 911 Carrera 2	64,000
Porsche 928 s4/GT	83,000
Range Rover	41,000
Toyota 4Runner	18,400
Toyota Camry	15,600
Toyota Supra	25,600

Military Vehicles

Emerson FAV	\$40,000
HEMTT	225,000
LAV-25	240,000

Computers and Communication Gear

GenNet Peripherals

Dumb terminal	\$160
Portable address card	40
Laser datalink	1200
Portable laser datalink	2600
Optical strip writer	550
Blank optical cards	12/20

in its way, but is absolutely secure—the beam itself cannot be monitored without disrupting the connection. Obviously, two or more datalinks are needed for communication, and they must be precisely aligned. A portable link is battery powered and can be taken into the field, being shock and moisture resistant.

An optical card reader/writer can read and write the optical code carried on credit, debit, and PAC cards. Commercially issued cards cannot be overwritten, but account information can be read, and blank cards can be encoded. The blank cards listed are generic—they have nothing printed on them. Blank counterfeit bank or GenNet cards are very difficult to come by, and very expensive if found.

The Vehicle and Weapons Tables

The tables begin below and running for the next few pages are comprehensive listings of all vehicles and firearms available for *Millennium's End*. To avoid excessive page-turning, all of the vehicles and weapons in the rulebook have been included in these lists. A few corrections have been made to the information in the rulebook, so these tables should be considered more authoritative where they conflict with the latter.

The Vehicle Chase Worksheet

The worksheet on the back of this booklet is designed to help the GM to keep track of events when vehicles are in play. It cues the GM through each step of vehicle chase sequences, streamlining play during those scenes. Instructions for the use of the worksheet are printed on it.

Explosives Table

Explosive Name	Explosive Type	Attack Number	Damage Factor	Range (m)	Damage Type
Blasting cap	concussion	1	8	8	concussive
Flash-bang gren.	concussion	1	10 ¹	10	concussive

¹ This explosive adds ten additional columns to stun effect.

Ammunition Table

Ammunition Type	Delivered Damage	Suppressed Damage	Notes
.38Acal	18	16	.380 Auto
.38Acal hollowpoint	20	18	
7.65	15	14	
7.65 hollowpoint	18	16	

Vehicle Table

Vehicle Make	Vehicle Model		Threshold/Limitation			Top speed	Range
			Acceleration	Braking	Cornering		
Accura	Integra	2-door, 4-pass. 5-spd.	7/10	6/5	1/5	195	635
Accura	Legend	4-door, 5-pass. auto.	10/12	7/5	1/4	210	665
Acura	NSX	2-door, 2-pass. 5-spd.	13/17	7/6	4/7	270	480
Cadillac	Allante	2-door, 2-pass. auto. conv.	11/12	5/4	2/6	195	700
Cadillac	Fleetwood	4-door, 6-pass. auto.	10/11	6/5	2/5	175	600
Chevrolet	Beretta	2-door, 4-pass. 5-spd.	7/10	7/5	2/5	190	470
Chevrolet	Beretta	2-door, 4-pass. auto.	8/9	7/5	2/5	190	470
Chevrolet	Cavalier RS	4-door, 5-pass. auto.	8/9	8/6	2/5	195	560
Chevrolet	Cavalier Wagon	5-door, 5-pass. auto.	8/9	8/5	2/4	180	480
Chevrolet	Corvette	2-door, 2-pass. 6-spd.	13/17	5/4	3/7	245	440
Chevrolet	Corvette	2-door, 2-pass. auto.	13/15	5/4	3/7	245	440
Chevrolet	Corvette ZR-1	2-door, 2-pass. 6-spd.	15/20	5/4	6/8	270	440
Chevrolet	Lumina APV	4-door, 7-pass. van, auto.	7/8	7/6	1/4	160	635
Chevrolet	Lumina Sedan	4-door, 5-pass. auto.	9/10	7/5	2/5	195	670
Chevrolet	S-10	Small truck, 5-spd.	7/9	7/5	1/4	160	710
Chevrolet	S-10 Blazer	5-door, 6-pass. 5-spd.	7/9	7/5	1/3	175	580
Dodge	Ram	4-door, 7-pass. van, auto.	7/8	6/4	1/3	160	640
Dodge	Stealth	3-door, 4-pass. 5-spd.	11/16	5/4	5/7	240	765

Dodge	Viper	2-door, 2-pass. 6-spd.	15/20	7/5	3/8	290	780
Ferrari	348tb	2-door, 2-pass. 5-spd.	12/16	7/5	3/6	275	400
Ferrari	Mondial t	2-door, 4-pass. 5-spd.	11/15	6/4	2/6	250	290
Ferrari	Testarosa	2-door, 2-pass. 5-spd.	12/16	5/4	2/6	295	575
Ford	Crown Victoria	4-door, 6-pass. auto.	9/10	7/5	2/5	225	725
Ford	Econoline	4-door, 10-pass. van, auto.	7/8	6/4	1/3	160	640
Ford	Escort	4-door, 5-pass. auto.	9/11	4/3	2/5	160	640
Ford	Escort Wagon	5-door, 5-pass. auto.	9/11	6/4	2/5	160	600
Ford	Probe	2-door, 5-pass. 5-spd.	10/13	6/5	2/5	215	610
Ford	Probe	2-door, 5-pass. auto.	11/12	6/5	2/5	215	610
Ford	Taurus	4-door, 5-pass. auto.	10/11	5/4	3/6	210	595
Ford	Taurus SHO	4-door, 5-pass. 5-spd.	9/12	7/5	2/5	200	700
Ford	Taurus Wagon	5-door, 7-pass. auto.	10/11	5/4	3/6	195	500
Geo	Metro	3-door, 4-pass. 5-spd.	5/7	7/5	1/3	160	530
Geo	Storm	3-door, 4-pass. 5-spd.	7/10	7/5	3/6	240	625
Honda	Accord	4-door, 5-pass. auto.	10/11	7/5	3/6	210	715
Honda	Civic	4-door, 5-pass. auto.	10/11	7/5	2/6	160	650
Hummer		Medium truck, auto.	8/9	10/7	2/5	125	420
Hyundai	Excel	3-door, 5-pass. auto.	6/9	7/5	2/4	175	615
Hyundai	Sonata GLS V6	4-door, 5-pass. auto.	9/10	6/4	5/1	160	600
Jaguar	XJ6	4-door, 5-pass. auto.	10/11	4/3	2/3	220	350
Jaguar	XJSC	2-door, 4-pass. auto. conv.	9/10	8/6	2/4	230	315
Jeep	Cherokee	5-door, 5-pass. auto.	8/9	5/4	1/5	175	740
Jeep	Wrangler	2-door, 4-pass. 5-spd.	7/10	6/4	1/3	175	725
Lamborghini	Diablo	2-door, 2-pass. 5-spd.	15/20	8/6	3/7	325	265
Lamborghini	LM002	Medium truck, auto.	12/14	3/4	2/5	240	400
Lincoln	Town Car	4-door, 6-pass. auto.	10/11	7/5	2/5	195	445
Lotus	Esprit Turbo SE	2-door, 2-pass. 5-spd.	13/17	6/4	5/6	245	435
Mazda	Miata MX-5	2-door, 2-pass. 5-spd. conv.	8/11	7/5	4/7	185	515
Mazda	Protege	4-door, 5-pass. auto.	10/11	4/3	2/5	210	500
Mercedes	190 E 2.6	4-door, 5-pass. auto.	9/11	4/5	4/6	205	480
Nissan	240SX	2-door, 4-pass. 5-spd.	10/11	5/4	3/5	195	390
Nissan	300ZX	2-door, 2-pass. 5-spd.	13/17	4/3	6/8	250	650
Nissan	300ZX	2-door, 2-pass. auto.	13/15	4/3	6/8	250	650
Nissan	Maxima GXE	2-door, 4-pass. 5-spd.	7/10	7/5	1/4	200	885
Nissan	Sentra	4-door, 5-pass. auto.	9/10	7/5	2/5	190	640
Pontiac	Grand Am SE	2-door, 5-pass. 5-spd.	10/13	4/6	6/2	175	730
Pontiac	Grand Am SE	2-door, 5-pass. auto.	11/12	6/4	6/2	175	730
Pontiac	Trans Sport	4-door, 7-pass. van, auto.	6/7	8/6	2/5	160	660
Porsche	911 Carrera 2	2-door, 4-pass. 5-spd.	13/18	7/5	2/5	260	660
Porsche	928 S4/GT	3-door, 4-pass. 5-spd.	13/18	5/4	3/7	275	366
Range Rover		5-door, 5-pass. auto.	7/8	4/3	1/3	175	325
Saab	9000 CD Turbo	4-door, 5-pass. auto.	10/11	6/4	1/4	225	725
Toyota	4Runner	5-door, 5-pass. 5-spd.	9/10	7/5	2/5	175	450
Toyota	Camry	4-door, 5-pass. auto.	9/10	7/5	3/6	210	810
Toyota	Cressida	4-door, 5-pass. auto.	9/10	6/4	1/5	190	640
Toyota	Supra	3-door, 4-pass. 5-spd.	11/15	4/3	2/5	225	425
	2½-ton truck	Large truck, double-clutch	3/5	8/6	1/1	125	870
	Emerson FAV	2-pass auto.	13/15	7/5	3/6	210	900
	HEMTT (10-ton truck)	Large truck, auto.	4/5	11/8	1/2	125	360
	HMMWV	Medium truck, auto.	8/9	7/5	2/5	125	420
	LAV-25 (MOWAG Piranha)	APC, auto.	9/10	10/7	1/4	110	360
	M2 Bradley	APC, auto.	7/8	7/5	1/2	90	165
	M113	APC, special transmission	2/5	7/5	1/1	70	480
	Willys (Jeep)	Small truck, 4-spd.	8/9	7/5	1/3	110	480

Firearms Table

Weapon Make and Name	Subskill Used	Speed/ Fire rate		Eff. range	Hands req'd	Mass	Action	Magazine	Ammo
		IA							
UC Astra A-80	smallarm	15	0/4	50	1	1.0	semi	15 box	9P
Beretta 92F	smallarm	17	0/4	50	1	0.9	semi	15 box	9P
Beretta 92F Compact	smallarm	15	0/4	50	1	0.9	semi	13 box	9P
Beretta 84F	smallarm	15	0/4	50	1	0.7	semi	13 box	.38A cal
Beretta 93R	smallarm	17	2/4	80	1	1.2	3 rnd	20 box	9P
Browning Hi-power	smallarm	17	0/4	45	1	0.9	semi	13 box	9P
Colt M1911A1	smallarm	13	0/4	40	1	1.0	semi	7 box	.45 cal
Colt King Cobra	smallarm	13	0/3	60	1	1.2	rev	6 cyl	.357 cal
Colt Python	smallarm	17	0/3	75	1	1.1	rev	6 cyl	.357 cal
Glock 17	smallarm	15	0/4	60	1	0.7	semi	17 box	9P
Glock 19	smallarm	17	0/4	60	1	0.6	semi	15 box	9P
HK P7M13	smallarm	17	0/4	50	1	0.8	semi	13 box	9P
HK P9S	smallarm	13	0/4	50	1	0.9	semi	9 box	9P
HK VP70	smallarm	17	0/4	70	1	0.8	3 rnd	18 box	9P
HR Defender	smallarm	13	0/3	30	1	0.9	rev	5 cyl	.38 cal
IMI Desert Eagle .357	smallarm	17	2/4	65	1	1.8	semi	9 box	.357 cal
IMI Desert Eagle .44	smallarm	17	2/4	60	1	1.9	semi	7 box	.44M cal
Manurhin MR73	smallarm	15	0/3	60	1	0.9	rev	6 cyl	.357 cal
Ruger Service-six	smallarm	13	0/3	40	1	0.9	rev	6 cyl	.38S cal
Ruger Speed-six	smallarm	13	0/3	40	1	0.9	rev	6 cyl	.38S cal
SIG-Sauer P220	smallarm	17	0/4	50	1	0.8	semi	9 box	9P
SIG-Sauer P225	smallarm	15	0/4	50	1	0.7	semi	9 box	9P
SIG-Sauer P226	smallarm	17	0/4	55	1	0.8	semi	8 box	9P
S&W 1006	smallarm	17	0/4	60	1	1.0	semi	9 box	10
S&W 1076 FBI	smallarm	17	0/4	60	1	0.9	semi	9 box	10
S&W model 10 M&P	smallarm	13	0/3	45	1	0.9	rev	6 cyl	.38S cal
S&W model 19 CM	smallarm	13	0/3	60	1	1.0	rev	6 cyl	.357 cal
SSA Makarov	smallarm	13	0/4	40	1	0.7	semi	8 box	9S
SSA Tokarev TT-33	smallarm	17	0/4	50	1	0.8	semi	8 box	7.62S
Sterling 357	smallarm	13	0/3	50	1	1.1	rev	6 cyl	.357 cal
Tanfoglio TA-90	smallarm	18	0/4	55	1	1.0	semi	15 box	9P
Walther PPK	smallarm	13	0/4	40	1	0.6	semi	7 box	7.65
Walther P88	smallarm	15	0/4	50	1	0.9	semi	15 box	9P
Armscor BXP	smallarm/autofire	19	4/20	150	1	2.5	auto	32 box	9P
CZ vz/62 Skorpion	smallarm/autofire	19	2/12	140	1	1.3	auto	20 box	7.65
Colt 9mm	smallarm/autofire	21	5/13	280	2	2.6	auto	32 box	9P
Colt supp. 9mm ¹	smallarm/autofire	17	9/12	135	2	3.6	auto	32 box	9P
CSA Type 64 ¹	smallarm/autofire	19	8/18	135	2	4.0	auto	30 box	7.62S
Franchi LF57	smallarm/autofire	19	7/8	150	2	3.2	auto	40 box	9P
HK MP5 ²	smallarm/autofire	19	4/13	250	2	3.1	3/aut	30 box	9P
HK MP5K ²	smallarm/autofire	19	2/15	50	2	2.0	3/aut	15 box	9P
HK MP5SD3 ^{1,2}	smallarm/autofire	19	4/11	135	2	2.5	3/aut	30 box	9P
HK MP53	smallarm/autofire	19	6/11	300	2	3.1	auto	25 box	5.56
IMI Micro-uzi	smallarm/autofire	15	2/21	150	1	2.0	auto	20 box	9P
IMI Mini-uzi	smallarm/autofire	19	3/16	150	1	2.7	auto	20 box	9P
IMI Uzi	smallarm/autofire	21	8/10	200	2	3.5	auto	25 box	9P
MAC Ingram M10	smallarm/autofire	19	4/17	100	1	2.8	auto	30 box	9P
MAC Ingram M11	smallarm/autofire	17	2/20	120	1	2.1	auto	32 box	.38A cal
Mendoza HM-3	smallarm/autofire	19	5/10	150	2	2.7	auto	32 box	9P
SITES Spectre	smallarm/autofire	17	4/15	150	2	3.8	auto	50 box	9P
Sterling L2A3	smallarm/autofire	19	5/9	200	2	2.7	auto	34 box	9P
Sterling L34A1 ¹	smallarm/autofire	19	9/8	135	2	3.6	auto	34 box	9P
Steyr AUG Para	smallarm/autofire	22	8/7	250	2	3.3	auto	32 box	9P
Steyr MPI 69	smallarm/autofire	19	5/9	200	2	2.9	auto	25 box	9P
Steyr Tac. Mach. Pistol	smallarm/autofire	17	2/6	150	1	1.4	auto	25 box	9P
Walther MPK	smallarm/autofire	19	4/8	150	2	2.8	auto	32 box	9P
Walther MPL	smallarm/autofire	19	6/6	160	2	3.0	auto	32 box	9P

Beretta 70/90 ²	longarm/autofire	26	9/11	300	2	4.0	3/aut	30 box	5.56
Colt Commando	longarm/autofire	24	5/12	200	2	2.8	auto	30 box	5.56
Colt M16A1	longarm/autofire	28	8/14	400	2	3.1	auto	30 box	5.56
Colt M16A2	longarm/autofire	28	8/6	450	2	2.9	3 rnd	30 box	5.56
FA-MAS	longarm/autofire	28	9/16	400	2	3.6	auto	25 box	5.56
FN-FAL	longarm/autofire	28	8/11	650	2	3.9	auto	20 box	7.62
HK G3	longarm/autofire	28	9/9	500	2	4.4	auto	20 box	7.62
HK G11	longarm/autofire	27	8/10	300	2	3.6	3 rnd	50 box	4.7
HK G33E	longarm/autofire	26	9/12	300	2	4.0	auto	25 box	5.56
HK G41 ²	longarm/autofire	28	10/14	350	2	4.4	3/aut	30 box	5.56
IMI Galil ARM	longarm/autofire	28	9/16	600	2	4.4	auto	35 box	5.56
IMI Galil ARM 7.62	longarm/autofire	28	9/11	650	2	5.2	auto	25 box	7.62
IMI Galil SAR	longarm/autofire	23	8/11	500	2	3.6	auto	35 box	5.56
IMI Galil SAR 7.62	longarm/autofire	23	8/12	550	2	3.7	auto	25 box	7.62
M14	longarm/autofire	28	9/12	1000	2	5.1	auto	20 box	7.62
RSAF L1A1	longarm/autofire	28	8/14	600	2	4.3	auto	20 box	7.62
RSAF SA-80	longarm/autofire	29	8/13	300	2	4.2	auto	20 box	5.56
SIG SG 541 ²	longarm/autofire	28	9/13	500	2	3.7	3/aut	32 box	5.56
SIG SG 550 ²	longarm/autofire	28	9/16	450	2	4.1	3/aut	30 box	5.56
SIG SG 551 ²	longarm/autofire	26	9/15	400	2	3.5	3/aut	30 box	5.56
SSA Kalishnikov AK-47	longarm/autofire	26	8/10	300	2	4.3	auto	30 box	7.62R
SSA Kalishnikov AK-74	longarm/autofire	26	8/15	400	2	3.6	auto	30 box	5.45
Steyr AUG	longarm/autofire	30	8/12	400	2	4.0	auto	30 box	5.56
Steyr AUG Carbine	longarm/autofire	27	8/12	350	2	3.7	auto	30 box	5.56
Valmet M82	longarm/autofire	26	8/4	300	2	3.9	auto	30 box	5.56
Barrett Light Fifty M82A1	longarm	31	10/4	1000	2	14.7	semi	11 box	.50 cal
Beretta Sniper	longarm	28	10/1/2	1100	2	5.6	bolt	5 box	7.62
Draganov SVD	longarm	29	8/4	1300	2	4.3	semi	20 box	7.62L
HK MSG-90	longarm	29	10/4	1000	2	6.4	semi	20 box	7.62
HK PSG-1	longarm	30	9/4	1000	2	7.2	semi	5 box	7.62
M21	longarm	29	9/4	1000	2	5.1	semi	20 box	7.62
Ruger Mini-14	longarm	26	6/4	300	2	2.9	semi	10 box	5.56
SIG-Sauer SSG2000	longarm	21	10/1/2	1200	2	6.7	bolt	4 box	7.62
Steyr SSG 69 II	longarm	32	9/4	1400	2	4.4	semi	10 box	7.62
Walther 2000	longarm	31	8/4	1100	2	7.0	semi	6 int	7.62
Atchison Assault	longarm/autofire	20	8/6	90	2	7.3	auto	20 box	12ga
Beretta M3P	longarm	21	10/4	90	2	3.6	semi	6 box	12ga
Beretta RS-2000	longarm	20	6/1	90	2	3.0	pump	6 int	12ga
Franchi SPAS-12	longarm	20	7/4	90	2	3.2	semi	5 int	12ga
Ithica Stakeout 12	longarm	18	4/1	90	2	2.3	pump	5 int	12ga
Ithica Stakeout 20	longarm	18	2/1	90	2	1.6	pump	5 int	20ga
Hi-Standard 10B	longarm	20	6/4	90	2	3.9	semi	5 int	12ga
Remington 870P	longarm	20	9/1	90	2	3.4	pump	8 int	12ga
Winchester Defender	longarm	20	7/1	90	2	3.1	pump	7 int	12ga
Browning M2HB	autofire	25	9/10	1300	2	38.2	auto	belt	.50 cal
CIS .50	autofire	25	10/10	1200	2	33.0	auto	belt	.50 cal
CIS Ultimax 100	autofire	23	10/16	900	2	4.9	auto	100 box	5.56
FN MAG	autofire	25	9/14	1200	2	10.8	auto	belt	7.62
FN Minimi M249 SAW	autofire	23	10/15	1100	2	6.8	auto	belt	5.56
MG3A1	autofire	23	10/14	1000	2	11.1	auto	belt	7.62
M60E1	autofire	25	9/9	1000	2	10.5	auto	belt	7.62
GE Minigun M134	autofire	25	9/35	800	2	12.0	auto	belt	5.56
HALFA 35L	longarm	14	2/1	300	2	0.6	1-shot	1 int	40
M79	longarm	17	5/1/3	350	2	3.5	bolt	none	40
M203	longarm	17	8/1/3	350	2	4.2	bolt	none	40

¹ This weapon has a built-in silencer.

² This weapon may fire on single-shot, 3-round burst, or auto.

Vehicle Chase and Combat Worksheet

1.	Vehicle	Acceleration limitation threshold	Braking limitation threshold	Cornering limitation threshold	Top speed	Driver skill	Remarks
2.							
3.							
4.							

How to Use This Worksheet

- In the Beginning of Turn block, write the distance (meters) between lead vehicle and all chasing vehicles. Enter each vehicle's speed (kph). Check appropriate acceleration modifier and based on proportion of current speed to top speed.
- Each driver may perform one action per turn—Accelerating, Braking, or Cornering
 - Accelerating: write in attempted acceleration, modified (if necessary) due to speed. Write in actual acceleration based on success of driver's roll.
 - Braking: write in distance vehicle will travel based on current speed (distance in meters equals speed in kph). Write in the attempted braking, then actual braking based on

success of driver's roll. Divide distance by braking number to determine speed lost.

- If cornering, write in radius of curve. Determine overspeed based on current speed and driver's roll. Write in speed loss, if any.

3. Determine speed at end of turn (equals beginning speed plus actual acceleration minus speed loss due to braking or cornering). Determine distance travelled (equals $\frac{1}{2}$ ending speed). Determine relative position by adding beginning position to lead vehicle's distance travelled, then subtracting own distance travelled.

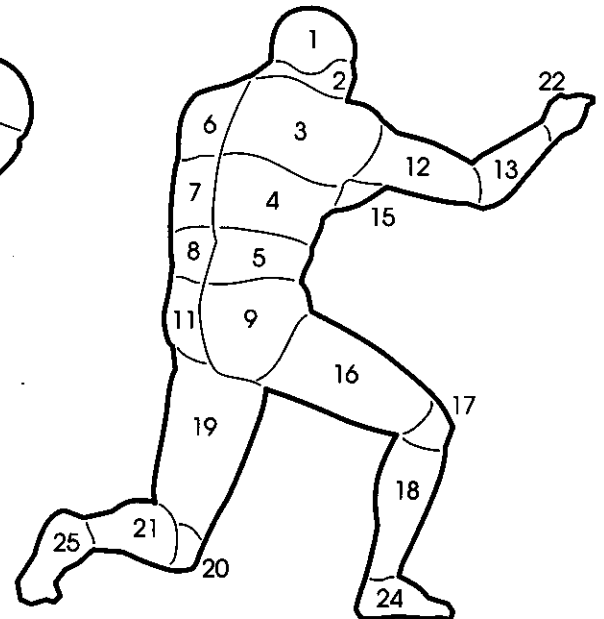
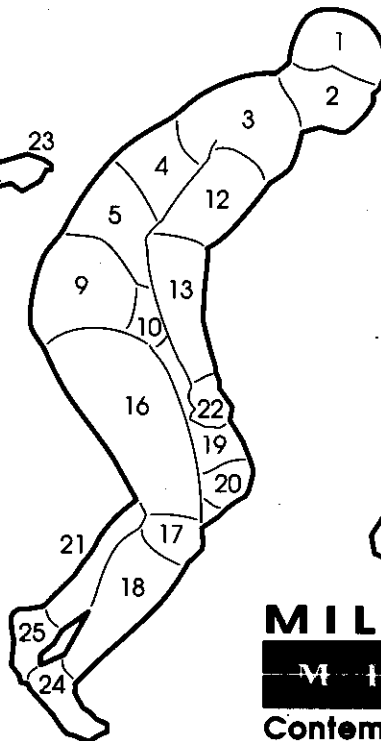
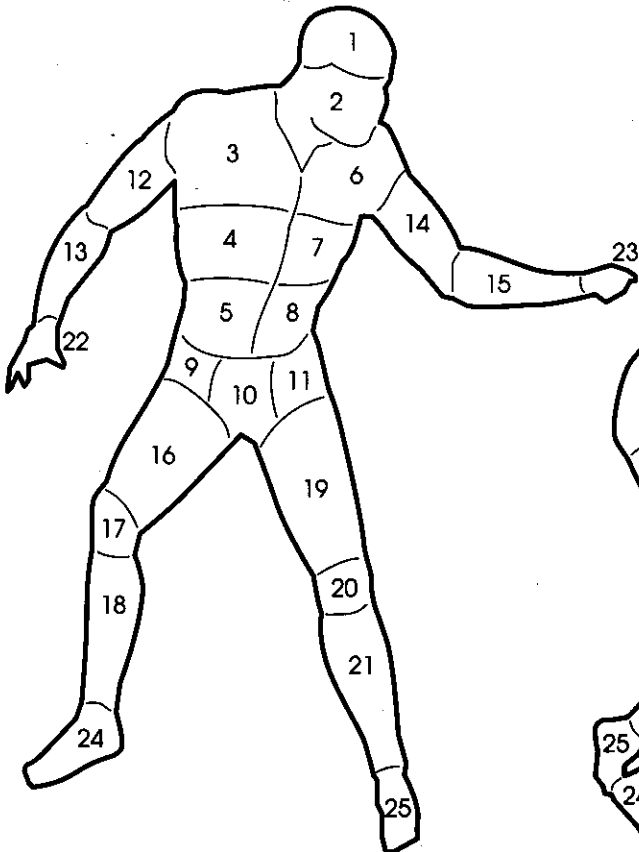
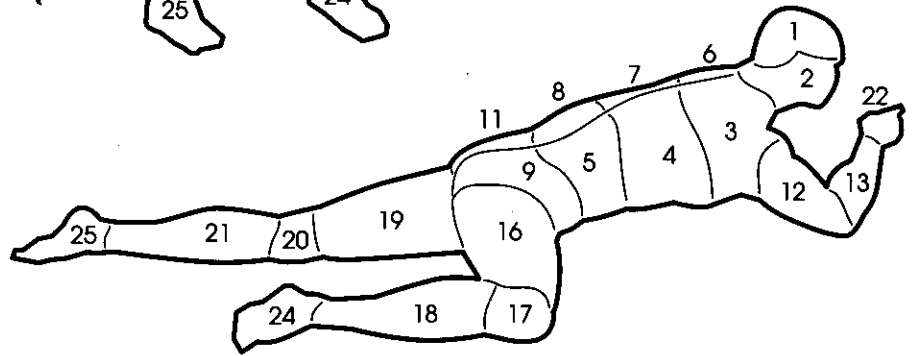
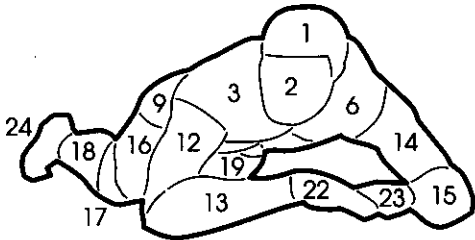
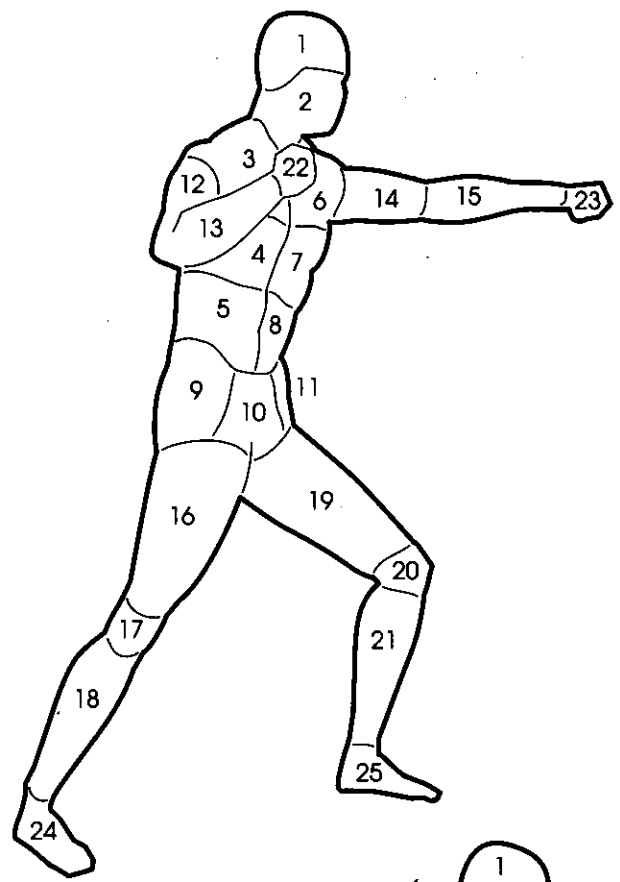
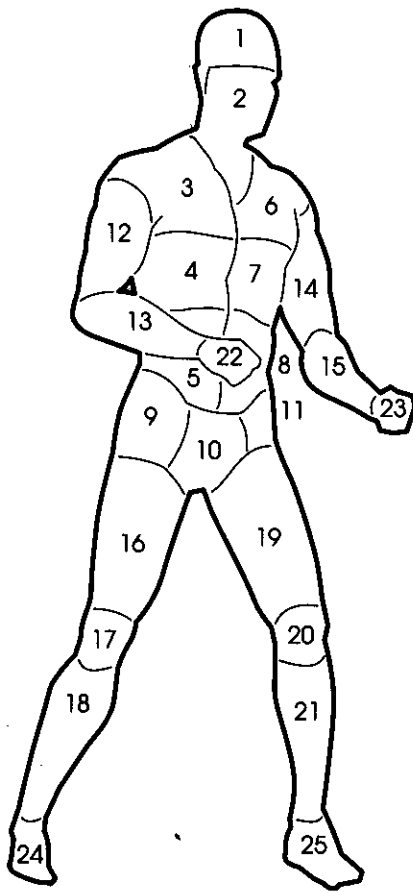
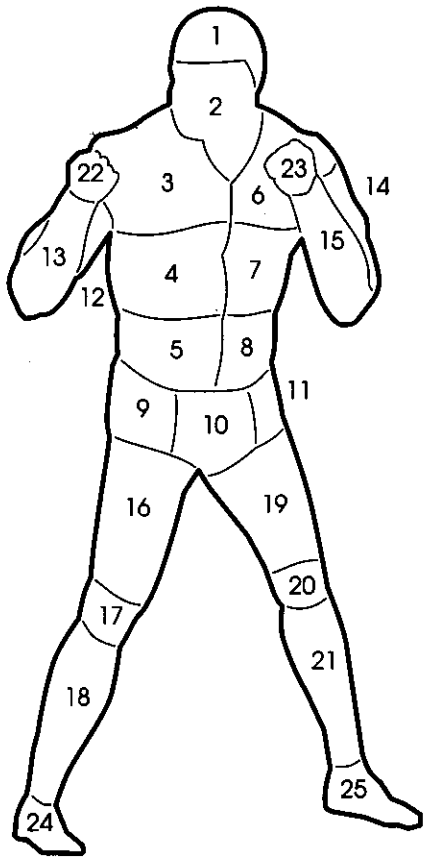
4. Copy ending speed and relative position to beginning of next turn. Begin again at step 1.

TURN 1	Vehicle	Beginning of Turn			Action for Turn							End of Turn				
		Relative position	Speed	Accel. modifier	Acceleration		Braking			Cornering			Speed	Distance travelled	Relative position	
				attempted	actual	distance	attempted braking	actual braking	speed lost	radius	overspeed	speed lost				
1.	leader			<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												leader
2.				<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												
3.				<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												
4.				<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												

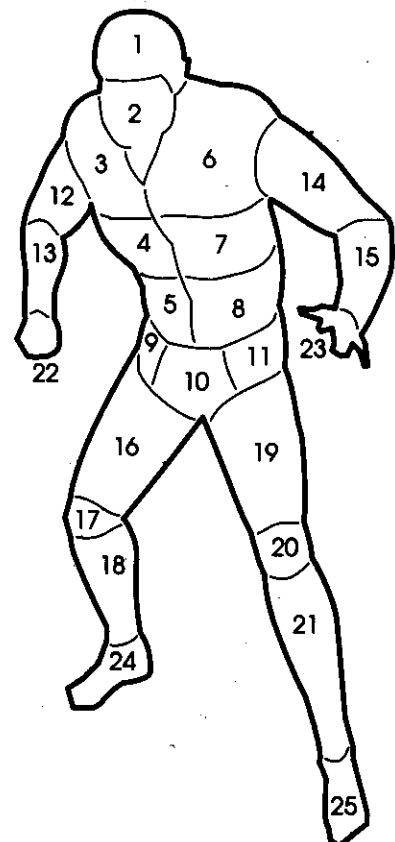
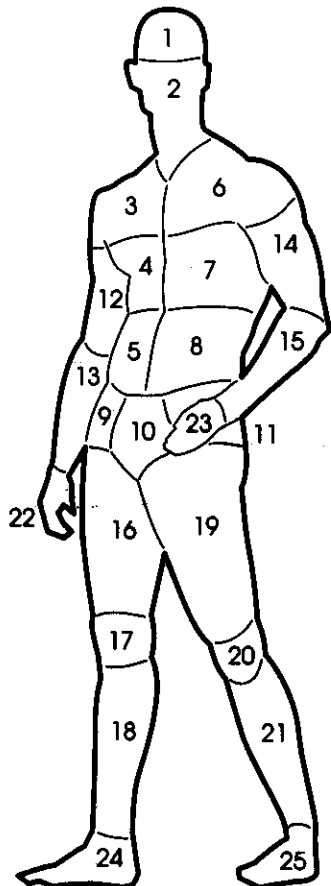
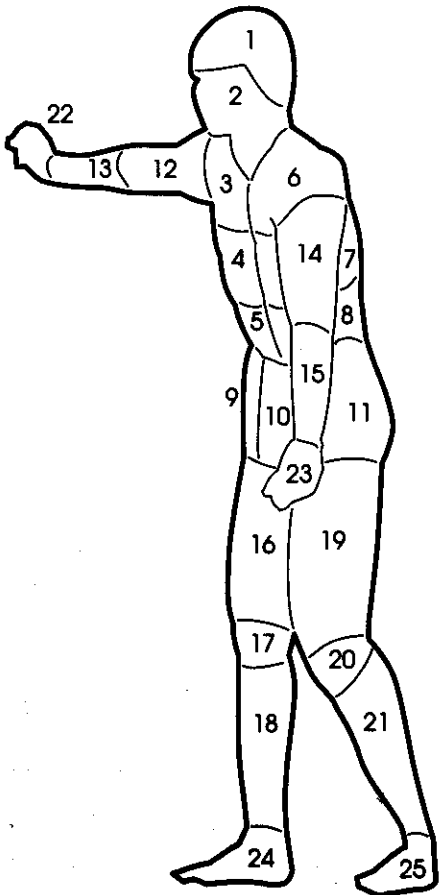
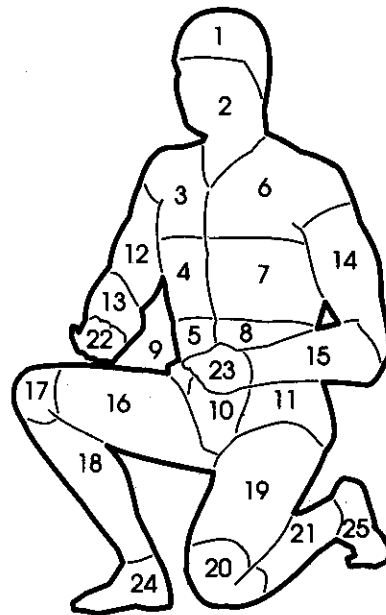
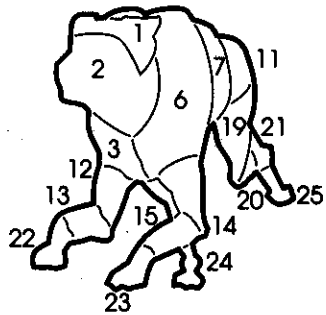
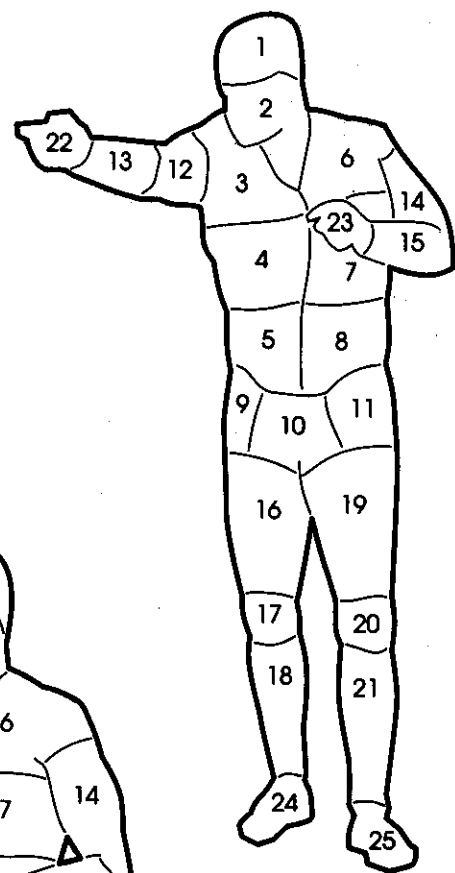
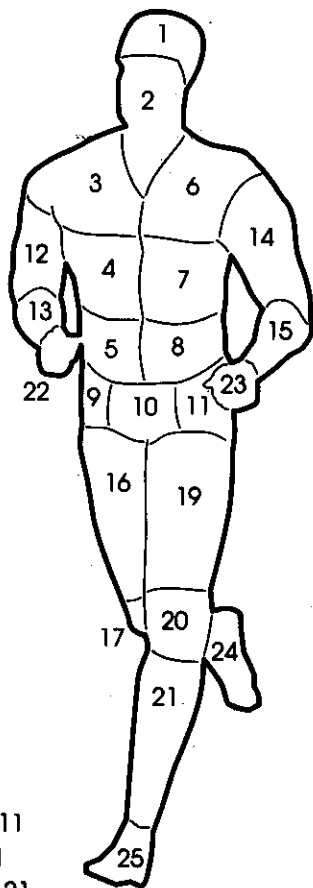
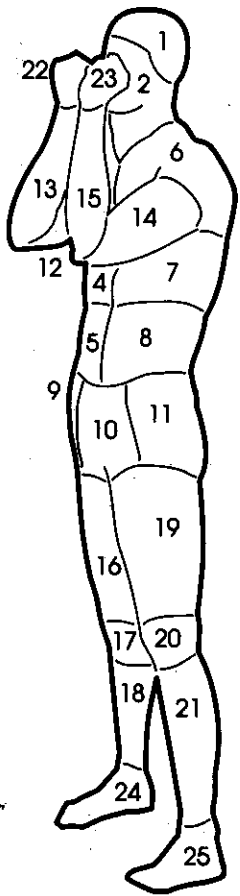
TURN 2	Vehicle	Beginning of Turn			Action for Turn							End of Turn				
		Relative position	Speed	Accel. modifier	Acceleration		Braking			Cornering			Speed	Distance travelled	Relative position	
				attempted	actual	distance	attempted braking	actual braking	speed lost	radius	overspeed	speed lost				
1.	leader			<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												leader
2.				<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												
3.				<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												
4.				<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												

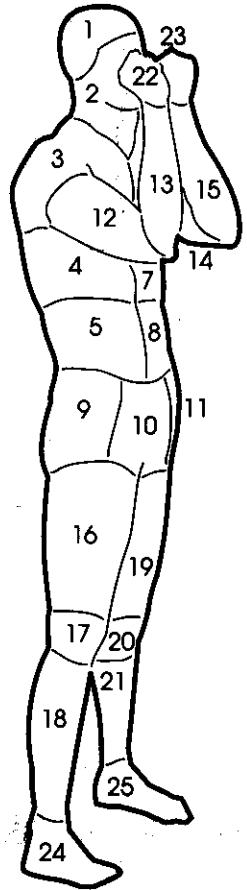
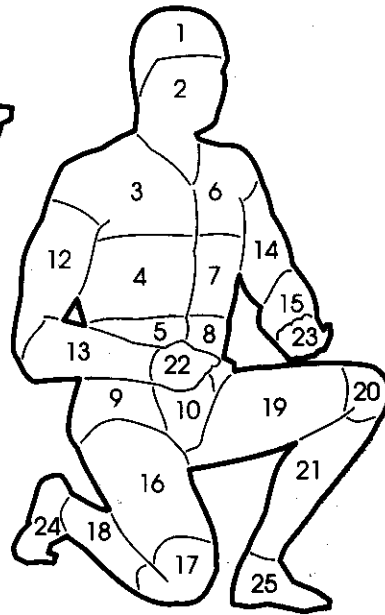
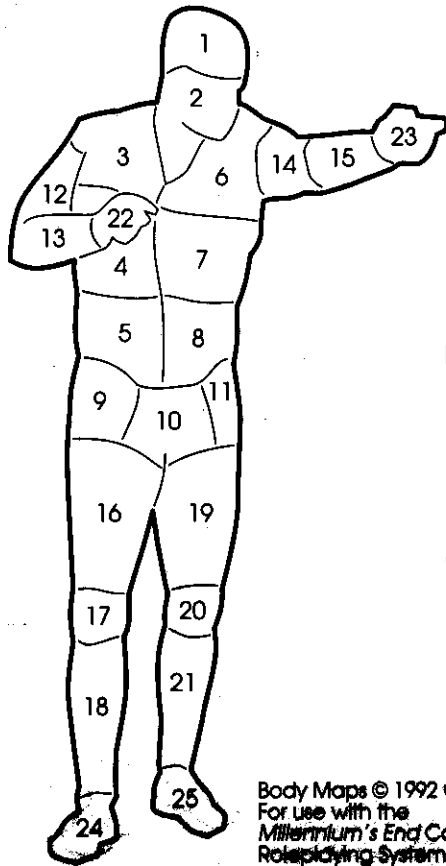
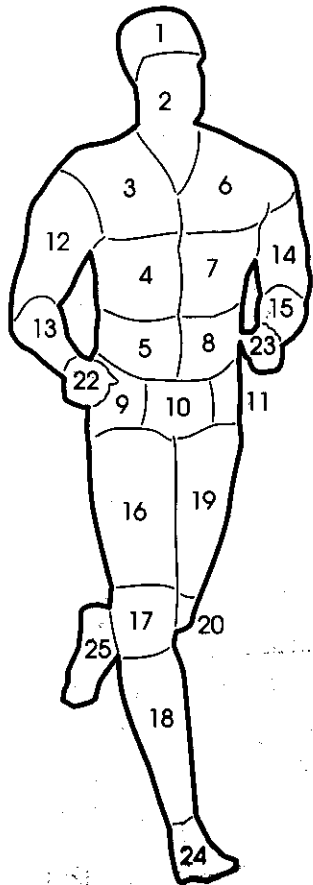
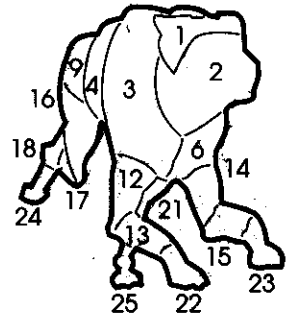
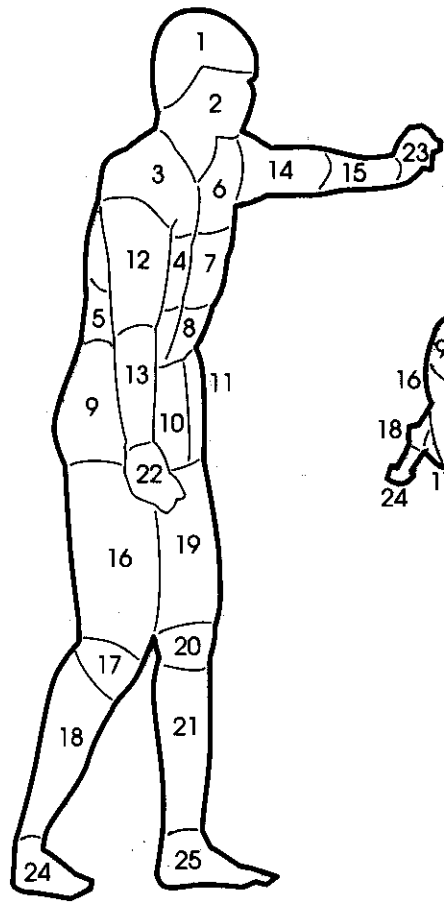
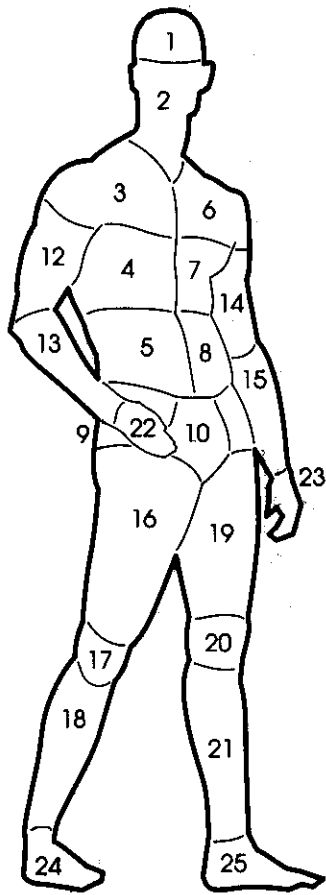
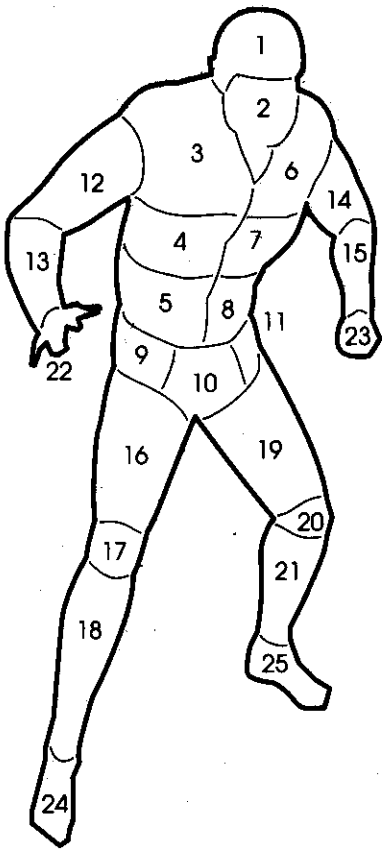
TURN 3	Vehicle	Beginning of Turn			Action for Turn							End of Turn				
		Relative position	Speed	Accel. modifier	Acceleration		Braking			Cornering			Speed	Distance travelled	Relative position	
				attempted	actual	distance	attempted braking	actual braking	speed lost	radius	overspeed	speed lost				
1.	leader			<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												leader
2.				<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												
3.				<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												
4.				<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												

TURN 4	Vehicle	Beginning of Turn			Action for Turn							End of Turn				
		Relative position	Speed	Accel. modifier	Acceleration		Braking			Cornering			Speed	Distance travelled	Relative position	
				attempted	actual	distance	attempted braking	actual braking	speed lost	radius	overspeed	speed lost				
1.	leader			<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												leader
2.				<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												
3.				<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												
4.				<input type="checkbox"/> < 1/4 TS (no mod.) <input type="checkbox"/> 1/4 - 1/2 TS (accel. -2) <input type="checkbox"/> 1/2 + TS (accel. -4)												



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