

# DRUDGE SQUAD



GUNS, MAYHEM & SEXY, SEXY FREAKS

 **SPYGLASS PRODUCTIONS**

# DRUDGE SQUAD

By Matt Kershaw © 2006  
Spyglass Productions

**DEDICATED TO ALL THE GUN-TOTING, PSYCHOPATHS AND SEXY FREAKS OUT THERE!**

Note from the Author: The following release is anything but complete. I may revisit this idea at a later stage and give it the full release treatment, but I felt some people might get a kick out of the idea, anyway. The game system used is a variant of *the Spook Engine* game system that can be downloaded over at <http://www.geocities.com/daftideasinc/index.html>

*Miami Times September 11th 2065: (extract)*

## Editorial by Hernando Lopez - Has Drudge Squad Gone Too Far?

A familiar chorus at local council meetings of late is the chant, "Has Drudge Squad gone too far?" After last weeks bridge collapse affecting a section of the Rickenbacker causeway, reportedly after a chase to apprehend suspected members of a Cuban drug cartel, the spotlight has fallen on the quasi-military, part S.W.A.T unit known as Special Operations Division. The S.O.D unit (colloquially known as S.O.D Squad) is a special division of the Miami Police Department; it has been given a roving brief in the current fractious political climate to help maintain civic order. Yet more often than not, it seems to be a source of continued chaos.

Mrs. Mona Guadeloupe, Secretary of the Retired Residence Association, suggests, "They have become a law unto themselves, patrolling the streets like a conquering army, rather than a civic police force". Mrs. Guadeloupe alleges that the accident involving the blind octogenarian, Mavis Kennedy, who was crushed under a heavy vehicle bearing tank-style tracks (September 1st 2064) wasn't down to an United States expeditionary scout vehicle, as speculated by City Hall. She firmly attests the blame should rest solely with S.O.D Squad. Claims of a cover-up are strongly denied by both the squad's Captain, Magnus Drudge, and the Major, Rubel Hernandez.

There have been many scandals surrounding the operation of this specialist unit; last years arrest of dissenting councilors by S.O.D Squad, under trumped up charges of sedition, being a major one. The four councilors affected are still actively perusing criminal and civil charges against the Miami Police Department for the physical and mental torture suffered during their period of incarceration.

Another source of apprehension identified by many residents, are the changes introduced to local civil law acts last October. The laws give S.O.D Squad greater access to military-style firepower, the ability to arrest those suspected of seditious activities, and limited grounds to declare a localized 'state of emergency'. Activist Mortimer Swales of the American Youth Coalition suggests that during these limited 'states of emergencies' many innocent civilians have been brainwashed by the squad with 'neuron disrupter pads' - cover up other activities of malpractice. The Captain of the unit, Magnus Drudge, suggests that, "those bleeding heart, pinko liberals should get a haircut and a job, and stop listening to divisive Federal propaganda".

Although there still appears to be strong support for Florida acceding from the Union, many worry about the problems associated with building up a quasi-military force under the behest of a police authority. Too much power seemingly rests in the hands of mercenary, gung-ho ex-marines.

## GAME BACKGROUND

The idea for this game developed out of the current political climate. The vision of seeing military vehicles patrolling New York city a couple of years ago, and the sight of seeing military hardware banked up outside Heathrow Airport in London, set me thinking. The idea of democracy can quickly change – this is a satire of those times.

Another inspiration was the A.D 2000 comic *Judge Dread*. I'm not a comic reader, but the idea of that particular one always appealed – a comment on the nature of violence. I thought, why not ante up violence to preposterous levels? Legitimize blowing away entire city blocks, alien spaceships and large genetically modified monsters. As far as commenting upon the nature of violence, just what happens if you are given almost complete freedom to deliver your own brand of justice, Dirty Harry style?

Between these proverbial twin-towers, I hope the material as presented here allows room for some basic political satire, whilst giving the players copious opportunities for destructive mayhem.

## SETTING

Miami was chosen as a setting for particular reasons. The first one is that it's full of immigrants (mainly from South America). These NPCs add a lot of cultural flavor (Little Havana and Little Haiti). Additionally, the immigrant community often ignores the dictates of the Federal Government – cue the accession plot line. Miami is also famous for being the drug gateway to the United States; many local airstrips are used to import all-manner of illegal narcotics. There have been many local politicians implicated in drug scandals – cocaine money has bought political influence throughout the area.

The climate is sunny and the local beaches are famed as the playground of the rich and famous (South Beach) – it adds a little bit of glamour (Miami Vice style). Architecture wise, the place has famed art-deco suburbs, side-by-side with modern glass and steel monoliths. Other areas are rife with poverty and others contain usual suburban housing. Additionally, you *are* in Florida, therefore you also have a high elderly (and eccentric) population.

What you ultimately get is a nice gumbo of cultures and classes to play around with. Miami is a dynamic place of crime, money and alternative politics that stand defiantly against the normality espoused by Middle America.

## ADVENTURE SEEDS

These brief adventure seeds further help to illustrate the ideas behind the game.

## S.O.Ds LAW!

Unbeknownst to the players, the last S.O.D squad used their newly issued military arms to rob the Miami City Bank – mercenaries to a tee. This time around, the Miami police have stipulated that the new team first be psychoanalyzed by their own trained psychologist. The team is either drawn from ex-marines, hardened cops or security intelligence staff. Drudge will not take it easy on his new recruits, badgering them at length about their service records (Fought on the Mexican front? Ever killed a man? Ever dispatched monstrous genetic mutations? Ever cried at a chick-flick?). After induction takes place, Dave 'the Dummy' might offer to take the new recruits down to the Turnbuckle Bar for a drink. Here they will meet some of the other cops and 'local color'; they'll soon realize that there is often a fine-line between villain and law enforcer. After some time, they will be called out on face a minor disturbance – or have to deal with now punchy, Dave.

## **MARINA MADNESS!**

Reports come blaring over the radio of a disturbance presently in progress down at the Miami Marina. Once the players arrive at the scene, in their military style vehicle, they'll see a police vehicle embedded in the 8th floor of the nearby Miami Hotel - lights still flashing. Once they arrive at the Marina, they enter as a half-chewed carcass of a killer-whale goes skidding past. They eventually enter the killer-whale entertainment enclosure to see a 40 feet tall octopus flailing its arms about. The squad is required to choose their weaponry wisely to defeat their more powerful foe (tough skin, but vulnerable eyes – electricity best).

## **GODDAMN DIRTY JU'S!**

A local businessman, Clarence Richards, formerly of Haiti has gone missing. After investigation, the Squad uncover evidence of voodoo practice, and clues to suggest that he has gone off to the local cemetery to raise his own zombie army. Unfortunately, the spirit of a powerful former voodoo priest has taken control of him, controlling his zombie army through his own zombie frame. Once the team arrives (at night, of course) they are attacked by hordes of zombies, as a pale ghostly figure walks slowly down the skyline (leaving a trail of blue flames behind), it starts shooting blue flames at the Squad. Only when one of the team dies, i.e. the team member leaves his/her body that he or she can start harming the spectral figure. The rest of the team is made aware of the situation, by the newly revived Mr. Richards, who offers to open up the 'veil of the dead' to help them aid their comrade. However, after the spectral figure has been defeated, the squad are informed they must fight a guardian demon spirit to allow the dead individual's soul freedom to return from the underworld.

## **DUMMY'S OF THE WORLD UNITE!**

The Dummy Liberation Army (D.L.A) are conspiring to release their fellow workers from the newly opened Ford-Matsumi plant, just out side of town. They hold their so-called secret meetings above the regular police hangout, the Turnbuckle Bar. They all come dressed in trench-coats, wear fake moustaches, and are adorned with fedora hats. They all duly arrive at 7 o'clock, every Thursday night. However, their innate stupidity and perfect likeness ensure that it will be difficult to identify and arrest the shadowy leader known as 'Bob'. There are several 'Bobs' present (they have little imagination), and some hilarity will ensue when the squad tries to identify the right one – the original prototype is stamped (DNA encoded) with the original 'Ford Industries' label (instead of 'Ford-Matsumi') on its backbone.

## **ALIEN ATTACKS, BOTTLE!**

A disturbance is in progress downtown. Ploughed into the side of the Bradbury Building is a 15 feet diameter spinning metal disc. The small green, jelly-like aliens inside are part of an expeditionary force sent to scout around our solar system. Unfortunately, the ship's fuel rods have overheated, (after an incident during a drunken mid-flight party) and it has forced them to crash land here on Earth. Once the team arrives, a couple of the aliens will have already attempted to use the gravity lift at the bottom of their craft to descend to ground-level; subsequently falling to the ground in their stupor. They have small ray guns that stun their foes, and can even cause memory loss. The metal flying disc will eventually dislodge and start rolling down the steep incline of the street. Problems arise when an express order is flashed asking the team to cover up the alien landing. Eventually, the squad is detailed to bring the craft back to 'The Bunker' (base).

## **MEANWHILE, BACK AT BASE!**

After a number of days, the members of the Squad are detailed to perform sentry duty. They eventually spot a number of shady individuals taking photos of their secured area; they even catch a robot drone flying about the yard. A couple of days later, there is an all-out assault by mercenaries - bankrolled by the United States Government. Their primary target is to acquire the spaceship. The U.S government has been engaged in high-level talks with the aliens via Station-X, New Mexico for quite some time. They are planning to accede the state of Florida to the aliens for peace. The aliens have demanded the return of their expeditionary force, first. The team must uncover this plot in time.

## THE DAY AFTER INDEPENDENCE DAY!

After a couple of weeks, Professor Julius Sterling has managed to repair and fathom the controls of the flying disc. He attempts to instruct one of the players in piloting the alien vehicle (which is particularly difficult because of its sensitive controls i.e. highly developed alien reflexes). Concurrently, word comes from Louis Rivaldo (Governor of Florida) that the European Union has sent a communiqué detailing that the White House is to be the sight of the historic signing of a 'memorandum of understanding' between the United States and the alien race. The European Union has been informed of the existence of the flying disc, and they request Drudge Squad to vaporize the White House with it.

## THE MOTHER OF ALL SHIPS!

After the diplomatic talks have been stalled, the alien race send their fleet to attack Miami (Earth). The skies become dotted with similar flying discs that start to vaporize everything within their paths. The sun seems to set at midday, however, it's just a massive mother-ship descending slowly through the clouds. The Squad is quickly scrambled, with thermo-nuclear grenades, and told to enter the mother-ship. Once there, they are to place and set the explosives. After the explosion, wiping out half the city, the Mayor assures the team that he can cover up this incident, as well. They laugh.

## GAME MECHANICS

The basic system used here is taken from the Spook Engine (<http://www.geocities.com/index.html>).

Ranks: Each player gets 60 points to allocate to skills. A normal human being gets to allocate *zero* to 5 ranks per each skill – it is not necessary to allocate points to every skill.

Vitality: The character's vitality is derived by  $(\text{Constitution} \times 10) + 10$ . So a rank of 5 equals a total of 60 vitality points.

Carrying Load: Equals  $(\text{Strength} \times 25) + 50\text{kgs}$ . This large weight allowance is representative of super-hard marines and massive freaks, and dummies who are engineered to be especially strong.

Bigger Guns: If you look at the equipment list, some guns (read: cannons marked with ☼) can be upsized. This is dependant upon the character's Strength rating. Bigger guns weigh comparatively more.

Movement is restricted to  $\frac{1}{2}$  Athleticism within 50kgs of carry limit. An individual can move their rank in meters every combat round whilst running (i.e. not performing any other duty). They can 'scoot and shoot' at  $\frac{1}{2}$  their movement each round (rounded down).

Freak, Marine or Dummy? There are three basic options available in character creation. A Marine can allocate skills as necessary (up to a maximum of 5 ranks). A dummy has been specifically engineered to be strong and docile. Therefore, their maximum ranks in Strength and Constitution may be 7, whilst they can only have a maximum of 2 ranks in Intelligence.

The mutations of freaks are multifarious. They can have things like eyes in the back of their head (max Awareness 7), have a massive, teetering cranium (max Intelligence 7) or gills (can breath under water) – the possibilities are endless. The specifics should be discussed with the GM and agreement reached. The discussion should also identify a weakness that lowers another basic skill - to counter-balance the advantage gained.

Basic Skill Rolls: Each skill is rolled the same basic way. If an Athleticism roll is required, the player rolls the equivalent number of 10 sided dice equal to their skill rating, plus an additional 2 x 10 sided default die. Therefore, someone with 4 ranks in a skill rolls 6 x 10d. Successful dice rolls occur when a 10 is rolled (2 successes), 9 to 7 is rolled (1 success), but rolling a 1 takes away from this overall result (-1 success).

Therefore, we come up with an overall figure (that can be a plus or minus result). The number of successes needed to perform an action successfully depends upon the difficulty of the task (1 Easy ← 2 Average → 3 Hard and up). A minus result means the person botches the action, often with painful results.

Combat: If a player with a pulse cannon fires, they make a Weapons Military role. This individual has a skill ranking of 4, so they roll 6 x 10d (as above). They achieve 4 successes (10, -1, 7, 3, 9, 8 =+ 4). The pulse cannon is a weapon (denoted with a ☼) that can be up-scaled or downscaled for people of different sizes and strengths – our Dummy here has a Strength is 6. Therefore, he is carrying a bigger variant (rating 6 cannon); this weapon is significantly heavier too (60kgs). This particular weapon does 4 x 6 damage = 24 points of vitality damage this round (dependant upon whether the target is affected by electricity, or not). Some other weapons require a successful Willpower save by the intended target, or otherwise they fall under the effect.

## CAST OF CHARACTERS

Captain Magnus Drudge: The S.O.D Squad Leader is the uncompromising commander of the rag-tag squad. He is an old-style leader who believes in drills, discipline and even more drills. Although he is militarily savvy, he is completely taken in by Rubel Hernandez (Mayor) and his dubious schemes.

Professor Julius Sterling: The former Station X bio-medical scientist has been on the run from United States authorities after he disclosed some of the early findings of the S.E.T.I II project (the undercover initiative run in parallel the public one). He won't relate his alien knowledge until he feels it is safe to do so.

Miss Zoe Maybury: Is basically the N.C.O of this otherwise civilian operation – hence the Secretary status. She is polite and congenial, but spurns the advances of the common soldier. She is a former United States government employee, who supposedly has a personal vendetta against them sacking her for asking difficult questions. However, she is a U.S Government spy.

Doctor Jack Welsh: Is a slightly deranged (and drunken) Irish psychologist who pops up from time to time to reassure his employers (Miami Police Department) that the Squad is, “no crazier than I!”

Bruce Thompson: Is a former car mechanic whose interest in all things ‘soldier-of-fortune’ brought him inexorably into the orbit of Drudge. He is affable and got along famously with the former Squad members.

Dave ‘the Dummy’: Nothing gets Dave down, there is always a silver lining just waiting for those with faith. After being employed as a crash-test dummy for several years, being shot at on a regular basis seems like promotion. Although, he does get violent is he gets drunk – like all dummies.

Rubel Hernandez: The Mayor of Miami is probably the most egregious holder of public office in America. It's fair to say that most local government officials have their fingers in any number of pies; Rubel's probably got his toes in them as well. His one great talent is the ability to tell a person exactly what they want to hear. So even if you don't like his loud, abrasive style, you do feel his interests probably match your own.

The Turnbuckle Bar: This den of iniquity is the regular cop hangout, downtown. It's also home to pimps, prostitutes, lowlifes, musicians and informants - a major draw being that it stays open all night. The bar is owned by Finan O'Reilly, a former wrestler known as ‘the Mad Irishman’ – he is. There are many attractive young waitresses of easy, but expensive virtue. There is a wrestling ring housed in a backroom, where once stood a theatrical stage. In one badly lit corner of the bar, is a roughly shod animal pen. From inside it, low muttering can be heard. Housed in the pen is a freak known as ‘Bo-Bo’; an eight-foot tall giant who is severely retarded. He is treated cruelly by his Irish master, but is shown compassion by a few of the waitresses. He is coaxed out of his pen to provide some simply amusement for the locals on wrestling and boxing nights, one lunge at the challenger is generally enough to require an ambulance trip.

# DRUDGE SQUAD F.A.O

Miami 2065 is not too dissimilar to the modern day metropolis; there is still an abundance of money, crime and sun. At government level, there are the usual scandals that seem to dog the governance of this southern state; lax sentencing for major drug cartel kingpins, scandals involving back-handers to local councilors and business fraud. The high level of corruption started to stain the image of the new hi-rise plasti-steel monoliths of corporate success. A new mayor, Rubel Hernandez instituted a series of policy changes to deal with citizen anger and fears. Foremost of these measures was the introduction of a new auxiliary crime-fighting unit called Special Operations Division (S.O.D Squad for short) six-months ago. The unit is ably lead by Captain Drudge, a hardened veteran of the Trade Bloc wars.

## OTHER RELEVANT INFORMATION

### TRADE BLOC WARS

After the complete expansion of the European Union to cover all traditional geographic areas in 2053, the European Union sought to extend their influence into traditional U.S markets. Strong subsidies and promises of military protection lured a number of countries to no longer fear reprisals from the U.S, and to no longer accept U.S internal manipulation. Some of the countries to come under E.U protection include Canada, Brazil, Cuba and Venezuela; this ironically represents a serious threat to United States own internal protection, and its cheap labor sources. In 2062 international tensions reached breaking point when the CIA intercepted transmissions indicating that NATO had moved nuclear missiles into Canada, after a six-day stand-off - high level negotiations finally convinced both sides to draw back from the brink of all out conflict. The missiles were removed, but six-months later, Mexico declared its hand and accepted E.U protection (along with El Salvador and Columbia); after border tensions heightened, a small border skirmish took place. Diplomacy ensured that détente is finally reached on the issue, although continued threats and military build-ups take place on both sides.

### MIAMI & THREATS TO ACCEDE FROM THE UNION

In 2064, Mayor Rubel Hernandez rose to public office on the back of a landslide vote, after his major running opponent was caught out accepting a large bribe from a prominent drug cartel figure. Hernandez sought to capitalize on public concern over the rise of corruption in the City, needless to say, having your major political opponent caught in the corruption web was *expedient*. Being of Venezuelan descent, he was equally concerned by the rise in tensions between white citizens and the large Miami Latino community, caused by aggressive U.S foreign policy. Six months ago, the Mayor mooted the possibility of accession from the Union, with strong support from Florida Governor, Louis Rivaldo (Brazilian extract). Although the Miami Times concluded it to be a, “mere publicity stunt”; it did reveal a core of rising public dissatisfaction with the U.S administration. On the back of such a coup, Rubel Hernandez signed off on a memorandum of understanding to the President, stating that Miami and its environs would, “forthwith look after its own internal civic and military needs”. Essentially, the memorandum outlined the city would continue to pay taxes to the Union, but would not allow U.S military within its boundaries. Obviously, alarm bells were heard on Capital Hill, but because of the nature of the State's request (and the United States constitution), nothing could be legally done, and the wealthy region could still amply support itself without the need for governmental subsidies.

### S.O.D SQUAD

Shortly after the ultimatum to Washington, Hernandez sought to establish a small military unit (under the umbrella of the Miami Police Department). Called Special Operations Division, it recruited a number of former disgruntled U.S military soldiers: it was feared that the U.S authorities might declare a state of emergency within the state and invoke Federal control laws. Although officially the unit is numbered to be in excess of 200 soldiers, in reality, there are little over 20 full-time regulars – with quite a number being sentry robots.

## ENVIRONMENTAL POLLUTION & MUTATIONS

In the 2020s a rapid rise in mutations was discovered in international marine life; toxins leached into the environment over the past 100 years of heavy industrial process finally caught up with humanity. As the 2030s approached, larger and larger marine mammals were being affected, despite warnings from scientist to stop the consumption of fish stocks, it continued. In the 2040s doctors noted the alarming rise in deformities within the human population living in coastal communities. Add to this, the rapid fall in male fertility, an international effort was established to curve this potential threat to the viability of the human lifecycle. It is estimated that by 2100, 1 in 5 births will be severely affected by genetic mutation. By 2050 many of the mutants children had reached school age, they were looked upon with suspicion and fear. In 2060, most U.S states (including Miami) altered their anti-discrimination acts to include mutant discrimination - as there is strong resistance to employ such mutants.

## SYNTHETIC HUMANS

In the 2040s a number of corporations experimented with developing DNA coding which would recreate human beings devoid of intelligence and pain receptors. The theory being, that most objections to genetic cloning were concerned with the sanctity of life, by removing the sentience, it would hopefully invalidate such claims. This practice was exposed by a BBC documentary and such forms of experimentation were banned in most Western countries. However, the Ford-Matsumi Corporation continued their experiments in secret Indonesian labs. They succeeded in developing a human devoid of the ability to feel pain and docile, but attempts to reduce their intelligence quotient proved somewhat futile: as some degree of sentience was required to perform such basic functions as breathing. However, after initial objections from some in the management structure, they were quickly cloned and set to work performing duties formerly facilitated by the use of *crash-test-dummies*. Being hairless and having the exact features of their fellow clones, it was not long before they were too being referred to as *dummies*. After discussions with the U.S military, U.S cloning laws were repelled and the Ford-Matsumi Corporation returned to its main research center near Miami, and the U.S Army got the rights to clone infantry from their DNA store. In 2056, the practice was exposed to a shocked U.S populace and the process outlawed, the dummies were set free and given partial citizen's rights, housing and retraining.

## VEIL OF THE DEAD

In the early years of the 2050s there was an inordinate rise in the level of paranormal activity. Gustaf Meyer, the leading German paranormal activist and scholar published *Veil Of The Dead*, a supposed exposé of supernatural signs of the coming of the apocalypse. It inferred that after discussions with various spiritual guides from around the world (voodoo priests, Wicca experts, middle-eastern mystics) the *Veil*, the metaphysical barrier between this world and the afterlife is dissolving. Meyer postulates that once it finally dissipates, the heralded Day of Judgement will commence. Despite skeptics having a field day at the German's expense, the book was a runaway bestseller, and inspired a mini-revival in spirituality in the post-industrial age. Despite a large rise in civilian reports of such supernatural sightings, it is thought to stem solely from the paranoia inspired by the German author.

## UNIDENTIFIED FLYING OBJECTS

One of the worst kept state secrets is that contact occurred with aliens in 2056. The Defense department even has its own UFO detection bureau known as Station X, New Mexico. Little is known of the actual alien species, although reports suggest they are indeed little green aliens of unknown origin. There is public domain footage of one of their silver spinning disc vehicles. Public incredulity at both previous UFO sightings, and the ease with which modern digital technology can mock up convincing alien images, means that little has been made of this momentous event.



# GLOSSARY

FREAKS – Street slang for humans mutated by excessive toxins within their environment. Usually at birth, or on some rare occasions, when they have been exposed to massive doses in highly toxic environs. Typical cases include individuals with excess limbs, distorted facial features and gigantism of the body. Mutants generally die of complications long before they reach puberty.

DUMMIES - Street slang for synthetic humans who were genetically developed by the Ford-Matsumi Motor Corporation. They are hairless, identical and are noted for their low intelligence.

JU-JU MEN – The name in common parlance for people who dabble in spirituality and the supernatural. In Miami, there is a strong Afro-Caribbean culture devoted in part, to Voodoo.

REPLICANTS – The Tyrell Corporation released a series of Nova IV synthetic humans (part machine/part genetically manipulated DNA construct) in the 2050s, mainly to act as personal servants. However, serious design flaws were found when it was realized that replicants could invalidate their service protocols and become free agents (security measures were designed so that the replicants couldn't override their *own* programming, but failed to account for android duplicity). The Tyrell Corporation estimates that the Digital Underground Movement (D.U.M) has freed around 1,000 units - some 5,000 units still remain unaccounted for officially. A bounty of \$10,000 dollars is placed upon the recall of each unit.

THE BUNKER – The slang name for the Special Operations Division heavily protected H.Q

SPOOKS – The slang term for supernatural oddities encountered.

## DRUDGE SQUAD



Captain Magnus Drudge  
S.O.D Squad Leader



Professor Julius Sterling  
Physician & Ex-Station X Scientist



Ms. Zoe Maybury  
Secretary/ Comms Ops Expert



Bruce Thompson  
Mechanic & Weapons Tech



Dave 'the Dummy'  
Operational Support



Doctor Jack Welsh  
Miami Police Psychologist

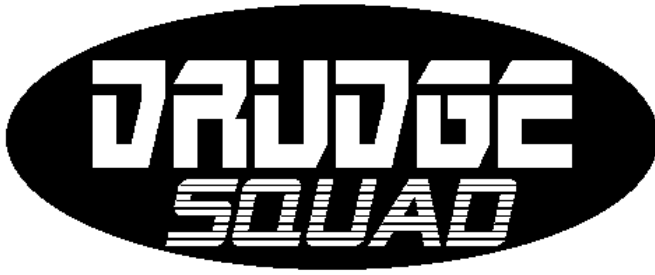
# WEAPONS & EQUIPMENT

ITEM	DESCRIPTION	AMMO	RANGE	WEIGHT	COST
Machine Pistol	9mm bullets x2	10	30	5	50
Machine Gun	9mm bullets x4 5m burst arc	5	30	20	200
Blast Bazooka	20mm shells x5 2m radius burst explosive	2	30/60	50☼	500
Flame Thrower	Fire incendiary x4 5m burst arc	3	20	40	650
Grenade Launcher		3	40/80	30	500
Nuke Grenade	Plasma + Radiation x5 5m/10m burst explosive		20	5	50
FlashBang Grenade	Blinding Light x2 5m burst		25	2	25
Explosive Grenade	Gunpowder x5 5m burst explosive		25	2	20
FireStorm Grenade	Incendiary x3 10m burst explosive		25	2	25
Smoke Grenade	Smoke screen 10m burst		25	2	25
H <sub>2</sub> O Cannon	Scolding x2 5m burst	5	10	30	100
Pulse Cannon	Electrical Pulse x4	10	25	40☼	850
E.M.P Pad	Electrical Pulse Disruption x3/x1		10/15	5	100
Disrupter Ray	Sub-Sonic Energy Device (will save)	5	10/15	30	450
Stun Baton	Vibration + Physical x3			10☼	250
Neuron Disrupter Pad	Sub-Sonic Energy Device (will save)		5/10	10	200
DuroFoam Cannon	Instant concrete 5m burst (strength save)	3	5	40	250
Neuro Whip	Sub-Sonic Energy Device (will save)			10	150
Light Blades	Energy Blades x4 –10 minute battery life		3	5	500

ITEM	DESCRIPTION	WEIGHT	COST
Kelvar Body Suit	50% soft protection	15	500
Shock Riot Suit	60% soft protection + breathing tanks + glare-shield + infra-red visor	30	1000
Mechanized Riot Suit	Level 3 hard protection + as above + x5 lasers (each arm) – 2m speed	200	8000
Riot Shield	10% soft protection	5	50
Mini Panza	Driving vehicle 20% soft protection + x7 laser cannon + 10m speed	300	4500
Hopper Car	30% soft protection + comms + 20m speed + flight – 500 weight cap	Neg	18000
Armored Carrier	Level 4 hard protection + 2 x10 cannons + comms – 2000 weight cap	Neg	50000
Tracker Robot	Comms + flight + 10 m speed + infra-red – 2 hour batteries – no armor	25	2000
Flash Goggles	Glare shield + infra-red	3	150
Gas Enviro-System	Gas mask + 2 hour gas backup	5	200
Radiation Suit	100% soft coverage – up to medium level exposure – soft fabric	5	100
Thermal Image VR unit	Infra-red + 3x zoom	5	150
Bug Sweeper	Handheld + headset unit	5	200
Video Headset	3 hours footage + 2x zoom + audio	5	450
Audio Headset	12 hours audio + encrypted radio comms – range 100ft	5	200
Personal PDA Computer	Satellite comms + encryption	10	400
Chemical Analyzer	Handheld spectra analyzer + chemical breakdown (– 2 hours result)	15	800
Handcuffs	FlexiSteel + reuse	2	50
Cellular Phone	Encrypted + call waiting	5	100
Parabolic Microphone	45 degree sweep – 200 meters range	10	250
First Aid Kit		5	100
Bugging Equipment	Handheld monitor + 5 audio bugs + 1 video – range 150 meters	10	500
Jet Pack	Flight pack includes burners + anti-gravitation – 10 minute duration	30	1000
Rage-A-Hol™	Temporary bonus to Willpower – 5 minutes duration	2	75

Starting Funds: The Squad starts with a bank balance of \$150,000.

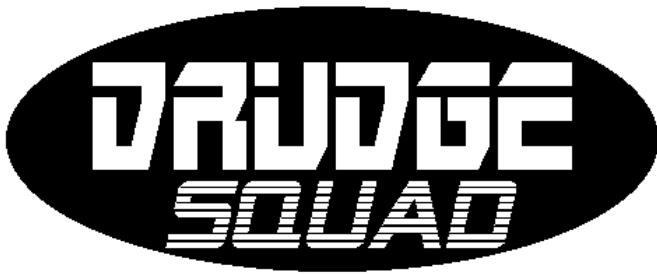
Distances measured in meters and weights in kilograms.



**NAME:**  
**RANK:**  
**TYPE:**  
**VITALITY:**  
**STATUS:**

**CREDIT:**  
**CHARISMA:**  
**CARRY LOAD:**  
**SALARY:**

<b>Basic Persona</b>			<b>Specialist Tradecraft</b>	
ATHLETICISM	<input type="radio"/>		AUDIOLOGY	<input type="radio"/>
AWARENESS	<input type="radio"/>		CHEMISTRY	<input type="radio"/>
CONSTITUTION	<input type="radio"/>		CRYPTOGRAPHY	<input type="radio"/>
CONVERSATION	<input type="radio"/>		DISGUISE/DECEPTION	<input type="radio"/>
DRIVING	<input type="radio"/>		EXPLOSIVES	<input type="radio"/>
FAST TALK	<input type="radio"/>		FORENSICS	<input type="radio"/>
HAND-TO-HAND	<input type="radio"/>		FORGERY	<input type="radio"/>
IQ	<input type="radio"/>		MARTIAL ARTS	<input type="radio"/>
SENSE MOTIVE	<input type="radio"/>		SURVEILLANCE	<input type="radio"/>
STREETWISE	<input type="radio"/>		WEAPONS MILITARY	<input type="radio"/>
STRENGTH	<input type="radio"/>		.....	<input type="radio"/>
WILLPOWER	<input type="radio"/>		.....	<input type="radio"/>
<b>Basic Tradecraft</b>			.....	<input type="radio"/>
COMPUTER/I.T	<input type="radio"/>		.....	<input type="radio"/>
CONTACTS	<input type="radio"/>		.....	<input type="radio"/>
COUNTER-INTELLIGENCE	<input type="radio"/>		<b>Knowledge Specialisations</b>	
ELECTRONICS	<input type="radio"/>		.....	<input type="radio"/>
FIRST AID	<input type="radio"/>		.....	<input type="radio"/>
INTERROGATION	<input type="radio"/>		.....	<input type="radio"/>
MECHANICS	<input type="radio"/>		.....	<input type="radio"/>
PSYCHOLOGY	<input type="radio"/>		.....	<input type="radio"/>
STEALTH	<input type="radio"/>		.....	<input type="radio"/>
WEAPONS FIREARM	<input type="radio"/>		.....	<input type="radio"/>



## EQUIPMENT

ITEM	WEIGHT	RANGE	AMMO
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○
_____	_____	_____	— ○○○○○○○○○○



**Carry Weight = (Strength x 20) + 50kgs**  
**Movement Restricted to 1/2 within 50kgs of Max**

