

A CAMPAIGN SUPPLEMENT FOR

DANGER
International

CHAMPIONS
THE *DANGER* ROLE-PLAYING GAME™

SUPER AGENTS



Denis Lobet
1986

BY AARON ALLSTON

SUPER AGENTS

A Campaign Supplement of Super-Agent Adventures
For *Champions* and *Danger International*

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OR, WHAT'S THIS ALL ABOUT, ANYWAY?

The basis for any superhero game is, naturally, the superhero. But some of the best comics in the business—including Nick Fury, Agent of SHIELD and THUNDER Agents—have featured less flashy heroes: the talented minions of high-tech agencies armed with futuristic weapons and gadgetry, wearing sharp but bulletproof uniforms. (For some reason, the evil agents always wore green, or yellow, or green and yellow. There's a strange consistency to supervillains' aesthetics.)

And, if there can be comics about super-agents, there can also be gaming campaigns. That's where this supplement comes in.

Super-Agents is a campaign supplement with guides on running, well, super-agents. Running them as player-characters, as the focus of an ongoing campaign. If you don't want to run a regular super-agents campaign, the materials here may also be used as guidelines for setting up large agent groups as NPCs in a campaign.

WHAT YOU NEED

In order to use this book, you have to have either *Champions* or *Danger International*. It wouldn't hurt to have both.

However, it isn't absolutely necessary. When you read through *Super-Agents*, you will occasionally be told something like, "Players who are familiar only with *Champions* need to read the following sections; players familiar with *Danger International* do not," or the reverse.

This is your cue that the following section pertains to one of the two games; if you're not familiar with the game in question, read the section thoroughly. If you are, merely skim through it.

Additionally, in the Sourcebook section, numerous vehicles and headquarters are laid out in the style from *Champions II*. Don't worry too much if you don't have that supplement; you can make out the pertinent game-statistic material from the vehicle and headquarters record sheets presented.

WHAT'S IN THIS BOOK?

This supplement is set up in a pretty straightforward manner. In Character Creation, we tell you how to create super-agent characters. This chapter includes rules on point values of agents, Characteristic limits and Skills, Disadvantages, Package Deals, and equipment values.

In Combat & Equipment, we discuss those two topics and their effects in *Super-Agents*. *Super-Agents* uses rules from both *Champions* and *Danger International*; players who are familiar with *Champions* only will have to pay close attention to this chapter. This chapter also deals with gadget and vehicle creation.

In Campaigning, we talk about how to play the super-agents: What sorts of campaigns there are to play, how to create agencies, how to advance in ranks through your organization, and so forth.

In Sourcebook we get to talk about the actual agencies recommended for use with this supplement. Included are agency histories, NPCs, equipment, package

deals, and occasionally headquarters writeups and special notes.

And finally we have scenarios: One full-length scenario usable with most of the agencies presented in this book, and a large number of scenario ideas also usable with any of the agencies.

HOW TO USE THIS BOOK

To use *Super-Agents*, follow this simple plan:

- (1) Read it. All the way through.
- (2) Decide, between you and your players, which agency you like best. You'll probably want it to serve as your campaign basis.



(3) Tell your players to start creating their characters. Package deals are included with each agency writeup. It's a snap.

(4) While they're doing that, put together some scenarios for them to struggle through. Also a snap.

And, voila, you have a campaign. So squeeze into your skintight Kevlar and strap on your laser carbine. It's time to play with the pros.

—Aaron Allston

CHARACTER CREATION

So, ya wanna be a super-agent. Or you want to Gamemaster a whole mess of them. Well, you've come to the right place.

In this chapter, we'll talk about how you put together your player-character (and NPC) super-agents. The steps are all the same—character conception, expenditure of points, buying Skills and Characteristics, taking Disadvantages. Let's take them one at a time.

CHARACTER CONCEPTION & STARTING POINTS

Character conception works just the way it does in *Champions* and *Danger International*. You simply come up with an idea for a character—his background, personality, mannerisms, looks, likes and dislikes. Later on, you try to translate this conception into game form.

But in *Super-Agents*, we have an additional complication: The Agency. All your player-characters are going to be members of a super-agency. You may want to have your character conception reflect his agency involvement; in fact, if the character is supposed to be an experienced agent (which occurs with many of the NPCs the Gamemaster has to create), then you essentially have to.

So it's vitally important that the Gamemaster and players sit down together and decide what agency their characters are to belong to. A host of agencies are provided in the Sourcebook chapter; or, the Gamemaster may create his own agency.

The players can then go through the character conception process just as though the character were an "ordinary" adventurer, working up the characters' appearance and mentality and history—and then must

orient it toward the events which prompt the character to join a super-agency.

Example:

The Gamemaster and players have decided to play an UNTIL campaign. UNTIL, being a very international organization, provides for characters with all sorts of backgrounds—a character can come from any country which belongs to the United Nations.

A player chooses to create a character who is likely to (eventually) take some sort of leadership role. She wants a character with a broad base of skills, some leadership ability, a variety of languages, and a forceful personality. Her conception goes something like this:

Pilar Soldi was born in a poverty-stricken backwoods area of Brazil, daughter of a doctor who'd returned to the village of his birth to practice medicine. From her father she inherited and acquired a high intelligence, some medical training, compassion, and an intense hatred of the poverty and suffering so common in the region—and of people who bring about such suffering.

High-spirited and dissatisfied with the way things were, when she was 16 she left home and eventually worked her way to Rio de Janeiro. She managed to land a job as a secretary to a shipping firm; noting her facility with languages and forcefulness, her manager encouraged her to learn more tongues and more about international trade.

This occupation dragged her back up out of poverty but didn't feed her altruism—she wasn't helping anyone. After five years, she left the firm and applied to UNTIL. To her great surprise, she was accepted.

What we have is what we wanted: A forceful young woman with several skills of use to UNTIL (multiple languages, understanding of international law and

4 Character Creation

trade, medical abilities, etc.). How these get translated into our super-agent character will be shown later on.

A player character super-agent gets 75 points to start with. This is the same as a normal *Danger International* character. Other, NPC agents of the agency can be built on 75 or 50 points, depending on how generally powerful the GM wants the average member of the agency to be.

Some campaign styles are a bit different than the normal super-agent approach usually used in these examples. Therefore, some campaigns will start their characters off with more or fewer points. Each individual campaign style has a writeup later in the book; each one will indicate on how many points its characters should be built.

CHARACTERISTICS

Characteristics are bought just as in *Champions* and *Danger International*.

However, people who are familiar with only *Champions* need to take note: Normal humans (as opposed to superheroes) have Characteristic limits—maximum numbers to which their Characteristics may normally be raised. Yes, they may exceed these limits—but only by paying twice the normal cost for each point of Characteristic over the limit.

Here are the limits:

Characteristic	Maximum Score
Strength	20
Dexterity	20
Constitution	20
Body Pips	20
Intelligence	20
Ego	20
Presence	20
Comeliness	20
Physical Defense	8
Energy Defense	8
Speed	4
Recovery	10
Endurance	50
Stun Pips	50

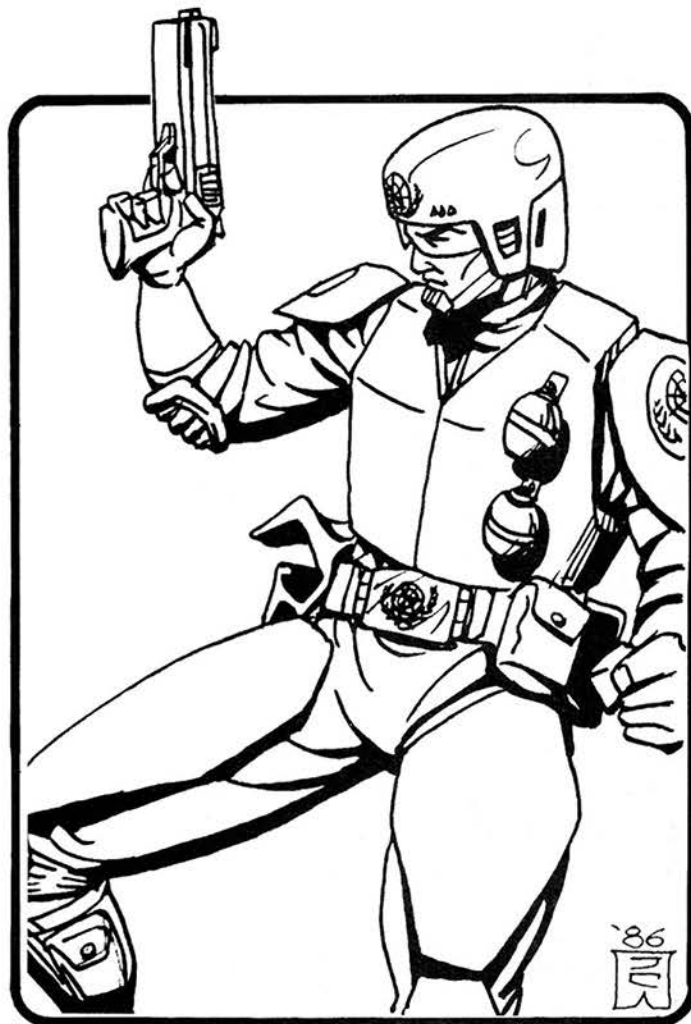
Strength, for instance, normally costs one character point per point of Strength. Should a character want to exceed his normal limit, his maximum score of 20, each point of Strength above 20 costs twice what it should—that is, two character points per point of Strength.

Example:

Lamar Crossfield is an UNTIL agent-in-training in boot camp with Pilar. Lamar is brilliant (he's destined to be a technical whiz). His player bought him with an INT of 23. Well, Intelligence costs one character point per point of INT, so the first 10 INT cost only 10 points. That gets him to an INT of 20. Now, he must buy three above his Characteristic maximum of 20. Doubling the normal cost of INT brings it to two character points per point; he wants three points of INT. Cost for the addi-

tional three points is six Character Points. His vast intelligence of 23 cost 16 points—a pretty hefty amount.

It's simply not as easy for normal humans to have superheroic stats.



SKILLS

The Skills used by super-agents are the same as the Skills in *Danger International* (DI). If you have DI, you can assume that all Skills shown there are available to your characters and skip to “Character Disadvantages.”

Players who have only *Champions*, however, should read through this section thoroughly.

SKILL USE

Before we get into the actual Skills, let's talk about how they're used. *Champions* players, pay special attention:

SKILL VS. SKILL

In *Super-Agents* (and *Danger International*), Skills may be used in opposition. That is, two or more characters may be using their Skills in such a way that correct use of the Skills would make life harder for their opponents—by making it harder for their opponents to make their Skill Rolls.

Example:

One character is programming a computer so that it's difficult to access if you don't have the correct code. Another character later tries to access the data. Both characters have the Computer Programming Skill.

We see here how these Skills are being used against one another—Skill versus Skill. How do they do it? It's pretty simple.

The first character (usually the character on the scene first, or performing an action first) makes his Skill Roll. If he fails, he fails. If he succeeds, find out by how much he made his roll.

Example:

The first agent in our example above has a 12- Skill Roll in Computer Programming. He rolls a 9. Obviously, he made it by 3.

Now, apply the amount by which he made his roll as a negative modifier to the opposing character's Skill Roll.

Our hopeful hacker has a Skill Roll of 13-. But the first agent made his roll by a 3; subtracting that amount from the second agent's roll, we find out that our hacker's roll must now be a 10-. He rolls an 11. He fails. Had the first programmer not been so good, he would have succeeded. Obviously, he was foiled by the first programmer's ability.

COMPLEMENTARY SKILLS

These are Skills which are used exactly opposite of the way indicated above. A character can use two related Skills together to perform a task more efficiently.

The GM must agree that two Skills may jointly be used against a particular problem. The GM decides which is the primary, or most important, Skill to the task; any other Skill is considered a complementary Skill.

The character rolls his complementary Skill first. If he succeeds, for every 2 or fraction thereof by which he made his roll he gets a +1 to his primary Skill.

Example:

Agent Hoskins is trying to defuse a bomb with an electronic detonator. The GM agrees that Hoskins has two Skills of use in this situation: Demolitions and Electronics. The GM says that Demolitions is the primary Skill.

Hoskins rolls his Electronics first. He makes it by 2. This means that he'll get a +1 to his Demolitions roll; his normal Demo roll of 12- is now 13- for this particular situation.

EVERYMAN SKILLS

Every character may perform the following Skills on a roll of 8-. The super-agent character sheet reflects the fact that all characters may occasionally use these Skills. However, the beneficial modifiers presented above should be severely limited by the GM when a character tries to use one of these Skills at his 8- roll.

Climbing
Concealment
Deduction
Disguise
Driving
Paramedic
Shadowing
Stealth

**THE SKILL LIST**

The following Skills are the Skills most necessary to Super-Agents characters. They are culled from the *Danger International* Skill list; if you don't have DI, we recommend you look at it in order to broaden the range of Skills available to your characters.

The list is divided into five columns; the first column gives the name of the Skill; Skills marked with an asterisk are Everyman Skills. The second column indicates what type of Skill it is: DEX-related, INT-related, etc. The third column shows how the Skill roll for the Skill is derived. Many are Characteristic Rolls; many are just an 11- for everyone. Some of these Skills don't have rolls. The fourth column shows the cost for buying the Skill at its basic level. The fifth column shows how much each additional +1 in the Skill costs.



AVAILABLE SKILLS TABLE

Skill	Type	Formula	Cost	+ 1
Breakfall	DEX	9+(DEX/5)	3	2
Bugging	INT	9+(INT/5)	3	2
Climbing*	STR	9+(STR/5)	3	2
Computer Programming	INT	9+(INT/5)	3	2
Concealment*	INT	9+(INT/5)	3	2
Criminology	INT	9+(INT/5)	3	2
Deduction*	INT	9+(INT/5)	5	2
Demolitions	General	11-	3	2
Disguise*	PRE	9+(PRE/5)	3	2
Driving*	DEX	9+(DEX/5)	3	2
Electronics	General	11-	3	2
Gadgetry	Other	n/a	varies	—
Gunsmith	General	11-	3	2
Inventor	INT	9+(INT/5)	5	2
Knowledge	Knowledge	11-	2	2
Languages	Knowledge	n/a	varies	—
Lockpicking	DEX	9+(DEX/5)	3	2
Luck	Other	n/a	5/D6	—
Martial Arts	Combat	n/a	10	—
Mechanics	General	11-	3	2
Motorcycling	DEX	9+(DEX/5)	3	2
Paramedic*	INT	9+(INT/5)	3	2
Perception	Other	n/a	varies	—
Perquisites	Other	n/a	varies	—
Pilot	DEX	9+(DEX/5)	3	2
Riding	DEX	9+(DEX/5)	3	2
Running	Other	n/a	varies	—
Security Systems	INT	9+(INT/5)	3	2
Shadowing*	General	11-	3	2
Skiing	DEX	9+(DEX/5)	3	2
Skill Levels	Knowledge	n/a	varies	—
Stealth*	DEX	9+(DEX/5)	5	2
Survival Skill	General	11-	3	2
Swimming	Other	n/a	varies	—
Tracking	INT	9+(INT/5)	3	2
Weapon Familiarity	Combat	n/a	varies	—
*Everyman Skills				

SKILL MODIFIERS

Finally, we have Skill modifiers. You know what Skill modifiers are; practically every Skill in *Champions* has modifiers associated with it.

Well, here are some modifiers which you can use generically, with almost every *Super-Agents* (or *Danger International*) Skill:

SKILL MODIFIER TABLE

Circumstance	Modifier
Character prepares a phase	+1
Character prepares between a turn and a minute	+2
Character prepares for ten minutes or more	+3
Character has extensive knowledge of the particular object of his Skill Rolls	+1 to +3
Player roleplays well in association with use of the Skill	+1 to +3

Character is using very good equipment in connection with the Skill	+1 to +3
There are excellent conditions for performing the Skill	+1 to +3
There are poor conditions for performing the Skill	-1 to -5
There are extremely strange, unusually weird or unfamiliar conditions or object being worked upon	-1 to -5
The proper equipment is lacking (if specific equipment is necessary)	-1 to -5
Skill is being used during combat, and is not a combat Skill	-1 to -3

If you use these modifiers in association with your players' Skill rolls, you can't go wrong. Your players can, however.

THE SKILL DESCRIPTIONS

BREAKFALL

This Skill allows a character to roll out from a fall, thus being able to stand up without wasting half a phase. The character may also fall from a height of up to 4" and take half damage from the fall with a successful roll. Each +1" of height over 4" is -2 to the Breakfall roll. If the character makes half his Breakfall roll, he takes no damage from the fall.

Champions players will recognize here part of the Acrobatics Skill. No 50 or 75 point character can buy Acrobatics as it is defined in *Champions* unless the GM makes a special exception. Alternately, a character can use *Super-Agent* Skills to acquire a rough equivalent of Acrobatics.

To gain the ability to do flips and cartwheels, walk on wires, etc. the character must buy the 2-point DEX-based "Knowledge Skill: Gymnastics." The total points of Breakfall and the Knowledge Skill add up to 7 points.



BUGGING

The ability to plant listening devices, visual or other sensors (bugs) properly. With a successful roll, the character has properly planted his microphones and gets good sound from the area, as if he were in the room (see Perception Rolls in the *Champions* rulebook or the *Danger International* rulebook). Bugs are generally kept in stock by any super-agent team the character belongs to; see the Gadgets section in this rulebook. Characters with Bugging may also "sweep" for bugs, searching physically or with detectors (also in Gadgets).

Unsuccessful Bugging rolls can mean you're using the wrong bug for the job, broken equipment, bad sound, false noises, etc., or that you've simply planted the bug in a place where it will not transmit well.

CLIMBING

As per *Champions*, but the limit in climbing rate is 4". After that, each additional inch costs 4 points. Similarly, the limit in ability is twice the STR/5 element of the starting ability. After that, each additional +1 is 4 points.

Example:

Pilar Soldi, with a STR of 13, could buy Climbing with a chance of 12 or less of success. For 6 more points she could increase her Skill to 15. Each additional +1 will cost her another 4 points.

COMPUTER PROGRAMMING

As per *Champions*, but the ability is limited to twice the INT/5 element of the starting ability. After that, each additional +1 is 4 points.

Example:

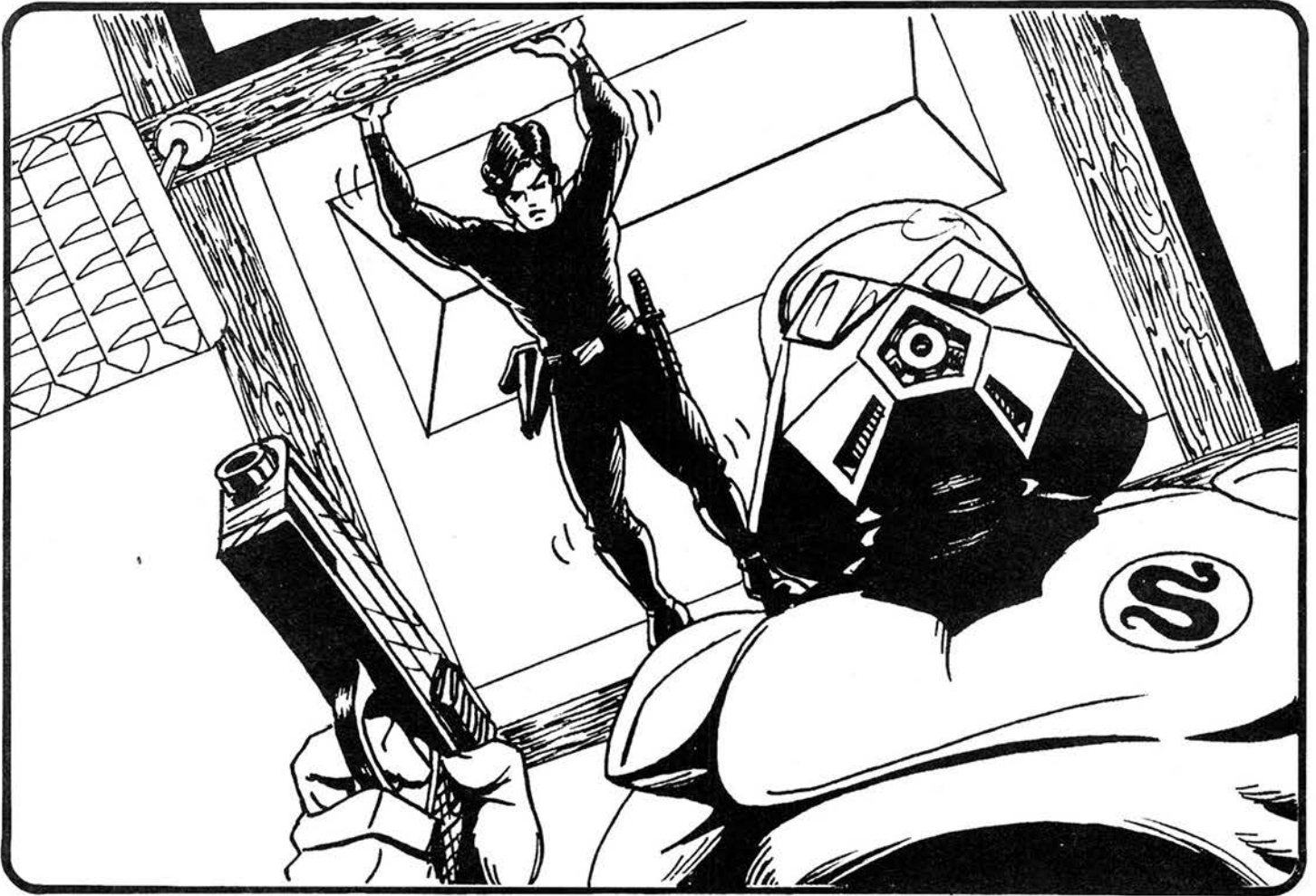
Lamar Crossfield has an INT of 23 so his Computer Programming roll is 14. He could spend 10 points and increase the ability to 19 or less, just to offset hostile modifiers presented by his GM. If he wanted to take his ability up to 21 or less, however, he would have to spend a further 8 points for the additional +2 in ability.

CONCEALMENT

This is the ability to hide things and find things that other people have hidden, like important papers, weapons, artifacts, etc. These hiding places can be on the person of the concealer or somewhere in a room, such inside a toilet tank, taped to the back of a drawer, etc. This Skill is more fun if the GM actually describes the situation and the player then describes exactly what his character is doing to either hide or find the object, but this is not necessary.

A character may hide himself from a search using Concealment, wedging himself under a bed, or into a small pantry. Use the Stealth Skill when the character is trying to remain hidden while active, Concealment is only for non-moving objects. Crowded areas are much easier to hide things in (+1 to +3); bare areas are difficult to hide things in (-1 to -3). Check objects SIZ (see next chapter) and compare it to the location it is being hidden in to gain or lose further modifiers to the Concealment Skill. For instance, a SIZ 10 object (such as a SAT Jet Pack) concealed inside a SIZ 6 windbreaker hanging in a closet would lose 4 points for the Concealment roll to hide it, and gain 4 points for the Concealment roll to find it.

Any Skill directly connected with the object you are hiding (i.e. Bugging when you are hiding an electronic eavesdropping device) is a complementary Skill. Failing the Concealment Roll may mean that the object is uncovered after the character leaves, or it is in an often-checked location. Of course, an object can be so artfully left in full view that no one will find it.



CRIMINOLOGY

Do not buy the *Champions* Skill Detective Work for super-agent characters; instead, we here have two Skills, Criminology and Deduction. (A character does not have to buy both Skills if he doesn't wish to.)

Criminology enables a character to look for clues, dust for fingerprints, examine evidence, do ballistics tests, examine records, search through files, find information, perform soil tests, hair comparison tests, blood tests, etc. (Note that most of these tests require access to the proper equipment.) These tests can tell the character which gun fired the bullet that killed the victim (or what variety of laser carbine did the job), where the dirt on the shoes came from, where he washed his clothes, etc. Many other details of a person's identity, origin, habits, and recent whereabouts can be discerned.

Use of Criminology tends to take a lot of time. Failing your Criminology roll can result in improper conclusions or results, or (more often) means "no result."

DEDUCTION

This is the "gut feeling" half of the classical detective ability. While this isn't really true to life, Deduction is gamed as the ability to take several facts and leap to an unjustified conclusion. Deduction should be handled very carefully by the GM; it is most useful when a character is stumped and the GM wants to move the scenario along. At this point, the GM has the character

make a Deduction Roll, and if it's successful the GM gives him a clue.

DEMOLITIONS

This is the ability to use explosives correctly. The character knows where to plant them for maximum effect, estimate the amount necessary to destroy structures, handle and wire explosives, and use shaped charges. The character may defuse explosive devices, determine the fusing mechanism, and discover booby traps in an explosive device with this Skill.

It's a good idea to have extra levels with this Skill; if the character blows his roll, the roll blows back.

DISGUISE

This is like the Skill in *Champions*, with certain differences. Instead of making a Perception Roll at -5 to see through a successful Disguise, a character must make his Perception Roll. But use the Skill versus Skill rules, so that the better a Disguise, the harder it is to see through.

DRIVING

This Skill allows a character to drive properly in hazardous circumstances. Every character is presumed to know how to drive a normal four-wheeled personal vehicle, but with this Skill he does so very well.

In hazardous circumstances, the GM may have the driving character make his Driving Roll to keep in con-

trol. There's more on this in the Vehicles section.

Additionally, whenever he makes his roll, a driver may add his CV to that of the car, making it harder to hit. There is, again, more on this under Vehicles.

The initial 3 points presumes that the character knows how to drive a normal passenger vehicle. Each additional 2 points adds +1 to the roll. In addition, a character can know how to drive an additional class of ground vehicles (such as construction equipment, large trucks, military equipment, locomotives—even speedboats, which share a similar steering and pedal arrangement) for +1 point per type of vehicle.



ELECTRONICS

The character is well-trained in electronics, able to identify, understand, repair, and rewire electronic devices. The character needs tools to perform these operations, and usually a fair amount of time is required for any intricate operation. The character may also build electronics devices from plans, but he needs the Gadgeteer Skill (*Champions II*) or Inventor Skill (*Danger International*) to invent new devices. This Skill is useful for determining the purpose of electronic devices the character may discover, and for disabling such devices.

GADGETRY

The character may carry more than his initial allotment of equipment if he spends the points and can convince the GM that there's justification.

Gadgetry costs 1 point per +1 point of equipment the character can carry. For instance, a Rank 1 agent who can carry 50 points of equipment can spend 10 of his own points and now carry 60 points of equipment.

But there has to be justification for this; otherwise, the agency will not allow it. If the "gadget" in question is a backup firearm, it might make sense (although the GM might make the character also buy the CCW Perquisite). If he's a technical services-type agent and is just carrying some small technical gizmos around, it's also all right. But if he wants to upgrade his agency-issued blaster carbine or carry around some new and unusual grenades, the agency (GM) will probably want to put the kibosh on it.

GUNSMITH

The character knows how to take care of any firearm-type weapon for which he has Weapons Familiarity, and can perform Gunsmith functions for other firearm-type weapons with comprehensible technology at a -3 to his roll. With Gunsmith, a character may make repairs, make special ammo (for slug-throwers), and add attachments; he may clear jammed or malfunctioning weapons in combat in one phase with a successful roll.

This Skill also gives the character a chance to recognize a type of weapon by sight, sometimes by the sound of discharge. Failing a Gunsmith roll may mean that the weapon stays jammed, or that it clears but will fail again in a crucial situation.

INVENTOR

This Skill enables the character to design and construct new things. The character needs the Complementary Skill in the field he's working in (for instance, Electronics if he wants to make electronic devices). The inventor may design gadgets that require several Skills, Sciences, or Knowledges, and he must have all of these particular Skills.

Designing gadgets requires a fair amount of time in a laboratory; the GM should decide on a reasonable time frame (probably about one week per real point). The Gadgets section in the next chapter tells how to design gadgets in game terms.

The GM may allow characters with Inventor Skill to modify equipment or gadgets in combat. Such modifications should always be fairly minor, and well justified by the Skills and interests of the character; otherwise the gamemaster shouldn't allow it (you want to rebuild that walkie-talkie into a radar set in ten minutes? Forget it.) The length of time required varies with the complexity of the equipment and the modification. An unsuccessful Inventor Roll can mean that the character doesn't know how to make the device, or it could mean a laboratory accident (though that should be rare). Inventor Skill costs 5 points.

KNOWLEDGE

This Skill represents a character's working understanding of any particular group, history, topic, or other subject. The basic idea of Knowledge Skill is that you define the subject of that Knowledge, and the "width" of that definition tells you how much general and specific knowledge you have about that subject. For instance, if you took Knowledge Skill: VIPER, you would

know a lot about the organization in general, very little about other criminal organizations, and have some chance of knowing specific things about VIPER (like what cities the bases are in). If you took Knowledge Skill: VIPER Bases, you'd know more about where VIPER bases are and how they're constructed, and so on. Of course, the GM would probably want you to have a very good reason why you know so much about VIPER bases. If you were an UNTIL agent, you'd only know what UNTIL could know about VIPER bases (VIPER secrets would remain secret).

Knowledges can be broken down into four general categories: Groups, People, Places, and Things. These categories can help you determine what Knowledges to buy.

Groups: Different organizations or agencies or cultures; any collection of things, from Local Police to RAVEN to Arabic Culture.

People: This would be Knowledge of a specific person at its narrowest definition, or Knowledge of a group of people at the broadest definition. For instance, Scientists, or Physicists, or Subatomic Physicists in America.



Places: This Skill gives the character thorough knowledge of a large geographic area, usually a country. Examples of areas that would be covered by an Area Knowledge include Germany, France, Russia, Texas, etc. This Skill gives you knowledge of the geography, major cities, politics, economy, etc. of that area. For 1 point, you get an 8- roll; for 2 points, an 11- roll; +1 to the roll per 1 point. This information can help the characters decide where to go to find certain items or people, what certain clues mean, etc.

A map or reference book can add +1 (temporarily) to the roll, depending on what knowledge the character seeks. This is at GM's discretion. An unsuccessful Area Knowledge roll usually means that the character doesn't know the answer to the particular question at hand. Of course, if the GM wants to be nasty, failing a Knowledge Roll can mean incorrect answers, which could be dangerous.

Example:

Pilar Soldi, who grew up in Brazil, wants to take an Area Knowledge of that country on an 11-. The Skill costs her 2 points for the 11- roll. At any later time, in the course of any mission, if she wants to know something about her native country—its history, the name of the current ruler, the location of a city—she can make that 11- roll and the GM will tell her what she wants to know. The GM can also assign modifiers to her chance to succeed with a roll; for instance, he might give her a +3 to know where Rio is, or where her native village is, or who the current ruler is, and a -3 to know the location of a small village or to remember a long-forgotten legend.



Things: This category covers anything that doesn't fit into the previous categories, like a professional Skill which could earn him a living in the outside world. Such Skills include Accounting, Acting, Art, Carpentry, Journalism, Management, Medicine, Plumbing, Radio Operation, Writing, etc.

One point in a Professional Skill gives you a basic background in the field, general knowledge with the subject, and an 8- roll to accomplish a professional function or get a job in the field. Two points means you have an 11- roll, and you're pretty good, enough to get a decent job in the field.

Sciences are another subcategory here. One point in the science gives the character an 8- roll for scientific functions, and a general background in the science (consider it the functional equivalent of a Bachelor's in the science). Two points gives you an 11- roll and professional ability in the science (and is functionally equivalent to a Master's).

Exemplary sciences include: Botany, Biochemistry, Physics, Pharmacology, Mechanical Engineering, Electrical Engineering, Nuclear Engineering, History, Psychology, Sociology, Theology, Geology, My, Mechanical Engineering, Electrical Engineering, Nuclear Engineering, History, Psychology, Sociology, Theology, Geology, Mathematics, Topology, Ecology, Astronomy, Meteorology, Hydrology, Computer Science, Subatomic Physics, Genetics, Semantics, etc.

Examples of other things you can take Knowledges about: UNTIL (the Skill would give you an 11- roll to know organization, names of regional commanders and

strengths of regional units, history, visual recognition of equipment, etc.), philosophy (understanding of the logical processes involved, differentiation between the various philosophers, history), American football (rules, differences between the rules of professional, college, and high-school football, history of the sport, the big names of the sport, who won all the Super Bowls), etc.

Certain facts will be difficult or impossible for a character to know, so the GM should apply modifiers for difficulty.

Knowledge costs 1 point for an 8- roll, 2 points for an 11- roll, and each +1 to the roll after that costs 1 point. Knowledge Skills are usually abbreviated, as in KS: VIPER Bases.

LANGUAGES

Each character is considered to know his native language like, well, a native. Learning other languages requires an expenditure of Character Points. Consult the Language Table for the cost of learning a language.

LANGUAGE TABLE

Pts Spent	Skill in the Language
1 point	Character can manage basic conversation in the language, has a heavy accent betraying his origin, must make an Intelligence roll at a -3 to follow natives conversing.
2 points	Character can manage fluent conversation, still has a heavy accent betraying his origin; he must make a normal INT roll to follow natives conversing.
3 points	Character has complete command of the language, slight accent betraying his origin, no INT roll necessary to understand natives.
4 points	Character can pass himself off as a native when speaking the knowledge—at least as far as his linguistic abilities go. (Tough situations may require Disguise and Culture Knowledge rolls.)

If a character has 4 points in a language, he may spend additional points to be able to know additional dialects in the language—for instance, a London-born agent might want to be able to also pass himself off as an Australian, a Yorkshireman, and an Californian. He would spend 1 point for each of the three accents, and could pass himself off as a native when speaking in any of these dialects.

All super-agent characters should learn English, even if it's not their native tongue.

Danger International has a more complicated and more accurate representation of the way related languages work; use of that system is optional.

LOCKPICKING

In *Super-Agents*, the *Champions* Skill Security Systems is broken down into two Skills: Lockpicking and Security Systems. Lockpicking is a DEX-based Skill enabling a character to open key locks and defeat combination locks. The character must use lockpicks for most locks. Note that an unsuccessful Lockpicking roll

can mean a jammed lock, an alarm going off, even a broken lockpick, though it usually just means failure.



LUCK

As per *Champions*.

MARTIAL ARTS

The character is Skilled in one of several martial arts. There are six martial arts to choose from, five of which have advanced versions which can be bought after buying the basic version. How each Martial Art works is described in the Combat and Equipment Chapter. The six Martial Arts are Aikido, Boxing, Commando (the only one without an advanced version), Ju-jitsu (Judo), Karate, and Kung-Fu.

MECHANICS

The character is Skilled with mechanical devices, knowing how to repair, replace, and build them. This Skill also allows a character to gimmick or sabotage mechanical devices: For instance, deactivating the brakes on someone's car. Tools of some sort are generally required to perform the Mechanics Skill.

An unsuccessful Mechanics roll usually means the character is unable to perform the task, but can sometimes mean that the device fails under stress (or works, when it was supposed to be sabotaged).

MOTORCYCLING

This is like Driving. Note that Driving Skill does not include Motorcycles; they're sufficiently different that they have to be bought separately. You never have to pay additional points for different types of motorcycles, even the three-wheeled variety or cycles with sidecars; initial purchase of the Skill covers them all.

PARAMEDIC

This is the ability to stop bleeding, repair damage, and generally keep someone alive. When a character has taken more BODY than he has as his base value, he is dying; the character with Paramedic may keep him alive with a Paramedic roll.

When someone is mortally wounded and a Paramedic character is trying to save him, subtract 1 from the Paramedic's roll for every 2 BODY the wounded character is below his BODY total.

Successful performance of this Skill takes at least one full phase (for instance, for wrapping a tourniquet); the GM may wish the character to take one full phase per injury, for instance in the case of a character riddled by autofire.

Unsuccessful Paramedic Rolls may mean that the bleeding is of a type that can't be easily stopped.

Paramedic amounts to a very competent ability in first aid. To be a licensed doctor, or to perform medical functions such as disease diagnosis, a character must have KS: Medicine.

PERCEPTION

Certain Enhanced Senses are cheaper for agent characters to buy. +1 to an overall Perception Roll costs 3 points; +1 to a specific sense costs 2 points.

PERQUISITES

Perquisites, or "perks," are special rights which some people have. In *Super-Agents*, your characters will be acquiring many of these Skills naturally through association with your agency. However, if your character wishes to take a perk early, and can convince his GM that he should have it, he may pay points for the perk.

Points that the player-character has actually spent on perks may be turned in at any time and spent on other things, such as other perks, with GM approval. Perks that the player-character gets from being a certain rank in a certain agency may not be turned in; the character never gets "points" for these.

Perks which are of occasional use to the character cost 1 point; perks which are of common use to the character cost 2 points; perks which are of frequent or extreme use to the character cost 3 points or more.

Examples:

Press Pass: The character is a member of the press or has pull with someone in the press and has a Press Pass. The Press Pass will allow him through some police cordons and will identify him as a member of the press for press conferences and other such functions. Cost: 1 point.

Passport: The character may legally leave his country and travel to others honoring normal passports. Cost: 1 point.

International Driver's License: The character may legally drive in nations other than the one for which he received his normal driver's license. Cost: 1 point.

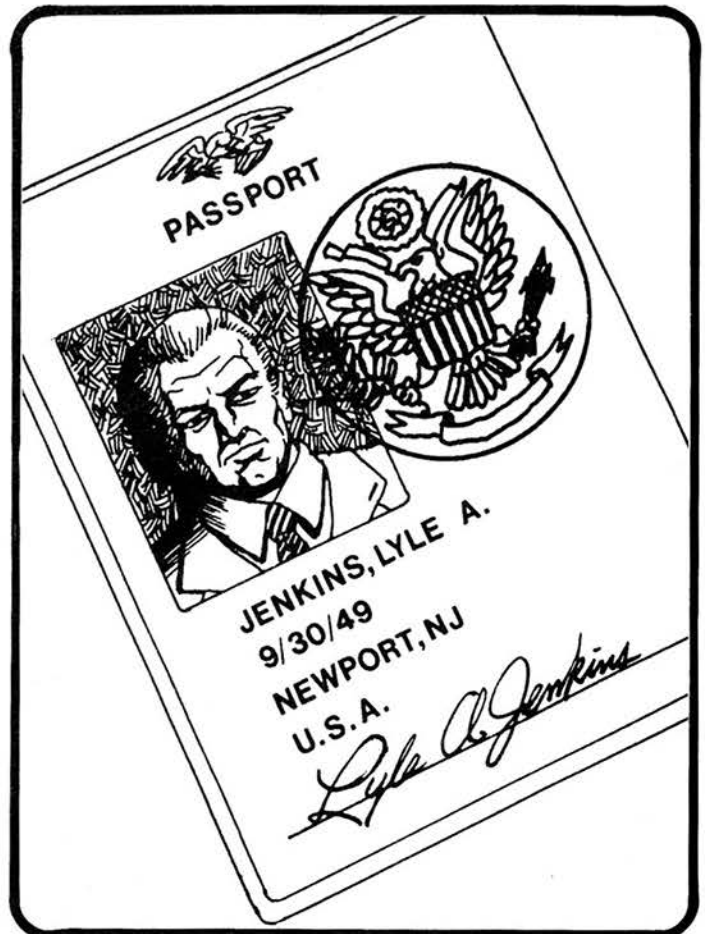
Contact: The character has an informant who occasionally gives him special tips about topics of interest, or a contact in a particular field of interest who will give the character information when asked. (This is not the same as a DNPC. Informants bought this way don't figure into stories as DNPCs do.) Cost: 1 point. An especially useful informant, say one high up in the ranks of a friendly agency or government, would cost 2. A really useful one, say one in an enemy agency, would cost 3.

Carry Concealed Weapons: The character may, while in plainclothes, carry a concealed firearm. Cost: 2 points.

Police Powers: The character may make arrests, Mirandize suspects, and receive cooperation of local police authorities (the last function subject to a successful Agency roll). Cost: 2 points.

Not Subject to Search: The character is not subject to search in customs situations, subject to a successful Agency roll. Modifiers to the roll: -3 in totalitarian countries; +3 in the U.S. or U.K.. Cost: 2 points.

Honorary Police Captaincy: The character has the cooperation of all appropriate law enforcement organizations. With a successful Agency roll, he can even call on manpower and special favors from those organizations. Cost: 3 points.



Diplomatic Immunity: Crimes committed by the character will not be prosecuted by national authorities. (This does not absolve the character of any crimes in the eyes of his superiors; if he wasn't under orders, and the agency receives justifiable complaints, the character may be in deep trouble within the agency.) Cost: 5 points.

A character who wants to take one or more of these perks must justify the perk to his GM. Some are easy to justify (such as International Driver's License). Others, the GM should on no account give a beginning PC (for instance, Honorary Police Captaincy).

However, a character may justify some perks. If UNTIL Private Hassan is the son of a sheik, he may indeed have Diplomatic Immunity. (However, the GM can use the fellow's royal birth against him—for instance, by giving him an Arab-hating superior. The GM should keep use of perks in balance.) If Agent O'Connor was once a reporter, he may still have friends in the business and have a Press Pass. And so on.

Many agencies will grant perks, free of charge, to agents, especially as they ascend in rank. (Example: All UNTIL agents, even Privates, have free Passports.) Should a character "purchase" a perk, and then later get it as a function of his rank, he can take his points back and spend them elsewhere. Should a GM decide that the character can no longer have a perk (he was caught smuggling, and his superior takes away his "Not Subject to Search" perk, for instance), the GM can tell the player that his character must lose the perk and take his points back.

PILOT

This is the Driving Skill of airborne vehicles. Initial purchase of Pilot allows the character to pilot one vehicle, either a small private aircraft (for a civilian with the Skill) or an agency air vehicle (for a super-agent with the Skill). Each additional type of air vehicle known (helicopters, light jets, twin-engine planes, hang gliders, ultralights, gyrocopters, military jets, grav sleds, etc.) costs 1 point.

RIDING

Like Driving, but with riding animals. Initial purchase of the Skill gives you one animal known (such as horses). Each +1 gives you a new animal type (camels, elephants, bulls, flying lizards, dolphins, etc.)

RUNNING

As per *Champions*, except that the cost per 1" doubles after +4" of Running. In other words, the first extra 4" costs 2 points per 1"; and each additional inch costs 4 points per 1".

SECURITY SYSTEMS

This is the other half of Security Systems from *Champions*. This Skill gives the character the ability to evade various types of electronic alarms.

SHADOWING

This is the ability to follow someone or to brush off someone following you. Circumstances will aid or subtract from your chance to be detected (for instance, if you're on an asphalt plain or desert, it's easier to follow



and harder to brush off; if it's Mardis Gras, it's harder to follow and easier to brush off).

When you're following someone, the GM will have you make a new Shadowing Roll whenever the target does something tricky or inconvenient to you (such as going through a crowded department store) or when the target gets suspicious.

It takes a successful Perception Roll to tell if you're being tailed; you should use the Skill versus Skill system, with the follower's Shadowing Skill versus the target's Perception Roll.

SKIING

Like Driving, on skis.

SKILL LEVELS

As per *Champions*, but 50 and 75 point super-agents may not have 10-point overall Skill levels.

A 3 point Weapon Skill Level gains +1 with one Weapon Sub-Group the character has Familiarity (qv) with. A 3 point Level can also be bought to increase by +1 all Skills of a particular type, such as all Area Knowledges or all Sciences. A 5 point Skill Level gains +1 with one Weapon Group the character has Familiarity with. A 5 point Skill Level can be bought to increase all related Skills, such as all DEX-based Skills, or all Professional Skills, Knowledges, and Mechanics, etc. An 8 point Combat Skill Level gains +1 with all Combat Skills the character has Familiarity with. An 8 point Skill Level can also be bought to increase all NON-combat Skills by +1.

GMs who wish to use the expanded *Danger International* uses of Skill Levels may do so, as long as they warn their players.

STEALTH

As per *Champions*. However, successful use of Stealth does not mean that the character is automatically at a -5 to be heard; instead, use the Skill versus Skill system with your Stealth vs. the target's Perception Roll.

SURVIVAL SKILL

This Skill enables the character to live off the land, find food and water, identify dangerous plants and animals, etc. It's not of common use to our high-tech heroes, but a character who was, say, a Vietnam vet might want this Skill.

The GM should make a character roll this Skill when he is underequipped in a hostile environment (usually after a plane crash or shipwreck). The Survival Skill should be made daily to see if the character has found food, shelter, etc. He might have to make the Skill several times a day in a really nasty environment (such as the Antarctic during a blizzard).

Lack of available resources like tools, food, water, clothing, etc. could be from a -1 to a -5 modifier to the roll. Very benign conditions (well-equipped, lots of game, lots of water) could mean a +1 to a +3.

Area Knowledge of the area in question can be used as a complementary roll, as can certain sciences.

SWIMMING

As per *Champions*, except that the cost per inch doubles after you buy +3".

TRACKING

This is the hunter's Skill, not the enhanced sense from *Champions*. This Skill gives the character the ability to follow a trail by observing tracks, marks, etc. A great deal of information may be derived from tracks, such as the weight of the person, the number of people, how long ago they passed by, what they were doing, etc.

The GM should require the character to make a Tracking roll whenever the person or creature being tracked does something that might throw pursuers off a trail (such as crossing bare stone, or swinging through the trees, etc.).

WEAPON FAMILIARITY

Super-agents generally do not have to buy their weapons with points. However, they do have to know how to use them; in order to use a weapon effectively, you have to buy familiarity with it.

Weapon familiarity is bought by the Group and Sub-Group. One point will buy familiarity with one sub-group of weapons (knives/blades, staves, pistols, rifles, blasters, etc.).

Two points will buy familiarity with a Group of weapons (all Small Arms, all melee weapons, all bows, etc.)



Each Sub-Group in the Group of Other Weapons must be bought separately for one point each. One cannot buy Other Weapons as a Group for 2 points.

All characters have familiarity with Club (from the Melee Weapons Group) and Hand to Hand Combat (from the Hand To Hand Combat Group) for free. The Martial Arts do not require that you buy Weapon Familiarity for them, it's part of the deal, as described in the next chapter.

If you try to use a weapon without proper familiarity, you will fire the weapon and perform all other functions with it at a -3 to your rolls to hit or otherwise succeed.

WEAPON GROUPS

HAND-TO-HAND COMBAT

Aikido
Boxing
Commando Training
Hand-to-Hand
Jiu-jitsu
Karate
Kung Fu

SMALL ARMS

Pistols
Autoweapons
Rifles
Blasters

MELEE WEAPONS

Clubs
Knives/Blades
Singlestick/Quarterstaff
Whip

MISSILE WEAPONS

Bows
Thrown Knives

OTHER WEAPONS

Flamethrowers
Vehicle-Mounted Weapons
Rocket Launchers
Man-Guided Missiles
Grenade Launchers

EXTRAORDINARY ABILITIES

Use of Extraordinary Abilities from DI is optional.

DISADVANTAGES

The Disadvantages available to super-agents are based on the Disadvantages in *Danger International*. Players of *Danger International* may skim over this section; players familiar only with *Champions* should read it thoroughly.

SIMILAR DISADVANTAGES

The value of similar Disadvantages to a character "deteriorate" faster than they do in *Champions*.

In *Super-Agents* (and *Danger International*), only the first (most expensive) Disadvantage is worth full points. The second one of the same type is worth one-half the points, the third worth one-quarter, and each subsequent one is worth no points.

THE DISADVANTAGES

AGE

This *Danger International* Disadvantage is really not appropriate to *Super-Agents*; the agencies normally recruit healthy young fools for active duty. If you have *Danger International*, and really want to use Age, you may permit agents who achieve Rank 8 or higher to take Age. Thus, no character can start with this Disadvantage.

BERSERK

Not permitted to 75-point player-characters. Try simulating it with a Psychological Limitation if you must have it.

DEPENDENT NPC

As per *Champions*, but with the following point values:

NPC involved infrequently (8-)	+3 points
occasionally (11-)	+5 points
frequently (14-)	+8 points

NPC competent (50+ points)	+0 points
normal (0 points)	+3 points
incompetent (-20 points)	+5 points

DISTINCTIVE LOOKS

Like Unusual Looks from *Champions*, but they don't automatically cause distress in a viewer. They just make it easier to remember him. Points are awarded this way:

Looks are easily concealable	1 point
concealable with Disguise	3 points
not concealable	5 points

Distinctive Looks cause fear or revulsion in viewer	x2 points
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Player-character is overt agent	
hardly ever participating	
in covert missions	x1/2 points

HUNTED

As per *Champions*, but with the following point values:

Hunter is a single person	1 point
Hunter is a small group (40- people)	3 points
Hunter is a medium group (50-500 people)	5 points
Hunter is a large group (500+ people)	8 points
Hunter has advanced weapons and/or 50-point agents	+3 points
Hunter has superpowered members	+5 points
Hunter is after character sometimes (8-)	+0 points
Hunter is after character full time (11-)	+3 points
Hunter is after character fanatically (14-)	+5 points

16 Disadvantages

WATCHED

The character (actually, usually the whole organization) is watched by some agency or group. They keep tabs on his movements, purchases, passport use, meetings, etc.

Often, a character's own agency is watching him as a precaution against double-agents and infiltrators. (This is a Disadvantage when the character wishes to do something against policy, such as letting a sympathetic enemy go. If the watcher finds out, the character may suffer reprimands, may not be promoted, etc.)

Just as often, a character will be watched by an enemy agency. (This is a Disadvantage because the enemy can build up a large dossier on the character, record his weaknesses, etc., and use all this information against him if they also happen to be his Hunted.)

Points are awarded depending on how large the watching agency is and how intensively he's being watched.

Watcher is a small group (40- people)	1 point
Watcher is a medium group (50-500 people)	3 points
Watcher is a large group (500+ people)	5 points
Watcher is watching character sometimes (8-)	+0 points
Watcher is watching character full-time (11-)	+3 points
Watcher is watching character fanatically (14-)	+5 points

PHYSICAL LIMITATION

As per *Champions*, but with these points:

Limitation affects infrequently	3 points
frequently	5 points
all the time	8 points
Limitation impairs slightly	+0 points
greatly	+3 points
fully	+5 points

Note: assault agents belonging to most overt agencies are generally required to be in good physical condition. The GM should look at any physical limitation taken by a character, and disallow it if he feels the agency would not permit the character to join with this limitation.

PSYCHOLOGICAL LIMITATION

As per *Champions*, but with the following point totals:

Uncommon situation	3 points
Common situation	5 points
Very Common Situation	8 points
Irrational Actions	+3 points
Frantic retreat or total collapse	+5 points

Again, the agency would be on the lookout for lunatics trying to join. Of course, one can always slip through the screening process, but it isn't likely. The GM should approve all psychological limitations.

SUSCEPTIBILITY

Not permitted to 50 and 75 point player-characters.

UNLUCK

As per *Champions*.

VULNERABILITY

Not permitted to 50 and 75 point player-characters without a valid background reason (allergies, albinism, etc.) and GM permission.

Note: A character may not buy off the Disadvantages that come with the agency (see *Package Deals*) so long as he is with the agency.

PACKAGE DEALS

Each agency is characterized by a Package Deal. *Champions* players aren't likely to be familiar with Package Deals and should read this section closely. (Yes, you *Danger International* players are familiar with this. But pay attention: we'll show you how to build them.)

A Package Deal is a set package of Characteristics, Skills, and Disadvantages that a character must take to be a member of the agency. Additionally, some agencies have several different package deals, and a character must take more than one to rise in rank or belong to certain agency divisions.

Typically, a Package Deal requires the character to be built with certain stats (to reflect physical and mental conditioning), certain skills (such as agency knowledge, weapons familiarity, and specialized training), certain Disadvantages (such as hunted by an enemy organization, and monitored by one's own organization). Additionally, the character will receive a few extra points, called a Package Bonus, to help offset the cost of buying Skills and Characteristics the character might not particularly want.

You won't have to make up any Package Deals if you don't want to. Package Deals are included for each of the agencies described in this book. However, if you wish to create your own agency and the package for it, follow the rules in Campaigning.

EQUIPMENT

Of course, super-agents cannot depend on characteristics and skills alone—especially when they'll be expected to face VIPER agents and the occasional supervillain.

In general, a super-agent player-character will not have to pay any of his own character points for his equipment.

All super-agents are assigned equipment based on their roles in the agency, their ranks, and the situation they expect to face. Equipment commonly used by super-agents includes body armor, firearms, energy firearms, radio gear, specialty grenades, life support masks, flash-resistant or infrared goggles, and much more.



A super-agent has to pay his own points for really specialized gear that is his and his alone. Examples: Implanted radios or microcomputers, replacement eyes with telescopic and/or infrared capability, false teeth containing interesting tools, etc.

Super-agents permanently assigned to a vehicular corps—such as the UNTIL Light Horse division—have to pay 5 of their own points for regular access to a vehicle built from the *Champions II* vehicle rules. (However, if this grav sled character were later to leave the Light Horse and return to, say, infantry, you could rationalize that he still had routine access to an agency vehicle, or you could allow him to use those 5 vehicle points to buy him a personal vehicle from the *Champions II* rules. This vehicle would be for his own use, not agency mission use. He couldn't plow those 5 points back into stats or skills, though he could use them to buy other extra equipment.)

The Combat & Equipment section contains information on building the gadgets and vehicles in question. Let's talk about how many of them you can carry.

HOW MANY POINTS?

Most beginning super-agents get to carry around 50 points worth of equipment. That's it. The agency usually chooses the basic load that the character carries. Sometimes the agency will only "use up" the majority of a character's load, and allow him to carry the remainder of his points in equipment of his choice.

This 50-point allotment is supposed to see him through all usual missions; when an alarm comes in, or when the commander points a finger and says "Go," that's the 50 points of equipment the character has.

On exceptionally nasty missions where the brass can be considered to know that something vile is up, the character may be assigned extra equipment—up to 50% more points worth than he has. (That is, if he normally carries 50 points worth, he might be given 75.)

And on really unusual missions—such as when a bunch of guys have to strap themselves into special suits and try to capture a superhero—the GM can decide on how many points of equipment the character has. A recommended total is 2x his normal load, or 100 points worth for beginning agents.

Now, the player-characters normally won't need to ask for extra equipment, since the GM should provide such equipment as needed for a particular mission. If it's unclear whether the agents really need the equipment, they can attempt an Agency Roll (at a suitable penalty decided by the GM) to see if the equipment is available to them. It's completely at GM's discretion. If a player asks, "But doesn't this constitute an emergency so we can have more equipment?" you get to say "No." Warning: Don't ever make a mistake when doing this. If it really is an emergency mission, the agents should be assigned the extra equipment.



Another note: The further up in the agency the agent rises, in terms of rank, the more equipment he will carry. This is described more fully in the section on "Rank" in Chapter Three.



AGENT EXAMPLES

Let's put together a couple of agents to see how they look.

Pilar Soldi and Lamar Crossfield were our two examples; let's work them up. Since both are to be agents of UNTIL, we can start with a that package deal to form the framework of their character sheets.

Pilar Soldi

STR 13 DEX 13 CON 13 BODY 10 INT 13
 EGO 10 PRE 11 COM 10 PD 4 ED 4
 SPD 3 REC 6 END 26 STUN 24 **Cost 31**

Pts. Skills
 2 Familiarity, all small arms
 2 Familiarity, baton & grenades
 2 KS: UNTIL, 11-
 1 KS: World Politics, 8-
 3 Fluency, Language (English)
 3 Skill, from list
 10 Martial Arts (choice)

Pts Disadvantages: 75+
 8 Monitored, UNTIL, 11-
 11 Hunted, VIPER, 8-
 6 Stat Minimums
 4 Subject to Orders
 1 Package Bonus

Lamar Crossfield

STR 13 DEX 13 CON 13 BODY 10 INT 13
 EGO 10 PRE 11 COM 10 PD 4 ED 4
 SPD 3 REC 6 END 26 STUN 24 **Cost 31**

Pts. Skills
 2 Familiarity, all small arms
 2 Familiarity, baton & grenades
 2 KS: UNTIL, 11-
 1 KS: World Politics, 8-
 3 Fluency, Language (choice)
 3 Skill, from list
 10 Martial Arts (choice)

Pts Disadvantages: 75+
 8 Monitored, UNTIL, 11-
 11 Hunted, VIPER, 8-
 6 Stat Minimums
 4 Subject to Orders
 1 Package Bonus

Right now, as you can see, they're virtually identical. So, let's see what we remember about the two characters:

Pilar Soldi, we recall, was born in Brazil (speaks Portuguese, has Knowledge of Brazil). Learned Paramedic from her father. In Rio de Janeiro, became secretary, learned business administration (Knowledge Skill), learned languages (English, Japanese, and Spanish, because of amount of export to countries speaking those languages). Learned about international trade law (knowledge). Sympathetic character; has great dislike of users, victimizers, (Psychological Limitation). Outgoing and personable (good COM, PRE, EGO).



Lamar Crossfield, as we noted, is a brilliant (INT 23) technical sort of fellow. Let's give him appropriate INT-related skills: Computer Programming, Criminology, Deduction, and Security Systems. Additionally, he wants Electronics and the Electrical Engineering science, and may buy more science and technical skills if he has points left over. Lamar's physical and personal stats won't come up any; he'll be putting the rest of his points and experience into skills and the like. Let's presume that his intelligence alienated him from his peers, making him aloof and somewhat sarcastically defensive (Psychological Limitation). Also, he's Unlucky - just to get the points.

Translating these skills into game terms, these characters look like this:

Pilar Soldi

STR 13	DEX 15	CON 15	BODY 13	INT 15
EGO 13	PRE 15	COM 16	PD 4	ED 4
SPD 3	REC 6	END 30	STUN 28	Cost 60

Pts.	Skills
2	Familiarity, all small arms
2	Familiarity, baton & grenades
2	KS: UNTIL, 11-
1	KS: World Politics, 8-
7	Paramedic, 14-
3	KS: Business Administration, 12-
10	Boxing
3	Fluency, Language (English) (Portugese is native)
4	Native speech, Spanish
3	Fluency, Japanese
3	KS: International Trade trade law, 12-
3	KS: Brazil, 12-
3	KS: South America, 12-
3	+1 Skill Level: Blasters

Pts	Disadvantages: 75+
8	Monitored, UNTIL, 11-
11	Hunted, VIPER, 8-
6	Stat Minimums
4	Subject to Orders
1	Package Bonus
5	Hatred of Victimizers (Common)

Lamar Crossfield

STR 13	DEX 13	CON 13	BODY 11	INT 23
EGO 12	PRE 11	COM 12	PD 4	ED 4
SPD 3	REC 6	END 26	STUN 25	Cost 51

Pts.	Skills
2	Familiarity, all small arms
2	Familiarity, baton & grenades
2	KS: UNTIL, 11-
1	KS: World Politics, 8-
5	Gunsmith, 12-
2	KS: Security Systems Cost Analysis, 11-
10	Karate
3	Fluency, Language (German) (English is native)
2	Basic Conversation, Japanese
7	Computer Programming, 16-
5	Deduction, 14-
5	Security Systems, 15-
8	Electronics, 14-
3	Electrical Engineering, 12-
3	General Perception +1 (15-)

Pts	Disadvantages: 75+
8	Monitored, UNTIL, 11-
11	Hunted, VIPER, 8-
6	Stat Minimums
4	Subject to Orders
1	Package Bonus
5	Aloof and Sarcastic (common)
5	1D6 Unlucky

Both characters had a few points left over after all their listed skills were bought. Both characters' players decided to increase some characteristics in line with the character conceptions and increase the rolls of several of their required skills and to acquire a couple of new skills appropriate to their conceptions.

So, what we have now are two characters built off the same package deal, but undeniably distinct—in spite of a certain similarity in stats and some skills.

Pilar turns out to be a character with a great deal of leadership potential, as her player wanted; her high COM, PRE, EGO, and INT reflect this. Her paramedic skill is a boon to any assault team, as is her extra level with UNTIL blasters. Her variety of languages make her useful in certain situations, especially in South America or the Iberian peninsula. With knowledge of both World Politics and International Trade, she can often analyze a political event and translate it down to its economic ramification—or vice versa. So, between her communications and political abilities, she will end up dealing a good deal with UNTIL brass—just the thing for advancement.

Lamar is completely technical and crime-oriented. He's also a good character to have on a team, especially for immediate investigations. He's no worse than any other UNTIL agent in a firefight. He can analyze the scene of a crime, assemble clues, disassemble and

work over electronic gear, notice things that other people miss (with his 15- Perception Roll), and program computers like nobody's business.

Both characters have personal strengths and weaknesses, and illustrate the variety of characters available from the same package deal.



COMBAT AND EQUIPMENT



In this chapter we're going to talk about combat—how to hit people, what to hit them with, how to build what you're hitting them with, how to build other things, how to hit them with cars, and so forth.

COMBAT

Combat in *Super-Agents* uses the same Hero System as *Champions* and *Danger International*. There's very little new to learn. Let's just brush up on a few things:

Knockback

Use the Knockback system from *Champions* when playing *Super-Agents*.

For you *Danger International* fans who don't know *Champions*, "knockback" is when the awesome might of your flying fists or pulse lasers or Chevy Malibu throws a victim back from the point of impact. This happens a little in *Super-Agents*, too.

Whenever you do damage to someone, take note of the number of BODY pips the attack did (regardless of how many got through to hurt the victim—use that starting BODY total). Roll 2D6. Subtract the 2D6 roll from the BODY done. The remainder is the number of inches the victim is "knocked back" by the force of the attack.

Example:

UNTIL agent Private Kinkaid shoots someone with his *UNTIL* blaster, which does 6D6 energy damage. He rolls well: 28 STUN, 7 BODY. Now, he rolls 2D6 to check for knockback. He rolls a 5. Five from seven (the BODY done by the attack) leaves two, so the injured party goes flying back 2".

Some attacks don't do as much knockback as others. Attacks using Martial Arts, and attacks which do Killing Damage, add 1D6 to the number of dice rolled to check for knockback.

Example:

Kinkaid later drops his blaster and has to pop someone with his fist; his Martial Punch does 5D6. He rolls well again, for 24 STUN and 6 BODY. But now he rolls 3D6 against the BODY, and he rolls an 11 against the 6 BODY he did. No knockback this time.

Attacks against flying characters, on the other hand, are at -1D6 on the roll to check for knockback.

Now, it's possible to be hurt from being knocked back. When someone hits the ground from knockback,

he takes 1D6 normal, physical damage for every 2" he was knocked back.

If he runs into a wall or tree or other vertical surface before he hits the ground, he instead takes 1D6 normal physical damage for every 1" he was supposed to be knocked back.

Example:

A VIPER Flying Cavalry agent runs into Kinkaid, knocking him back 7". He travels 3" and then slams into a brick wall. He takes 7D6 damage.

People who are knocked back are automatically knocked off their feet. Incidentally, if your 2D6 (or 3D6, or whatever) roll for knockback exactly equals the number of BODY you did, then there's no knockback or extra damage, but the victim is knocked off his feet in the hex he was standing in.

HIT LOCATION

Danger International players: The Hit Location and additional wounding rules from that game are optional in *Super-Agents*. If you're especially fond of them, use them. If you're not, don't.

If you are using hit location rules, then ignore the "activation rolls" of super-agent armor. Instead, use the following hit location protection values for armor:

If Armor Activates On	Then It Protects Hit Locations
8-	10-13
11-	4-5, 10-13, 17-18
14-	3-5, 8-14, 17-18

That is, an 8- armor is essentially a bulletproof vest; an 11- is a helmet, a bulletproof vest, and boots; and 14- is a full-coverage helmet, a bulletproof jacket, and boots.

RECOVERY

Champions players: Recovery in *Super-Agents* is closer to Recovery in *Danger International*, so let's talk about that.

The only difference of significance is this: *Super-Agents* who have taken BODY damage do not recover at the *Champions* rate of 1/10 REC per day. Instead, they recover BODY at the *Danger International* rate of their REC score per month.



PUSHING

Champions players: You can't automatically push Strength for 10 points. You must make an EGO roll. A successful Ego roll means you can push for 5 points. For every 1 by which you make your EGO roll, you can push your STR by one point more.

PERCEPTION

Players who have both games: The additional Perception rules from *Danger International* are optional. Use them if you like them.

GUN COMBAT MANEUVERS

Danger International players: The Gun Combat Maneuvers are optional. Use them if you like them.

FLIGHT

Danger International players: Among the gadgets in the following listings are some jet packs and other gear that allow your characters to actually fly. These gadgets don't follow the same flight rules as your Vehicle rules.

Personal flight gadgets allow you to move in the air a lot like you run on the ground. You have a turn radius that's identical: Your current speed divided by 5 is your TURN rating.

Personal flight gadgets allow the character to move only on his normal phases—none of this every-segment movement that vehicles can manage.

Gaining altitude is accomplished by trading off distance for altitude. For every 2" that you can move, you can instead gain 1" of altitude. Thus, if you have 10" of flight off a jet pack, in one phase you could fly 10", or shoot straight up 5", or move 6" and climb 2", or whatever combination suits your fancy.

MARTIAL ARTS

Danger International players will find the following very familiar, but *Champions* players should pay careful attention, since Martial Arts works differently for a super agent than for a superhero.

Each Martial Art listed in the previous chapter is effectively a package deal including Combat Maneuvers, Skill and Skill Levels, and Characteristic Minimums. The packages represent the minimum necessary combination of abilities to be considered effective in each particular martial art. Characters of lesser ability should buy levels in hand-to-hand combat.

All martial arts have a basic package and an advanced package except for Commando Training. A character must buy the basic package to buy the advanced package. A character with a particular Martial Arts package can use the maneuvers included at any time he could use a regular maneuver.

Each martial arts package lists the maneuvers with the maneuver's name, its OCV and DCV modifiers, its effect on the damage done, and any special effects of the maneuver. DCV modifiers only affect DCV in hand-to-hand combat, not ranged combat, unless otherwise indicated. All damage modifiers are given as dice added to the character's strength damage. *Champions* players note that there is no multiplication of normal strength damage, just added dice. Any special effects

of the maneuver are shown by a word or two. The full impact (as it were) of these special effects is listed on the Maneuver Description Table.

MANEUVER DESCRIPTION TABLE

Maneuver	Effect
Affects All Attacks	The DCV of this maneuver affects all attacks
Block	Block's opponent's attack
Cancel	Character can cancel his next phase to do maneuver (Abort in <i>Champions</i>)
Combination @	This effect allows the character to combine two maneuvers in the same half phase. The character must take all the restrictions of both maneuvers into account. The OCV and DCV modifiers of the combined maneuver are equal to the worst modifier of either maneuver - 1.
Disarm	Knock any 1-handed weapon from opponent
Dodge	May not Attack
Grab	May throw opponent around or dash him to the floor
Hold	Do STR/5 in D6s of Normal Damage, opponent may not attack
Killing	Attack does Killing Attack based on the STR of the user (i.e., 10 STR does 1/2D6 HKA instead of 2D6 normal damage)
+ 2 Killing	Attack does Killing Attack based on the STR + 10 of the user (i.e., 10 STR does 1D6 + 1 HKA)
No Normal Defense (NND)	Target gets no PD versus the Stun of this Stun-only attack
Opponent Falls	Opponent automatically falls down after successfully hit by this attack
Strike	Attack does STR/5 in D6s of Normal Damage
Take 1/2 damage	Halve Stun and Body from any non-ranged attack
You Fall	Character falls down after doing attack

@Example of Combination:

Jeremy, Master of Aikido, is going to Combine an Aikido Throw and Aikido Strike. He cannot Cancel to go into the throw because he cannot use Cancel with the Strike. The combination Strike/Throw is -1 OCV, -2DCV, does STR/5 + 1 in D6's of Normal Damage, and throws the target to the ground.

AIKIDO

This is a modern, generally defensive, art that uses the opponent's energy against him. Aikido contains many circular motions that the character uses to direct an attack to a position of disadvantage.

22 Combat & Equipment

Maneuver	OCV	DCV	DMG	Specials
Throw	0	-1	x1	Grab, Hold, Cancel
Hold	-1	0	x1	Hold
Strike	0	+1	+1D6	Strike
Dodge	-	+5	-	Affects All Attacks

Familiarity with Breakfall (Breakfall on 8 or less)
Familiarity with Knowledge Skill - Aikido
Minimum Stats: DEX 11

Advanced Aikido

Maneuver	OCV	DCV	DMG	Specials
Escape	0	0	-	+3 STR roll versus Hold/Grab

+1 Skill Level with Aikido
Familiarity with Common Martial Weapons
Combination Maneuver
Full Breakfall (Breakfall on 9+ DEX/5 or less)
Minimum Stats: SPD 3

BOXING

Boxing is normally seen only in a sporting arena and is a straightforward martial art. A boxer is very effective so long as the battle consists of upright punches and blocks. A boxer may find himself in difficulty versus a well-rounded martial artist because of his lack of throws, holds, and other special maneuvers. Note that the Clinch maneuver in the Advanced Boxing package is illegal in normal boxing.

Maneuver	OCV	DCV	DMG	Specials
Block	+2	0	-	Block, Cancel
Jab	+1	+2	+1D6	Strike
Uppercut	+1	0	+3D6	Strike

Familiarity with Knowledge Skill Boxing (lore of Boxing on 8 or less)
Minimum Stats: STR 10, DEX 11, PD 4

Advanced Boxing

Maneuver	OCV	DCV	DMG	Specials
Roll with Blow	0	-2	-	1/2 Dmg from Blows, Cancel
Clinch	0	-1	+2D6	Hold, enemy can still kick

+1 Skill level with Boxing
Combination Maneuver
Minimum Stats: SPD 3

COMMANDO TRAINING

Commando Training is a mish-mash of different effective maneuvers from many arts. Since it has no unifying theme or style it is in many ways a dead end as far as significant advancement. There is no advanced version of Commando Training.

Maneuver	OCV	DCV	DMG	Specials
Aikido Throw	0	-1	x1	Grab, Cancel
Karate Chop	-1	0	x1	Strike, Killing
Boxing Block	+2	0	-	Block, Cancel
Judo Disarm	-1	-1	-	Disarm

Familiarity Breakfall (Breakfall on 8 or less)
Minimum Stats: STR 10, DEX 11, CON 10, PD 4

JIU-JITSU

Jiu-jitsu, or its limited form, Judo, is a defensive art consisting of throws and holds. The character slams his opponent to the ground or applies a choke hold in combat.

Maneuver	OCV	DCV	DMG	Specials
Slam	0	-1	+1D6	Grab, Cancel
Choke Hold	-2	-2	NND	Hold, No Normal Defense

Maneuver	OCV	DCV	DMG	Specials
Sacrifice Throw	+2	0	+1D6	Strike, He Falls, You Fall

Familiarity Breakfall (Breakfall on 8)
Familiarity Knowledge Skill Jiu-jitsu
Minimum Stats: DEX 11

Advanced Jiu-jitsu

Maneuver	OCV	DCV	DMG	Specials
Disarm	-1	-1	-	Disarm
Escape	0	0	-	+3 STR roll versus Hold/Grab

+1 Skill Level with Jiu-jitsu
Combination Maneuver
Breakfall on 9+ DEX/5
Minimum Stats: SPD 3

KARATE

Karate is a straightforward, "power", Martial Art, designed to put an opponent down as soon as possible. Karate came out of weaponed fighting styles, and Advanced Karate includes familiarity with common Oriental weapons.

Maneuver	OCV	DCV	DMG	Specials
Punch	0	0	+2D6	Strike
Kick	-2	0	+4D6	Strike
Block	+3	0	-	Block, Cancel
Chop	-1	0	x1	Strike, Killing

Familiarity Knowledge Skill Karate (8 or less)
Minimum Stats: STR 10, DEX 11, PD 4

Advanced Karate

Maneuver	OCV	DCV	DMG	Specials
Disarm	-1	-2	+1D6	Disarm, Strike
Dodge	0	(+4)	-	Dodge
Increased Damage Chop	-	-	x1 +10	+10 STR to Killing

+1 Skill Level with Karate
Familiarity with Common Martial Weapons
Minimum Stats: SPD 3



KUNG FU

Kung Fu is a broader form of Martial Arts than Karate. It concentrates less on Strikes and more on flexibility. Like all arts there are hundreds of different kinds of Kung Fu; this package is a combination of many different styles.

Maneuver	OCV	DCV	DMG	Specials
Strike	+1	+1	+2D6	Strike
Block	+1	+1	-	Block, Cancel
Dodge	0	(+4)	-	Dodge
Throw	0	-1	x1	Grab, Cancel

Familiarity Breakfall (8 or less)
 Familiarity Knowledge Skill - Kung Fu (8 or less)
 Minimum Stats: DEX 11

Advanced Kung Fu

Maneuver	OCV	DCV	DMG	Specials
Block/Strike	0	0	+2D6	Block, Strike

+1 Skill Level with Kung Fu
 Familiarity with Common Martial Weapons
 Combination Maneuver
 Breakfall on 9+DEX/5
 Minimum Stats: SPD 3



VEHICLES

There tend to be lots of vehicle combats and chases in Super-Agents adventures: airborne duels between UNTIL Light Horse and VIPER Flying Cavalry, deadly dogfights between Near Space Defense craft and invading flying saucers, etc.

Well, here's how to do it.

All you *Danger International* players out there know this already. Those *Champions* players who have *Champions II* know some of it, but *Super-Agents* doesn't use exactly the same vehicle combat rules as *Champions II*, so pay close attention anyway. The following is as

condensed a version of these new rules as we can give and still leave them playable. Each agency writeup has some vehicles enclosed, so you won't be strapped for vehicles if you don't have *Champions II*.

CONTROL ROLLS

Anyone can attempt a Control Roll on a vehicle. If the character has no appropriate skill such as Pilot or Driving, the roll is an 8 or less with modifiers as shown on the Control Roll Modifiers Table. Otherwise, the roll is the character's usual Skill roll, modified as before.

CONTROL ROLL MODIFIERS TABLE

- 1 per 2 pts vehicle is under 0 Body
- 1 per 2 BODY driver has taken
- 2 for bad roads or turbulent air/water conditions
- 3 for each segment before his next phase he attempts a Change of Facing.

The direction a vehicle goes is described in both *DI* and *Champions II*. A car decelerates 1D6 inches per segment while out of control unless a particular circumstance, such as the death of the driver pinning the accelerator to the floorboard, alters this probability. In Tactical Movement, face the car in its new direction, subtract the 1D6 from its speed, then move the car its speed straight ahead.

HITTING THINGS

If the car ever impacts a high barrier, the car stops and the passengers take 1D6 normal damage per 1" of velocity the car had. If the passengers were strapped in somehow, they only take half damage.

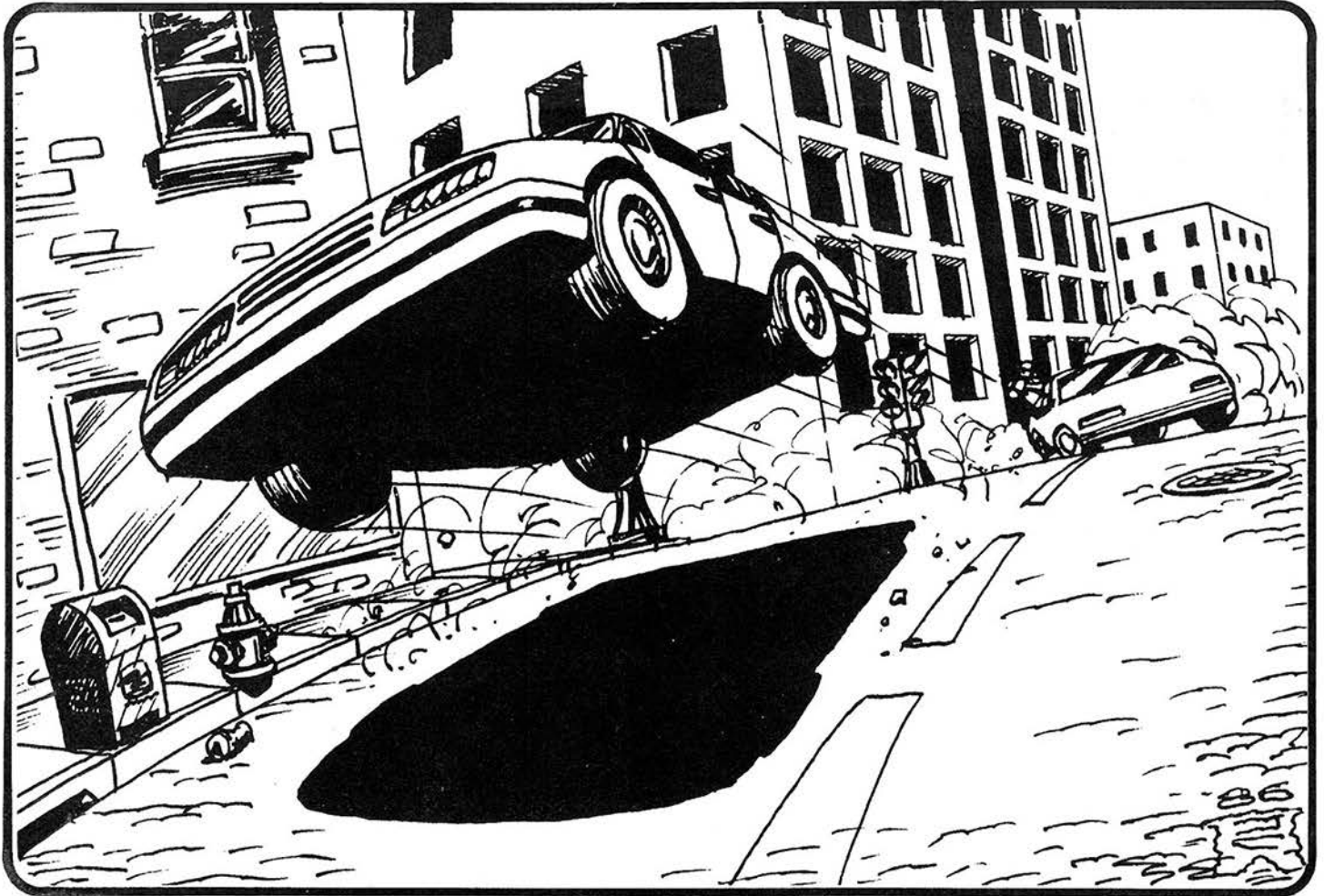
If the car hits a low barrier while out of control, the car flips over unless the driver makes a control roll -1 per 3" of speed. If the driver makes the roll, the car bumps over the barrier and slides on. If the driver blows the roll, the car flips and the passengers take 1 attack for every 5" of speed the car had. Each attack does the same damage as impacting a high barrier.

Example:

Pilar, agent of UNTIL, has trained in driving so that she has a control of 12. In the middle of a car chase she tries a skid and hits a curb—a low barrier. She had a speed of 8", so she must make a Control Roll of 12 - 3, or 9. Her player rolls a 10 and the car flips over, bouncing twice (8/2 rounds up to 2). Pilar takes two 4D6 normal attacks because she was strapped in. It pays to fasten your seat belt.

TYPES OF MOVEMENT

There are three types of movement for vehicles: Tactical Movement, Chase Movement, and Dogfight Movement. Tactical Movement is used when vehicles are kept on the playing board with the walking characters. Chase Movement is used when vehicles are confined to a road or river. Dogfight Movement is used when vehicles are in an open area, such as up in the air, on an immense parking lot, or on a lake. Normally, any time a car on a road is involved it is a chase. If only airplanes and helicopters (or anti-grav vehicles) are involved it is a dogfight.



CHASES

A chase happens when several cars are running on the same road. The only things the GM needs to keep track of is the range between the cars. Planes, helicopters, and boats can also use the Chase system under unusual circumstances.

Chases are run in full turns. Each Turn, the GM tells the drivers what they can see ahead. The drivers then pick the Maneuver Value they'll perform this turn. Drivers then make Control Rolls to see how well they drove based on the Maneuver Value and other Control Roll Modifiers.

How much each driver made or blew his Control Roll is referenced on the Chase Control Table to see if anything happened to each car. The difference between how much each driver made his roll by is referenced on the Chase Table to see how each driver is doing against the other driver(s).

Then, the new range between the cars is calculated and drivers and passengers execute any attacks between the cars at the new range. After figuring the effects of the attacks the turn is over and the order is repeated.

At the beginning of each turn the GM can define any kind of turns or hazard he likes on the road ahead or he can roll on the Corners and Hazards Table to find a terrain type or a hazard. The table lists 5 terrain types and 5 hazards with Control Roll modifiers.

CORNERS AND HAZARDS TABLE

3D6 Roll	Terrain or Hazard	Range Change or Control Mod
3-5	Downhill hairpins	DCC Difference x 10
6-7	Medium turns	No special Modifiers
8	Many S curves	ACC Difference x 20
9	Long straight	MAX Difference x 10
10	Hairpin turns	TURN Difference x 30
11	Cut off by traffic@	Control Roll -3
12	Barrier in road@	Control Roll -2
13	Pedestrian in road@	Control Roll -1
14-15	Slippery road	Control Roll -2
16-18	Potholes in road	Control Roll -1

@Spin Outs cause an automatic collision

If the GM doesn't want any special terrain, assume the chase is going through Medium turns and there are no special advantages for vehicle stats. If the GM rolls a Hazard, assume that the terrain this turn is the same as the last turn.

Once the drivers know the terrain and any hazards, they declare their Maneuver Value. This value is a number, either positive or negative, which will modify the driver's Control Roll just as other modifiers do. Positive numbers subtract their value from the Control Roll, negative numbers add their value to the Control Roll. The driver at the front of a chase declares his Maneuver value first, and then each other driver declares his in order of the chase.

Because the number of maneuvers in a car are infinite, maneuvers are rated by their danger and effectiveness. A negative value means to back off, go slow, and to keep control of the car. A zero value is simply following the street as fast as you can. A positive value is to go fast and try tricks to beat an opponent. A Maneuver 4 might include driving up on the sidewalk, between two parked cars, and through an open-air cafe.

If the driver makes his modified Control Roll he can modify the Range by 10" per positive point of Maneuver. The driver's opponent may modify the range by 10" for every negative point of Maneuver. Thus, a character who tries a Maneuver 3 and succeeds can add or subtract 30" to the range between targets. A driver who tries a Maneuver -2 and succeeds will give his opponent the ability to add or subtract 20" to the Range.

How much the drivers make their control rolls by also determine what happens to the car and what the driver and passengers can do that turn. The Chase Control Table lists how much the roll was made by and its effects.

CHASE CONTROL TABLE

Amount Control Roll was Made By	Effect	Number of Attacks
-3 or less	Car spins out	0
-2 to -1	Car skids, opponent gets +/- 30" of range	0
0	Car just makes it	0
+1 to +2	Car makes it	1
+3 or more	Car makes it	Characters' Speed

If a car skids 2 turns in a row, it spins out. When a car spins out its speed drops to 0 and the opponent automatically gains 10 times his MAX in range. The GM should decide from the terrain whether the spun out car hits a barrier or just skids to a stop. If the car hits a barrier find the results in Hitting Things.

The difference between the drivers' Control Rolls also determines how well each driver did in relation to each other. The driver who made his roll by the most is the Controlling Driver for that Turn. The difference between how much each driver made his roll by is referenced on the Chase Table.

CHASE TABLE

Controlling Driver's Value minus Other's Value	Controlling Driver Can
0 or +1	Make no change in range
+2 to +3	Add or Subtract 10" from Range
+4 to +6	Add or Subtract 20" from Range
+7 or more	Add or Subtract 30" from Range

Finally, the new range between the cars is calculated. Each driver may be able to make several different changes in the range based on the maneuvers each driver made, the effects of a skid, and from the Control Rolls difference on the Chase Table. Each driver applies his modifier to the range, starting with the front driver in the chase and working backwards. Note that if the

New Range goes negative then the Chasing Car(s) pass the Target this Turn.

Example:

"Wheels" Makowski (Driving Roll 13-) is driving for Pilar in a 1968 Mustang GT. They are behind two VIPER agents (Driving Roll 8-) in a 1985 Ford LTD. The chase proceeds through the S's this turn. The UNTIL agents' Mustang (ACC = 2) has an advantage over the VIPERs' LTD (ACC = 1) so they can gain 20" of range this turn. The VIPER thugs try a maneuver -1 to keep control, while Makowski yells "Hang on" and tries a maneuver 1 to catch their quarry. The thugs must roll $8 - (-1) = 9$ or less. The GM rolls a 9, making it exactly. Makowski's player must roll $13 - (1) = 12$ and rolls a 10, making the roll by 2. Since Makowski made the roll by two more than the VIPERs did theirs, he is the controlling driver.

The new range is now calculated. The VIPERs don't gain anything from terrain, don't lose anything from the Chase Control Table, and didn't gain anything from their maneuver. Wheels gains 20" for having a higher ACC, doesn't lose anything from the Chase Control Table, and gains 10" for his Maneuver 1, gains 10" for the VIPERs' Maneuver -1, and finally gains 10" for being the Controlling Driver by 2 on the Chase Table. Wheels can change the Range by $20" + 10" + 10" + 10" = 50"$. Wheels pulls up right next to the VIPERs' LTD. Wheels and Pilar can each make one attack this turn (because Wheels made his Control roll by 2), but the VIPERs cannot attack (because they made their roll exactly).

FINISHING A CHASE

A chase ends either by the mutual consent of the drivers, when only one car can continue, or when the range between cars gets so great that the front car can make a turn and lose the trailing car(s). Normally, any time all of the pursuing cars have spun out, or when the range between the cars is greater than ten times the chasing car's MAX, the chase is ended.

DOGFIGHTING

Whenever vehicles fight in a wide open area, such as a parking lot, lake, or the wild blue yonder, use Dogfight Combat to resolve the conflict. Dogfight combat simplifies all the combat maneuvers of two circling opponents down to several die rolls.

Dogfights are conducted in full turns; each dogfight turn is equal to one full turn on the ground. All you need to keep track of in a dogfight is the number of turns needed to Escape (discussed below), each plane's velocity (usually the plane's MAX, but you can vary this if you want), and, most important, the relative position of the planes. There are four different positions which apply to cars and boats as much as they do to airplanes: Neutral, Head On, Side On, and Tail Chase.

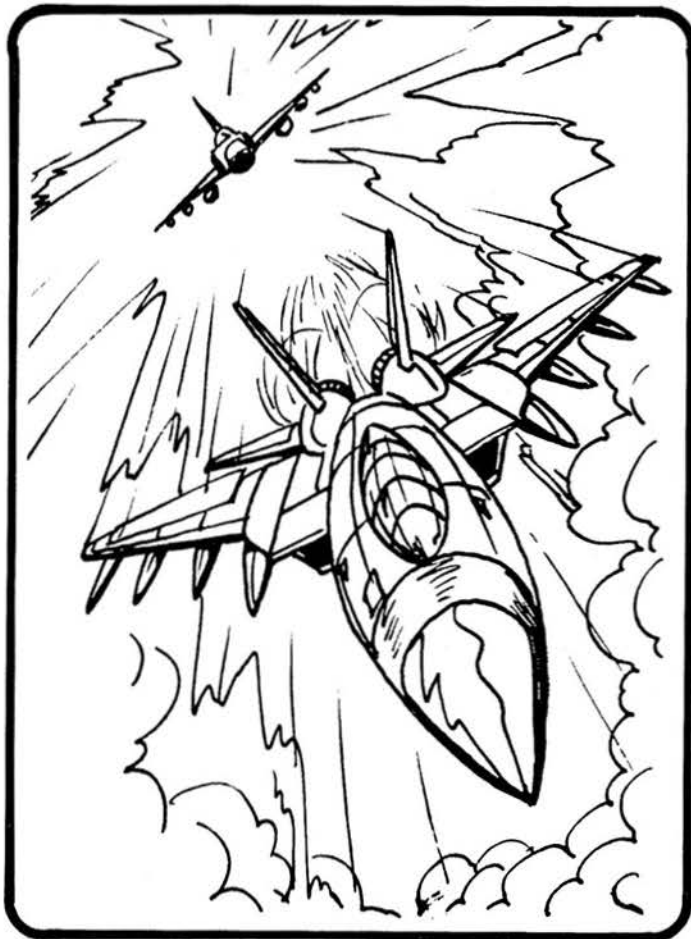
When a dogfight starts, the GM can set the initial position of all the planes, or it can be rolled randomly. During a dogfight, each player rolls his Control Roll. If no pilot has the advantage (at the start, or if the planes are in a Neutral Position), the pilot who made his roll by the greatest amount is the attacker. The Dogfighting Table shows the position of the aircraft based on the difference between the attacker's Control Roll and the

defender's Control Roll. The Control Roll is modified by several factors listed in the Pilot Roll Modifiers Table.

PILOT ROLL MODIFIERS TABLE

- +1 if your plane is faster than your opponent's plane
- +1 per multiple your plane is faster than your opponent's plane
- +1 if your plane has a higher TURN than your opponent's plane
- +1 per multiple your plane's TURN is greater than your opponent's TURN
- +1 if your plane has a higher ACC than your opponent's plane
- +1 per multiple your plane's ACC is greater than your opponent's plane's ACC
- +1 if you were the attacker in a Side On position last turn
- +2 if you were the attacker in a Tail Chase last turn
- +1 if you are surprising your opponent
- 2 if you are attempting to escape
- 2 if the other pilot has successfully executed an Escape

Subtract the amount the defending pilot made his roll by (a missed roll counts as zero) from the amount the attacker made his roll by. If neither pilot makes their roll, the planes are in Neutral position. The result gives the relative positions from the Dogfighting Table.



DOG-FIGHTING TABLE

Attacker's Value minus Defender's Value	Relative Position
0 to +1	Both planes Neutral, neither may fire
+2 to +3	Both planes are Head On, both may fire once
+4 to +6	Attacker is Side On to Defender, Attacker may fire once
+7	or more Attacker is Tail Chasing the Defender. Attacker may fire as often as his Speed

The Dogfighting Table assumes that both planes have forward mounted guns; the GM can make special allowances for planes that can attack to the sides or rear. Also, in a Head On position, the attacker may elect to fire, in which case the defender gets to fire back in that turn, OR the attacker may elect to evade, in which case neither pilot gets to fire that turn. (A GM might allow an attacker with side or tail guns to fire in any case after evading. If so, a defender with similar weapons should also get a shot.)

Example:

Art Calder, flying a surplus Air Force Cessna Skymaster with 2 mounted .50 cal machineguns is being attacked by Ivan Matchlovsk in a MI-24 Assault Helicopter with a 20mm cannon. Ivan has a Piloting Roll of 12 or less, while Calder has a Piloting roll of 15 or less. They start in a Neutral position but Ivan is surprising Art. Ivan gets +1 for a higher TURN, and +1 for surprise; his total roll is $12 + 2 = 14$ or less. Art gets +1 for a slightly faster plane; his total roll is $15 + 1 = 16$ or less. Ivan makes his roll by 2 and Art makes his roll by 4, so Art is the attacker.

The GM looks at the Dogfight Table. The attacker (Art) is $4 - \text{the defender's } 2 = 2$, which on the Table indicates a Head On position. Art evades so that neither pilot gets to shoot. Next turn, Ivan's roll is down to 13 or less (he lost the surprise advantage); Art is still a 16 or less. Ivan rolls poorly and just makes his roll; Art makes his roll by 7. Art is the attacker by +7 and the Dogfight Table shows Art tailchasing Ivan and he will get 4 shots at him (Art is Speed 4).

SHOOTING DOWN THE ENEMY

The most important part of a dogfight is shooting the other plane down. Attacking from a plane is easy; each armed plane is given a type of gun, damage, and an OCV bonus for rate of fire. Rules covering characters firing personal weapons from vehicles are covered under vehicle combat in *Champions II*.

Each position in Dogfight combat has an OCV modifier and a range between targets figured as a multiple of the attacking planes speed. The attacker's OCV is equal to the Pilot's (or Gunner's) OCV plus the weapon's OCV bonus minus the OCV modifier. The defender's DCV is based on his plane's speed or the pilot's DCV, whichever is greater.

GUNNERY MODIFIERS TABLE

Relative Position	OCV Modifier	Range
Head On	-2	Speed x 1
Side On	-4	Speed x 2
Tail Chase, difference of 7	0	Speed x 2
Tail Chase, difference of 8	0	Speed x 1
Tail Chase, difference of 9+	0	Speed x 1/2

Example:

Ivan in his MI-24 (MAX = 40) is attacking a STOL delivering UNTIL Agents to a hot spot. He has gotten into a +7 Tail Chase. Ivan is Dex 15, Speed 3, so he fires 3 times at -0, at range of $40 \times 2 = 80''$. The STOL has a Range Mod Multiple of 6, and Ivan's 20mm cannon have a Range Mod of -1/5". Ivan's OCV is 5 (for DEX) +4 (for his cannon's autofire OCV) -2 (for Range) -0 for position) = 7. The transport's DCV is 8 (for velocity - see Champions II). Ivan gets to make 3 autofire shots at $11 + 7 - 8 = 10$ or less. The STOL will probably take a couple of hits, and without help from the ground or another plane (where's Art Calder when we need him?) it is in big trouble.

LEAVING A DOGFIGHT

There are several ways out of a dogfight. If both pilots break off, the dogfight is over. If one pilot wishes to break off and the other doesn't, it's more complicated. The pilot who wants to leave must execute one or more Escapes.

Clouds, the sun, large trees, and friendly fire can all help a pilot lose his pursuer. Before the dogfight begins, the GM must decide how many Escapes will be necessary to end a dogfight, rolling 1D6 for the number if doesn't want to decide.

A pilot executes an Escape by declaring "Escape" before the turn begins. Both pilots roll normally. If the Escaping pilot wins the roll or has a tie, he executes one escape. If the other pilot wins, combat proceeds normally. If the Escaping pilot has a faster plane he gets credit for an escape even if he lost the control roll, but he does not force his enemy to take a minus on his Piloting roll next turn and has no effect on the fire directed at him as shown in the Pilot Roll Modifiers Table for a successful Escape.

After the pilot executes his required number of Escapes, the battle is over. The number of Escapes that a pilot has executed is cumulative over the entire fight. An Escape executed in the first round counts along with one executed at the end of the dogfight.

AIRPLANES

Airplanes range from 1-man ultralights to 250 passenger Concorde. Most planes are so fast that they fly onto the tactical map in one segment and off the next. Planes flying slowly use the Chase system when firing at cars. Planes fighting each other use the Dogfight system.

TACTICAL COMBAT

Using Tactical Movement, planes normally move so fast that we are only concerned with how often the plane can strafe the characters on the ground.

Simply define an altitude for the plane and move it any number of inches less than or equal to its current

speed onto the tactical map on its first segment. Each segment thereafter, the plane moves its speed forward, taking any acceleration or deceleration into account. The plane may change facing according to the normal rules of Tactical Movement as shown in *Champions II* or *Danger International*. After leaving the board, the plane must spend a number of segments off-board turning around. The number of segments necessary to turn around is equal to $3 \times$ the aircraft's speed divided by its TURN value.

If a plane goes out of control it loses 1/2 its speed in altitude every segment. The pilot may attempt a Control Roll at the same intervals as a driver of a car. If the plane impacts the ground, use the crash rules.

CHASE MOVEMENT

When an airplane is chasing a car in Chase Movement, it should be treated just like any other vehicle except that it has an altitude above the ground which is added to the range at all times. A plane's tremendous advantage in MAX and TURN will often allow it to control the chase, however. An airplane is not affected by hazards on the ground, but the GM may occasionally create hazards for the low flying plane such as power lines, tall trees, and radio towers.

HELICOPTERS (AND ANTI-GRAV SLEDS)

Helicopters combine some of the abilities of a car and a plane. The helicopter can fly, so it can avoid obstacles and it can hover so it can stay with a stopped car or character. Helicopters normally act as slow airplanes except for a few special rules.

A helicopter has the unique ability to apply its thrust in any direction, so it can do unusual things with its ACC. The pilot may use his ACC to accelerate, to add to his DCC or TURN values, or in Tactical movement he can move the helicopter sideways a number of inches equal to its ACC each segment. Note that a helicopter in Tactical Movement can turn around very quickly by decelerating with its normal DCC and adding its ACC to its TURN value.

When a helicopter is hit and loses all of its ACC, the copter will lose altitude. The pilot may attempt to autogyro down to slow the the copter's descent. The pilot must make a Control Roll when the ACC is lost and once a turn thereafter. So long as the pilot keeps control he loses only 5" of altitude per segment (60" per turn). When he loses control the copter loses 1/2 of its forward speed (or 20" per segment, whichever is greater) of altitude. The pilot may not attempt to slow the copter after he has lost control. When the helicopter impacts use the normal crash rules.

BOATS

Speedboats, yachts, and jetskies are all boats characters may encounter. A good speedboat can reach 60+ miles per hour and can give some cars a run for their money.

Boats work on the tactical map just like cars, except that they can never change facing before their TURN value allows. Boats fighting on an open lake should use the Dogfight system to determine relative locations and distance.

Boats that have taken Hull or Equipment Hits take on water and can sink. Every segment 12 a boat takes on water equal to the number of BODY, unmodified by Hit Location, that it has taken in Hull or Equipment locations. When a boat has taken on twice its BODY in water, it sinks. A character with a bucket can bail 1D6/10 BODY (of water) per phase. A bilge pump will pump 1D6 BODY of water per turn.

HITTING AND DAMAGING VEHICLES

Most of this material is already in either *Champions II* or *Danger International* and doesn't have to be repeated here. However, the *Champions II* Base DCV by Velocity table and the Vehicle Collision Damage table are now compressed onto the Integrated Speed Table.

INTEGRATED SPEED TABLE

Speed	Impact Damage	Base DCV
1/2	1D6	0
1	3D6	0
2	5D6	1
3	6D6	1
4-5	7D6	2
6-7	8D6	3
8-11	9D6	4
12-15	10D6	5
16-23	11D6	6
24-31	12D6	7
32-47	13D6	8
48-63	14D6	9
64-95	15D6	10
96-124	16D6	11
125-186	17D6	12
187-249	18D6	13
250-374	19D6	14
375+	20D6	15

HIT LOCATION TABLE

Roll 3D6	Car Location	Plane Location	Boat Location	BODY Mult	OCV Mod
3-6	Front Wheels	Flaps	Controls	x1	-7
7-8	Engine	Engine	Engine	x1	-6
9	Chassis	Fuselage	Hull	x2	-7
10	Passengers	Passengers	Passengers	x0	-6
11	Body/Equipment	Body/Equipment	Hull/Equipment	x2	-6
12	Cargo	Cargo	Cargo	x0	-7
13-14	Fuel Tank	Fuel Tank	Fuel Tank	x0	-6
15-18	Rear Wheels	Tail	Rudder	x1	-7

Attack from Side: Roll 3D6

Attack from Front: Roll 2D6 + 1

Attack from Rear: Roll 2D6 + 6

FORCING

A driver forces his opponent by slamming the side of the car into him. In Tactical Movement, forcing is done by getting next to an opponent and being able to make a facing change towards him (in real life you slide over towards him at a shallow angle). In Chase Combat, you can only force in a turn where the Range between cars goes from positive to zero or negative.

To force an opponent, the attacking driver must make an attack roll, his OCV versus the defending driver's DCV. If the attack hits, each car takes half of the damage

RAMMING AND FORCING

A driver tries to ram his opponent by running over him, either from the front, side, or rear. In Tactical Movement a Ram is any attack with the front of the car to any of these areas on the other car. In Chase combat a Ram can only be used in a turn where the Range between cars goes from positive to zero or negative (i.e. when two cars are passing).

To execute a ram, the attacking driver must make an attack roll, his OCV versus the defending driver's DCV. If the attack hits, both cars take damage based on the relative speed plus the DMG of the opponent's car. In Chase Combat, a car's speed is considered to be one half its MAX. If the cars hit front to front, use the total of the two cars' speeds to calculate damage. If they hit front to side use the ramming car's speed, and if they hit front to back use the ramming car's speed minus the target car's speed.

After a ram both drivers must make a Control Roll based on the damage of the ram and the DMG of the cars. Count the Body that the ram caused each car. For every 2 BODY the damage exceeds the DMG of the car, the driver takes -1 on his Control Roll.

Example:

"Leadfoot" Sarduchi in a Mac Truck (DMG = +7D6, speed 10) rams a Triumph TR7 sports car (DMG = +3D6, speed 7) from behind. Sarduchi makes his Attack Roll and hits the Triumph. The speed difference is 3, so the base damage is 6D6 (See the Integrated Speed Table). The Mac takes 6D6 + 3D6 = 9D6 for 9 BODY. The Triumph takes 6D6 + 7D6 = 13D6 for 12 BODY (Sarduchi rolled badly). "Leadfoot" has to make a Control Roll -1 (9 - 7 = 2, 2/2 = 1). What's left of the Triumph must make a Control Roll -4 (12 - 3 = 9, 9/2 = 4.5 rounds to 4).

based on the opponents speed plus his DMG. In Chase Combat each car's speed is considered to be one half its MAX.

After a force, the attacking driver makes his Control Roll, plus 1 per point his DMG is greater than the target's DMG or minus 1 for each point his DMG is less than the target car's DMG. If he misses the roll he goes out of control. If he makes the roll the other driver must make a Control Roll, minus the amount the attacker made his roll by. If the defender misses his roll he goes out of control. In Chase Combat out of control cars are treated as if they had spun out.

Example:

Scott Arrow in his 1972 Chevy Vega (DMG = +3D6, speed 10) forces two thugs in a Black 1984 LTD (DMG = +4D6, speed 8). Scott makes his attack roll and hits the LTD. The base damage for each is 9D6. The Chevy takes $(9D6 + 4D6)/2 = 7D6$ for 5 Body (the thugs share Sarduchi's luck with dice). The LTD takes $(9D6 + 3D6)/2 = 6D6$ for 6 BODY. Scott has to make a Control Roll -1 (3-4 = -1) He makes the roll by 4 (he was a lot luckier than the thugs). The thugs must now make a Control Roll -4 or go out of control.

EFFECTS OF DAMAGE

The effects of damage have changed very little from *Champions II*. Those differences which have shown up are part of the following Hit Location Table.

WEAPONS

Following are tables of some weapons which your characters have a good chance of encountering in the course of the campaign. Some are real-life (that is, you or I could actually buy these today); many are Agency weapons.

We'll start with Firearms.

On the following charts, players of both games will know what the columns for Weapon Name, Caliber, OCV, Range Mod, Damage, and Shots (number of) mean. Note: Some types of weapons (submachine guns, assault rifles) automatically have Selective Fire options. If a gun belongs to a type which doesn't automatically have Selective Fire (such as an autoloading pistol) but this particular gun does, an "S" will appear beside its Damage.

Champions players: The STN column is for the weapon's modifier to its Stun Modifier. Most killing-attack weapons have a STUN multiplier of 1D6-1; when using this weapon, apply the number in the STN column to the Stun Modifier. For instance, when using the Colt 1911A1, which has a +1, instead of rolling 1D6-1 for the STUN you'll roll 1D6.

Champions players: The STR column is for the Strength Minimum required to effectively use the weapon. The charts for revolvers, autoloading pistols, agency pistols, and other one-handed firearms presume one-handed use (when using them two-handed, decrease the STR minimum by 3). The charts for submachine guns, assault rifles, agency carbines, and other two-handed weapons assumes two-handed use (if using one-handed, add 3 to the STR minimum). If the weapon's range mod is -1/4", subtract 1 from the user's one-handed OCV for unwieldiness.

DI players: Use any weapons from *DI*, but Max Stun Mod should be +1—anything over, treat as +1 (more like comic books that way).

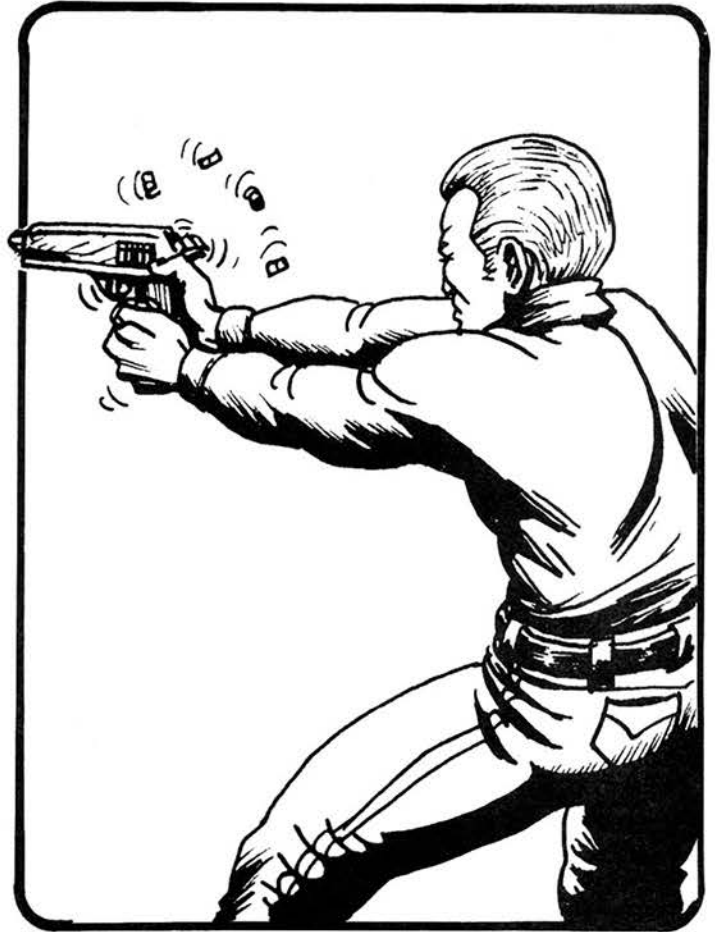
If the weapon's range mod is -1/5", subtract 3 from the user's one-handed OCV for unwieldiness.) If a character doesn't have the STR required to use a weapon, penalize him 1 OCV for every 1 short he is of the STR requirement.

Champions players: SIZ stands for Size. Size is explained later in this chapter.

Both Games: The Cost column indicates how many points the weapon costs, with one full load of ammo

included. In *Super-Agents*, as will be discussed later, each character is given an equipment allotment, a number of points to be spent on equipment alone.

The next column ("1 pt.") shows how many extra shots the character can buy per extra point he spends from his equipment load. For instance, the Colt Python with six shots costs the character 12 points from his Equipment Allotment. Each additional 8 shots costs the character one point from his Equipment Allotment. (How this number is arrived at is discussed later.) This cost is not for 8 actual bullets, but for the privilege of carrying that much extra ammo in one's Equipment Allotment.



All the "Shots" listings for the autoloading pistols indicate their clip capacity—how many cartridges can be carried in the weapon's detachable clip. If an agent wishes, he can carry one extra cartridge in the gun above its "shots" score by carrying an extra in the chamber, depending on GM malice and Unluck rolls.

In general, handguns with a -1/1" Range Mod have barrel lengths of less than 3"; if they have a Range Mod of -1/2", the barrel length is between 3" and 5". Note that a .357 Magnum weapon with a Range Modifier of -1/2" or worse will only do 1D6+1 damage.

Submachine guns and assault rifles are shown with two lines each; the first line is for single-shot mode, and the second for autofire. The second line only shows the different characteristics the gun has when autofiring.

SHOTGUNS

Shotguns, like the weapons above, are "real" weapons, but their characteristics depend less on the make and model and more on the barrel length and gauge. Due to their unique nature, we will need a different table to properly describe them.

A shotgun shell fires a group of lead balls instead of a single heavy lead bullet. Because of this, the shotgun has special attack and damage qualities. *Danger International* players will have read all of this already, but stick around. We're going to tell you how to use points to build a shotgun, or add a shotgun-like

advantage to any other form of energy blast.

The pellets fired from a shotgun stay in a small group as they exit from the barrel. But, as the pellets travel down range, they begin to spread. The shorter the shotgun's barrel, the faster the pellets spread out. This pattern of pellets makes it easier to hit targets at long ranges. Because of the size of these patterns, shotguns have especially high Range Modifiers.

However, because of the pellet's light weight, they lose energy rapidly. At long range a pellet will do less damage than at shorter range. For this reason, a pellet's Stun Mod falls off at range.

FIREARMS: CONTEMPORARY ("REAL")

(ALL PHYSICAL RANGED KILLING ATTACKS)

Weapon Name	Caliber	OCV	Range Mod	Damage	STN	STR	Shots	SIZ	Cost	1pt
REVOLVERS										
S&W Mod. 10	.38 Spc.	0	-1/3"	1D6+1	0	8	6	3	7	15
Ruger Serv6	9mm	0	-1/2"	1D6+1	0	8	6	2	6	15
Colt Python	.357	0	-1/3"	1 1/2D6	+1	11	6	5	14	8
Ruger Rdhwk	.41 Mag	0	-1/3"	1 1/2D6	+1	11	6	5	14	8
S&W Mod. 29	.44 Mag	-1	-1/3"	2D6	+1	13	6	5	15	7
S&W Mod. 25	.45 Colt	0	-1/3"	1D6+1	+1	9	6	4	11	10
S&W Mod. 25	.45 ACP	0	-1/3"	1D6+1	+1	9	6	4	11	10
Freedom Arms	.454 Cas	-1	-1/3"	2D6+1	+1	14	5	6	18	6
AUTOLOADERS										
Ruger Mk II	.22	0	-1/3"	1D6-1*	-1	5	10	2	5	30
Raven Arms	.25	0	-1/1"	1D6-1*	-1	5	6	1	3	30
Walther PPK	.380	+1	-1/2"	1D6	0	7	7	2	6	20
HK P9S	9mm	+1	-1/2"	1D6+1	0	9	9	3	8	15
Browning HP	9mm	0	-1/3"	1D6+1	0	9	13	3	9	15
Desert Eagle	.357 Mg.	0	-1/3"	1 1/2D6	+1	12	9	5	15	8
Bren Ten	10mm	0	-1/3"	1D6+1	+1	10	10	4	13	10
Colt 1911A1	.45 ACP	0	-1/3"	1D6+1	+1	9	7	4	12	10
LAR Grizzly	.45 WMg.	0	-1/3"	2D6	+1	14	7	6	18	7
SUBMACHINE GUNS										
HK 54 9mm	9mm	+2	-1/3"	1D6+1	0	8	30	7	21	15
Auto:		0	-1/2"							
UZI	9mm	+2	-1/3"	1D6+1	0	8	25	8	23	15
Auto:		0	-1/2"							
ASSAULT RIFLES										
Colt M16A1	.223	+2	-1/5"	2D6-1	0	10	30	12	35	12
Auto		0	-1/3"							
AKM	7.62 Rus	+2	-1/4"	2D6	0	10	30	11	33	10
Auto		0	-1/2"							
FN FAL	7.62 NATO	+1	-1/5"	2D6+1	+1	12	20	13	38	7
Auto		0	-1/3"							
HEAVY WEAPONS										
Heavy MG ⁹	.50 cal	0	-1/6"	3D6	+1	26#	120	16	49	4
Minigun ⁹	7.62 NATO	0	-1/10"	2D6+1	+1	25#	60	12	39	6
Launcher	LAW	0	-1/4"	4D6 AP	+1	12	1	12	36	3

Notes:

* All damages listed as 1D6-1 cost the same as 1/2D6. This designation is used to give a potential for slightly more damage power for some otherwise similar weapons.

⁹ These weapons always fire autofire.

Range mods are based on both autofire mode and the weapon placed on a pintle mount. STR minimums do not apply to weapons on pintle mounts.

Finally, at short range a character will be hit by all the pellets. At longer ranges the pellets spread out enough so that a man sized target will only be hit by one or two pellets, though others in the same hex may also be hit by one or two pellets.

To simulate these special damage characteristics of a shotgun a new statistic has been added. Damage Range or DMG RNG. The shotgun's damage depends both upon range to the target and the DMG RNG of the shotgun.

SHOTGUNS

Gauge	Length	Shots	OCV	Damage	Range Mod	Damage Range	STR	SIZ	Cost	1pt
.410	Full	1	+2	1D6	-1/6"	12"	8	6	17	10
		2								10
		5*								10
	Sawed Off	1	+1	1D6	-1/9"	6"	10	5	14	10
		2								10
12	Full	1	+1	1D6 + 1	-1/6"	12"	9	6	19	8
		2								8
		5*								8
	Sawed Off	1	0	1D6 + 1	-1/9"	6"	11	6	17	8
		2								8
		5*					6	19	8	
							8	24	8	

* This represents a standard, 5-round, pump shotgun.

Range Up To	Damage	STUN Mod	Notes
1x DMG RNG	4 hits	+2	check total STUN vs CON
2x DMG RNG	3 hits	+1	check each STUN seperately
3x DMG RNG	2 hits*	0	check each STUN seperately
4x DMG RNG	1 hit*	-1	check each STUN seperately
Beyond 4x DMG RNG	No Damage		

* Make Attack Roll vs. all people in target hex.

Example:

Pilar the UNTIL Agent shoots a .410 full-barreled shotgun at an intruding VIPER agent and hits, her blast does four separate 1D6 killing attacks on the agent for 3 Body, 2 Body, 4 Body, and 6 Body. All of these pellets bounce off the sturdy VIPER armor. However, the Stun Modifier roll is a 4. A +2 Stun Modifier gives a final modifier of 5, so the total Stun is 5 times 15, or 75 Stun. Subtract the VIPER Agent's PD four times (once for each pellet hitting). This leaves 76-40 = 35. The VIPER Agent is knocked out and stunned.

In her next phase, Pilar takes aim at a VIPER agent some 20" away and manages to hit, despite her -3 range modifier. The blast does 3 1D6 KA hits for 3 Body, 4 Body, and 2 Body. The rolled Stun Multiple is 4, which comes out to a 4 times Stun Modifier on each of the attacks. The agent makes his armor activation roll for each hit and takes 12 Stun, 16 Stun, and 8 Stun, and is not appreciably damaged by the blast.

Shooting at an agent over 30" away, she will hit (what can we say, the lady's good), for two hits. Moreover, another agent in the same hex is also hit, for two hits. And so forth.

Note to *Danger International* players: Flash Grenades produce a blinding flash. When using a Flash Grenade, roll to hit the target hex as if throwing a normal grenade. When you know where the grenade has landed, roll a normal OCV versus DCV attack vs. each person in the target area. Each person you "hit" is hit by the Flash Attack. Roll the number of dice indicated (2D6 or 7D6 above). The Body total is the number of phases the victim is blinded. Some agencies have anti-Flash screens on their helmets; these Flash Defense devices are measured in a number of phases, representing how many phases they subtract from the blinding effect. If an UNTIL agent, with 5 phases of Flash Defense, is blinded by a 7D6 Flash Grenade which rolls 7 Body. then he's really only going to be Flashed for 2 phases.

FIREARMS, SUPER-AGENT RANGED ENERGY KILLING ATTACKS

Weapon	OCV	Range Mod	Damage	STN	STR	Shots	SIZ	Cost	1pt
PISTOLS									
Near Space Defense Pistol	0	-1/3"	2D6	0	10	15	5	16	10
SGL Laser Pistol	0	-1/3"	1 1/2D6	0	10	75 END	5	16	60 END
VIPER Autoblaster Pistol	0	-1/3"	1 1/2D6*	0	10	16	6	19	12
RIFLES									
SGL Laser Rifle	0	-1/5"	2D6*	0	12	30	10	30	10
VIPER Blaster	0	-1/4"	2D6*	0	12	16	8	24	10
* = selective fire weapon									

ENERGY BLAST WEAPONS

Weapon Name	OCV	Range Mod	Damage (Normal)	STR	Shots	SIZ	Cost	1 pt
PISTOLS								
UNTIL Blaster Pistol	0	-1/3"	6D6*	8	12	7	22	10
SAT Blaster Pistol	0	-1/3"	7D6	14	16	6	17	8
RIFLES								
UNTIL Blaster Carbine	0	-1/5"	6D6*	8	30	11	32	10
VIPER Heavy Weapon	0	-1/5"	12D6	15	12	12	31@	5
* = selective fire weapon								
@ = SIZ larger than necessary in Gadget Rules								

GRENADES

Weapon	Effect	SIZ	# gren.	Cost
Fragmentation UNTIL Smoke	1D6+1 RKA, Explosion, Smoke, impervious to normal sight, 2" Radius	3	2	9
VIPER Flash	2D6 Flash, 2" Radius	2	2	6
VIPER Flash (officer)	7D6 Flash, 7" Radius, 2x mini	4	2	30
Flash-pops	1D6 Flash, 1 use	1	1	2
	1D6 Flash, 4 uses	1	4	3
VIPER Explosive	9D6 Explosive Energy, 2x mini	4	2	26

HAND TO HAND WEAPONS, PRIMITIVE

Weapon	Effect	SIZ	Cost
UNTIL Billy Club	+2D6 to Punch, not w/kick or Martial Arts	3	4
VIPER Bayonet	1D6 Energy HTH KA, STR Minimum 6, 4 uses	2	5
Speargun	2D6 RKA, -1/5", 1 charge, STR minimum 14	3	7

SPECIAL WEAPONS, SUPER AGENT

Weapon	Effect	SIZ	Cost
VIPER Bolas	4D6 Entanglement, 2 charges, (2 pairs bolas)	4	11
Door-Lock Glue	4D6 Entangle, No Range, Only for Sealing Portals, requires 1 extra phase to set, 1 use, (In essence, when spread around the edges of a door, this caulky material seals into a hard glue, it's worth 4 Def and roll 4D6 for Body as with a normal attack.	2	6

Note for *Danger International* players: The bolas are ranged weapons with a -1/3" range modifier. If you hit

when using them, the target is Entangled and unable to move effectively. His bonds are Def 4 BODY 4 ropes.

OTHER GADGETS

OPTICS

Gadget	Effect	SIZ	Cost
Binoculars	10x Telescopic Vision; perception roll range modifier is multiplied x10	2	7
Mini-Binoculars	Same, but miniaturized	0	9
IR Goggles	Grant IR vision; nighttime perception modifiers halved	1	2
UV Goggles	Grant UV vision; no nighttime perception modifiers	2	5
Portable Microscope	Magnify objects 10x	2	5
Mini Super Microscope	Magnify objects 100x, miniaturized	1	12
Flash Goggles	Flash Defense; protect against Flash Grenades up to 5 phases worth	1	2
VIPER Goggles	Same, but only 8 charges before worn out	1	2

COMMUNICATIONS

Gadget	Effect	SIZ	Cost
Broom	Can detect radio/bug transmissions with successful Bugging roll	2	5
Bug	Transmit-only radio, either Miniaturized or Purpose Not Apparent 2 levels	0	5
Bug Mike	Receiver for Bug	0	1
Portable Radio	High-Range radio (full reception)	2	5
Walkie-Talkie	Radio, one channel	0	1
SGL Watch	High-range Radio, purpose concealed, miniaturized (also tells time)	0	7

LIFE SUPPORT

Gadget	Effect	SIZ	Cost
Gas Mask	Immune to breathed gas attacks (10 pts Life Support, only vs breathed gas)	1	3
Aqualung	Can Breathe Underwater (5 pts Life Support)	1	2
Mini-Aqualung	Same, but Miniaturized	0	3
NBC Suit w/Rebreather	Immune to all gas attacks (15 pts Life Support), clumsy (backpack & suit)	n/a	7
Spacesuit	Immune to all gas attacks, vacuum, pressure (20 pts Life Support), clumsy (backpack & suit)	n/a	9

TRANSPORTATION

Gadget	Effect	SIZ	Cost
Parachute	Gliding 8"/phase when open; cannot gain altitude; clumsy (backpack-sized)	n/a	3
Mini-chute	Same as above, but not clumsy	2	4
Suction Cups	+5 to Climbing Roll, flat surfaces only	2	3
SAT Jet Pack	Flight 10" with no END cost, no noncombat multiple, clumsy (backpack-sized)	n/a	10
VIPER Jet Pack	Flight 8" with no END cost, no noncombat multiple, clumsy (backpack-sized)	n/a	9
Jump Belt	Grants 4x normal leap (Superleap, 2 levels)	3	10
Swim Fins	+2" Swimming	1	2
UNTIL Jet Boots	5" Flight, 16 phases, purpose concealed	2	6
Roller Skates	+4" Running, Paved Surfaces Only, Requires Skill Roll (3 pt DEX Skill, Skating)	0	1
Skateboard	As Roller Skates, but also Bulky	n/a	1
Skis	As Roller Skates, but Snow Only, Bulky, and Skiing Skill	n/a	1
Grapnel Launcher & Retractor	Stretching 4" (That is, 4" line with grapnel and retractor motor: Throw it with a Grab maneuver and if it hits the retractor hauls the user at STR 10 up the line)	2	7

ARMOR

Gadget	Effect	SIZ	Cost
Bulletproof Vest (light)	+3 P armor, 8- activation, Purpose Concealed	0	1
Bulletproof Vest (police)	+6 P armor, 8- activation, Purpose Concealed	1	3
Missile Shield	Deflects Thrown Objects, Bullets, Shrapnel, with DEX roll (-2 to DEX roll for each subsequent attack in same phase) 4 uses (phases), concealed when not in use (appears as ordinary umbrella), 14- activation	2	7
UNTIL Armor	+5 P +4 E armor, 14- activation	2	6
UNTIL Investigator's Armor	+5 P +4 E armor, 14-, purpose concealed, miniaturized (overcoat lining, usually)	0	10
SIG Armor I	+5 P +4 E, 14-	2	6
SIG Armor II	+3 P +6 E, 14-	2	6
SIG Covert Armor	+5 P +4 E armor, 14-, purpose concealed	3	8
Near Space Defense Combat Armor	+8 P +7 E, 14- (for flight missions only)	3	10
Near Space Defense Covert Armor	+6 P +6 E, 14-, purpose concealed, mini	0	10
VIPER Armor	+6 P +6 E armor, 14- activation	3	8
RAVEN Armor	+7 P +5 E armor, 11- activation	2	7
RAVEN Assault Armor	+8 P +7 E armor, 14- activation	3	10

AGENCY KITS

Gadget	Effect	SIZ	Cost
Criminology Kit	+5 to Criminology roll (must have Crim.)	2	5
UNTIL Tech Services Kit	+6 to rolls divided among sciences of choice (must have sciences)	2	6
Medikit	+3 to Paramedic Roll (must have Para.)	1	3
Breakaway Costume	Instant Change, 1 use, hot and uncomfortable, (1 END per Turn of wear), covers only up to SIZ 4 Gadgets.	0	1

AGENCY HELMETS

Gadget	Effect	SIZ	Cost
UNTIL Helmet	Radio Hearing; Flash Defense 5 phases, 8 charges	3	3
UNTIL Sergeant's Helmet	Hi-Range Radio Hearing; Flash Defense 5 phases, 8 charges; infrared vision	3	9
Near Space Defense Flight Helmet	Life Support up to full vacuum; hi-range radio; ultraviolet vision (no night mods)	7	20
SGI Assault Helmet	Life Support — immune to breathed gases; 5 phases Flash Defense	2	7

SPECIAL/MULTIPURPOSE GADGETS

Gadget	Effect	SIZ	Cost
SAT Power Armor	8 phases Flash Defense, +5 STR at no extra END, +8PD +7ED armor on 14-; Life Support, immune to breathed or inhaled gases, hi-range radio hearing	9	28
SAT Power Armor (Rank 4+)	Same as above, but add Ultraviolet Vision (no nighttime modifiers) and 1 level Telescopic Vision (10x Range Mod for scanning purposes), usable only when at rest	13	38
SGI Grav-Bucket	Flight 10" (not above 75") at 0 END; +5PD +4ED Armor, act on 11 (locations 12-18)	—	16
Near Space Defense Alien Detector	Detects presence of aliens, 11- activation detects exact location in radius, +5 to roll miniaturized from SIZ 7 to SIZ 0	0	17
SGI Mini-Computer	+20 INT for intelligence rolls on items in memory; 20 pts. worth of sciences, knowledges of choice; dependant on successful Computer Programming rolls	4	13

BUILDING GADGETS

This section is for gamers who have *Champions*. here, we're going to show you how to build super-agent gadgets.

Ignore all that IIF, OIF, IAF, OAF stuff from *Champions*. All gadgets in *Super-Agents* are built with a +1 Gadget disadvantage which takes all this into effect. All gadgets in *Super-Agents* are effectively OAF (Yes, even agent armor can be yanked off a foe by a strong and quick adversary. It's made easily removable so the agent can get it on fast.), but you can make them smaller or conceal their purposes with special gadget advantages.

To build a gadget in *Super-Agents*, take the following steps:

- (1) Choose the power which best reflects the gadget (for example, Physical Ranged Killing in the case of firearms);
- (2) Choose the power of effect, and the points that effect costs;
- (3) Add to the point cost any additional point cost for advantages;

(4) (Firearms only) Add or *subtract* any special firearms modifiers (such as Range Mods, etc.)

(5) Apply all disadvantages, including the +1 Gadget disadvantage. Voila: A gadget.

GADGET ADVANTAGES AND DISADVANTAGES

Here are descriptions of some of the additional advantages and disadvantages for you to think about.

PURPOSE CONCEALED

For a +¼ advantage, the gadget's purpose may be concealed when it's not in use. Example: A cigarette lighter that folds out into a radio. When it's folded out, it's obviously a radio. For a +½ advantage, the gadget's purpose may be concealed even when it is in use. Example: A cigarette lighter/radio that broadcasts merely because you flip the top up. There are no outward signs that it's not just a lighter.

MINIATURIZED

The gadget is smaller than it normally would be. To figure out how large the gadget is supposed to be, take the Real Points the gadget costs (without modi-

fiers for Miniaturized, of course). Divide by 3. The result is the gadget's SIZ. Each time you purchase Miniaturized for a gadget, its SIZ is decreased by 2; the cost is a + ¼ advantage per level of miniaturization. naturally, the additional cost does not increase the size of the gadget.

CLUMSY/LARGE

On the other hand, the gadget can be huge and ungainly. For something the size of a backpack (the large variety, with bedroll and sixty pockets), take a + ¼ disadvantage. For something really ungainly in size or shape, for instance the size of a cocker spaniel, take a + ½ disadvantage; the gadget now may only be mounted in a vehicle or used on a tripod or from a stationary mount. For something that you can walk around in, say a room-sized gadget, take a + 1 disadvantage. The Miniaturized advantage may not be used on a Clumsy/Large gadget.

RANGE MODIFIER

Range Weapons are automatically assumed to have a Range Mod of - ⅓". Such a weapon must have a Size of no less than 3 to have this Range Mod; otherwise, the sight radius is insufficient for such accuracy. If you want to decrease the Range Mod, take back the points indicated on the chart below. If you want to increase the Range Mod, it'll cost you the points indicated below. Be sure to take note that gadgets in the upper Range Mods have to be large; they cannot be Miniaturized below the Minimum Sizes

shown. Notes: Any weapon with a range modifier of - ¼" or better will have a stock.

You can extend the Range Mods table, for +3 points per +1", but weapons with a Range Mod of - 1/7" or better must be bought with the Clumsy/Large + ½ Disadvantage and be vehicle or stationary mounted weapons.

PLUS TO STUN MODIFIER

Weapons which do Killing Damage have a STUN Modifier of 1D6-1. You can increase the STUN Modifier by 1 (for example, to 1D6, then to 1D6+1, then to 1D6+2, etc.) for a + ½ Advantage per + 1 to modifier. This results in a weapon far more likely to stun a victim.

PLUS TO OCV

Weapons can have superior engineering which gives them a plus to OCV. The game-master should not allow a weapon to have a plus of more than +2 without excellent justification; modern technology just doesn't allow for it. A +1 OCV for a single-shot weapon costs 3 points. A +1 OCV for an autofiring weapon costs 2 points, but may only be applied to single-shot mode. Weapons may also have inferior engineering, giving -3 points per -1 to OCV. No weapon is likely to have more than a -1 OCV, as any further deterioration in ability will cause the gun to not sell at all.

ADVANTAGES/DISADVANTAGES TABLE

Limitation/Advantage	Value	Other Effect
Gadget	+ 1 disad.	
Purpose Concealed	+ ¼ advant.	
" " Even When Using	+ ½ advant.	
Miniaturized	+ ¼ advant.	-2 SIZ
Clumsy/Large	+ ¼ disad.	backpck-sized
Clumsy/Large	+ ½ disad.	Must be vehicle-mounted
Clumsy/Large	+ 1 disad.	Room-sized.
Shotgun effect	+ ½ advant.	normal attacks
	+ 1 advant.	killing attacks
	+ 1 ¼ advant.	ALD/NND/Ego attacks
-1/1"	-6 points	Minimum Size 0
-1/2"	-3 points	Minimum Size 0
-1/3"	0 points	Minimum Size 32
-1/4"	+ 3 points	Minimum Size 7, + 1 STR
		Minimum, stock
-1/5"	+ 6 points	Minimum Size 11, + 2 STR
		Minimum, stock
-1/6"	+ 9 points	Minimum Size 15, + 3 STR
		Minimum, stock
+ 1 STN Mod	+ ½ advant.	+ 1 STR Minimum for HTH weapons only
-1 STN Mod	+ ½ disad.	
x1 STN Mod	+ 1 disad.	Weapon only does Stun equal to Body
+ 1 OCV, all occasions	+ 3 pts	+ 1 STR Minimum
+ 1 OCV, autofire, single-shot OR autofire	+ 2 pts	
-1 OCV, all occasions	-3 pts	
-2 STR Minimum	+ 1 pt	
+ 1 STR Minimum	-1 pt	
+ 1" Damage Range	+ 3 pts	For Shotgun effect only

REDUCED STR MINIMUM

Weapons, as indicated after all these charts are through, have STR minimums. You must have a certain STR to use the weapon. If you don't have an adequate STR, then you'll use the weapon at -1 OCV for every point of STR you are short of the proper STR Minimum. To reduce the weapon's STR Minimum you must pay 1 point for every -1 STR Minimum.

SHOTGUN EFFECT

Shotguns or any other weapon having the same Damage Range modifier to their effects, take different advantage modifiers depending on the attack being used. For a normal attack, the advantage is worth + ½, for a killing attack the advantage is worth + 1, and for an NND, Limited Defense (see *Champions III*), or Ego attack, the advantage is + ¼. A basic Shotgun effect has ⅓" range modifiers and a 3" Damage Range. Each + " Damage Range is 3 points.

All these modifiers are reduced to table form on the Advantages/Disadvantages Table.



CHARGES

One thing we didn't deal with above was Charges. Most firearm-style weapons are built on Charges. Charges (and Endurance Batteries) work essentially the same in *Super-Agents* as they do in *Champions*.

When you buy Charges for a weapon in *Super-Agents*, what you're buying is the number of charges the weapon can hold at any given time. However, as the guns list makes clear, the character can pay a pittance for extra ammo. However, while the Charges disadvantage is thus not quite the same disadvantage as it is in *Champions*, we feel that simplicity calls for us to keep the limitation bonuses the same in both games.

Despite the fact that a charge for a shotgun does more than one attack to a target within the basic Damage Range, it is still considered to be one "charge."

Take a look at the Charges Table.

CHARGES TABLE

Number of Charges or full END	Charges in <i>Champions</i> and <i>Super-Agents</i>	Battery in <i>Champions</i> and <i>Super-Agents</i>
1	+ 2 disadvantage	+ 1 1/2 dis
2	+ 1 1/2 disadvantage	+ 1 dis
3	+ 1 1/4 disadvantage	+ 3/4 dis
4	+ 1 disadvantage	+ 1/2 dis
6	+ 3/4 disadvantage	+ 1/4 dis
8	+ 1/2 disadvantage	0
12	+ 1/4 disadvantage	0
16	0	x1/4 advantage
32	x1/4 advantage	x1/2 advantage
64	x1/2 advantage	x3/4 advantage
125	x3/4 advantage	x1 advantage
250	x1 advantage	x1 1/4 advantage

WEAPON STRENGTH MINIMUMS

Weapons have STR minimums; a character must be strong enough to use a weapon properly.

To find out what STR minimum a weapon requires, use these values:

For every 5 points active in the weapon, the weapon has a STR minimum of 2. The only thing that counts toward active points is the damage value; for instance, the .357 mentioned above, which would cost 25 points, has a STR minimum of 10. Advantages such as Armor-Piercing or Invisible Power Effects do not increase the STR.

For every + 1 OCV the weapon has from superior engineering, the STR minimum is + 1.

For every + 1" to the Range Mod the weapon has above -1/3", the STR minimum is + 1. Note: This doesn't work the other way; if you reduce the Range Mod below -1/3", the STR Minimum does not decrease.

In HTH weapons, every + 1 DCV the weapon grants requires a + 1 STR Minimum.

In HTH weapons, every + 1 STUN the weapon does requires a + 1 STR Minimum.

If a weapon is used in autofire mode, the STR minimum increases by 5 points.

Remember that any firearm you build may be used two-handed. When using a firearm two-handed, the character may use 3 less STR than indicated. Thus, if a rifle requires STR 12, it actually calls for STR 9 for normal two-handed use.

The Weapons Table gives some recommendations for negative modifiers for one-handed use of firearms with Range Mods of -1/4" or better. (Such weapons really are built for two-handed use.)

So, for instance, when you buy a weapon with 6 charges (for the + ¾ disadvantage), you're buying a weapon which can hold 6 charges at a time. The point value of the weapon covers the purchase of 6 charges that you can carry at any time.

If you want to carry more charges, you may. You pay 1 Equipment Allocation Point for 300 Points worth of charges. When buying extra charges for your weapon in this manner, you spend your points based only on the damage the weapon does and any Armor-Piercing, Explosive, Extra STUN, Shotgun, or Area Effect advantage.

Example:

The weapon in question is a .357 Magnum revolver. It holds 6 shots. The character wants to carry more shots. A .357 Magnum cartridge does 1 ½ D6 killing damage with a + 1 Stun Modifier, which is worth 37 points. To carry extra cartridges, 300 divided by 25 gives him 8 extra bullets. So, for every + 1 point of his equipment allocation, he gets to carry 8 extra bullets.

The privilege of carrying these bullets is not expended when the bullets are. Every time the agent sets out on his agency, he may carry 8 extra bullets for every point in his Equipment Allotment given to that privilege.



GADGET SIZES

As noted, the SIZ of your gadget is based on the real point cost: $\frac{1}{3}$ your point cost is the SIZ. Thus, a 12-point Gadget is SIZ 4.

Remember not to add the cost of the Miniaturization function to the real point cost when calculating SIZ. If your gadget costs 12 points (SIZ 4) and you want to miniaturize it to SIZ 0 (which would normally cost 6 more points), you've spent 18 points but you don't have a SIZ 6 object with two levels of miniaturization; you have your original SIZ 4 object with two levels of miniaturization.

The GM can call for a gadget to be larger than the points dictate, just for logic's sake. Some real-life gadgets are not built with maximum efficiency and are thus larger than they have to be by these gadget-building rules.

EXAMPLES OF GADGET-BUILDING

Let's put together some gadgets so that we're clear on what we're doing.

UNTIL Blaster Carbine: 6D6 Energy Blast (30 pts., STR minimum 12). Selective Fire (+ $\frac{1}{2}$, or 15 points; STR minimum + 5 on autofire). 30p-shot Capacity (+ $\frac{1}{4}$, or 7 points). -1/5" Range Mod (6 points, +2 STR (Minimum). Total: 58 points, STR Minimum 14, or 19 on Autofire (two-handed hold makes that STR 11, or 16 on autofire). The STR minimum is pretty steep. UNTIL agents are only required to be STR 13, so let's lower the autofire STR Min to 13 (using two hands) at a cost of 6 more points. Total: 63. + Gadget Disadvantages means Real Cost of 32 points and SIZ of 11.

Parachute: 8" Gliding (10 points). Cannot gain altitude (+ $\frac{1}{2}$ disadvantage), Clumsy (backpack-sized, + $\frac{1}{4}$). Total disadvantages, including Gadget disadvantage: $6 + 1\frac{3}{4}$. Total Cost: 4 points. SIZ: irrelevant (backpack).

WHAT SIZE MEANS

SIZ, which we haven't discussed in detail before, is a gauge of the concealability of the gadget. And a lot of people spend a lot of time concealing gadgets. Plainclothed detectives carry concealed firearms. Techno-villains carry armloads of concealed gizmos.

So, each gadget has a SIZ rating, and each article of clothing a person wears has its own SIZ rating—which indicates how large a gadget the clothing can conceal. If the gadget's SIZ is less than or equal to the SIZ rating for the clothing, then the equipment is fully hidden from view. If the gadget SIZ is greater than the SIZ of the hiding place, then the equipment might be spotted.

Even if a gadget is hidden, a viewer may still notice that something is hidden if he's looking hard. To spot a hidden-away gadget, the character must make a Perception roll, minus the amount of SIZ the clothing exceeds the gadget.

Example:

Pilar Soldi carries a Browning Hi-Power when off-duty. The weapon is SIZ 3; she typically wears a SIZ 10 trench coat. To spot the Browning, an observer would have to make a Perception roll at a -7.

If the gadget's SIZ is greater than the SIZ of the hiding place, the object can be noticed by anyone. The gadget causes an unsightly bulge in the clothing, or even protrudes from the clothing. A normal Perception Roll will allow a character to observe the presence of the gadget. In fact, if the gadget is 4 SIZ points larger than the "concealing" clothing, it's not even remotely concealed; its purpose is obvious to casual observers.

Now, Perception Rolls will tell a character that someone's carrying a gadget, but won't tell him what the gadget is. So long as clothing still covers the gadget, its exact function will remain hidden. However, characters can make educated guesses about some gadgets depending on placement; a bulge under the armpit usually means firearms. But the exact nature or make of the firearm won't be known until it's brought into view.

The following table lists the most common concealment spots for guns and gadgets.

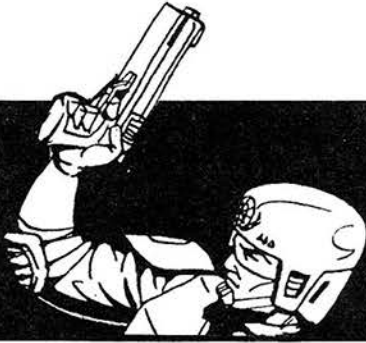
CONCEALMENT TABLE

Clothing	Can Conceal SIZ
Suit Jacket	4
Super-Agent Armor	4
Windbreaker Jacket	6
Heavy Jacket/Winter Coat	8
Trenchcoat, Overcoat	10
Superhero Costume (excluding boots)	0
Shirt or Blouse	1
Boot	2
Under Skirt or Dress	3
Small Hat or Cap	2
10-Gallon Hat or Sombrero	4
Cape (automatically Open; see below)	6
Cloak (")	10
Small Purse	3
Camera Case	4
Large Purse	5
Briefcase	8

The concealment SIZ of the clothes above indicates if they're buttoned up or otherwise closed. A jacket, shirt, or whatever that is left unbuttoned has its SIZ increased by 2. However, whenever the character is moving, there is a chance of 1 on 1D6 (1-2 if he's running) for the clothing to flap open and reveal any gadgets hidden beneath.



CAMPAIGNING



In this chapter, we're going to talk about the different types of campaigns and how to run them: What power levels for characters, what sorts of adventures, what sorts of villains, and so on.

We'll also talk about agencies—not just what they're for, but how to progress through them in agency ranks, how to get special equipment within the agency, how to create agencies, etc.

easier to defeat. They have to put up with many of the ailments of ordinary people, including abusive superiors, the IRS, tight shoes, and so forth.

On the other hand, they have the technology to be somewhat effective in superpowered situations, especially against other super-agents and against lower-grade supervillains. They have superpowers: Energy Blast (their energy carbines), Armor (agency body armor), and other powers (from gadgets).

So, in other words, you can put super-agents in just about any adventure which would ordinarily involve superheroes or superspies. In the former case, just tone down the villains or substitute less formidable ones. In the latter case, beef up the villains and provide opportunities for super-agent-type flying-laser firefights.

WHAT ARE SUPER-AGENT ADVENTURES LIKE?

To figure out whether an adventure idea is appropriate for super-agents or not, simply ask yourself whether or not this situation would look strange if suddenly invaded by high-tech gizmos, colorful body armor, and flying blasts from pulse lasers.

Yes, I know that sounds strange. Most circumstances could be considered a bit bizarre if that happened to them.

However, some adventures would look more odd than others. If your scenario idea requires stealthy infiltration, termination, car chases (perhaps with a helicopter thrown in), individual agent action, seduction and high society, then it's probably best left to the *Danger International*-type spies.

If, on the other hand, the situation calls for a combination of skills and high-tech goodies, heavy doses of science-fiction elements, grav-sleds, megalomaniacs with huge home bases chock-full of agents, aliens or supervillains, then super-agents are probably the ones to handle the job.

Let's look at the means to starting a super-agents campaign.

STEPS TO START A CAMPAIGN

There are some basic steps to undertake if you want to start a regular super-agents "series."

CAMPAIGN TYPE

First, decide in general what sort of campaign you want to run. You can have an ordinary super-agents vs. super-villains campaign, or something more exotic. It all depends on what you and your players want.

This chapter talks about different types of super-agent campaigns; the next chapter presents examples.



MAKING A SUPER-AGENT CAMPAIGN

For the purposes of role-playing, super-agents really are a half-way step between superheroes and ordinary agents.

They are, at the basic level, agents—ordinary humans arranged in a paramilitary organization. They aren't as invulnerable as supers, and so they're easier to scare,

SPECIFIC AGENCY

Second, decide which agency you want to be the focus of the campaign. The GM and players should agree on which agency is to be the campaign basis.

You can choose one of the agencies featured in this supplement or make up one of your own. If you choose to make up one of your own, you need to choose its name, come up with its history, and design its package deals at this point. Advice in this chapter will help you create your super-agency.

You need to decide where the player-characters are normally stationed. You may want them to be in the city with your superheroes. You may want them to work in an exotic locale: Hawaii, Monaco, Vienna, Cairo. You can provide a lot of variety if they're a mobile unit, flown from base to base as the need arises.

WHERE IN THE AGENCY

Third, decide at what point in their relationship with the agency the characters are.

Are they about to join? This gives you the opportunity to introduce them to one another and to the agency as a whole. A couple of the scenario ideas in the back of this book explore this theme. On the down side, taking this option means that the characters would have to go through several adventures before they even started on the rocky road to promotion.

Have they just gone through boot camp? If you're not interested in their early days in the agency, you might want to start here. They've all just gone through boot camp and received their first assignment. You still get to introduce them to one another.

You might even assume that they've been agents for some time and just haven't been promoted. This may lead to a spirit of camaraderie between characters who are supposed to have been old buddies; or, it could provide background time for characters who are supposed to be old rivals. On the down side, the fact that they've supposedly been in the agency for quite a while doesn't mean that they've advanced in the agency; they still have to start as Rank 1 with no Brownie Points (all explained later).

In general, it's best to start with the characters' first assignment.

DESIGN CHARACTERS

Fourth, design the characters. If the characters are brand-new agents (or not even agents yet), the players should design them independently of one another and spring them upon one another as unknown quantities.

If the characters are supposed to have known one another for a long time, even in civilian life (two buddies who joined the agency at the same time, for instance), you should design them together, or at least with some trading of information, so that the characters are designed to cover one another's weaknesses or gaps in knowledge—something they theoretically would have learned to do over the years.

It's usually easy to start your character design, because each agency has a Package Deal—a package of minimum characteristics, skills, and disadvantages—which each agent must take to be a member of the agency.

DESIGN ADVENTURES

Fifth, once you have your agency, your characters and their relationships, and the setting in hand, you can get down to the business of running through adventures. There is one full-length scenario and a host of smaller scenario ideas in Chapter Five. You should have no problem coming up with scenario ideas.

Typically, a super-agency is designed with a specific function in mind (first reaction to supervillain threats, anti-terrorism, monster-hunting, security, etc.) and your first few adventures can adhere to that function. By the time you've run through three or four such episodes, you'll be comfortable with the campaign and able to improvise around the plot formula.

CAMPAIGN STYLES

Following are notes on some of the more common varieties of super-agent stories.

STANDARD SUPER-AGENCY: AGENTS VS. AGENTS IN A SUPERHERO WORLD

FORMAT

The usual super-agency is located in the same world as your regular superhero campaign. It's a government agency designed to perform one function or several functions, mainly fighting against evil super-agent groups.

The player-character agency is pretty overt. The agents wear distinctive armored uniforms, run around in the streets, and do nothing to conceal their existence.

The agents interact occasionally with super-heroes, especially when the supers ask for help in a major assault—or the agents do.

HISTORY

The campaign-world is the same as your superhero world and so has the same history.

VILLAINS

The group usually has a specific enemy, an evil super-agency. For instance, VIPER. This evil agency wears uniforms which clash with our heroes'; they plot to take over the world, and sneer a lot.

TYPES OF ADVENTURES

Typical scenarios for these agents involve responding to villainous super-agent menaces. The bad guys are continually making messes that need to be straightened up. Our Heroes have to assault their bases, capture their monstrous creations, stop their criminal activities (like bank robbery and kidnapping—no way can New York's finest stop a heavy contingent of VIPER agents), and so on.

Occasionally, super-agents in these campaigns have to try to bring in superheroes who've gone wrong, or supervillains who are just doing their usual thing. They may have to defend high-risk installations or personnel, or field-test new equipment from the agency research & development department. Individual agents might be assigned actual spy-type work—such as infiltrating the enemy agent and locating their newest base, so that the good guys can launch an assault.

Super-agents may have to investigate peculiar occurrences (such as whole towns disappearing, strange sensor readings in uncharted wilderness, etc.). They might have to discover traitors in their own ranks. Just remember: practically anything you can do with either superheroes or more mundane agents you can do with super-agents.

NOTES

Our agent heroes will probably interact with superheroes—either player-characters or NPCs—on a regular basis. You and your players have to decide how the agents regard superheroes: Do they have respect for these powerful sentinels of justice, or contempt for these gaudy fair-weather amateurs? Note that superhero DNPCs occasionally are super-agents. This tends to increase the amount of contact between the supers and the agents.

Super-agents in a campaign like this should be built on the normal 75 points.

AGENTS VS. AGENTS IN A WORLD WITH NO SUPERS

FORMAT

We still have good-guy super-agents. We still have bad-guy super-agents trying to take over the world. But this time around the superheroes and supervillains fell through the cracks. They never happened. Oh, yes, there is research into bionics, there are bad guy scientists with exo-skeletons, there are powerful martial artists—but no superheroes, no superhero gaudiness, no superhero community.

Our agents still have their blaster carbines and skin-tight Kevlar, but for once these actually represent the most advanced science on Earth. The heroes can perform functions as mundane as simple mercenary-style assaults to fighting our scientific geniuses gone mad.

HISTORY

The world-history is pretty much like that of the real Earth, our Earth. But there's an important difference. There is some high technology floating around, concentrated in the hands of one or more super-agencies. There's at least one good-guy agency and at least one bad-guy agency. Guess whose side you're on.

VILLAINS

The bad-guy agency is still the major villain. But there are other villains.

As mentioned, scientific geniuses occasionally go berserk and create super-powered power suits which need to be shut down before they tear the town apart.

Perhaps giant monsters have been released into the world—from Japan, from a meteorite, whatever.

Terrorists are no match for super-agents in one-on-one competition, but terrorists usually even the odds by holding innocents at gunpoint; can our super-agents save the hostages? And so on.

TYPES OF ADVENTURES

Well, first, there's fighting everybody listed under VILLAINS.

Agents can be sent in to cope with natural disasters, acting as an international rescue team.

They can explore the world at large, of the seas, perhaps of outer space. (Maybe your super-agency is an armed NASA?)

NOTES

In a world without superheroes, the superagents take that role. Remember that normal citizens wouldn't be so blasé about super-agent activities, and it's the agents who would have the fan clubs and the youth chapters and the admiration.



AGENTS WITH POWERS IN A SUPERPOWERED WORLD

FORMAT

It isn't enough that there are superheroes and super-agents—your player-characters are superagents with superpowers. Yes, that's right: Either the agency brass has come up with treatments and potions and vita-rays and other goodies to outright grant super-powers to the agents, or they've developed sufficient miniaturized weapons and exo-skeletons that the agents can simulate superhero powers.

HISTORY

Same as your superhero world.

VILLAINS

Super-agent bad guys and supervillains; our heroes are low-powered supers, but perhaps super enough to handle some of the big-time bad guys.

TYPES OF ADVENTURES

Everything that superheroes can do, but at a lower power level and with an agency background.

NOTES

If the agents are to have actual superpowers, they should be built on 100 points, but with *Super-Agents* disadvantages. They may start with 50 points' worth of equipment; their character points may not be spent on equipment.

If the agents' powers are all to come from equipment, they should be built on 75 points and start out with 75 points' worth of equipment.

In either case, these super-agents would gain experience, rank and more equipment points just like any other agents.

Champions is necessary for this sort of campaign.

OTHER SORTS OF CAMPAIGN BACKGROUNDS

Following are some more ideas for campaign styles. They're a bit more eccentric than the campaigns previously listed.

SUPERHERO BACKUPS

FORMAT

The player-characters are super-agent backups to a superhero team. (Not many superhero teams have agents, but there's no reason for them not to.)

HISTORY

Same as your superhero campaign-world.

VILLAINS

Anyone who fights the superheroes in question—especially the bad-guy super-agencies.

TYPES OF ADVENTURES

Responding to supervillain calls when the superheroes are not around; dealing with bad-guy agents while the superheroes are engaged with the supervillains; doing the dirty work of investigation while the fly-by-night supers sit around the HQ drinking and talking.

NOTES

It's easy to think that the super-agents would be hopelessly overshadowed by the superheroes, but it really doesn't happen that way.

Why? Well, the super-agents operate differently. They sweat the details. They investigate the clues. Walking across the ground, they notice things that high-flying supers don't. So they can often stumble across aspects of an adventure that the supers won't.

UFO FIGHTERS

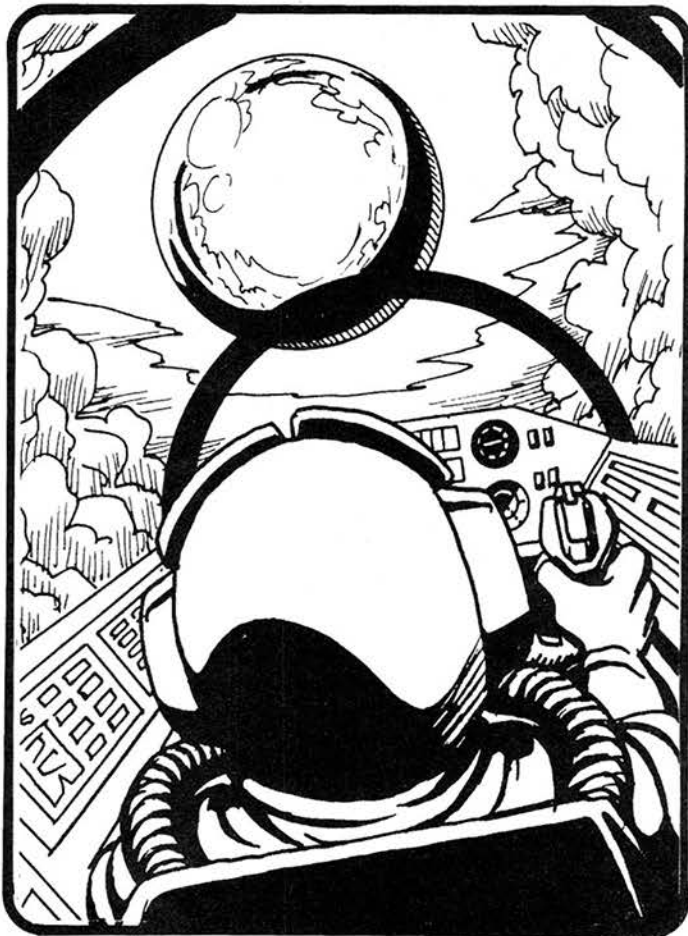
FORMAT

The super-agents are in conflict with the frequent waves of UFOs trying to invade Earth. The aliens have agents on the Earth, human-looking agents who turn to ash when captured or killed; additionally, they have manned (if that's the proper term in this case) flying saucers, with which they come cruising in once per

adventure to kidnap Earthlings, do strange things to power lines, burn radioactive holes in the ground, and attack our military forces and our super-agents.

HISTORY

A few years ago, government paranoia led to the creation of a new, secret branch of the armed forces, designed to protect the world against space intruders. Media accounts of aliens and flying-saucer kidnappings led to this step, and as soon as the new force had sufficiently advanced vehicles and weapons it was able to confirm that an alien race was assaulting Earth, kidnapping citizens, etc. As soon as the aliens realized that Earth was arming itself against them, it began launching actual assaults.



VILLAINS

The aliens. They have higher technology than we do; however, our pilots are better. What they want the Earth for is unknown—that is, up to the GM.

TYPES OF ADVENTURES

Full-scale high-tech dogfights against the alien flying saucers; ferreting out alien agents on the ground; developing and testing more efficient weapons system; investigating ancient mysteries (i.e., ancient astronauts stuff) which may pertain to the aliens.

NOTES

This type of campaign is a really good excuse to build lots of extremely high-tech vehicles and headquarters

and throw them against the invaders every episode—its obviously a campaign for lethal-minded players.

In this campaign, it would be impractical to limit the characters to 75-point vehicles for doing battle with the invaders. Combat vehicles should be built in the 250-point range from *Champions II*, and only be used for strike missions.

TIME-TRAVELERS

FORMAT

Our Heroes are agents sent back in time by the government to see “what really happened” at key historical events, or to tinker with past events to the government’s ends. However, there are enemies out there, enemies who also have time-travel capabilities.

HISTORY

A few years ago, a brilliant scientist of the 1940s—who’d been missing for forty years and presumed dead—turned up, mortally wounded, at the Pentagon. He gasped out that the world was to be torn to shreds—then he died. Papers on his body provided plans for building the time-travel device. Oddly enough, the scientist’s fingerprints matched his 1946 ID name, but he himself looked no older than about 40 years of age.

VILLAINS

Our scientist in question developed his device in ’46, transported himself forward in time, decided to sell his invention to the government. Agents of a huge corporation found out first, however, and kidnapped him, then forced him to build his machine. He managed to escape, was shot in the process of getting away.

TYPES OF ADVENTURES

Our heroes have to travel all over the past, verifying events, picking up relics, watching how the Pyramids were really built, recording Julius Caesar’s actual words, etc. However, enemy agents are also travelling the time-stream and tinkering with history to their own ends. Our heroes have to defeat their foes, keep from messing with history too badly, and keep high-tech devices from falling into the hands of the likes of Wild Bill Hickok or Kublai Khan or Og the caveman.

MONSTER-HUNTERS

FORMAT

A wealthy entrepreneur has formed a high-tech band of adventuresome souls to help combat the covert plague of supernatural creatures now infesting the world. Our heroes are armed with state-of-the-art weaponry and gadgets and are assigned with the dread responsibility of ridding the world of critters from the nether planes.

HISTORY

The supernatural has always been with us. In the last hundred years, though, supernatural activity has really stepped up. One man whose happiness was ruined when his family was slain by supernatural beings has devoted his fortune to combating the tide of monsters and nasties, and brought the player-characters together to fight them.

VILLAINS

All the monsters, living and otherwise, in the world.

TYPES OF ADVENTURES

Hunting monsters; being hunted by monsters; stumbling across monsters; etc.

NOTES

This can be an entertaining and scary campaign. Remember that a mummy which wouldn’t make Captain Indestructable blink seems awfully frightening to Agent Matthews and his blaster carbine.

Agents should be built on 75 points. They’ll often be in the field alone, need all sorts of esoteric skills, and often fight super-powered foes.

These agents may, if you wish, be limited to “real-world” technology. On the other hand, you may wish for them to eventually be able to learn sorcery and otherwise gain powers to help them in their quest against the supernatural.



POST-HOLOCAUST

FORMAT

Our super-agents are awakened from deep-freeze years after the bomb has fallen—or perhaps they’re members of an isolated high-tech community which survived the holocaust and the dark years after. Our heroes have to fight ugly things spawned from radioactive hellholes, improve knowledge, and find new pockets of civilization to help to reunite the world.

HISTORY

The bomb fell. (Alternatively, if you don’t want to deal with nuclear winter or excessive radiation, assume that an alien viral strain, biochemical warfare, or whatever destroyed most of Earth’s population while advanced defense systems kept most of the bombs from destroying most of the Earth.) Our heroes are high-tech survivalists who’d prepared for the eventuality and popped themselves into deep-freeze once it all hit the fan. Alternatively, they could be part of a government or private foundation, or just denizens of this sad future age.

VILLAINS

Local warlords, radiation-spawned monsters, etc.

TYPES OF ADVENTURES

Adventures include cross-country treks across radioactive hellholes, missions of mercy through village communities and through mutant-plagued areas, quests for civilized folks and communities and medicines and knowledge.

NOTES

Unlike many other role-playing campaigns, participants in a post-holocaust game can watch something grow through their efforts as they gradually try to put their world back together again. This is a good thing, because without that sense of accomplishment a post-holocaust game is extraordinarily depressing.

OTHER SOURCES FOR SUPER-AGENCIES AND SIMILAR ORGANIZATIONS

Buckaroo Banzai (movie, 20th Century-Fox, 1984), Hong Kong Cavaliers and Blue Blaze Irregulars.

Chill (horror role-playing game from Pacesetter Limited), S.A.V.E.

Fringeworthy (dimension-hopping role-playing game from Tri-Tac Inc.), I.D.E.T.

Logan's Run (movie, MGM, 1976), Sandmen.

Man From U.N.C.L.E. (TV series, 1960s), U.N.C.L.E.

Megaforce (movie, 20th Century-Fox, 1982), Megaforce.

Stalking The Night Fantastic (horror role-playing game from Tri-Tac Inc.), Bureau 13.

Thunderbird XL5 (puppet series, 1960s, Gerry & Sylvia Anderson), International Rescue.

UFO (English TV series, early 1970s, Gerry & Sylvia Anderson), S.H.A.D.O.

Ultraforce (auto-combat game supplement from AutoVentures/Task Force Games), UltraForce.

HOW TO WRITE UP AGENCIES

If you want to create your own agency, here are some choices you have to make—and hints for how to make them.

AGENCY SIZE

How big is your agency going to be, in terms of manpower?

In the Sourcebook, you can see examples of different agencies. Special American Tactics is the smallest, with 300 active agents. VIPER is the largest, with in excess of 100,000 active agents.

To decide how large to make your agency, you should think about these things:

If you want to run lots of adventures with great numbers of agents storming villain headquarters and massing on the plains and providing lots of Wagnerian-scale action, you're probably looking at a large agency.

If the agency's history is that it has been around for a long time, it's probably reasonably large.

If the agency's Package Deal is extraordinarily stiff—that is, lots and lots of Characteristic minimums and skills—then the size should be smaller than one with a similar background but less stringent requirements.

In the Sourcebook, you'll see that UNTIL has about 35,000 active agents. This is quite a lot, actually. But UNTIL has been around for nearly 40 years, and has a stiff but still reasonable Package Deal, and is designed for GMs who like great numbers of agents.

SAT, on the other hand, has been around for only about a decade; its conception is that of an American-only gung-ho-only agency. It's naturally going to be smaller than UNTIL.

Your best bet is to base your agency size on that of one of the agencies provided in the Sourcebook; base it on the agency which seems to work most like your agency.

AGENCY RESOURCES

An agency's resources come in three categories: Personnel, Funding, and Cooperation.

Its manpower resources are pretty much determined by the size you've chosen for the agency.

This leaves you to decide how well-backed the agency is financially. To decide this, you should decide how much you want the characters to rely on their own resources.

If they need special equipment for a mission, does the agency rush out and get it? If so, they can be considered to be a well-backed agency. However, the agents will always ask for new equipment and will get lazy. You may want this—you may want them to get used to this, and then drop them with a parachute and a pocketknife into Guatemala for a change of pace adventure. But you have to decide.

A well-funded agency will not complain too much about destroyed equipment; agents in the field can call for special equipment on short notice; it will have well-stocked and active research and development departments; characters will often be assigned to field-test new equipment. On the down side, agents may become dependent on this easy access.

A normally-funded agency will gripe and perhaps punish if agents lose valuable equipment. Such equipment will be replaced fairly fast, however. Agents in the field have to rely on what they have in hand.

An ill-funded agency may not assign much equipment; player-characters may have to use the rest of their point-allotment in contemporary (i.e., real-life) equipment, and will have to replace it themselves if the equipment is lost.



AGENCY TECHNOLOGY

How high-tech do you want your agency to be?

The "generic" agency has body armor in the 5-8 Def range, activating on an 11- or 14-; it has energy blasters that shoot 6 to 8 dice of normal energy damage, perhaps on autofire; it has lots of cheap little gizmos. UNTIL fits this category.

A more advanced agency may have full-coverage (i.e., no activation roll) body armor; jet-packs; miniaturized gadget implants; really special gear (such as invisibility-field projectors, force field technology, maybe even spacedrive [FTL Flight]; or other unlikelies). SAT and SGI fit this category.



A more primitive agency has to rely on bulletproof gear which doesn't exceed today's technology and activates on an 8- or 11-, agents have to rely on contemporary firearms and transportation equipment. Monster-hunting societies fit this category.

To decide, just think about what visual effect you want for your adventures. Lots of flying energy blasts and technology noticeably better than the police or army? Typical technology. Stuff that makes the other super-agencies look dated? High technology. Gritty, contemporary firefights? Low technology.

RANKS

You have to decide on the names of ranks within the agency. Each agency has ranks on a 1-10 level, 1 being the lowest and 10 the highest; each rank should have its own individual name. Usually, an agency takes rank designations based on military services it is patterned after; thus, a "UFO Fighters" campaign may have ranks based on the Air Force, an Army-like agency would have rank designations similar to the army, etc.

More data on ranks is given just a little later in this chapter.

PACKAGE DEALS

You have to create a package deal for your agency. Though the process is kind of involved, the following advice should see you through.

STEP 1: DECIDE STATISTIC MINIMUMS

In other words, decide which statistics a person needs to have to be hired by the agency.

If the super-agents are likely to be engaging in a lot of combat (as they typically are), they should have STR and CON minimums of around 13. DEX minimum should be between 11 and 13. A martial-arts super-agent group may require a higher DEX, say between 14 and 15. PD should probably have a minimum of 4.

If the super-agents are likely to engage in a bit of technical work, they should have INT requirements between 11 and 13. If they're supposed to do a lot of high-visibility work (guarding, dealing with crowds, etc.) a PRE of at least 11, perhaps as much as 13 is called for.

Stats such as BODY, EGO, and COM should not be subject to Statistic Minimums. Exception: Unusual groups; magic researchers may require a high EGO, high-publicity groups may hire only attractive agents (high COM).

If a Package Deal has a set of Stat Minimums, it is implicit that the character may not lower any of his other characteristics below their starting value. (For instance, even though a Package Deal does not require a higher-than-normal INT, the character may not lower his INT for the points.)

Exception: if the Stat Minimums specifically state that a stat may be below par.

Example:

The UNTIL package deal requires the following stats be taken: STR 13, DEX 13, CON 13, INT 13, PRE 11, PD 4, ED 4, SPD 3. As you can see, this package implies that the character will be involved in combat an awful lot; that he will have some technical or intelligence work

to do; that he probably will need to meet or command others.

STEP 2: CHOOSE SKILLS

Determine which skills the characters absolutely must have to function in the agency. Typical skills required include:

Knowledge of the Agency

Familiarity with Agency Weapons and/or Martial Arts

At least one Technical Skill

Piloting/Driving with common Agency Vehicles

Example:

The UNTIL package deal requires the following skills be taken: Familiarity with Firearms (3 points); Familiarity with Grenades and Baton (2 points); Knowledge of UNTIL on 11- (2 points); Knowledge of World Politics on 8- (1 point); Martial Arts (Choice) (10 points); Fluency in a second language (which must be English, if English isn't the character's native tongue—3 points); and choice of one of the following skills: Pilot (UNTIL Jet-Cycle), Breakfall, Gunsmith, Paramedic, + 1 with UNTIL blaster.

STEP 3: CHOOSE DISADVANTAGES

Determine which disadvantages you feel the character should have. In general, you shouldn't impose Psychological Limitations on them. (Exception: Some agencies may only hire people of a certain attitude, such as "Gung Ho" or "Rabidly Patriotic." Make sure your players know you're doing this if you do so.) Nor should you impose Physical Limitations or Unluck on them. Most commonly, you see Hunteds and Monitoreds.

Example:

The UNTIL package deal requires the following disadvantages be taken: Monitored by UNTIL 11- (8 points); Hunted by VIPER 8- (11 points).

STEP 4: DETERMINE SPECIAL PACKAGE DISADVANTAGES

Finally, you determine special disadvantages inherent in the agency and package deal. They come in three types: Stat Minimums, Subject to Orders, and Package Bonuses.

Statistic Minimums: For every 5 points which the character is required to spend on stats by the package deal, give him 1 point.

Subject to Orders: If the character is frequently under orders, give him 4 points. This is very common to paramilitary agencies. If the character spends a lot of time on his own, say undercover, give him only 2 points.

Package Bonus: If the package deal contains skills which aren't of frequent use by the character, give him extra points. If one-fourth of the skills in the package aren't of frequent use, give him 1 point; if one-half, 2 points; if three-fourths, 3 points. If no skill is particularly useful, rethink the package.

Example:

The UNTIL package deal requires that the character spend 31 points on stats. This 31 divided by 5 gives us 6 points to give to the character. UNTIL agents are fre-

quently under the orders of a superior: 4 points. And about a fourth of the skills required are not of common use: 1 point.

Note: Disadvantages under a Package Deal behave exactly as they do outside a Package Deal. If a character is hunted by VIPER because he's an UNTIL agent, and hunted by an enemy agent he angered in times past, the smaller disadvantage is still worth 1/2 the points. If a character has two Package Deals from being an agent, and each contains a Monitored, the smaller Monitored is worth 1/2 the points. A third Monitored would be worth 1/4. And so on.

Exception: The Disadvantages that come special with a Package Deal (Stat Minimums, Subject to Orders, and Package Bonus) are always worth their full value, even when there are several present.

CHAMPIONS III

Champions III has additional material on agency creation. Under "Campaign Planning" in that supplement there's a section on agencies. This was written mostly for GMs to create NPC agencies, but much of the advice there is applicable here.

NPC AGENTS

NORMAL NPCS

The normal NPC agents in any agency are very, very easy to work up.

They're the Package Deal. All stats not mentioned in the Package Deal are at their starting values. Everything else conforms to the Package Deal. They have no extra points to spend, no extra disadvantages. They get the normal starting equipment for a Rank 1 agent in that agency.

SPECIAL NPCS

Some non-player agents have to be special, however. Perhaps the GM wants to work up the characters' immediate officer. Perhaps a character has taken a DNPC within the agency (partner, lover, whatever).

These characters start with 50 points instead of the 75 allotted to player-characters. Even higher-ranking characters, who can be presumed to have a lot of experience, start at 50 points and no experience. (Maybe they were 0-point characters when they entered.) This keeps the scene from being flooded with high-point super-agents.

Higher-ranking NPC agents do, however, get more equipment, as the section on Rank and the individual agency writeups show.

AGENCY COMMANDERS AND SPECIAL NPC AGENTS

Agency commanders are another matter altogether. Most agencies have colorful commanders who interact with superheroes—often on their own level—and make ordinary super-agents look feeble.

If you want to put together a high-powered agency commander, start with 75 points; give him experience points equal to 10 x his Rank. (Since most agency commanders have a Rank of 10, this means that they have 100 points of Experience.)

Give them disadvantages at the normal rate, and they have all the agency disadvantages. They must take the

agency Package Deal. If they seem to need more points, give them whatever is needed as a "Prior Experience Bonus."

They have equipment commensurate to their rank; see the section on Rank.

The same applies to any other really special NPC agent you want to work up. Give him experience equal to 15 x his Rank, and equipment appropriate to his Rank.

PLAYER-CHARACTER AGENCY COMMANDERS

Here's an option for your *Champions* campaign: You could allow a character to become an agency commander. He would be interacting with your superhero PCs and not the agency for the most part; have him guest-star in superhero adventures, not accompany the super-agent characters on agency adventures.

Start the character at Rank 10. Give him 75 points to start, and give him 10x his Rank in extra points—just like NPC Commanders.

While this means that he actually has more starting points than a beginning superhero, the Agency Leader still has SUPER-AGENTS-level disadvantages. If he can scrape together more than 50 points in disadvantages without ending up a mess, it's a miracle.

He gets the number of points appropriate to his Rank for gadgets. He may have whatever gadgets he wants, but may not exceed his agency technology in getting them. He may not spend his own points on gadgets, or his gadgets points on stats or skills.

The agency leader may spend no more than 1/4 of his points on gadgets built as Inobvious and/or Inaccessible foci. Everything else must be Obvious, Accessible.



BROWNIE POINTS

Brownie Points, at their basic level, are simply points that the GM awards to characters at the end of every mission. They're not as exact as Experience Points. You can lose Brownie Points for an unsuccessful mission. You can't spend them on anything. But they are important. Here's how they work.

At the end of every mission, the GM gives each character some Brownie Points—for a typical, successful adventure, about 3.

But he has to do so as the characters' superior, not as the game-master. He has to award Brownie Points based on what the agency knows of the agent's performance. Perhaps the agent screwed up and covered it up well; he'll probably get more Brownie Points than he deserves. Perhaps he botched the mission but achieved some goal that's not important to the agency; he'd better bask in his personal satisfaction, because he won't be getting many Brownie Points from it.

To calculate how many Brownie Points a character gets for a mission, consult the following table:

Circumstance:	Pts Received
Character/Team Accomplished Major Objective	+2
Character/Team Accomplished Minor Objective	+1
Character/Team Performed Mission Secretly	+1
Character Performed Unauthorized Actions That Worked	+1
Character Received Good Review by Team Leader	+1
Character/Team Overcame Unexpected Resistance	+1
Character/Team Captured Enemy Agents	+1
Character/Team Failed Minor Objective	+0
Character/Team Maintained Cover	+0
Enemy Agent Died During Mission	+0
Enemy Agent Unnecessarily Killed by Our Agent	-1
Enemy Agent Messily or Clumsily Killed by Our Agent	-2
Agents Blew Their Cover	-1
Negative Review by Team Leader	-1
Lost Expensive or Secret Equipment	-1
There Was Property Damage	-1
There Was Messy/Severe Property Damage	-2
There Was Damage to Important or Famous Property	-3
Team Member(s) Died During Mission	-2
Secret Mission was Publicized	-2
Main Objective Was Not Attained	-2
Character/Team Performed Unauthorized Actions That Failed	-3
Civilian(s) Died	-3
Many Civilians Died	-4
Prominent Civilian(s) Died	-5
Mission Was Very Important	+ 1/x2
Character Is Team Leader	+ 1/x2

(+ 1/x2 means that the score gets an extra +1 if its basic total is 0 or positive, and is multiplied by 2 if the total is negative.)

As you can see, it's possible to accomplish your mission and end up with a negative Brownie Point total, depending on how many loose ends were badly tied up. It's especially bad for a team leader to receive negative Brownie Points, as the number is doubled.

BROWNIE POINT MODIFIER AND AGENCY ROLLS

Now, as mentioned, you don't spend your Brownie Points. You keep track of them on the spot on your character sheet marked "brownie points." Some missions, you gain Brownie Points; some missions, you lose them.

The number of Brownie Points you currently have dictates your Brownie Point Modifier. We'll discuss in a minute what the Brownie Point Modifier (also known

as the BPM) does. To find out what your Brownie Point Modifier is, consult the Brownie Point table.

BROWNIE POINT TABLE

Total Brownie Points	BPM
0	0
1	+1
2	+2
4	+3
8	+4
16	+5
32	+6
64	+7
(for each additional +1, double the number of Brownie Points required)	
-1	-1
-2	-2
-4	-3
-8	-4
16	-5
(for each additional -1, double the number of Brownie Points required)	

The Brownie Point Modifier is a modifier to your Agency Roll (among other things). Your Agency Roll is what you roll whenever you want to convince the agency to do something it wouldn't ordinarily do—such as let you use special equipment, or look into some lead that looks like a blind alley, or whatever.

Your Agency Roll is an 8-, plus half your Rank (rounded down). Modify this 8- with your Brownie Point Modifier. If, for instance, you are Rank 3 and have 16 Brownie Points (and therefore a BPM of +5), your agency roll is (8 + 1 + 5 =) 14-. Handy, that. This means that the better your reputation and Rank within the agency, the more things you can persuade the brass to do or to do for you.



RANK

Agencies, like the military, are organized into Ranks. A beginning character, naturally, joins an agency at the lowest rank, and eventually climbs higher and higher along the ranks of the agency.

For simplicity's sake, all agencies in *Super-Agents* have a total of ten ranks, numbered 1 to 10. The lowest rank, 1 is where player-characters start. The highest rank, 10, is where the agency commander is.

48 Rank

Ranks 1 through 5 are for enlisted men and non-commissioned officers. Ranks 6 through 10 are for commissioned officers.

Each agency has its own names for the various ranks. For example, UNTIL uses the following ranks:

Rank	Name of Rank
1	Private
2	Lance Corporal
3	Corporal
4	Sergeant
5	Sergeant-Major
6	2nd Lieutenant
7	Lieutenant
8	Captain
9	Commander
10	Major

So, if you begin in UNTIL, you start out as a Private. Rank determines a lot of things, such as how many points' worth of equipment you carry.

Character Rank	Normal Equipment Allotment (in points)
1	50
2	50
3	50
4	60
5	60
6	70
7	80
8	90
9	100
10	110

So, if you joined UNTIL as a Private, you'd be assigned 50 points' worth of equipment. That's the 50 points' worth of equipment you carry as a Private, as a Lance Corporal, as a Corporal. If you make it to Sergeant, you get 10 more points' worth of equipment, which you'd also carry as a Sergeant-Major. Once you become an officer, you get to carry more and more equipment—but it's hard to graduate from NCO (non-commissioned officer) to officer.

ADVANCING THROUGH THE RANKS

Normally, five missions (that is, adventures) constitutes a Review Period. Each character gets to roll for promotion at the end of every Review Period. The GM may make the review period longer or shorter, depending on the agency or the situation. Advancement in a wartime situation (the war against the UFOs, for instance) will be swifter than normal. An interesting variation is to have the review period equal to the character's Rank. This speeds up promotion at the beginning and slows it up as the character advances.

The roll for promotion is simple: Take the character's Agency Roll and subtract the character's current Rank. There are also a couple of modifiers that may apply:

Minus 3 if the character is trying to become an officer (Rank 6 or better) Plus or minus any modifier the GM wants to tack on for the situation: an extremely successful mission, it's been a while since the character was promoted, the character hates officers (a minus), and so on.

Example:

Agent Pilar Soldi has now been in UNTIL for a while and has gone on several missions. She has 13 Brownie Points, meaning that her BPM is now +4. She is currently a Private (Rank 1).

The GM calculates her chance as being 12 (current Agency Roll) + 0 (no Rank modifier) - 1 (current Rank) = 11 or less. She rolls an 8 and becomes a Corporal (Rank 2).

Your chance for promotion is never less than a 3 or less on 3D6. That is, a 3 automatically results in promotion.

The GM may wish to arbitrarily assign positive modifiers (if he thinks the character should be promoted about now) or negative ones (if the character has risen too fast, or is getting too high on the rank chart—after all, there's only one Major in UNTIL).

PERKS FOR THE OFFICERS

Every agency offers more than just pay increases to induce officers to stay. These benefits are usually called "perquisites" or "perks."

A number of such perks are listed as the skill "Perquisites" in Chapter One. These and other perks are given to officers as they ascend the agency ladder.

Since each agency offers different perks, we show you in Chapter Four what sorts the individual agencies offer. The table for each agency which lists its rank designations also indicates the perks for each rank.

RANK AND THE GM

The GM will find himself, for the most part, very much inconvenienced by the rank system of the agencies.

Why? Because he can guide the characters along the path of the adventures simply by telling them what to do—or, rather, by having the NPC officer give the player-characters orders.

Unless the player-characters disobey orders (which can provide for some interesting gaming), they'll saunter merrily down the proper paths. This makes it easier on the GM, as he won't have to provide for quite so many contingencies.

But watch out: The unexpected does come up an awful lot. And you may have missions which put the characters in situations where they may not be able to consult with officers and must rely on their own initiative. When that happens, be prepared for the normal GM duty of dealing with new contingencies.

RANK AND ROLE-PLAYING

The rank system also gives the players opportunities for role-playing. For instance:

1) Player-characters will often be given orders that they don't like—such as, "You six! See those thirty VIPER agents in that bunker? Take 'em!" They can obey blindly, and get hurt. They can come up with ways to implement their orders—which calls for creativity. They can disobey orders—and come up on charges, perhaps.

2) Player-characters have to operate within agency politics. This means currying favor with officers, sabotaging the careers of bad officers, being nice to

the technical staff which can someday save your life, etc.

3) The GM will want to create lots of interesting NPCs within the agency, because sure as shootin' the PCs will want to interact with lots of people who can further their careers. Player-characters will want to advance in rank—if for no other reason than because of the advanced number of points for equipment and extra perks. This means shining when the brass is around, not making enemies—or wrecking the enemies you do make—and being generally successful.

4) The GM can make for lots of interesting situations by giving the characters an officer who doesn't like them, or is a traitor, or whatever. Don't make all the agents sympathetic. There's some backbiting going on, some mudslinging, insecurity about advancement or promotion, etc. Use this for more interesting adventures and interactions.

In general, don't ignore the rank-and-file system. Use it to your own advantage. Spell out the rules of the agency to the player-characters, and they'll learn how to use them.



DECORATIONS

Super-agencies do provide decorations to their agents.

Here are some varieties of medals commonly found:

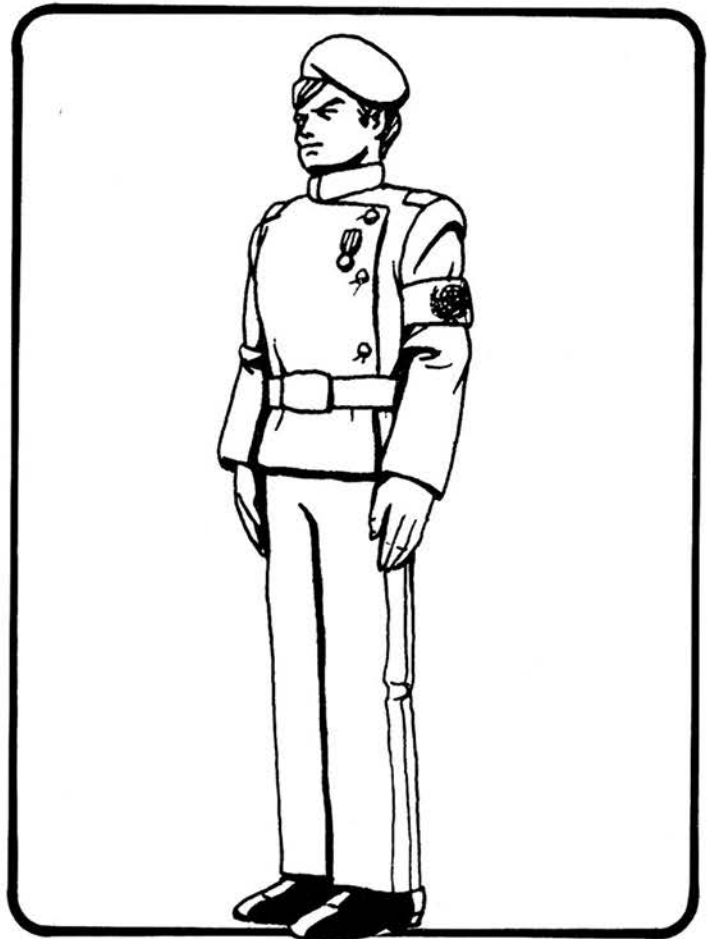
Meritorious Service: If a character acquires 6 or more Brownie Points in the course of a single mission, he's eligible for a badge for Meritorious Service.

Conspicuous Bravery: If the character is observed committing some action that is just remarkable in its bravery or gallantry, and doesn't cross agency rules, he may be eligible for this decoration. Such actions include taking out a much superior enemy force (just attacking isn't enough, you must have been successful); running into a burning building five or eight times to rescue victims—without a Life Support unit; and so on.

Purple Heart: Awarded to agents injured in the line of duty. The injury must have done 2 or more actual BODY to the agent (after defenses) and must have been verified by an agency physician.

Qualification Badges: Any time an agent first qualifies in an "agency" skill, he is given a badge to so indicate. The badge is usually worn as a patch on the sleeve of the active duty uniform and as a badge on the left breast of the dress uniform. To qualify for such a badge, the agent must have purchased a skill required by or optional to an agency Package Deal; he must announce to the GM that he's rolling for qualification, and then must make his roll. Should he fail his skill roll, he

botched the qualification test, and must wait until the next review period (five missions, remember?) before trying again. All agents wear badges qualifying them in the skills for the basic agency Package Deal.



GETTING DECORATIONS

Just like rank promotion, decorations are awarded at the end of review periods—that is, at the end of every three missions (the standard review period).

Some decorations are awarded automatically (such as the Purple Heart, as described). Some require a roll on the part of the agent (such as the Qualification badges).

But the really glitzy decorations, such as Meritorious Service and Conspicuous Bravery, require a more intricate roll on the part of the GM.

In order for the agent to get one of the more important decorations, the GM must roll:

3 or less

Plus Team Leader BPM

Plus Rank of Nominating Officer (a Rank 6+ Officer must nominate the character. That's why it pays to know a sympathetic officer)

Minus Character's Negative BPM (if the character has a positive BPM, it doesn't help him; if he has a negative BPM, it hurts, and subtracts from his chances.)

Minus half the rank of Opposing Officer (If the character has angered an officer, that officer is likely to try to stop a decoration. If his Minus is enough to forestall a decoration, perhaps the GM can drop a hint

to the character as to why he wasn't decorated. Keeps the animosity high.)

Plus or minus any GM Modifier.

Thus, it is not automatically successful, even when the character deserves a decoration. That's the service life.

VALUE OF DECORATIONS

Decorations are not just pretty. They're helpful to the agent in the agency.

For every medal a character receives, he also gets +1 Brownie Point.

For every medal a character receives, he gets a +1 to his BPM which lasts through the next review period—that is, five missions. Then, this temporary bonus to his BPM is scrubbed.

GAMING THE SUPER-AGENTS CAMPAIGN

Finally, here are some things to think about for running your own *Super-Agents* campaign.

PUTTING MISSIONS TOGETHER

When you're creating a mission—an adventure—for your super-agent characters, there are some elements that you at least want to think about throwing in.

OPPORTUNITY

Every agent in the run should have opportunity aplenty to do something. Look over the skills of all the agents who are going to be going on the run, and find at least one thing that each agent can do that no other agent can. Then, in the course of the adventure, present him with the opportunity to use his skill.

MILIEU

Don't forget to construct your adventures for super-agents. Super-agents tend to be a lot more obvious than superspies; they carry more hardware, tend to have fewer skills, and often have superior combat abilities than the FBI or CIA or MI6 characters. Give your heroes opponents that the superspies couldn't handle; gaudy colorful enemies: robots programmed by a madman, aliens, giant squids, enemy super-agents, even super-villains.

THE EASY PATH

The easiest way to begin a super-agent adventure is to take a simple situation and then complicate it. In other words, send the characters out on a completely ordinary mission and then introduce a mystery in the middle of it.

For instance, look at Adventure #1, the Delta Star Delta. The agents are sent out on a perfectly routine mission—well, a mostly-routine mission—with some really odd complications.

Or, for example, take the case of the bag lady attacked by VIPER agents. The player-characters are sent out to stomp a squad of VIPER agents which is running amok downtown. When the player-characters arrive, the agents are hustling a bag lady into a VIPER craft. If

rescued, she babbles endlessly about her kidnapers and about seeing giant frog-monsters on the pier—which naturally leads the characters into an encounter with a VIPER underwater division and its devilish assignment.

For the most part, super-agents are intrigued by such complications and even volunteer to follow up on the case—the fools.

And, of course, the simplest path of all is to tell the agents that the intelligence service has found an enemy base, and send them out to raid it. As described later, Hero Games has published many supplements to *Champions* and other Hero System games with floorplans which can be converted to villain bases with little work.

CHANGING DIVISIONS OR AGENCIES

It could be that an agent wants to change divisions within his agency. There's no problem with that, so long as the character has bought all the skills for the new package deal and there's some way for him to continue to run around with his old buddies (for instance, they're all joining the new division). If the character changing divisions messes up your campaign—making it prohibitively hard for all the characters to be together logically for each adventure—then you should talk the player out of the action. If there are no such obstacles, go ahead and allow it.

More complications arise if the character wants to change agencies. Mechanically, to do so, all he has to do is have enough points to buy all the new skills required by the new package deal and to deal with any fluxes in the values of his disadvantages.

A character should not change to an agency which has a different point-base for its agencies (for instance, no going from UNTIL to SAT or vice-versa). Some agencies (such as VIPER) don't allow a character to quit.

The gameability side of the question is where you see problems. As with changing divisions, unless all the player-characters are joining the new agency, or unless all the player-characters are somehow coincidentally assigned to the same cases all the time, it's difficult to keep it gameable. Sure, allow the character to change agencies, or quit the one he's in, if that's what the player wants. Then, ask the player to create a new character and have him play the new character in the old agency from now on.

If you do have a character change agencies, subtract 1 from his Rank (0 if he's only Rank 1) when he makes the change. But give him an automatic roll for promotion, based on his last few missions with the old agency and presuming an officer recommendation coming from someone one Rank higher than his old Rank. If he makes the promotion, he climbs instantly back to his old rank.

AGENCY AND OFF-DUTY TIME

Naturally, super-agents don't spend all of their time in armored uniforms. They occasionally sleep, and occasionally have time off-duty. Here are some basic guidelines to handling the agents' duty and off-duty time.

In general, super-agents actually spend about as many days on duty as the civilian 9-to-5 workers—on

the average, about two days in three are work-days. The arrangement of the off-duty time varies from agency to agency. Generally, an agency will keep one-third of its agents on watch at any time.

PARAMILITARY AGENCIES

In the basic paramilitary super-agency—of which UNTIL, SAT, and VIPER are examples in the “Sourcebook” Section—a typical super-agent is, on the average, on duty sixteen hours of the day.

He spends eight hours on watch—in the state of combat readiness, wearing his full complement of armor and weaponry, and usually confining himself to a strike-team ready room. Generally, such rooms are festooned with the books, magazines, games and other diversions of on-duty agents who are just waiting to be sent somewhere to blast something. It is during this time that super-agents generally commence their gamed adventures.

The agent will then spend eight hours in readiness—not wearing his gear, performing maintenance and administrative tasks, and perhaps attending classes. Then, the agent has eight hours off-duty, usually restricted to remaining on base.

Such an agency might have an agent work in this manner for five days at a stretch, with two days for leave time. Particularly well-funded or well-staffed agencies might have the agent work two days followed by one day of leave, or work one week followed by one week of leave.

Off-duty time is not the same as leave time. When an agent finishes his shift, he is still required to stay

on base unless given a pass or leave by his commanding officer. Passes and leaves are handed out fairly often, and in enlightened agencies the hard-working agent may “save up” some leave time and consolidate his leaves into an extended leave.

Additionally, two or three weeks of vacation time are given per year to super-agents.

CIVILIAN AGENCIES

Civilian agencies—such as SGI from the “Sourcebook” section—operate in a manner very similar to paramilitary agencies, but the hours tend to be shorter—such as one day with six hours on watch and six in readiness, the next day with six hours on one or the other state, and the next day off.

Agents are not restricted to base in ordinary off-duty time. Agents generally go home for the evening. Agencies which want to have strike teams available at all times may have super-agents operate in the same manner as firemen—the super-agents will stay on duty, on base, for several days at a time, responding to calls as they come in, and will then go home for several days of off-duty time.

MARITIME SERVICE

Ships at sea, such as the *Swordfish* from the “Sourcebook” section, perform differently from the land-based agencies. In maritime duty, the crew of a vessel will generally work four hours on, four hours off, round the clock—for months at a time, in some cases. Sailing agents will usually work for several months at something approaching this pace, then receive a long vacation.

WARTIME SITUATIONS

In wartime, or in ready-alert peacetime, regular vacations and leaves are cancelled, and all troops are recalled to their posts. During actual long-term wartime practice, whole units are rotated out of the line of battle for days to weeks at a time. However, their members are not usually free to go very far from whatever rear area their unit has been sent to. Being decorated or wounded are, however, two excellent ways to spend a few weeks off duty. The NSD organization in the “Sourcebook” section is an agency in a continual state of wartime or ready-alert peacetime.

CARRYING EQUIPMENT OFF-DUTY

In general, the super-agencies don't allow agents to carry issued equipment when off-duty. This doesn't stop some agents; they just get in trouble if found out.

If a character wants to carry equipment when off-duty, tell him that you assume he carries up to half his normal equipment allotment. If he tries to carry more, ask him why he's loading for bear—and then don't give him that bear, give him a curious cop or an irritated superior. After all, if he loads up on equipment and then you give him something to fight, then he's perfectly justified to want to carry all that equipment all the time.

Most commonly, super-agents carry commercially-purchased firearms and ammunition when off-duty. They're doing so illegally unless they have Carrying Concealed Weapons Perquisites, but they often do it.



Other common gear includes knives, binoculars (depending on locale), and radios. If a character wants to carry something special, ask him why and respond according to the logic of his reply. If he wants to carry his UNTIL blaster around, for instance, let him—and get him busted. If he wants to carry grenades around, have him lose one and have it cause some trouble, and so on.

For the most part, though, it has to be you who shows

the characters the guidelines. If they really are living in a world where they need to carry 50+ points of gear at all times, you're making a mistake, but you should allow the characters what they need.

Note: Officers of Rank 6 and above are never "off-duty" in the sense that non-coms are, and can carry their full equipment loads if they want to. Don't give them any more reason to want to, but they can.



SOURCEBOOK

Now we come to the meat of the supplement: the agencies themselves. In the following pages are numerous examples of agencies—good-guy, bad-guy, neutral agencies. Any one of them could be the agency to which your characters belong—or the enemy.

In this section, we present campaigning information for UNTIL, the foremost super-agency in the world; SAT, the gung-ho and high-powered American agency from *Deathstroke*; StarGuard International, a super-agency for hire; Near Space Defense, a high-tech agency dedicated to protecting the world from alien invasion; VIPER, UNTIL's implacable enemy and an indestructible villain group; and RAVEN, a collection of autocrats with only one goal: to bring the benefits of one-man rule to the world.

You can use any of these agencies to be your campaign basis—yes, even the villains, if that's what you and your GM want. Even if you choose not to use any of these, they can be interesting opponents, NPC encounters, and examples for your own super-agency.

Each agency description contains a background or history, an outline of the agency's purposes and goals, notes on its organization and resources, and package deals for player-character agents. Agent vehicles and equipment are described; some agencies include NPCs and floor-plans of the headquarters.

Note that all the equipment for these agencies is stated out in full in the Equipment section of this rulebook. In the following pages, equipment loads merely mention which gadget or piece of equipment is being assigned; the gadget or weapon stats are in the Equipment section.

So, let's get this show on the road with the first agency among them...

UNTIL

THE UNITED NATIONS TRIBUNAL ON INTERNATIONAL LAW

(Note: Portions of the following UNTIL text were originally printed in "Microfilm Madness," a Champions adventure by George Mac Donald, published in Space Gamer magazine #61. Reprinted by permission.)



BACKGROUND

After World War II, the United Nations wrestled with the question of allowing individual nations to have nuclear weapons. The U.S. was willing to give up its atomic monopoly only if all other countries in the UN were willing to abandon all hope of owning nuclear weapons. But the Soviet Union, which wanted very badly to secure its position as a superpower, was working feverishly to perfect its own atomic weapons. The debate in the Security Council was long and hard-fought on both sides.

The Soviet Union used every political trick it had to lengthen the debate over UN control. At one point, when it looked like the U.S. had swayed the rest of the council into calling for a vote on the resolution, the U.S.S.R. brought up the point that the UN had no military or security arm to control the weapons. It was suggested that a tribunal be convened to study the problem. The U.S. representative could not stop the motion to convene the tribunal.

During the next four months, the United Nations Tribunal on International Law (UNTIL) was formed. It quickly started laying the groundwork for an organization that would have sole control of atomic weapons. Administrative, intelligence, and research branches

were created to allow the organization to quickly assume its duties. In mid-1948, the tribunal announced that the United Nations now had an organization ready and willing to assume the responsibility for mankind's deadliest weapons.

In late 1948, the Union of Soviet Socialist Republics exploded its first atomic bomb. All possibilities of UN control went down the tubes. It would have been impossible to convince the Russians or the United States to give up their atomic weapons when the other side had the capability to manufacture them. Suddenly, the United Nations had a major paramilitary organization with nothing for it to do. Bureaucratic inertia kept UNTIL's administrative and intelligence departments active while the General Assembly debated on the final fate of the tribunal.

As the debate went on into 1949, many smaller UN members found the intelligence reports from the tribunal very useful. These reports were clear, concise, and without the bias of the superpower intelligence services. When, in the spring of 1950, the Korean conflict involved the United Nations in its first real war, the tribunal quickly expanded its intelligence services to keep track of UN forces in the field.

In the late 1950s and early '60s, UNTIL made a major push to help stop the increasing wave of terrorist activity. As the 1970s dawned, the age of "commercial" terrorism (plus the antics of supervillains and villainous super-agent groups) forced UNTIL to change its focus. It is now the premier international organization dedicated to the destruction of world conspiracies like VIPER.

The individual chosen to lead UNTIL from the early 1960s is Major Juan Martinez, a Paraguayan officer and the ideal man to head the push against terrorism and VIPER. Martinez is an old-line soldier, and a crafty strategist when it comes to dealing with terrorist activities, VIPER master plots, and bureaucratic imbecility. It was he who first started cultivating good relations between UNTIL and the superhero community, and UNTIL has thrived under his leadership.

UNTIL is not without its critics. Until the late 1970s, UNTIL was the only agency available and able to (occasionally) deal with super-villain threats when the sometimes erratic superheroes were not available. Despite UNTIL's usefulness in this capacity, many key government figures grew increasingly worried at the presence of super-agents. Western politicians were especially worried at the number of Russian-born agents in the UNTIL ranks—Russians able to romp all over the U.S. without being under direct U.S. supervision.

With the creation of SAT (Special American Tactics) in 1974 and the much-delayed organization of PRIMUS (Primary Response & Interdiction Military Unified Service) in the late 1970s, the need to have UNTIL agents within the U.S. diminished.

Eventually, in 1980, the U.S. government made it very clear to UNTIL that UNTIL agents were only welcome within the U.S. borders when especially invited. The UNTIL machinery within the U.S. was accordingly dismantled—to outward signs, at least.

The North American regional control base was moved from Chicago to Toronto; smaller bases within the U.S. were closed or relocated along the Mexican and Cana-

dian borders. The only UNTIL base still on U.S. soil is the prime UNTIL HQ, near the United Nations building.

Actually, UNTIL still enters the U.S. on a frequent basis. If a European villain stomps through a U.S. city, UNTIL responds—it's a situation fraught with international repercussions. Has VIPER showed up again? That's international enough. And so forth.

Additionally, UNTIL retains its New York City base and so romps across the New York metropolitan area with no problems. The U.S. mandate is a nuisance and an inconvenience—but barely more than that.

PURPOSE AND GOALS

UNTIL exists primarily to:

- (1) Fight international terrorism, from the garden-variety hijackers to the minions of agencies like VIPER and DEMON;
- (2) Act as a response team to superhero emergencies in countries other than the U.S.;
- (3) Provide intelligence to the UN and member nations; and
- (4) Promote international cooperation between governments and law enforcement agencies.

UNTIL agents come from all over the world—specifically, from United Nations member countries. The majority of agents are from the U.S., U.K., and U.S.S.R.

While UNTIL agents are often former members of armed forces and intelligence services of their native countries, their primary loyalty is supposed to be to the UN while they are with UNTIL. Naturally, it doesn't always work that way, and the agency has numerous agents who report back to their home countries; security within UNTIL is thereby not very effective. But when an agent is found spying for his native country he is given a dishonorable discharge and sent home. He may be tried and convicted of espionage according to the laws of the country where the espionage took place.

On the other hand, UNTIL agents often do develop a fierce loyalty to the organization and cease to regard themselves as citizens of a single nation; they feel themselves to be citizens of the United Nations.

RELATIONS WITH OTHER AGENCIES

UNTIL generally has good relationships with other super-agencies and law enforcement agencies. Exceptions: SAT and PRIMUS. Special American Tactics and UNTIL have been feuding since SAT's inception. As soon as PRIMUS came on line, that larger American agency took to competing with and baiting the UN organization. Naturally, relations between all three agencies are strained. Similarly, Interpol dislikes UNTIL's horning in on their territory of international police cooperation.

UNTIL and VIPER are implacable enemies.

UNTIL tends to cultivate good relations with superheroes—primarily with established, disciplined heroes likely to make a good impression with Major Martinez. This is a mutually advantageous arrangement. The

superheroes help UNTIL with particularly tricky assignments—such as that Doctor Destroyer case of a couple of years ago. UNTIL, in return, provides in-

telligence to the supers and helps solo supers out with lab tests and other detail work, often providing facilities to the supers.

ORGANIZATION

RANKS

The ranks in UNTIL are arranged as follows:

Rank	Rank Title	Perquisites	Equipment Allotment
1	Private	Passport	50 pts
2	Lance Corporal		50 pts
3	Corporal		50 pts
4	Sergeant	Police Powers	60 pts
5	Sergeant-Major		60 pts
6	2nd Lieutenant	Not Subject to Search	70 pts
7	Lieutenant	Honorary Police Captaincy	80 pts
8	Captain	Diplomatic Immunity	90 pts
9	Commander		100 pts
10	Major (Martinez)		110 pts

The rank of Commander is not really a rank. The six Commanders in UNTIL bear the actual rank of Captain, but are in charge of regional UNTIL divisions and so carry the brevet rank of Commander. It's perfectly correct to address one of these regional leaders as Commander or Captain. However, "normal" Captains are distinctly subordinate to Commanders.

UNIFORMS & COLORS

The UNTIL agent's field uniform consists of an international orange jumpsuit, over which are worn brown body armor, boots, belt, gloves, and helmet. The insignia of rank is worn on both shoulders and on the helmet.

The UNTIL agent's dress uniform is a light blue high-collared dress jacket with white tunic and slacks. The jacket has no tie and is buttoned up the left side and across the top. The jacket has white accents and the pants have light blue piping up the legs. The jacket has rank symbols on the sleeves and medals over the left breast. The troops wear standard UN-issue light blue berets with UNTIL brassard. If the trooper is on detached duty from a national service he wears a small pin on his beret and a patch on his right shoulder that denote his home country. Black shoes complete the uniform. Dress sword is optional for officers.

TYPES OF AGENTS

UNTIL agents come in four major categories.

The DEFENDER is the standard shock-trooper. He wears the normal uniform, carries the normal equipment load, and performs all the normal super-agent activities of UNTIL.

The LIGHT HORSE is the airborne agent. He is assigned to an UNTIL Jet-Cycle, a small one-or-two-man airborne vehicle which looks like a jet-ski, one of those recreational water vehicles. LIGHT HORSE and DEFENDER agents have a rivalry between them.

INVESTIGATOR agents look like and dress like DEFENDERS in field assaults. However, they are also assigned plainclothes investigative duties.

TECHNICAL SERVICE agents dress in the normal UNTIL uniform, but tend to carry fewer weapons and

more electronic support gear—sensors, ECM, communications gear, repair gear, etc.

AGENCY MANPOWER DIVISIONS

UNTIL agents are divided up into Companies, Squads, and Teams.

A company consists of 105 agents. These 105 agents are usually further broken down into eight squads, an officer (Sergeant-Major or Second Lieutenant) over each, and an officer (Second Lieutenant or Lieutenant) over them all.

A squad consists of twelve agents. Squads can be of DEFENDERS, LIGHT HORSE, or TECHNICAL SERVICE. INVESTIGATORS can belong to any of the other three types of squads, but you find most INVESTIGATORS among the DEFENDERS.

If a base is not large enough to have a complete TECHNICAL SERVICE squad, the TS agents are assigned to one DEFENDER squad.

A squad is further broken down into two six-agent teams. Any mission which does not call for the intervention of a whole squad has a team assigned to it. The team is, naturally enough, the most appropriate size of group for your player-characters.

RESOURCES

AGENCY SIZE

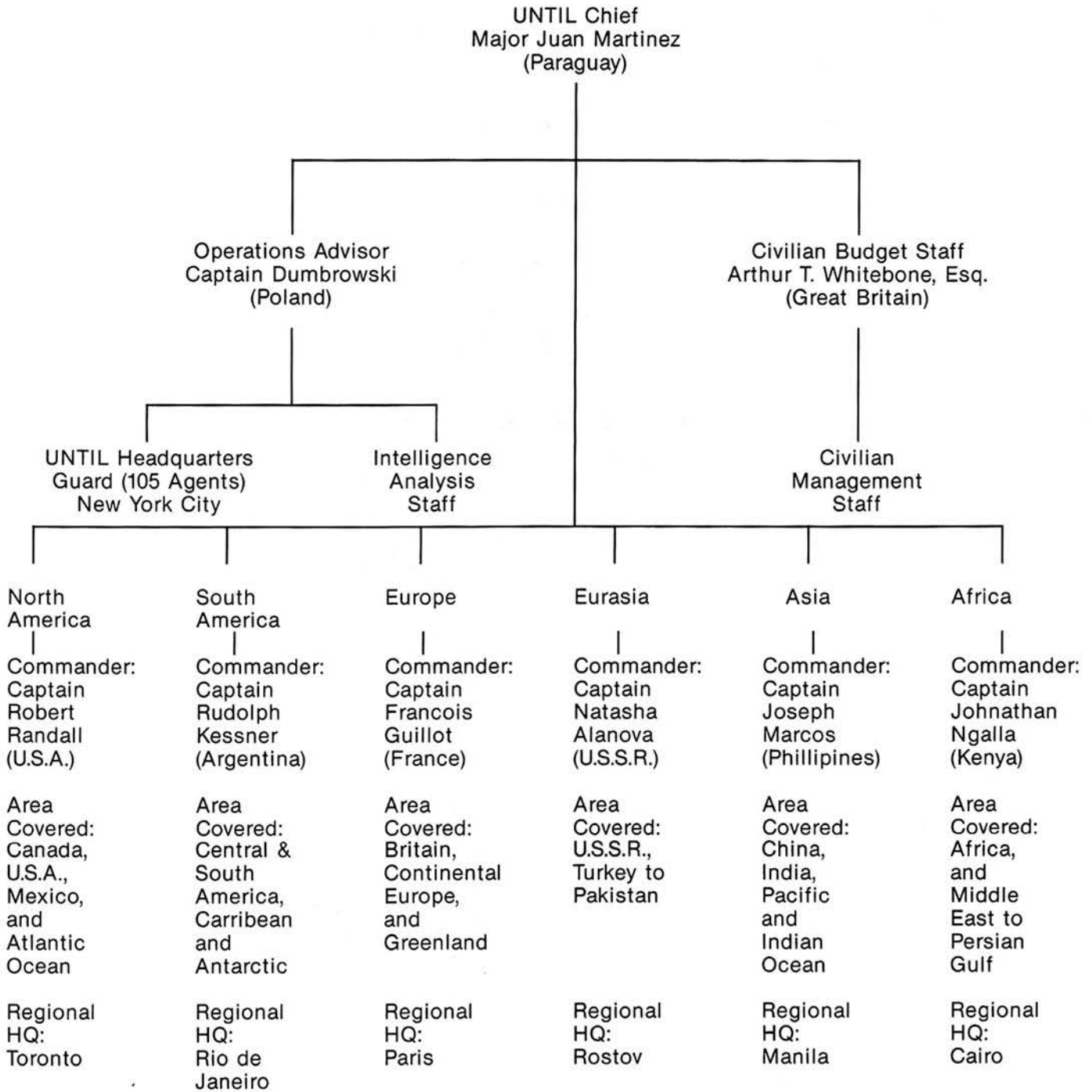
UNTIL is an organization of about 100,000 employees—some 35,000 agents, the rest being administrators, support personnel, technicians, and so forth.

FUNDING AND EQUIPMENT

UNTIL has good funding, but not lavish funding. In short, UNTIL superiors are upset if equipment is lost or damaged, but the equipment is quickly replaced and no action is taken against characters except for, perhaps, scathing reprimands for clumsiness. (Exception: If a character keeps losing equipment, mission after mission, he may suffer official action.)

ORGANIZATION

The agency is organized along these lines:



CHARACTER POINTS

UNTIL player-characters are built on 75 points.

PACKAGE DEALS

Here are the package deals for the four normal varieties of UNTIL agent:

DEFENDER (BASIC PACKAGE, ALL AGENTS MUST HAVE)

Characteristic Minimums: STR 13, DEX 13, CON 13, INT 13, PRE 11, PD 4, ED 4, SPD 3. 31 pts

Required Skills:

Familiarity, All small arms 2 pts
 Familiarity, Batons and Grenades 2 pts
 KS: UNTIL, 11- 2 pts
 KS: World Politics, 8- 1 pt
 Martial Arts (choice) 10 pts
 One Skill from List A (choice) 3 pts
 Fluency, Second Language (must be English if character isn't from English-speaking country) 3 pts

Disadvantages:

Monitored, UNTIL, 11- -8 pts
 Hunted, VIPER, 8- -11 pts
 Subject to Orders -4 pts
 Package Bonus -1 pt
 Stat Minimums -6 pts

Cost of Package: 24 pts

All subsequent packages in UNTIL cost 8 points.

INVESTIGATOR

Criminology 3 pts
 Perk: Carry Concealed Weapon 2 pts
 Choice from List B 3 pts

LIGHT HORSE

Vehicle 5 pts
 Pilot (Jet-Cycle) 3 pts

TECHNICAL SERVICES

Electronics 11- 3 pts
 KS: Super-Agent Tech. on 11- 2 pts
 Choice from List C 3 pts

List A: Pilot (Jet-Cycle), Breakfall, Gunsmith, Paramedic, +1 w/UNTIL Blaster

List B: Bugging, Disguise, Lockpicking, Security Systems, Shadowing, +1 to Perception.

List C: Bugging, Computer Programming, Microcircuitry Science on 12-

Non Player-character UNTIL agents are just the package, without bothering to balance the points or create 50 or 75 point agents.

UNTIL EQUIPMENT**DEFENDER RANKS 1-3**

UNTIL Body Armor 6 pts
 UNTIL Blaster Carbine 32 pts
 UNTIL Helmet 3 pts

Choice: Billy Club and Extra Clip (30 shots) for Blaster Carbine, 7 pts
 or
 two UNTIL Smoke Grenades 6 pts
 Choice: anything subject to availability 2 or 3 pts

DEFENDER RANKS 4-5

Armor, Blaster Carbine as above 38 pts
 UNTIL Sergeant's Helmet 9 pts
 Choice: Billy Club & extra clip, 7 pts
 or
 two Smoke Grenades 6 pts
 Choice: anything subject to availability 6 or 7 pts

LIGHT HORSE RANKS 1-3

UNTIL Body Armor 6 pts
 UNTIL Blaster Carbine 32 pts
 One clip extra ammo for same 3 pts
 UNTIL Helmet 3 pts
 Mini-Chute 4 pts
 Choice: anything subject to availability 2 pts

LIGHT HORSE RANKS 4-5

Armor, Blaster Carbine, Mini-Chute as above 42 pts
 UNTIL Sergeant's Helmet 10 pts
 UNTIL Jet Boots 6 pts
 Choice: anything subject to availability 2 pts

Also: Light Horse agents use Vehicles which cost 5 points from their actual points, not from their equipment loads.

INVESTIGATOR RANKS 1-3

On assault missions Investigators are armed just like the other members of their squad. On investigative missions they use the following gear instead.

Pistol & ammo combination of choice; may use UNTIL Blaster Pistol if desired 30 pts
 Criminology Kit 5 pts
 Investigator Armor 10 pts
 Walkie-Talkie 1 pt
 Perquisite: Carry Concealed Weapon 2 pts
 Perquisite: Police Powers 2 pts

INVESTIGATOR RANKS 4-5

As above. Extra 10 points go to agency or contemporary equipment of choice.

TECHNICAL SERVICES RANKS 1-3

UNTIL Armor 6 pts
 UNTIL Helmet 3 pts
 UNTIL Blaster Pistol 22 pts
 Ammo for same: 36 more shots in 3 clips 4 pts
 Tech Kit 6 pts
 Choice of electronic gear/gadgetry 9 pts

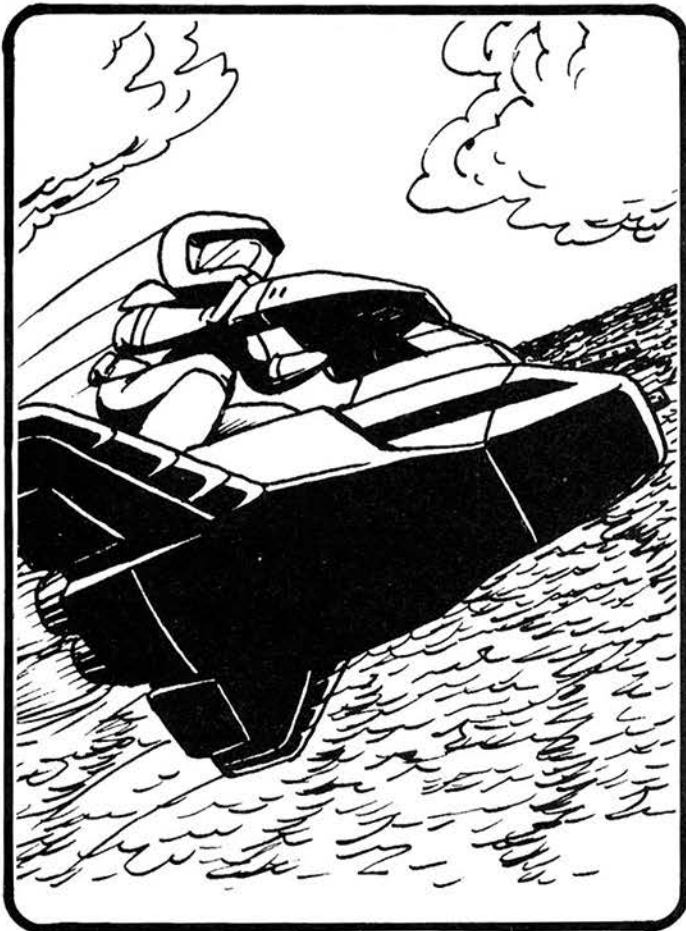
TECHNICAL SERVICES RANKS 4-5

UNTIL Sergeant's Helmet 9 pts

Armor, Pistol, Ammo, Tech Kit as above 38 pts
 Remaining points: Choice of electronic or other tech gear 13 pts

ALL DIVISIONS, RANKS 6-10

Equipment of Choice (subject to agency availability) for all subsequent points, either agency or contemporary (real-life) equipment. It's recommended but not enforced that officers wear equipment appropriate for their division in the agency.



VEHICLES

The super-agent vehicles in most common use by UNTIL agents are the Jet-Cycle and the Grav Sled.

JET-CYCLE

The jet-cycle is a relatively recent innovation in UNTIL technology and in its own way is a large advance over the traditional Grav Sled. It is only since the inception of the Cycle that the UNTIL Light Horse units have been organized. It is highly maneuverable and oftentimes tricky to handle. Daredevil agents ride it without strapping in. Daredevil agents are either young or dead.

However, just like the cavalry of old, belonging to the Light Horse is very prestigious for UNTIL agents.

Note: The abbreviations used in all of the vehicle writeups are taken from *Champions II*. Under DEF, the next six numbers refer to the Defense for the Front,

Back, Left, Right, Top, and Under sides of the vehicle. The numbers listed under MASS and CARRY are normally in kilograms; if the number is followed by a "t", then the figure is in tons; if the number is followed by a "kt", then the figure is in kilotons.

JET-CYCLE

MAX: 24" Flight
 ACC: 2 DCC: 5 TURN: 3 STR: 15
 DEF: F6 B6 L0 R0 T0 U4
 BODY: 6 ISIZ: 1 DMG: 1 SIZE: 2 DCVM: -4
 MASS: 522 KNB: -4 CARRY: 200 PASS: 2
Characteristic Cost: 75 points

Pts	Equipment
21	4 air-to-air missiles, either 10D6 explosive or 3D6 + 1 physical Killing Attack explosive (agent choice)

Total Cost: 96 points

Pts	75 + Disadvantages
10	2x BODY from Electricity
5	2x BODY from Sonics
3	Very Complex, needs Pilot: Grav Sled
3	1 phase delay to start

Total Points: 96 points

GRAV SLED

The Grav Sled is used by UNTIL for mass transportation. Neither as fast nor as flamorous as the Jet-Cycle, the Grav Sled is nonetheless a reliable workhorse vehicle for the agency.

GRAV SLED

MAX: 16" Flight*
 ACC: 1 DCC: 5 TURN: 4 STR: 35
 DEF: F0 B0 L0 R0 T0 U12
 BODY: 10 ISIZ: 8 DMG: 0 SIZE: 16 DCVM: -10
 MASS: 7 t KNB: -6 CARRY: 3 t PASS: 32
Characteristic Cost: 93 points
 *Vertical Flight only to 3" altitude

Pts	Equipment
5	Radio
3	Floats
3	STR 6 Telekinesis—gravity tractor beam (OAF), 2x END battery, recharges 1/turn

Total Cost: 103 points



UNTIL VAN

The UNTIL VAN looks like a standard extended delivery van, but its defenses have been beefed up. UNTIL has both marked and unmarked vans, depending on what is called for in the mission.

UNTIL VAN

MAX: 23" Ground
 ACC: 2 DCC: 5 TURN: 4 STR: 30
 DEF: F6 B6 L6 R6 T6 U6
 BODY: 7 ISIZ: 2 DMG: -6 SIZE: 4 DCVM: -6
 MASS: 3 t KNB: -6 CARRY: 1.6 t PASS: 13
Characteristic Cost: 74 points

Pts	Equipment
3	Radio (11F)
2	Fire Extinguisher (11F)
6	ECM on 16-, (11F)
Total Cost: 85 points	

Pts	75+ Disadvantages
10	2x BODY from Electricity
Total Points: 85 points	

TRANSPORTATION REQUIREMENTS

When UNTIL agents need to be transported to the scene of a mission, the agents' commander decides whether the mission is overt or covert. If it's covert, DEFENDER agents are used, and transported in an UNTIL van. If it's overt, either LIGHT HORSE agents are used (in which case they have their own vehicles) or DEFENDER agents are used (in which case they're transported by Grav Sled; if a player-character can pilot a Grav Sled, he's given the assignment of piloting the vehicle).



PERSONNEL

MAJOR JUAN MARTINEZ

Should you ever need it, here's the character sheet on Major Martinez, leader of UNTIL. Martinez' headquarters is the prime UNTIL base in New York City, but he spends a great deal of time touring the agency facilities and attending important missions first-hand. His administrative staff simply cannot keep him at his desk.

Major Juan Martinez

STR 18 DEX 20 CON 18 BODY 12 INT 18
 EGO 14 PRE 20 COM 12 PD 10 ED 10
 SPD 5 REC 8 END 36 STUN 30 **Cost 131**
 OCV 7+ DCV 7+ ECV 5 PD 10+ ED 10+

Pts	Skills
7	Breakfall on 15
5	Deduction on 14
4	Familiarity with small arms, baton, grenades
3	Criminology on 14
20	Find Weakness, Martial Punch, on 13

20	Martial Arts, Advanced Boxing
20	Martial Arts, Advanced Karate
5	Security Systems on 13
5	Stealth on 13
0	Spanish, native language
4	English - complete
4	French - complete
3	Russian - accented
6	+3" running
16	+2 with all UNTIL weapons/gadgets
16	+2 with all skills
16	+2 all combat
154	Total Cost

Pts	Disadvantages
16	Hunted by VIPER 14-
7	Hunted by Eurostar 11-
11	Would sacrifice self for any of his men - v. common/irrat
4	(8) Fervent Internationalist
4	Follows orders of UN before any other consideration
5	Monitored by UN members 8-
10	2D6 Unluck
3	Distinctive looks, publicly known (concealable)
100	UNTIL leader
50	Prior Experience
285	Total Disadvantages

Char Pts 131 + Skill Pts 154 = 285

GADGETS 110 point equipment allocation, UNTIL rank 10

62	Machine Pistol: 7D6 EBlast, selective fire, -1/3" 20 shot clip, SIZ 6
3	Extra clip for pistol
48	Choice of UNTIL, contemporary, or other agency gadgets

CAPTAIN LECH DUMBROWSKI

Lech Dumbrowski rose high in the Intelligence Operations of the Polish Army before political differences with the Russian overseers caused him to look elsewhere for employment of his considerable military skills.

Major Martinez saw in him an excellent untapped resource and invited him to join UNTIL. Dumbrowski initially joined as a temporary arrangement until he could find a better use for his espionage skills than "playing spy with UN tin soldiers," but Martinez's personal charisma has turned the Pole into a true internationalist and, more important, loyal follower of Major Martinez.

Captain Dumbrowski

STR 20 DEX 17 CON 20 BODY 15 INT 15
 EGO 12 PRE 25 COM 16 PD 10 ED 10
 SPD 4 REC 8 END 40 STUN 40 **Cost 127**
 OCV 6+ DCV 6+ ECV 4 PD 10+ ED 10+

Pts	Skills
3	Breakfall on 12
5	Deduction on 12

- 4 Familiarity with small arms, baton, grenades
- 3 Criminology on 14
- 10 Find Weakness, Martial Punch, on 11
- 20 Martial Arts, Advanced Boxing
- 10 Martial Arts, Commando
- 3 KS: Data Analysis on 12
- 4 KS: Strategy on 13
- 5 Stealth on 12
- 0 Polish, native language
- 3 English - accented
- 4 German - complete
- 4 Russian - complete
- 4 Spanish - complete
- 4 + 2" running
- 16 + 2 with all UNTIL weapons/gadgets
- 16 + 2 with all skills
- 8 + 1 all combat
- 125 **Total Cost**

- Pts Disadvantages**
- 16 Hunted by VIPER 14-
 - 6 (11) Hunted by Eurostar 8-
 - 11 Would sacrifice self for any of his men - v. common/irrat
 - 4 Follows orders of Martinez before any other consideration
 - 5 Monitored by UNTIL 8-
 - 45 Prior Experience
 - 90 UNTIL Operations leader
 - 252 **Total Disadvantages**

Char Pts 127 + Skill Pts 125 = 252

- GADGETS** 100 point equipment allocation, UNTIL rank 9
- 62 Machine Pistol: 7D6 Eblast, selective fire, -1/3" 20 shot clip, SIZ 6
 - 3 Extra clip for pistol
 - 38 Choice of UNTIL, contemporary, or other agency gadgets

ARTHUR T. WHITEBONE, ESQ.

Mr. Whitebone is primarily a cost accountant, and an expert in his trade. He is the one who must keep track of UNTIL's precious equipment and tries to make sure it isn't "frittered away on some hopeless mission which will not yield a proper return." In this quest he is often frustrated by Martinez, yet the two have a high mutual respect. Whitebone is the man who must continually justify the UNTIL budget to the UN Security Council, a generally thankless task all around.

Arthur Whitebone's stats are essentially normal, with an INT of 18 and high skills in accountancy, bureaucraty, diplomacy, and all the other skills necessary to keep his agency alive in the continual UN budget battle.

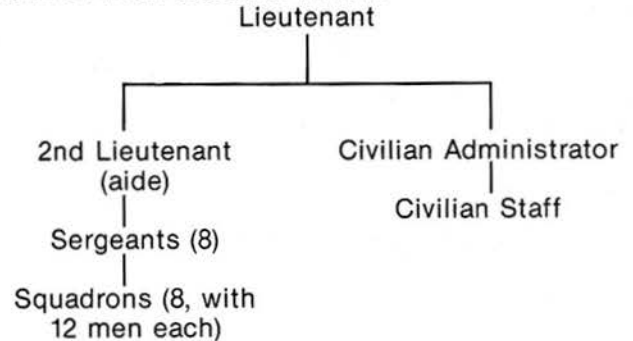
TYPICAL BASE

Following are the command arrangement, layout, and operations of a typical UNTIL base.

The base shown here can be used for just about any UNTIL facility, but this one doubles as a training facility for new agents.

Each Local Office has between 50 and 500 agents, and twice that many "civilian" staff. The typical base shown here is manned by a Company of agents (105 agents), about 200 civilian staffers (including maintenance personnel, administrative assistants, teaching faculty, etc.).

LOCAL OFFICE ORGANIZATION



Typically, one of the Sergeants is a Sergeant-Major and technically third in the line of command, should something happen to the officers.

Larger Local Offices have two or more companies of agents and are commanded by a Captain. Typically, the senior Lieutenant remains in charge of the civilian staff.

Smaller Local Offices could have anywhere from one to seven Squadrons of men and be commanded by either a Lieutenant or a 2nd Lieutenant.

THE MAP

Following is the arrangement of a standard UNTIL base. This base could be located just about anywhere, in any major population area or trouble zone.

The map is number-keyed. Let's look at its most interesting features floor-by-floor.

THE BASE IN GENERAL

All exterior walls: Def 6, BODY 5. All interior walls: Def 4, BODY 4.

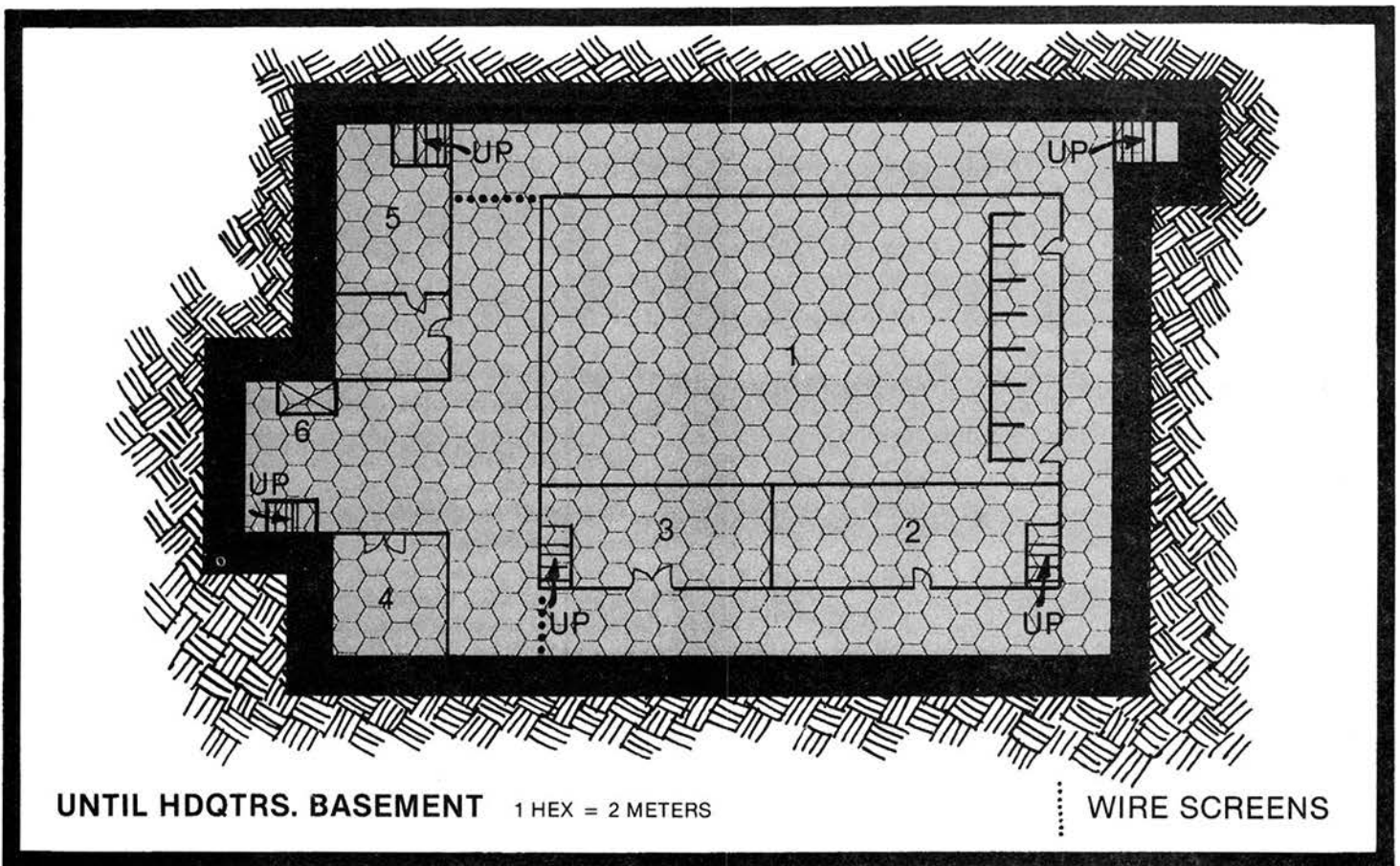
Restrooms are indicated on the map (and on the doors) by the universal gender symbols.

The exterior walls are usually an inoffensive gray or brown. The UNTIL logo is usually prominently displayed in international orange. Every room which does not seem to have a pressing need for security has a window; however, orders are for all windows to be closed and locked, and it takes a Rank 7+ officer to open them. The windows are safety glass and have the same Def/BODY scores as the outer wall.

Interior walls are painted in hideous industrial green. Coupled with the orange and brown UNTIL uniforms, a visit to UNTIL HQ is likely to be visually offensive to anyone who's not colorblind.

The HQ is chock-full of intercoms. Every room that is not a prison cell or storeroom has an intercom. The base additionally has a PA system.

For the most part, an UNTIL base seems to be a very busy place to a first-time agent or casual visitor. The inside and outside are crawling with brown & orange uniforms; PA announcements come over the horn on a regular basis; occasionally, a grav sled or flight of Light Horse agents cruises out of the hanger. It's never completely still.



BASEMENT (STORAGE, FIRING RANGE, MISCELLANY)

1) Firing Range: The interior firing range has a maximum range of 30 meters, not adequate for real accuracy tests, but adequate for most super-agent purposes. Targets are hung from overhead rails and can be positioned at any distance from 0 to 30 meters or brought up to the firer for evaluation. Each lane has its own sighting scope. The firing range is typically unlocked.

2) Building Machinery: Here, locked away, is the base's emergency generator, used if the power lines are cut or the power otherwise goes out. The door is locked but unguarded; it has a security system on it.

3) Storage I: All base materials—especially furniture, but excepting perishable foods and weapons/armor—are stored here. The door is locked but unguarded.

4) Storage II: This storage area is a holding area for materials brought in from agency raids or materials which have been delivered for dispersal but have not yet been assigned out. The door is unguarded, but is locked and has a security system attached.

5) Armory: All base weaponry which is not on active assignment is kept in this armory. The inner room is the vault, where blaster pistols and carbines are stored; the vault is Def 10, BODY 8. The outer room is storage for blaster ammunition, grenades, billy clubs, and other less expensive gear. The door is kept locked; Rank 5 and higher officers have the key. Two guards are on duty

at all times outside the door, and a security camera monitors the door.

6) Freight Elevator: This elevator rises to a small street-level room where deliveries may be made.

Note: The area of the basement containing the Storage II room, the Armory, and the freight elevator is barred from the rest of the basement by two barred barriers at the points indicated. The bars are Def 8, BODY 8, and may be unlocked by Rank 5+ officers.

FIRST FLOOR (BASE ADMINISTRATIVE)

All exterior doors on the first floor are guarded by two agents in Defender gear. Each exterior door has a card-slot and camera arrangement; an agent must insert his ID card in the slot and be computer-confirmed by the camera before being admitted. It's not extremely tight security, but it's adequate for most purposes.

7) Entrance: This is the official entrance for visitors. The guards aren't at the door, but are behind the counter indicated; the gap in the counter is where the card-slot/camera arrangement is located. A receptionist is on hand to greet visitors.

8) This office is a security outpost where visitors may be assigned visitor badges if they're cleared to enter the HQ.

9) This office is the office of the Officer of the Day.

10) This office is a general-purpose room with computer, desk, and other necessities.

11) This office is the receptionist's retreat.

12) **Base Commander:** The base commander's office backs up against Room 8.

13) **Commander's Secretary:** as well as having all the proper appurtenances of a modern secretary's office, this office provides the additional benefit of buffering the Commander from the hall.

14) **Conference:** This is where the base commander briefs the officer of the day and other officers every morning, and where all official conferences are held. The base commander has a door between his office and the conference room.

15) **Cafeteria:** Seats about 100 agents. Meals are split into two shifts, so it's never crowded for that occasion. If the base commander has to address all the troops, they're called into the cafeteria and things get a little crowded.

16) The adjacent large kitchen.

17) **Mission Check-in:** Agents returning from a mission check in here, speaking to a Rank 4+ officer for debriefing. After a quick debriefing, the squad is usually relieved but the squad or team commander must stay behind to fill out the written report.

18) **HQ Security:** The on-duty security team, six agents, stays ready in this room. Cameras scan major hallways and observe important doors. A fairly normal electronic security system (normal Security Systems roll to beat) links important or secure doors to a computer map of the base; if a door is breached (and detected), that point on the map starts flashing to the accompaniment of a strident beep which sounds only in the security room.

19) **Detention:** Next to the security room and guarded by its agents. The five cells' bars are Def 8, BODY 8.

20) **Officer Lounge:** Comfortable room for Rank 6+ officers.

21) **Infirmary:** Medical services for the base are provided here by medical members of the civilian staff. This infirmary can handle ten patients at a time. A security camera scans this room; security agents can watch this room, but the camera has a terminal in the medics' office as well for convenient monitoring. The base has no surgical facility, so badly-wounded agents are shipped to local hospitals for care.

22) An office for the medics on duty.

23) The storage room for medical supplies. This door has a security system on it and a camera trained on it.

24) **Vehicle Check-in:** Agents rushing out to grab their vehicles or returning from a mission involving their

vehicles check them in here and give a brief recount of their condition to the mechanic on duty. This mechanic-agent keeps track of who has which vehicle.

25) **Maintenance One:** Here, Jet-Cycles are maintained and repaired.

26) **Maintenance Two:** Here, Grav Sleds are maintained and repaired. Note that the door is commensurately large.

27) **Hangar:** Here are stored the base's Jet-Cycles and Grav Sleds when not in use. The Base Commander and other Rank 6+ officers may also park their personal vehicles here. This base has 28 Jet-Cycles (two squads' worth, plus four for official use or backup) and six Grav Sleds on hand. The hangar is three stories tall; a large rolling door faces the street. On busy days, the door is usually kept open to allow for quicker ingress and egress, and two to four agents are posted at the door.

28) These offices are currently unused and available for any emergency need.

SECOND FLOOR (PERSONNEL QUARTERS)

Note that the second and third floor maps are the same map, as these floors are laid out identically. Where a room says "29/30," it means that this room houses agents on the 2nd floor, and the equivalent room on the 3rd floor is a classroom. Similarly, rooms marked 31 are Storage rooms. On the second floor they hold linens and other living needs and on the third floor they hold classroom materials. Due to the excess space in this establishment, both sets of storage rooms are mostly empty.

On the second floor are the quarters for the agent complement. Rank 1-3 agents must live on base, and rank 4-5 officers may if they wish. Also quartered on this floor are the 50 or so agent trainees.

An agent bunkroom sleeps six agents. Therefore, each two rooms constitutes one complete squadron, and a squad's rooms are usually placed side-by-side or opposite one another.

There's very little gender segregation in UNTIL HQ. If a team contains both male and female members, the bunkroom is proportioned off by partitions, male agents on one side and females on the other. This makes it easy for male and female agents to fraternize, but the agency's policy involves stiff punishment for on-duty fraternization and absolutely no interest in off-duty, off-base involvement, so the problem is usually minimal.

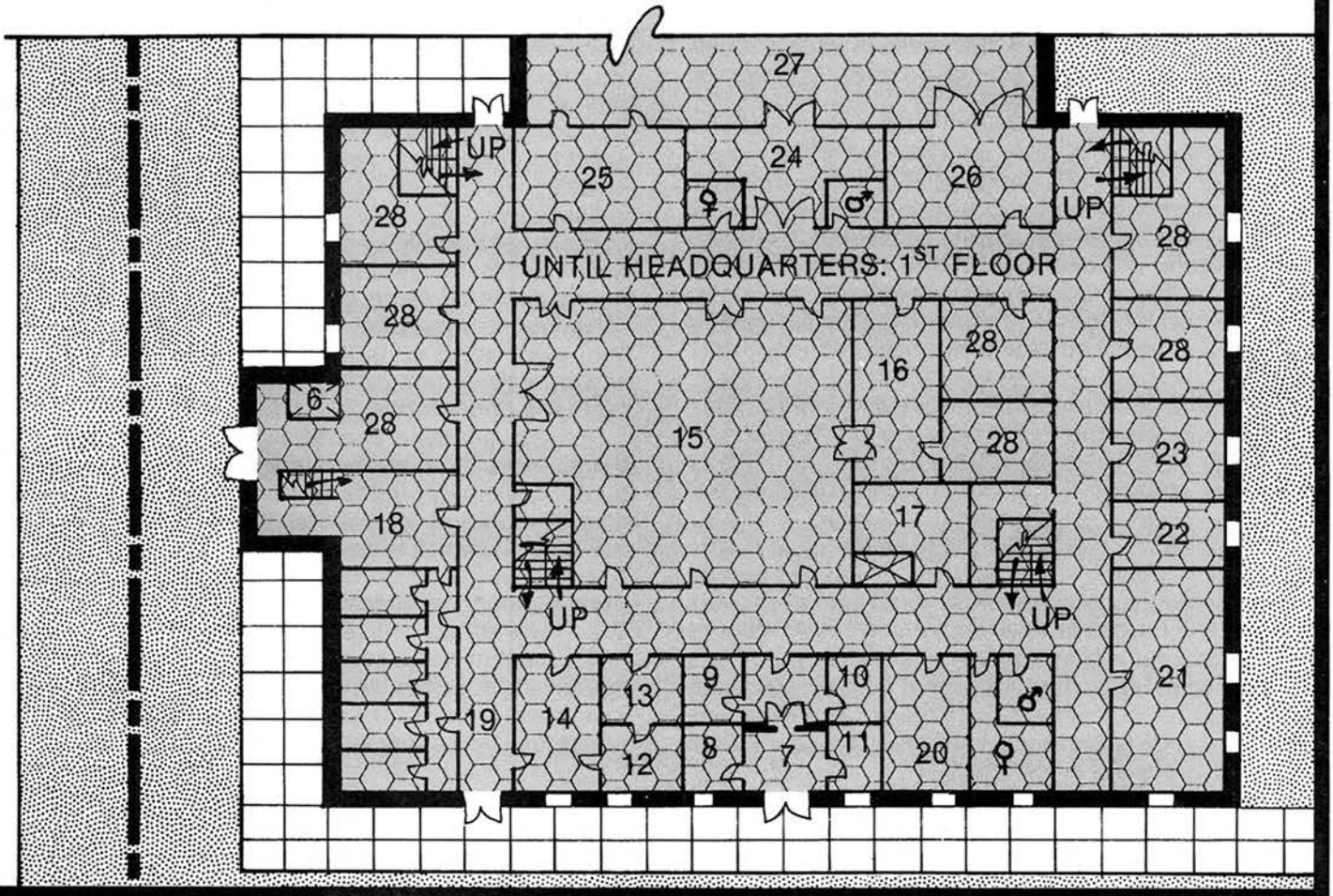
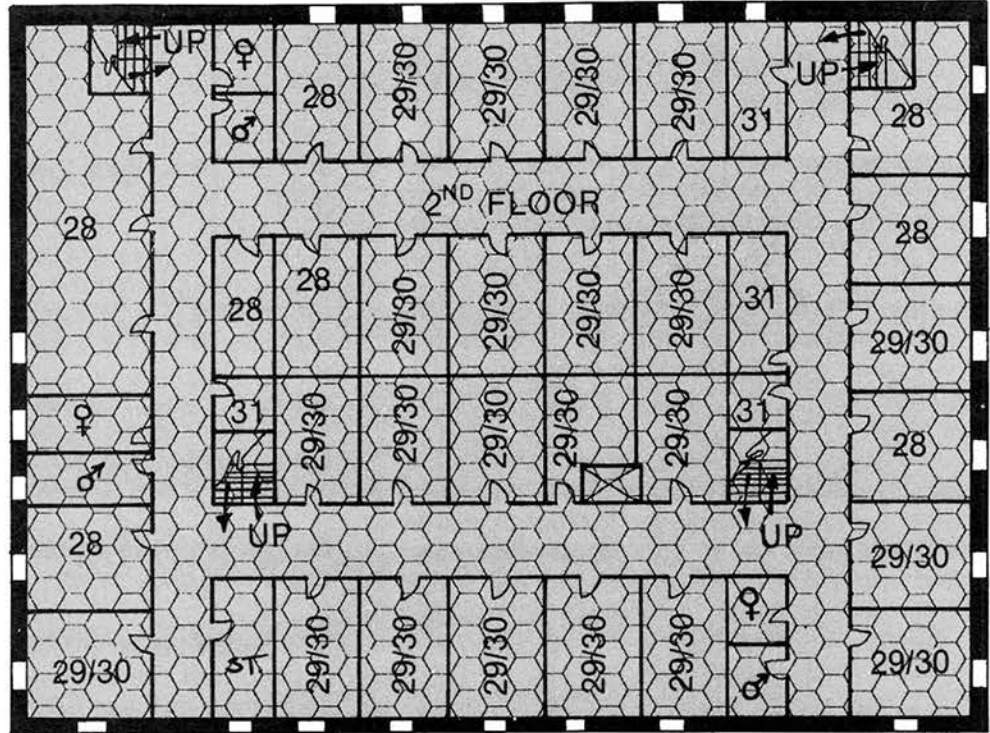
Each agent has a bunk, a stand-up locker where his agency arms, armor, equipment and uniforms are kept (combination lock on each locker), and a chest where personal effects and off-duty clothes may be stored.

THIRD FLOOR (INSTRUCTION)

This UNTIL HQ was originally a school, bought by UNTIL when the student population outgrew it and a new one was built. Thus, the third floor is all classrooms; far too many classrooms for the meager 50-agent training load. So, in general, ten classrooms are in use by the HQ's teaching facility; another few are used for agent classes (for instance, for agents prepar-

UNTIL HDQTRS.

1 HEX = 2 METERS



ing for their sergeants' exams, or technical services agents keeping up with technological developments, etc.) The rest are usually empty.

ROOF

The roof of the gymnasium is reinforced and boasts a helipad. All elevators (except the freight elevator in the basement) access the roof.



THE SWORDFISH

The UNTIL organizational chart in the previous section omitted one rather curious office. This office is under the command of an UNTIL captain, but is classed as a "local office." However, even though it's a local office, it reports directly to and gets orders directly from Major Martinez.

This odd facility is the *Swordfish*.

The submersible *Swordfish* is one of UNTIL's most useful headquarters. The submarine acts as a combination laboratory on undersea life, training facility for agency frogmen, and mobile strike facility cruising the world over and performing missions where it's needed. Three more such underwater labs, the *Sabatini*, the *Hemingway* and the *Amphitrite*, respectively patrol the Carribean/Atlantic, the Mediterranean, and the South Pacific. These latter three vessels, however, respectively answer to the North American, European, and Asian UNTIL commanders.

BACKGROUND

Actually, the submarine known now as the *Swordfish* is more accurately the *Swordfish II*. The original *Swordfish*, launched in 1964, spent a decade performing invaluable experiments and explorations for the United Nations. The individuals responsible for the *Swordfish* were UNTIL oceanic engineer Richard Bonner (head of the submarine laboratory's technical staff), Captain David McNally (ship commander), and Lt. Colleen Kelly (UNTIL divisional expert in frogman training). These three spent ten years of their lives in quest of marine knowledge, meanwhile using the submarine's abilities to perform normal UNTIL and United Nations tasks.

In the years it was in service, the *Swordfish* served as the testing-ground for state-of-the art oceanographic equipment; it participated in numerous colorful actions against VIPER and other madmen who were trying to gain control of ocean resources; it tested the highly col-

orful Harrows Flying Submersible, an airworthy submarine which captured the public's imagination.

Sadly, the *Swordfish* was damaged and sank in the Marianas Trench during action against the mad Professor Masterton and his bogus Atlantis in June of 1974.

This was not a crippling loss for UNTIL; the crew escaped with no casualties, Masterton was defeated, and the *Swordfish* Project had been officially over for two years. It looked, however, as though an era had ended, the era of the adventures of the *Swordfish*.

After studying the ship's history and effectiveness, though, UNTIL commander Major Martinez and his executive staff decided to rebuild the vessel—in fact, to create an entire line of submersible headquarters, the *Swordfish* class. In 1979, word came down that the project had been given the green light.

Captain McNally was lured out of retirement. Dr. Bonner and Colleen Kelly couldn't be enticed, however; he felt he was too old for more seafaring, and she was now administrator of a California marine institute she didn't wish to abandon.

In 1982, the revamped *Swordfish* (followed by her sister submersibles) was launched, complete with modern computer equipment, more formidable weapons systems, and a revamped Harrows Flying Submersible line. Since that time, the vessel has proved herself as a research facility of continuing value—as well as a strike vehicle in action against the undersea activities of VIPER and other illegal agencies.

PURPOSES AND GOALS

In general, the *Swordfish* personnel have the same goals as the rest of UNTIL.

However, the vessel has some specific goals as well, including exploration and study of the sea, investigation of hitherto-unknown marine life forms, studies of marine biology, study of communications with sea mammals, analysis of the effect of pollution on sea life, etc.

In campaigns in which some sort of Atlantis is known to the outer world, the *Swordfish* would be the liaison vehicle to the undersea kingdom.

RELATIONS WITH OTHER AGENCIES

The submersible's personnel relate to other agencies and to superheroes precisely as UNTIL does.

Of course, the vessel's personnel have slightly different relations with UNTIL itself.

The *Swordfish* is an official UNTIL local office, with its primary distinction being that it can be local wherever Major Martinez wants it to be. This gives it a very elite cachet, and so *Swordfish* personnel have some of the same competitiveness with other agents as you find between DEFENDER and LIGHT HORSE agents. Any agent who has served a tour of duty on the submersible is still a little "outside" when assigned to an ordinary squad.

The vessel has an admirable reputation within UNTIL. Assignment to the *Swordfish* is by volunteering only, and there is never a shortage of volunteers.

Agents go into service with the *Swordfish* as Defenders, occasionally as Light Horse agents. When their one-year tour of duty is up, they emerge with a variety of extra skills (the *Swordfish* special package)

and a certain amount of prestige. McNally vigorously rotates all agents out after their tours of duty are up (rotation occurs twice annually); while agents frequently request extended tours, he only permits this of agents he considers to now be invaluable to the operation of the ship.

ORGANIZATION

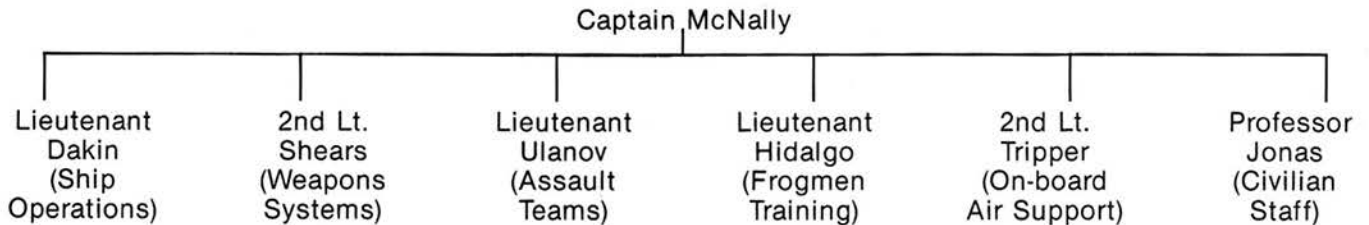
Even though the *Swordfish* is a seagoing vessel, her crew maintains the Army-style rank designations of UNTIL.

Captain David McNally, commander of the original *Swordfish*, is in command of the revamped vessel. He has six subordinant officers, who are also department heads aboard the vessel; they are Lieutenants and 2nd Lieutenants.

Aboard the vessel are four squadrons of agents: Three Defender/Frogmen, one Light Horse/Flying Submersible. (These are special designations for *Swordfish* agents, as the package deals spell out.) However, the function of each squadron rotates quarterly, so a squad which starts out as Defenders train in piloting for two quarters of the year (while officially remaining Defenders), act as Light Horse for a quarter, and then go back to Defender operations for the remainder of their tour of duty.

There is also a civilian staff aboard the ship. Its *modus operandi* is to do precisely what it pleases so long as the ship's functions are not impeded, and to get the hell out of the way if the ship goes into combat.

The command crew aboard the ship includes the following:



PERSONNEL BREAKDOWN

Command—6 (McNally, Dakin, Shears, Ulanov, Hidalgo, Tripper)

Ship Operations—20 (Able, Vela, six aircraft repair, six mechanical maintenance, six ship's functions)

Assault (Water & Land)—36 (Troops)

Assault (Air)—12 (Pilots)

Civilian Staff—6 (Jonas, five others)

TOTAL CREW: 78

FUNDING AND EQUIPMENT

Same as UNTIL. However, excessive drains on equipment will force the vessel to put in to port to stock up again.

UNIFORMS & COLORS

Swordfish uniforms are the same as UNTIL uniforms. Every UNTIL trooper who has served on the *Swordfish* has the right to wear a stylized *Swordfish* patch on his left shoulder.

TYPES OF AGENTS

Swordfish agents come in four main categories.

TRAINEES are normal UNTIL agents who are assigned to the vessel but haven't yet acquired any of the *Swordfish* Package Deals.

FROGMEN are agents who've learned the Frogman Package Deal.

FLYING SUBMERSIBLE are agents who've learned to pilot the Flying Submersible (and Jet-Cycle) and are currently assigned to pilot it.

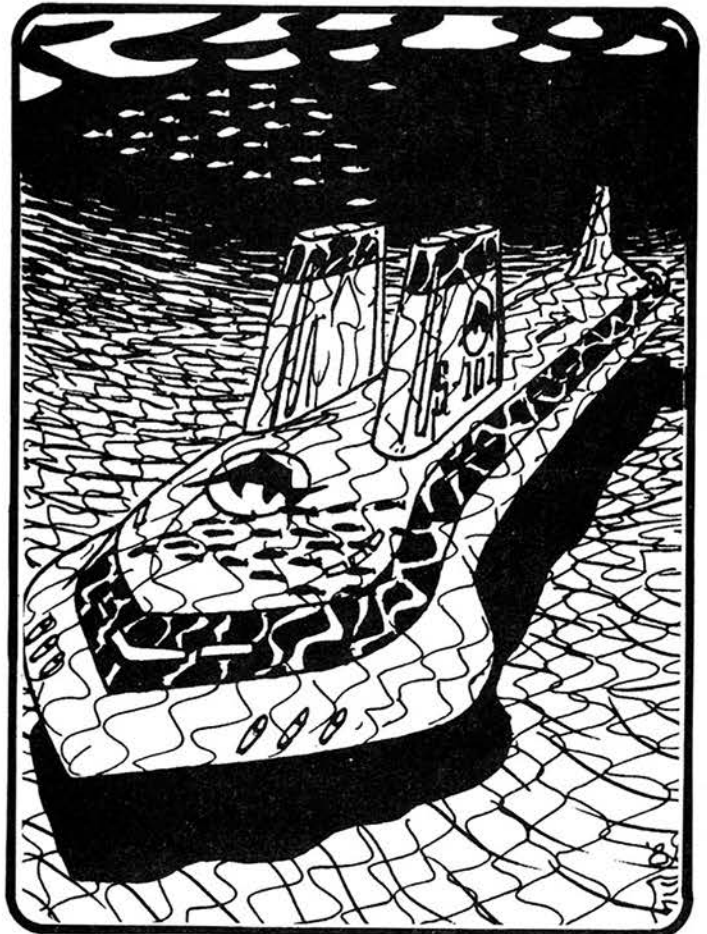
SENIOR AGENTS are the agents who've been aboard for three quarters already; they assist the officers in training new agents and perform the most challenging missions aboard the vessel.

The package deals for these agents are given in the section on Package Deals.

RESOURCES

CREW SIZE

As noted, the vessel has a crew of nearly 80. However, it can draw on UNTIL personnel for major missions or for casualty replacement.



CHARACTER POINTS

Same as UNTIL: 75 points.

PACKAGE DEALS (OR, THE TOUR OF DUTY)

An UNTIL agent serving a tour of duty on the ship emerges a very versatile agent, having learned the ins and outs of scuba operation, piloting the flying submersibles and experimental sea-raider craft, and so forth. If you wish to use the vessel as a setting for your campaign, each agent assigned to the *Swordfish* must start with the normal Defender package deal.

Throughout the course of the tour of duty, the officers "train" the men in their various skills. When the tour is over, the characters all have the following package:

THE FROGMAN PACKAGE

(learned during first Quarter)

Scuba Knowledge 11-	2 pts.
Swimming +2"	4 pts.
Familiarity, Knife, Speargun	2 pts.

THE FLYING SUBMERSIBLE/SHIP OPERATIONS PACKAGE

(learned during second Quarter)

Pilot: Flying submersible, Jet-Cycle	4 pts.
Vehicle	5 pts.
Submarine Knowledge, 8-	1 pt.

THE TOUR OF DUTY

If you play out a tour of duty on the *Swordfish*, you should start your agents out as Defenders. Each Review Period—that is, each five missions or adventures—constitutes a Quarter (three months).

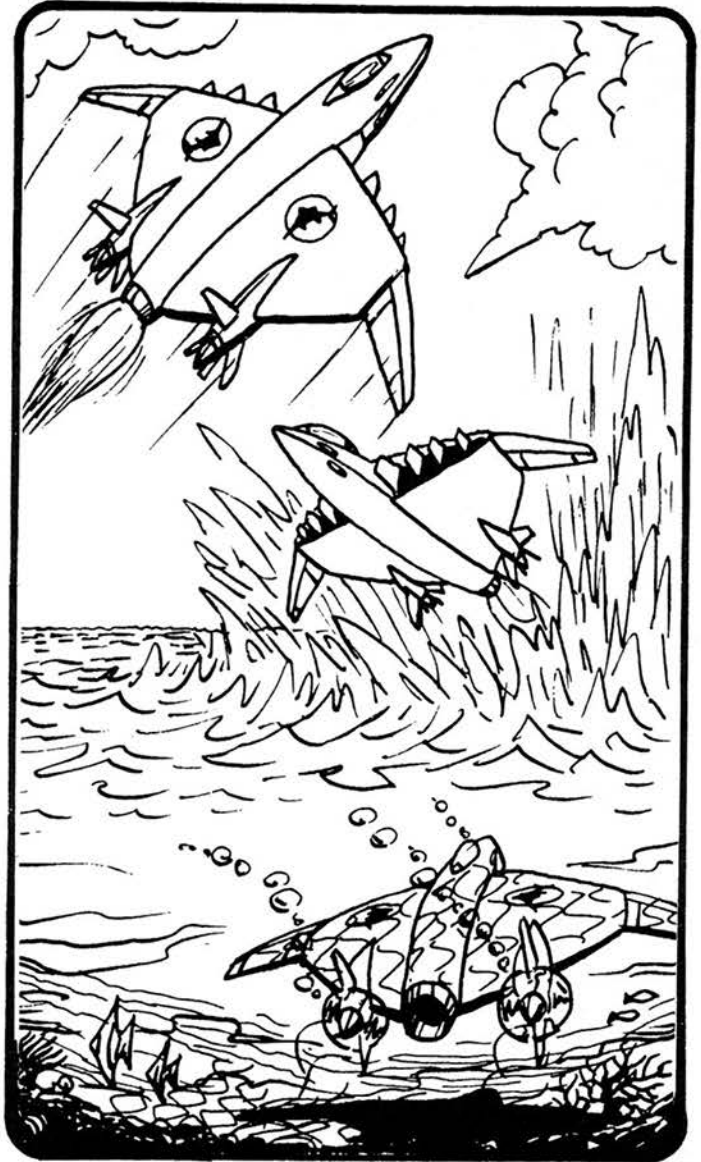
The *Swordfish* sees constant rotation of its agent complement. The officers and technical staff are on permanent assignment, but the agents are rotated through. Each Quarter of the year, the squad of senior agents is rotated out and reassigned to normal UNTIL facilities, each other squad is rotated along the training sequence, and a new squad of trainees comes aboard.

In their first five missions (the first Quarter), the player-character agents are TRAINEES. They are not presumed to know any of the stuff from the FROGMAN package deal, although they are supposed to be learning that package. So their first few missions should be usual Defender stuff—being landed to storm island enemy bases, etc. By the end of the first Quarter, they should have bought the entire first Package Deal.

In the second five missions (the second Quarter), the characters are Defender/Frogmen. They are assigned neat underwater stuff like frogman missions and other undersea work. At the same time, they are being given intensive training in the Flying Submersible and the Jet-Cycle. By the end of this Quarter, they should have spent the points required to learn the Flying Submersible Package.

In the third five missions (the third Quarter), the characters are the Light Horse/Flying Submersible contingent of the *Swordfish*, so put them through Light Horse missions on the Jet-Cycles and all sorts of interesting underwater investigations with the Flying Submersibles.

And, in their last five missions (the fourth Quarter), the characters are the vessel's senior agents. You can put them through the entire gamut of possible undersea adventures: Explorations (in the flying submersibles), underwater assault (frogmen), land assault (Defender), air assault (Light Horse), bridge excitement (as they're aboard the ship training the Trainees), etc.



VEHICLES

VEHICLES

At all times the *Swordfish* has two vehicles aboard: UNTIL Jet-Cycles and Harrows Flying Submersibles. It often tests experimental seacraft as well.

HARROWS FLYING SUBMERSIBLE

The Flying Submersibles were created in the early '60s by Harrows Sciences, Inc., a young but growing technological concern. These vehicles could act as normal small submersibles for submarine study purposes, but could also rise to the ocean surface and take off for normal jet travel. Several were purchased for the original *Swordfish*. They proved to be very useful to the

vessel; strange activity in the region didn't have to wait for the submarine to arrive, not when one of the Flying Submersibles could be in the area and investigating within minutes. And for reasons unknown the flying submersible caught the public's imagination, and the familiar sight of a Flying Submersible plowing up out of the waves and taking to the air was often in the news.

Unfortunately, the Flying Submersibles are hideously expensive, and the prototype model used by the original *Swordfish* was prone to breakdown and expensive repairs. The newer models, the ones currently carried aboard, are more reliable.

HARROWS FLYING SUBMERSIBLE

MAX: 125" Flight MAX: 10" Water *
 ACC: 1 DCC: 3 TURN: 2 STR: 20
 DEF: F7 B7 L6 R6 T7 U7
 BODY: 10 ISIZ: 1 DMG: 0 SIZE: 2 DCVM: -4
 MASS: 1.2 t KNB: -5 CARRY: 400 PASS: 2
Characteristic Cost: 93 points

Pts	Equipment
5	Radio
5	Watertight
5	Life Support (OIF)

Total Cost: 108 points

*Flight has 1/20 positioning problem on 11-; Water MAX is not airbreathing

Pts	75+ Disadvantages
20	2x BODY from Explosives
5	Extremely Complex, needs Sub, Jet Skills
8	1 minute delay to start

Total Points: 108 points

TRANSPORTATION

Super-agents assigned to investigate any undersea occurrence are assigned Flying Submersibles if they're finished with the appropriate phase of their training.

PERSONNEL

CAPTAIN DAVID A. McNALLY

McNally, once the handsome black-haired wonder-boy of the UNTIL marine forces, once member of the famous trio responsible for the original *Swordfish*, is now entering his early fifties. Faced with numerous disappointments—the sinking of the first *Swordfish*, the realization that most of his brilliant career is behind him, the onset of middle age, the death in 1976 of his wife—McNally nonetheless is a first-rate officer and the only man considered to captain this ship. Whether he realizes it or not, he continues to be a romantic figure to the press and to female trainees; the once-black hair is silver, but still thick, and he remains fit, cutting a good figure in the UNTIL uniform and looking ten years younger than he is.

CAPTAIN DAVID A. McNALLY

STR 15 DEX 18 CON 20 BODY 15 INT 18
 EGO 18 PRE 20 COM 20 PD 6 ED 6
 SPD 4 REC 7 END 30 STUN 35 **Cost 118**
 OCV 6+ DCV 6+ ECV 6 PD 6+ ED 6+



Pts	Skills
5	First Aid on 13
2	Familiarity w/small arms
2	Familiarity w/baton and grenades
2	Familiarity w/speargun & knife
1	Familiarity with ship's weapons
16	+ 2 Combat
20	Advanced Karate
15	3D6 Luck
6	KS: UNTIL on 15
3	KS: World Politics on 12
7	KS: Navigation on 16
3	KS: Oceanography on 12
3	Electronics on 11
5	KS: Bureaucracy on 14
3	KS: Scuba Knowledge on 12
0	Language - English native
4	Language - Polynesian complete
4	Language - Russian complete
3	KS: Submersible Operations on 12
10	Pilot: Light aircraft, military jet, Jet-Cycle, flying submersible on 15
4	Swimming 2"
118	Total Cost

Pts	Disadvantages
11	Hunted VIPER 8-
11	Monitored, UNTIL, 11-
3	Distinctive looks, concealable
5	Feeling Years

1 Package Bonus
 4 Subject to Orders
 6 Stat minimums
 80 Leader Bonus
 40 Prior Experience
 196 **Total Disadvantages**
 Char Pts 118 + Skill Pts 118 = 236

SWORDFISH OFFICERS' CHARACTER SHEET

The following character sheet can be used almost without change among all the subordinate officers of the *Swordfish*.

SWORDSFISH OFFICER SHEET

STR 13 DEX 13 CON 13 BODY 10 INT 13
 EGO 15 PRE 13 COM 10 PD 6 ED 4
 SPD 3 REC 7 END 32 STUN 24 **Cost 50**
 OCV 4 DCV 4 ECV 5 PD 6 ED 4

Pts	Skills
6	Familiarity: Small arms, Batons, Grenades, Knife & Speargun
10	Martial Arts: Choice
4	Swimming +2" (4" total)
4	Pilot: Flying Submersible, Jet-Cycle Vehicle
5	Vehicle
3	KS: UNTIL Knowledge on 12
2	KS: World Politics Knowledge on 11
3	KS: SCUBA Knowledge on 11
50	Individual Officer's Skills (See Below)
90	Total Cost

Pts	Disadvantages
8	Monitored, UNTIL on 11
11	Hunted, VIPER on 8
4	Subject to Orders
1	Package Bonus
6	Stat Minimums
60	Rank Bonus: 6 (average) x 10
140	Total Disadvantages

Char Pts 50 + Skills Pts 90 = 140

INDIVIDUAL OFFICERS AND THEIR SKILL PACKAGES

Following are specific descriptions and skills of the individual officers. Note that none of them has skills bought up to the 50-point level available to him or her. The remaining points for each character may be considered experience in reserve that the Gamemaster may apply to an appropriate skill when it is needed in a scenario.

LIEUTENANT MUVIRO DAKIN

Born to English and Kenyan parents, Dakin is responsible for keeping the ship on an even keel. He is second-in-command of the *Swordfish*, and inclined to be very serious about his responsibilities. He is also technically the vessel's chief engineer. (However, Defender-Sergeant Able is a better engineer and assigned to that specific duty.) Dakin is tall, 30, possessed of handsome and rather distinctive mulatto features.

Dakin's additions to the general character description include:

3 Pilot, *Swordfish*, on 12
 3 Mechanics on 11
 3 Electronics on 11
 4 English
 2 KS: Kenya on 11

2ND LIEUTENANT KELLY SHEARS

Kelly suffers several disadvantages as a crew member of the *Swordfish*. Foremost among them is that she's Colleen Kelly's daughter. At 22, Kelly faces veiled hints that her mother's record greased her path to success. She is 5'5" and brunette and otherwise looks remarkably like her stunning mother, and has to suffer Captain McNally's occasional memory lapses when he refers to her as "Colleen." Kelly is in charge of ship's weaponry in combat circumstances.

Kelly's additions to the basic officers' character sheet include:

4 +8 to Comeliness
 3 +3 to SCUBA Knowledge roll (total = on 14 or less)
 3 German Complete
 5 KS: Ship's Weaponry on 14
 15 +3 Skill Levels with Ship's Weaponry

LIEUTENANT ANDROVNA ULANOV

"Andrushka" to her friends, the other female officer aboard the vessel is in charge of the land-assault teams. She's Romanian and very vehemently Communist, but thinks as highly of Soviet Communism as she does of American capitalism—that is, not very favorably. As a member of UNTIL, she considers herself citizen to no country. She's 30, a tall, formidable-looking woman with severe but attractive features. She would probably not look inappropriate with a duelling scar on her cheek.

Ulanov's additions to the officers' character sheet include:

2 +2 to INT
 2 +2 to PRE
 4 +2" Running
 4 English
 3 KS: Field on 12

LIEUTENANT RENE HIDALGO

A Nicaraguan, Hidalgo acts as both frogman trainer and head of the underwater assault teams. Hidalgo is a calm, clear-thinking, efficient man who graduated to UNTIL from the CIA in 1975. His primary interests are scuba and chess; the *Swordfish* provides him with one, Professor Jonas the other. Rene is 41, slight, thin, and as cool in combat as in chess—so much so that he's gained a reputation as an emotionless officer and a cold fish.

Hidalgo's additions to the officer's character sheet include:

3 English, Complete
 2 KS: Chess on 11
 3 KS: Instructor on 12

- 2 +2 to SCUBA Knowledge (on 13)
- 2 +1" Swimmng (Total = 5")
- 3 KS: Underwater Combat Tactics on 12

2ND LIEUTENANT RANDALL J. TRIPPER

Randy Tripper suffers a bit. He was named by parents who didn't consider what they were doing, and grew up looking like the musclebound surf-bums he so disliked. However, he's a good officer, in charge of the pilots who fly the flying submersibles and attack aircraft on the *Swordfish*. He's 26, 6' and about 200 lbs.

Tripper's additions to the officers' character sheet include:

- 3 +6 to Comeliness
- 6 +3 to Piloting Roll (on 15)
- 3 KS: Instructor on 12
- 3 Electronics on 11

PROFESSOR RAYMOND JONAS

Jonas is 60, small and stooped. He enjoys pretending to be an excessively altruistic and short-sighted scientist straight out of 1950s horror movies—in other words, when things are at their worst, he can always be counted upon to suggest some course of action simultaneously idiotic and entertaining. ("Obviously, the creature's hostility is an expression of loneliness, David. Why don't we make friends with it? It might put the ship down...") He has been McNally's friend for 15 years and the captain is familiar with his eccentricities.

Professor Jonas is not an UNTIL agent and can be considered a normal (with normal beginning statistics) with these exceptions:

- | Pts. | Skills |
|------|--------------------------------------|
| 8 | INT +8 (total = 18) |
| 6 | +2 to Perception (Roll = 15 or less) |
| 2 | KS: Chess on 11 |
| 3 | KS: Biology on 12 |
| 4 | KS: Marine Biology on 13 |
| 2 | KS: Undersea Motion Mechanics on 11 |

SERGEANT-MAJOR WILCOX ABLE

Able, a Canadian, is a long-term submarine engineer, formerly a Royal Navy man who gravitated to UNTIL. Able is not the classic cinematic grease-monkey engineer, but rather a reserved and upright technician of impressive intelligence. Instead of returning to active UNTIL duty when his tour was up, he applied for permanent assignment to the *Swordfish*; because of his technical ability, McNally accepted and arranged for the transfer. This action has slowed Able's rise through the ranks, but he is reasonably satisfied with his current status and profession and doesn't wish to change anything.

Able's additions to the "officers'" character sheet include:

- 5 +5 INT
- 7 Electronics on 13
- 9 Mechanics on 14
- 4 KS: Electrical Engineering on 13
- 4 KS: Nuclear Plant on 13
- 5 Deduction
- 1 KS: Royal Navy on 8

SERGEANT-MAJOR LIANA VELA

Dr. Vela is the *Swordfish*'s medic. While that position is traditionally an officer's role, UNTIL as a whole and Captain McNally in particular are rather loose about such things. Vela is 28, Mexican, 5'6", with black hair and eyes. Her English is unaccented, as are her Spanish, French, Korean, Japanese, and Basque.

Vela's additions to the officers' character sheet include:

- 7 Paramedic on 14
- 6 KS: Medicine on 14
- 2 KS: Depressurization Techniques on 11
- 2 KS: Submarine Medical Problems on 11
- 3 Linguist (Spanish is native tongue)
- 3 Language: English
- 3 Language: French
- 3 Language: Korean
- 3 Language: Japanese
- 3 Language: Basque

THE SWORDFISH

When you consider that most of the on-board crew consists of assault teams, the operating crew of the *Swordfish* is pretty small. During a full-scale assault operation, the submersible is almost completely abandoned.

Fortunately, the new *Swordfish* is so heavily computerized that it could practically run itself; with a bridge crew of five (Captain McNally, Dakin at the helm, Shears on weapons, a navigator, and a communications officer) and engineer Able keeping an eye on the generators, the rest of the crew can be devoted to assault actions.

The vessel is nuclear-powered and capable of cruising at about 50 knots indefinitely. Normal cruising speed is about half that.

She contains fifteen watercraft: Eight Harrows Flying Submersibles, for fast transport and undersea investigations, and seven experimental UNTIL raider-craft for combat situations. She has four laboratories—for marine biology, weapons testing, aquanautics, and sea-mammal communications—plus a sickbay, machine shop and vehicle repair facilities, and extensive communications and navigation setups.

And she's armed. She has only one weapons system, a computer-targeted conventional missile system. These missiles may be used as torpedoes or fired from underwater or surface positions to surface or air targets. Any one of these missiles typically can take out a number of tanks sitting close to "ground zero," blast enormous craters out of the ground, eliminate heavily-armored aircraft, sink other submersibles, etc. In short, the system packs quite a punch.

Following is the key to the map of the *Swordfish*.

LEVEL ONE (TOPMAST)

1, 2: These are the two stubby conning towers for the vessel. Two towers were used mostly for cosmetic effect by the vessel's designer, but both are functional. Both can serve as airlocks. The right-hand tower (2) serves as the conning tower for the vessel, while the left-hand tower (1) is used as a hideway by Captain McNally.

LEVEL TWO

3: This is the hangar deck for the twelve UNTIL Jet-Cycles used on aerial strikes. This facility also counts as half of the machine shop and vehicle repair facilities aboard the vessel; the other half is in 18. Since the Jet-Cycles are basically VTOLs (and don't require much of a runway to lift off), the top of the hull is adequate for runway purposes.

4: These are agent bunkrooms; each room holds twelve agents (one squadron).

LEVEL THREE

5: This is the bridge, where the captain, communications officer, second in command, navigator, and officer of the day are stationed. The banks of computer equipment and the extravagant size of this bridge allow it to double as the Communications and Cartography/Navigation Labs, site of the TV/Radio broadcast equipment, and site of the ship's computer. The bridge faces two vast windows of clear Questonite; they are extremely formidable, able to withstand the pressures of the sea, but can't stop lasers. If the *Swordfish* is to go into combat, two metal slabs slide into place and the bridge receives the full Def listed on the Headquarters Control Sheet.

6: The mess.

7: The galley.

8: The sickbay; facilities for about ten injured.

9: The weapons-testing laboratory. UNTIL weapons with a marine application are given over to this crew for testing. At various times, this lab may have reflective walls, room-sized tanks of water, or ablative double walls, depending on what is being tested. Explosive weapons are not tested within the ship, naturally.

10: The battery-storage room. This locked chamber holds the extra batteries available for emergency power.

11: Quarters for the civilian staff.

12: Head and showers (divided chamber).

13: Captain McNally's quarters.

14: The officers' quarters.

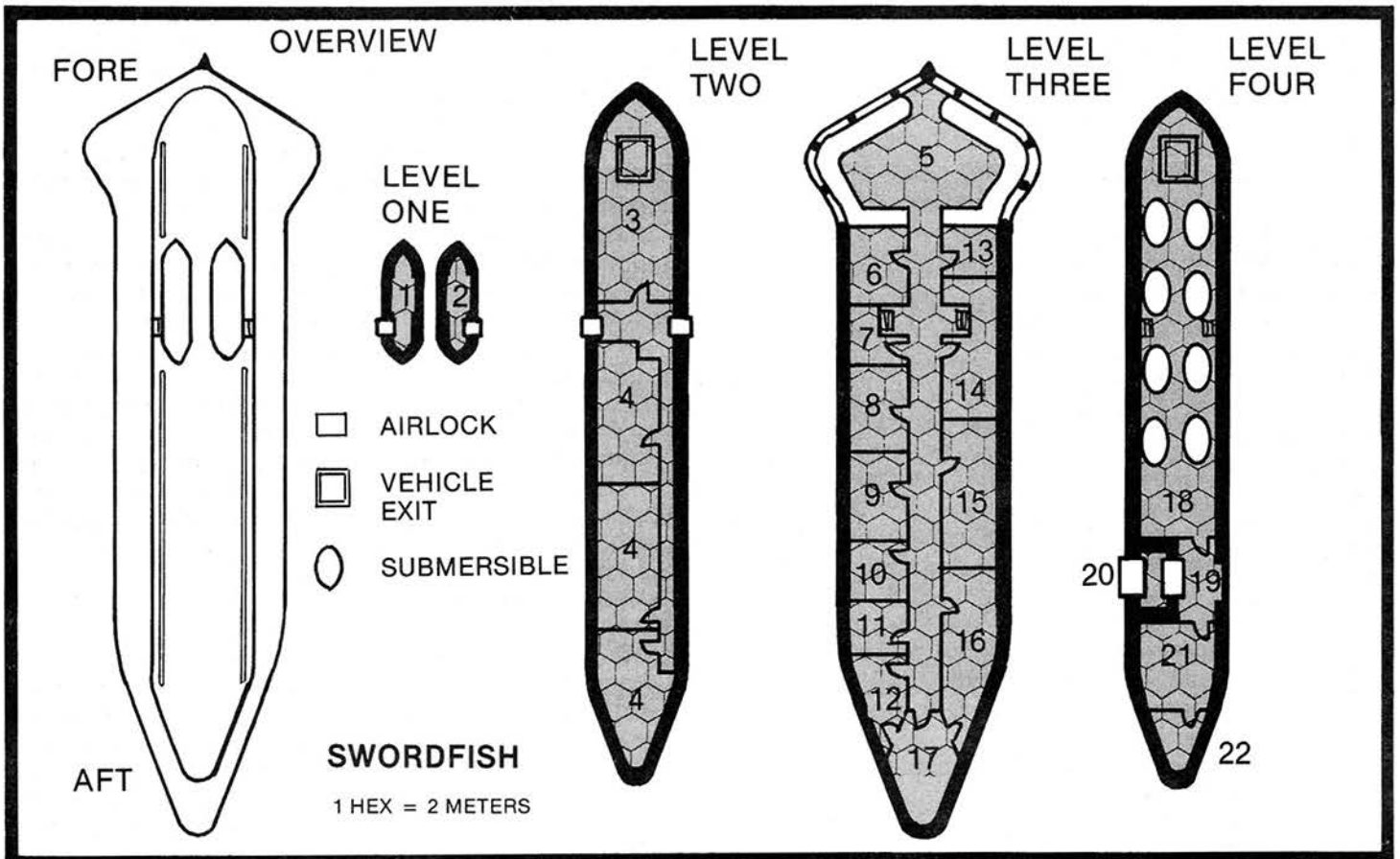
15: Bunkroom for twelve crewmen, male.

16: Bunkroom for twelve crewmen, female.

17: Generator Equipment (Def 5, BODY 15), nuclear. Requires a crewman monitor at all times.

LEVEL FOUR (BOTTOM)

18: Hangar for the Flying Submersibles; also acts as other half of the ship's repair shop and machine shops. The hatch forward opens over water. This chamber is closed off from the rest of the ship and pressurized so that no water enters when a Flying Submersible is launched. The hatch acts as a ramp for exiting and enter-



ing. In an emergency, this chamber can be flooded to act as ballast.

19: The aquatics "lab"—more properly, the facility from which crewmen learn to utilize their scuba gear. This room has an access to the 4C airlock to port; its only furniture is a few metal benches and lockers holding a dozen suits of scuba gear (10 pts. Life Support, OAF; +2" Swimming, OAF; radio hearing, OAF; speargun, RKA 2D6, OAF, one shot; dagger, 1D6 HKA, OAF) and two high-pressure diving suits (15 points' Life Support, OIF; radio hearing, OAF; Morganthall undersea firearm, 2D6 RKA, 16 shots, OAF).

20: The Airlock. Takes about 36 seconds to completely cycle.

21: The marine biology lab, and Dr. Jonas' private quarters.

22: Sea-Mammal Communications Lab.

HQ RECORD SHEET FOR SWORDFISH

Pts	Item Hexes
4	Wilderness (Oceans) Location
9	SIZE: 300 hexes underwater - ACM x 2 1/4
6	Basic Concealment
6	-3 to Detective Work Roll to find
3	TV/Radio Broadcast Communications 5
16	Sensors/Security Systems: Cameras (OIF)
72	Sensors/Security Systems: Radar, -1/640" (OIF)
13	+9 Armor (Total of 12) all
25	+17 Body (Total of 20) all
5	Laboratory: Marine Biology 5
1	Aquanautics 3
1	Medical 5
1	Weapons Testing 5
1	Machine Shop 10
1	Sea Mammal Communications 3
1	Communications 3
1	Cartography/Navigation 3
1	Vehicle Repair 5
16	Generator: 16 END/segment 5
10	Batteries: Store 100 END 4
25	Computer: 30 INT, 15 DEX, no EGO
11	Programs: Navigation on 13, South Seas Knowledge on 13, VIPER knowledge on 13, Sea Life Database on 13, Undersea Vehicles Configurations on 13, Cryptography on 11
93	Agents: 50+ points, 78, Loyalty on 14, (5 officers, 5 civilians, 20 crew)
325	Base Moves
22	Swimming 10"
90	Vehicles, 8 at 75+ points
215	Vehicles, 7 at 240+ points
34	Life Support - 30 points OIF, requires generator
281	Missiles, 10D6 RKA Explosion, no Range Modifier, 16x Range, 64 missiles/torpedoes, (OAF)
1319	Total Point Cost

Disadvantages

15	UNTIL Interference on 14
5	Publicity (Little-Known)
5	UN Security Council Interference on 11
25	Total Disadvantages
1294	Total UN Contribution
1319	Points Available



SAT

SPECIAL AMERICAN TACTICS

(SAT created by Kevin Dinapoli, in *Deathstroke, Champions Adventure #3*.)

BACKGROUND

As the UNTIL history noted, the U.S. intelligence community couldn't stomach the idea of allowing many UNTIL agents—including agents from Soviet-dominated nations—romping all over the U.S. Just as bad was having to share American facilities, operatives, information, and money with the UN agency.

As pressure mounted, PRIMUS (See Organization Book 2, *Primus and Demon*) was slowly and laboriously brought into being. However, the Pentagon as a stop-gap created SAT, Special American Tactics.

Like the space-program of the late '50s and early '60s, SAT used "existing technology" and manpower to get itself into operation in a hurry. SAT agents were chosen from the special forces and intelligence sections of each military branch. Each went through an intensive six-month training and orientation program designed to separate the very, very good from the merely very good.

Early SAT equipment loads included normal bullet-proof vests and blaster carbines offered by electronics firms competing with Harrows, the corporation which makes most of UNTIL's weaponry. However, the Pentagon overreaction to UNTIL was massive, and so was the budget granted to the new agency. Within a couple of years, SAT money had led to the development of the

special SAT armor suits and equipment now used by the combat arm of the agency.

Eventually, PRIMUS became operational and the SAT charter ran out. However, the agency's success record, public opinion, and an appeal by the Golden Avenger, leader of PRIMUS, kept SAT from being phased out. As a result of this, and the fact that they essentially perform the same function, SAT and PRIMUS are not on the best of terms.

However, SAT and UNTIL are even more antagonistic toward one another. SAT was brought into being to help throw UNTIL out of the U.S. This has led to some intense bad feelings. Fostering those feelings is the fact that SAT agents are recruited from the most patriotic, anti-Communist, anti-UNTIL American military personnel that SAT can find.

SAT's physical and personal requirements are less stringent than UNTIL's, leading to comparisons of agents which invariably favor the UN agency. However, SAT, with its belligerent overfunding, has equipment which is superior to UNTIL's (such as armor with a strength-augmenting exoskeleton) leading to comparisons which inevitably favor the U.S. agents.

In short, neither agency can stand the other.

PURPOSES AND GOALS

SAT is primarily intended as a first-response agency to supervillain threats, and (implicitly) to keeping UNTIL out of the U.S. It's very effective in its first occupation, considerably less effective in the second.

RELATIONS WITH OTHER AGENCIES

SAT gets along with few agencies. SAT and UNTIL get along like cats and dogs. The elitist nature of SAT agents fails to endear them to the superhero community. However, the press eats it up, and SAT is on very good terms with the U.S. military community.

ORGANIZATION

RANKS

Ranks in SAT are as follows:

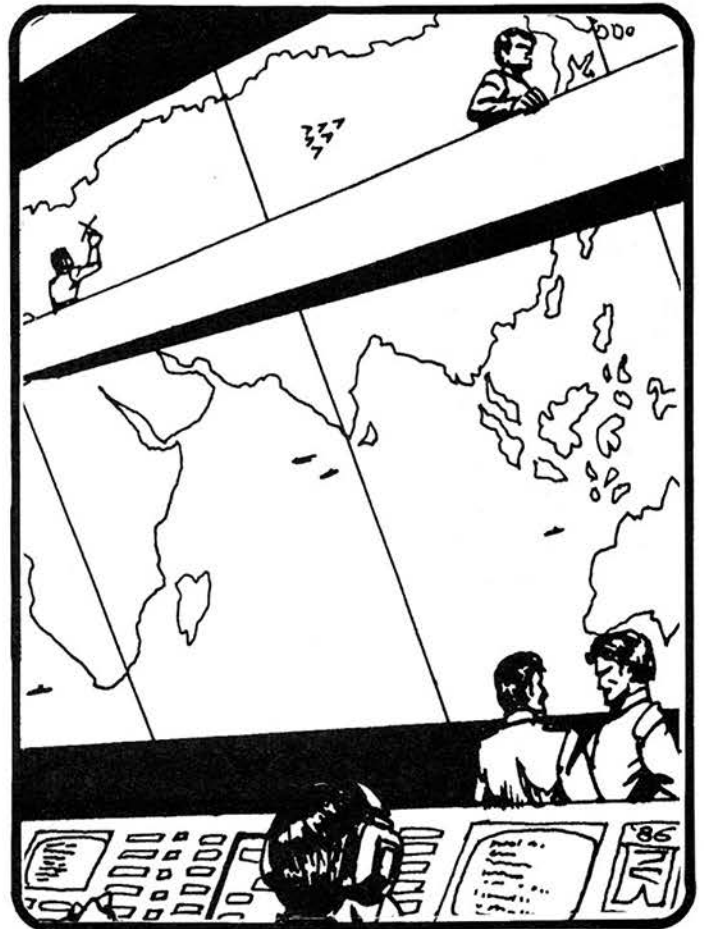
Rank	Title	Perquisites	Equipment Allocation
1	Agent 3rd	Carry Concealed Weapons	75 pts.
2	Agent 2nd		75 pts.
3	Agent 1st	Police Powers	75 pts.
4	SAT Sergeant		85 pts.
5	SAT Warrant Officer	Honorary Captaincy	85 pts.
6	SAT 2nd Lt.		95 pts.
7	SAT Lieutenant		105 pts.
8	SAT Captain		115 pts.
9	SAT Captain		125 pts.
10	Major Barrington		135 pts.

The problem with ranks in SAT is that all the men have ranks in their military branches of origin—and they retain those ranks. SAT agents are still personnel of their military branch of origin and are subject to recall in case of national emergency.

So most personnel in SAT, regardless of their original ranks in the armed forces, start as "Agent 3rd Class."

Officers of ranks 4 through 9 are addressed as "Lieutenant" or "Captain" or whatever, but these are special SAT designations. A SAT agent returning to active service does not carry his SAT rank with him.

The only difference between Ranks 8 and 9 is that Major Barrington has finally noticed that some (Rank 9) captain is being considered favorably by the Pentagon. An officer rising from Rank 8 to Rank 9 does not really rise in rank; however, the Pentagon calls him more often for information, and Major Barrington sees him as a threat and assigns him a lot of interesting and often dangerous assignments.



ORGANIZATION

SAT squads each contain five agents; squads are called "fire teams." Four are normal agents; the fifth is an undercover agent. In overt action, the undercover agent acts as a normal agent. In covert action, the undercover agent takes command and the other four act as support for him.

UNIFORMS & COLORS

The official SAT uniform is, in fact, the body-armor used by active agents. The armor is a patriotic nightmare: Blue hood and pants with white stars, red tunic with the red-white-blue SAT shield insignia on the chest, white gloves each with one blue star, and red-and-white striped boots. Accoutrements include the bulky jetpack and a holstered sidearm.

SAT has no official dress uniform. Instead, each SAT agent wears the dress uniform of his native branch of the service. He augments the uniform by wearing, in

place of his appropriate service cap, a blue beret with a red, white and blue flash and a red, white and blue three-string shoulder cord. On the beret he wears his SAT rank insignia; his uniform bears his military service rank designation.

TYPES OF AGENTS

Of all the agents who try to join SAT, about seventy percent are dismissed before training as being inadequate, inappropriate, or whatever. Of the remainder, another fifty percent drop out during the six months of training. The remainder become the combat arm of SAT. The best of these agents, about one in five, are cross-trained with the FBI and CIA for a year and become the undercover operatives of SAT. SAT agents are arranged in squads, each squad containing five agents and being under the supervision of a Sergeant. At least one agent in a squad has been trained in undercover operations. SAT agents are intensely patriotic, overconfident, and in general a pain to be around—unless you're a SAT agent, or intensely patriotic and overconfident yourself.

Since SAT draws its members almost exclusively from experienced members of the U.S. military, the number of female operatives is pretty low.



RESOURCES

AGENCY SIZE

SAT is small, very small. There are a total of 60 fire teams, for an active agent total of 300 men. There are perhaps a thousand civilian support and technical backup personnel.

FUNDING AND EQUIPMENT

On the other hand, the agency is by most standards grossly overfunded. Damaged equipment is replaced with remarkable speed, with only perfunctory questions asked. SAT agents are highly-paid. Agents are always being asked to test new equipment from R&D, and the equipment load can be changed at any time (GM's option) if a new device is found to be very useful.

CHARACTER POINTS

Unlike most super-agencies, SAT player character agents start on only 50 points. However, they have much better funding and more points in equipment than other agencies to compensate. All SAT agents can be built on 50 points, whether player characters or NPCs, though some may simply be the package, 10 points.

PACKAGE DEALS

To be an agent of SAT, you must take the Standard package. One character in five should also take the Undercover SAT Package.

Standard SAT Package:

CHA Minimums: DEX 13, CON 13, EGO 11, PD 3, SPD 3:	25 pts.
Skills Required: Commando Training	10 pts.
Familiarity with Small arms	2 pts.
KS: SAT, 11-	2 pts.
+ 1 w/SAT Blaster Pistol	3 pts.
Pilot, Jet Pack	3 pts.
Disadvantages: Monitored, Pentagon, 14-Gung-ho (v. common, irrat)	-10 pts.
Subject to Orders	-4 pts.
Stat Minimums	-5 pts.
Cost of Package	10 pts.

Undercover SAT Package:

Shadowing	3 pts.
Criminology	3 pts.
Conversation	3 pts.

EQUIPMENT

ALL AGENTS

SAT Blaster Pistol	17 pts.
Extra Ammo for Same: 48 shots in 3 clips	6 pts.
SAT Power Armor	28 pts.
Jet Pack	10 pts.
Mini-Chute	4 pts.
Extra Points: Firearms of choice, for backup	10 pts.

ALL AGENTS RANKS 4-5

Pistol, Ammo, Jet Pack, Mini-Chute, Extra same	47 pts.
SAT Officer's Armor	38 pts.

VEHICLES

The SAT Transport is a lightly armed and armored personnel transport, with cargo area sacrificed for speed. It's not designed as a combat vehicle, but rather a bucket to get the agents to the scene of the action.

SAT TRANSPORT

MAX: 35" Ground
ACC: 3 DCC: 3 TURN: 5 STR: 25
DEF: F2 B2 L2 R2 T2 U2
BODY: 5 ISIZ: 1 DMG: 14 SIZE: 2 DCVM: -4
MASS: 870 KNB: -4 CARRY: 800 PASS: 7
Characteristic Cost: 57 points

Pts	Equipment
3	Radio, (IIF)
2	Ejection Seats (IIF)
7	ECM, 18- (IIF)
6	Radio Control

Total Cost: 75 points

TRANSPORTATION

SAT agents are generally transported to mission sites in the SAT Transport. Once there, the agents' jet-packs provide all the transportation they need.

PERSONNEL

MAJOR BRAD BARRINGTON

The SAT commander is Major Brad Barrington, an American officer with Viet Nam experience. He's an efficient officer, quick-thinking, cunning, and formidable.

He's also ruthless, cold-hearted, and conscienceless. He despises Major Martinez of UNTIL and merely loathes the Golden Avenger of PRIMUS. His men are usually too gung-ho to be terrified of him (as they should be); instead, they admire him.

Should you ever need to run Major Barrington, here he is:

MAJOR BRAD BARRINGTON

STR 20 DEX 17 CON 18 BODY 12 INT 15
 EGO 12 PRE 20 COM 16 PD 6 ED 5
 SPD 4 REC 8 END 36 STUN 35 Cost 95
 OCV 6 DCV 6 ECV 4 PD 6 ED 5

Pts Skills

5 KS: USA, on 14
 3 KS: Bureaucratics on 12
 9 Breakfall on 15
 3 Criminology on 12
 5 KS: American, on 14
 5 Deduction on 12
 5 Demolitions on 13
 2 Familiarity with all small arms
 1 Familiarity with knives
 3 Gunsmithing on 11
 8 KS: SAT on 17
 0 Language - native American
 2 Language - Chinese: Fluent
 2 Language - Montagnard: Fluent
 2 Language - Russian: Fluent
 3 Language - Vietnamese: Complete
 10 Martial Arts: Commando
 5 Pilot: SAT Jet Pack, military jets, helicopters
 3 Conversation 13
 6 +3" Running
 3 Shadowing on 11
 5 Skiing on 13
 5 Stealth on 12
 3 Survival Skill on 11
 6 +3" Swimming
 5 Tracking on 13
 10 +2 Weapon Skill with all firearms
 24 +3 Combat
 3 +1 Weapon Skill with SAT Blaster
 146 **Total Cost**

Pts Disadvantages

10 Monitored, Pentagon 14-
 11 Gung-Ho
 4 Subject to Pentagon orders
 5 Stat Minimums 100 Agency leader
 5 Hatred of Major Martinez/UNTIL
 8 HUNTED - Radical US terrorists
 50 Prior Experience
 241 **Total Disadvantages**
 Char Pts 95 + Skill Pts 146 = 241

TYPICAL BASE

ORGANIZATION

There are twenty SAT bases scattered across the U.S. Each one is manned by anywhere from one to ten fire teams, five being the most common number. Each two fire teams are under the command of a Warrant Officer;

if there are only two teams in a base, the Warrant Officer is in command of that base. Each two Warrant Officers are under a 2nd Lt. (thus, a base with four fire teams is commanded by a 2nd Lt.); a base with five or six teams is under a Lieutenant; a base with more than six teams is under a Captain. Some Captains do not have a command and instead act as assistants to Major Barrington.

For each fire-team agent, there are approximately three support civilians.

No map or key is provided for a SAT base; the bases are too small and simple for us to need to include one.

The typical base is in another government building—courthouse, warehouse, whatever is convenient.

It contains one bunkroom for each five-man team, one smallish bedroom for each Rank 5+ officer on base (for those who want to live on base; not many do), an outer office for dealing with civilians, offices for each officer, a hangar for transport vehicles (one to three per base, depending on size) and officers' cars, and a lab for upkeep of the complicated SAT body armor uniforms and jetpacks.



STARGUARD INTERNATIONAL

(SGI created by Earl S. Cooley III.)

BACKGROUND

SGI is a Chicago-based security firm which employs bodyguards, investigators, and (most visibly) super-agents. SGI has the distinction of being the most futuristic of the super-agent groups and having, on the average, the youngest agents; the agency employs few veterans of the armed services, sneers at M16s and other slug-throwers, and is very aggressive about keeping up with state-of-the-art electronics technology.

SGI provides security teams for anyone who can pay the price, specializing in high-risk clients: Government figures, hypercorporations, media personalities with important enemies, government witnesses so important that the government doesn't trust itself to guard them, etc. However, SGI occasionally takes a "charity" (non-paying) case if it can generate some prestige or good publicity for the company. The company's fees are exorbitant, but are backed by an excellent reputation for success.

The company was created in 1976 by Dr. J.A. Quest, son of the world-famous scientist who created the remarkably durable Questonite plastic. In the ensuing decade, the corporation has grown and now has regional offices and recruitment and training facilities in all the major capitals of the world.

Dr. Quest, a flinty-eyed blonde man entering his early 30s, retains the presidency of the corporation. Other figures in SGI include Charlene Rock, chief group leader; Tracy Duran, head of Information Services (i.e. Intelligence); Joy Anderson, head of Technical Security (i.e., Computer, headquarters security and Research & Development), Thomas March, head of Physical Security (i.e., active agent coordination), and Sean McAfee, head of Agent Training.

PURPOSES AND GOALS

To make money.

RELATIONS WITH OTHER AGENCIES

SGI is on good terms with most agencies; SGI's services are often hired by other agencies. However, SGI is a mercenary organization; while its record is clean and it doesn't participate in terrorism or other illegal nonsense, the agents from other agencies feel that they have a moral superiority—which can lead to some hostility back and forth.

ORGANIZATION

RANKS

Ranks in SGI are organized as follows:

Rank	Title	Perquisites	Equipment Allotment
1	Assault Agent 3rd CCW, Passport		50
2	Assault Agent 2nd		50
3	Assault Agent 1st		50
4	Unit Leader 2nd		60
5	Unit Leader 1st		60
6	Division Aide 2nd		70
7	Division Aide 1st		80
8	Division Head		90
9	Charlene Rock		100
10	Dr. J.A. Quest		110

ORGANIZATION

Groups of agents are organized into Divisions, which consist of ten seven-agent Units; a division is under the command of Charlene Rock or one of the agency's superheroes. Each Unit consists of six agents led by a Unit Leader.

UNIFORMS & COLORS

SGI agents who are not actively engaged in street activities wear normal clothes, usually expensive suits with high-strength, low-weight body armor beneath.

Super-agent uniforms are used for assaults and showy defenses. They consist of shiny black body armor with white piping on the arms and legs, black gloves and boots, white belt and pouches, a white helmet with a completely reflective (from the outside) faceplate, and, on the chest, the letters "SGI" in computer-typeface in white. SGI agents therefore look very, very impersonal, even robotic, a high-tech connotation that the management encourages.

TYPES OF AGENTS

All agents are the same type (have the same package deal), and are called Assault Agents. That term is something of a misnomer, as SGI very rarely participates in actual assaults. But the name is good for publicity, so it stays.

RESOURCES

AGENCY SIZE

SGI as an organization has about five hundred agents and some fifteen hundred support personnel and civilian staffers.

FUNDING AND EQUIPMENT

SGI is very solid financially, very aggressive when it comes to technological competition. In short, it has a lot of money and likes to spend it. Damaged equipment is replaced fast. Agents are frequently given new equipment to field-test; whenever a new item is on the boards, give an agent a +3 to his Agency Roll to request it for field-testing.

CHARACTER POINTS

Player Character SGI agents are built on 75 points. NPC SGI agents can be built on 15 points (the package) up to as much as 50 points.

PACKAGE DEALS

All agents in SGI take the same package deal.

STARGUARD INTERNATIONAL AGENT PACKAGE

Stat Minimums: INT 13, DEX 11, PRE 13	9 pts
Skills Required: Familiarity, All Small Arms	2 pts
Foreign Language (complete)	3 pts
Science (choice)	2 pts
KS: SGI 11-	2 pts
KS: Public Figures 11-	2 pts
Electronics	3 pts
Skill from List A	3 pts
Disadvantages: Stat Minimums	-2 pts
SGI Monitored 11-	-5 pts
Subject to Orders	-4 pts
Package Bonus	-1 pt

Cost of Package 14 pts
List A: Bugging, Science: Microcircuitry on 12, KS: Radio Operator on 12, Gunsmith

EQUIPMENT

ASSAULT AGENT ISSUE (OVERT MISSIONS)

SGI Laser Rifle	30 pts
+ 1 Clip Ammo for Same (30 shots)	3 pts
SGI Assault Armor (choice of the two types)	6 pts
SGI Assault Helmet	7 pts
Walkie-Talkie	1 pt
Choice: any equipment available	3 pts

ASSAULT AGENT ISSUE (COVERT MISSIONS)

SGI Laser Pistol	16 pts
SGI Covert Armor	8 pts
SGI Watch	7 pts
SGI Mini-Computer	13 pts
Choice: any equipment available	6 pts

RANKS 4+

New Points: Choice

VEHICLES

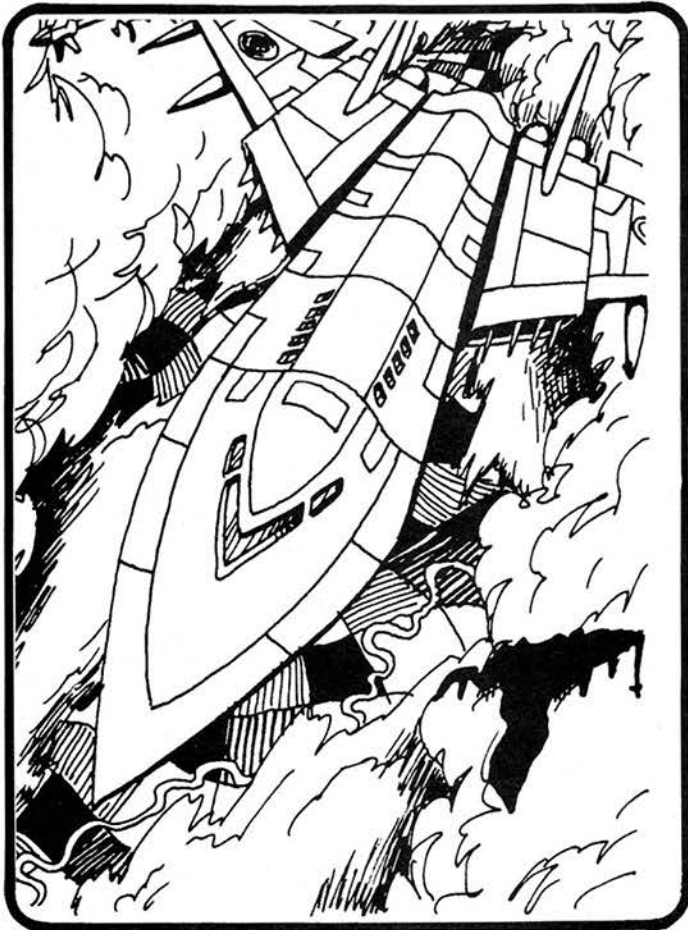
SGL uses several vehicles. Transportation of agents to trouble sites or for consultation is generally done by major airlines or agency Lear jets. On covert missions in cities where the agency does not maintain an office, the agent usually rents his vehicle of choice from commercial outlets.

On assault missions, ordinary vans suffice.

For transportation and courting of clients, the agency has numerous armored limousines. While the limos are generally not armed, there generally are cars with Assault Agents driving within close range.

For visible security operations, the agents often use SGL Grav-buckets (aka "Trashmobiles"), which are anti-grav flying vehicles shaped rather like large garbage cans—in stylish black, of course, with the SGL logo in white on the front. Since this is a Gadget and not a vehicle, a super-agent character must take access to it out of his Equipment load—although on special cases one might be assigned to him in addition to his regular equipment load.

Additionally, for special, and usually illegal, information-gathering missions, the agency has a special Lockheed SR-76 sub-orbital V/STOL known as the "TANSTAAFL".



LOCKHEED SR-76—TANSTAAFL

The TANSTAAFL is a great leap in technology over its predecessor, the SR-71 Blackbird. It has amazing

speed, full Stealth and TEMPEST characteristics. It's slightly smaller than the SR-71, but weighs 25% more (mostly due to the advanced engines) and has more interior space (room for 10 passengers). The Tanstaaf can act as an air-mobile command post, an emergency response air-carrier, or as a High Frontiers surveillance plane.

TANSTAAFL

MAX: 4000" Flight*

ACC: 8 DCC: 10 TURN: 20 STR: 40

DEF: F10 B10 L10 R10 T10 U10

BODY: 20 ISIZ: 16 DMG: 20 SIZE: 48 DCVM: -13

MASS: 84 t KNB: -20 CARRY: 6.4 t PASS: 10

Characteristic Cost: 212 points

*Movement Limitations: Exhaust (2 1/2D6 KA); Position Uncertainty, 1/10 on 11-

Pts	Equipment
5	Hi-range Radio (OIF)
29	Radar -1/2560"
10	20 ED Force Field versus EMP**
3	Radar Reflectors, -10 (IIF)
22	Telescopic Vision 1/1000 (OIF)
6	UV Vision***
3	IR Vision***
12	Invisibility to Sonar only

**EMP is the Electro-Magnetic Pulse associated with nuclear explosions; equipment hardened against EMP conforms to the US government's TEMPEST specifications.

***IIF—sensors

Total Cost: 321 points

Pts	75+ Disadvantages
5	Limited Acces: 1 turn to enter
5	Very Complex, needs Pilot: Superjet
	Agency Bonus for the remainder of the points

Total Points: 321 points

PERSONNEL

DR. J.A. QUEST

Theoretically, Dr. J.A. Quest sits in his laboratory and turns out fabulous inventions for his agents to use in the field. In fact, Dr. Quest spent most of his teenage years freefooting all over the South Pacific, and he could show up in the middle of an assignment with no notice whatsoever. After all, it's his company. Those of you who need to run Dr. Quest as an NPC can see him here:

DR. J. A. QUEST, PRESIDENT OF STARGUARD INTERNATIONAL

STR 15 DEX 20 CON 18 BODY 15 INT 20
 EGO 18 PRE 18 COM 18 PD 8 ED 8
 SPD 4 REC 7 END 36 STUN 32 **Cost 127**
 OCV 7 DCV 7 ECV 6 PD 8 ED 8

Pts	Skills
5	Breakfall on 14
6	KS: (all on 11-) South America, Bermuda Triangle, South Seas
3	Computer Programming on 13
5	Deduction on 14

76 SGI

3	Disguise on 13
3	Driving on 13
5	Electronics on 12
8	Familiarity with small arms, melee weapons, grenades, rocket launchers, vehicular weapons
3	Gunsmith on 11
5	Inventor on 13
12	Languages (all complete): French, Hindi, Polynesian, Spanish
3	Motorcycling on 13
3	Paramedic on 13
5	Pilot: light plane, military jet, helicopter, UNTIL Sky-Cycle
4	KS: Public Figures on 13
10	KS: Sciences (all on 11): Aeronautics, Force Field Technology, Laser Technology, Marine Biology, Microcircuitry
3	Security Systems on 13
5	KS: SGI on 14
5	Stealth on 13
3	Survival on 13
98	Total Cost

Pts	Disadvantages
8	Curiosity gets him into danger
5	Monitored by SGI on 11
5	1D6 Unluck
5	DNPC, childhood friend
2	Stat minimums
100	Leader Bonus
50	Prior Experience
250	Total Disadvantages

Char Pts 127 + Skills Pts 98 = 225

GADGETS: Dr. Quest will commonly carry 150 points of gadgets.

OTHER SGI LEADERS

Basic stats and individual information for Charlene Rock and the other SGI Division Heads is as follows:

DIVISION HEAD BASIC CHARACTER SHEET

STR	10	DEX	14	CON	10	BODY	10	INT	13
EGO	10	PRE	10	COM	10	PD	2	ED	2
SPD	3	REC	4	END	20	STUN	20	Cost	24
OCV	5	DCV	5	ECV	3	PD	2	ED	2

Pts	Skills
2	Familiarity, All small arms
3	Foreign Language, Complete
3	Foreign Language, Complete
2	Science (choice)
5	KS: SGI on 14
5	KS: Public Figures on 14
3	Electronics on 11
3	Skill from List A
3	KS: Radio Operator on 12
2	KS: Field Skirmish Tactics on 11
31	Total Cost

Pts	Disadvantages
5	Stat Minimums (DEX 14, INT 13, PRE 13, SPD 3)
8	SGI Monitored on 14
4	Subject to Orders
1	Package Bonus
80	Rank Bonus, 8 x 10 pts
173	Total Disadvantages
Char Pts 24 + Skills Pts 31 = 55	

CHARLENE ROCK (SECOND-IN-COMMAND)

During the Viet Nam war, she worked with the Marines to develop the Blue Berets, an all-female commando squad which never saw action during the war. Her training methods were adopted in part and are still in use by the corps, however.

She is of medium height, with blonde hair, arresting eyes and features, and a formidable manner; she is in her 40s.

In addition to the stats and abilities above, she is:

+ 3 pts	Dex 15
+ 9 pts	SPD 4
+ 6 pts	Tactics up to 17
+ 10 pts	Commando Training
+ 16 pts	2 Combat levels
+ 5 pts	KS: Teaching/Training on 14

Her languages are Vietnamese and German, her Science is Weapons Engineering (+ 4 pts for a skill roll of 15) and her skill from List A is Gunsmith (+ 10 pts for a roll of 16).

TRACY DURAN (DIVISION HEAD, INFORMATION SERVICES)

Duran has worked for SGI since graduation from college, and for the agency has created the Headquarters Base AID and the HARVESTER data-sifting hardware and software.

She is about 5'6", with long, deep brown hair and cute features (a circumstance she finds distressing); she is about 28.

In addition to the stats and abilities above, she is:

+ 11 pts	Computer Programming on 17
+ 8 pts	+ 4 to Electronics, up to 15
+ 5 pts	Inventor on 13

Her languages are German and French, her science is Artificial Intelligence (+ 5 pts, up to a 16), and her Skill from List A is Science - Microcircuitry on a 12).

JOY ANDERSON (DIVISION HEAD, TECHNICAL SECURITY)

Joy, colloquially known as the "Ice Princess" for her fair looks and no-nonsense on-duty attitude, is the Pit Boss for SGI.

She is about 5'8", with very light blonde hair and light complexion, blue eyes, and regular features; she is about 25.

In addition to the stats and abilities above, she is:

- + 5 pts INT 18
- + 16 pts EGO 18
- + 2 pts PRE 12
- + 8 pts COM 23
- + 11 pts Security Systems on 17
- + 5 pts Absolute Time Sense (From *Justice Inc.*)
- + 5 pts Lightning Calculator (From *Justice Inc.*)

Her languages are Spanish and Pharsi (Iranian), her science is Laser-Based Sound Monitoring (+5 points, up to a 16), and her skill from List A is Bugging (+10 pts up to an 18)

THOMAS MARCH (DIVISION HEAD, PHYSICAL SECURITY)

March, originally a private detective, now coordinates the analysis and alteration of the physical environment of clients, with the aim of decreasing the risk for the client.

He's about 6'2", built like a quarterback, with dark hair, mustache, and eyes, and a pleasant voice; he is about 30.

In addition to the stats and abilities above, he is:

- + 8 pts STR 18
- + 3 pts DEX 15
- + 10 pts CON 15
- + 6 pts BOD 13
- + 2 pts PRE 15
- + 9 pts SPD 4
- + 11 pts Deduction on 15
- + 11 pts Shadowing on 15
- + 9 pts Streetwise on 15
- + 3 pts Criminology on 12

His languages are Hawaiian and Japanese; his Science is Environment Danger Analysis (+5 pts, up to 16), his Skill from List A is Gunsmith (+6 pts, to a 14).

SEAN MCAFFEE (DIVISION HEAD, AGENT TRAINING)

The head of agent training is a world-class martial artist, a practitioner of Korean Hwarang-do (treat as a form of Kung Fu).

Sean is about 5'7", with a trim but muscular build, light brown hair, blue eyes, and mobile features that can span the range from cartoony elfin cuteness to eerie depravity.

In addition to the stats and abilities above, he is:

- + 10 pts STR 20
- + 18 pts DEX 20
- + 4 pts SPD 4
- + 20 pts Martial Arts - Kung Fu
- + 3 pts Breakfall on 13
- + 2 pts KS: Gymnastics (DEX-Based) on 13
- + 10 pts Danger Sense (See *Champions*) on 11
- + 4 pts KS: Sensei (Martial Arts Instructor) on 13
- + 8 pts +1 combat level

His languages are Korean and Japanese, his science is Anatomy (+5 pts, up to 16), and his Skill from List A is Gunsmith.

ADDITIONAL LEADER SKILLS

All of the above descriptions leave the NPCs with many more points than are accounted for in the individual descriptions. Other skills or enhanced skills can be added at the need of the Gamemaster.

TYPICAL BASE

SGI bases come in two flavors: Regional Bases (the glossed-up offices where business is transacted and from which small-scale missions are coordinated) and the Headquarters Base (the below-ground bare-steel facility where the real muscle-work of SGI goes on).

SGI agents do not live on-base in either type of base, but provisions are made for emergency accommodations in case of wide-scale disaster.

REGIONAL BASES

In the Regional Bases, the emphasis is on elegance, even opulence. Most such bases can be found in bank buildings, hotels, and uptown office buildings, with office suites for all service representatives and agency officers, plus an R&D laboratory area, facilities for the on-site agents, garages for officer vehicles, etc.

Bases tend to be decorated appropriately to the area in which they're located. There are Regional Bases in Chicago (In Sears Tower), Beverly Hills, Washington DC, New York City, Dallas, Rio de Janeiro, Cape Town (South Africa), Riyadh (Saudi Arabia), Geneva (Switzerland), and Manila (The Philippines).

Base Personnel includes three assault agent units (21 agents total) plus about 60 support, administrative, and technical people, and about 20 sales representatives and business overhead personnel.

TYPICAL BASE DESCRIPTION

A cost-accounting, from the *Champions II* rules, for the typical Regional Base is as follows:

Pts	Item
5	Size: Total area 200 hexes (ACM x2 1/4)
16	Armor: +8 Def, +5 Body, 200 hexes
11	Laboratories: HARVESTER Lab (Telephone surveillance, described under Headquarters Bases) Polygraph Room (+1 to PS: Interrogation) Body Armor Servicing Shop (+2 to Mechanics) Vehicle Shop (+1 to Mechanics) Situation Room (personnel bay for three Assault Agent Units)
26	Computer: INT 20. Programs: Circuit Check, Security Systems (on 15, includes HARVESTER telephone bugging), Sciences for the labs, Knowledge: Supers Info (on 12), Terrorists Info (on 14), HARVESTER Data Analysis (on 13), Cryptography (on 13).
13	Power Plant: Produces 8 END for computer, labs, sensors, TEMPEST field, base services; +50 END battery

- 8 Powers: TEMPEST field—10 ED Force field vs EMP only
- 40 Agents: 21 75-point field agents, 80 30-point staff
- 12 Communications: High Range Radio, Visiphones, TV/Radio Transmit/Receive, Satellite Link
- 20 Sensors: External Video with Infra-red and Audio, IIF
- 20 Sensors: Internal Video with Infra-red and Audio, IIF

HEADQUARTERS BASES

In the Headquarters Base, elegance has given way to 21st-century efficiency designing. Inside the HQ is a science-fiction nightmare of bare stainless steel and industrial-color paints, glowing computer terminals, weaponry and new equipment being tested in laboratories, great numbers of uniformed agents, and so forth—all combining to look as though there's been a successful invasion from space.

There are two Headquarters Bases. The main HQ Base is under Meigs Airfield, Chicago. Above it is an SGI aircraft hanger, accessed from the base by several sets of elevators; it houses the massive Lockheed SR-76 sub-orbital V/STOL aircraft and several Lear jets belonging to SGI. The second HQ Base is below Sears Tower in Chicago, and acts as an operations center for the Sears Tower Regional Base personnel—and would act as home for them if Chicago were to suffer a nuclear strike.

HEADQUARTERS BASE DESCRIPTION

A cost-accounting, from the *Champions II* rules, for the Headquarters Base is as follows:

Pts Item

- 23 Size: 2500 hexes Underground (ACM x3), 160 hexes Aboveground (ACM x2), Total ACM x3 1/4
- 42 Armor: +8 Def, +5 Body in Overall Base
- 10 Armor: Additional +13 Def, +7 Body in Danger Room (15 hexes)
- 77 Laboratories:
 - HARVESTER Lab (Described in Map Key)
 - Polygraph Room (+1 to PS: Interrogation)
 - Lasonics Lab (+1 to Science)
 - Material Tech Lab (+1 to Science)
 - Communications Lab (+1 to Science)
 - Body Armor Servicing Lab (+2 to Mechanics)
 - Toy Shop (+1 to Science or Mechanics)
 - Vehicle Shop (+1 to Mechanics)
 - Quest's Personal Lab (+5 to Various Sciences)
 - Medical Lab (16 patients, 1 BODY/hr Regeneration)
 - Situation Room (ready-room, 30 team monitoring capacity) aka "The Pit"
- 60 AID:
 - INT 20, EGO 20. Programs: Circuit Check, Security Systems (on 15), Sciences appropriate to the labs (1 each at 11), Knowledge: Super Knowledge (on 12), Terrorists Knowledge (on 14), Cryptography (on 13), HARVESTER data-shifting (on 13)
- 28 Power Plant: Produces 18 END, for AID, labs, sensors, TEMPEST field, base services; +100 END

battery (the base's "power plant" is actually a Thermal Differential Generator hooked up to Lake Michigan)

- 8 Power: TEMPEST field (10 ED force field vs EMP only)
- 45 Life Support, full range, for underground base (through water and waste reprocessing, hydroponics units, radiation shielding, controlled access to Lake Michigan, and advanced air-conditioning equipment, the base could provide a safe environment for personnel practically indefinitely in case Chicago were ever destroyed by nuclear warheads)
- 88 Agents: 150 75-point agents plus 400 30-point support personnel
- 12 Communications: High Range Radio, Visiphones, TV/Radio transmit/recieve, Satellite Link
- 20 Sensors: Above-Ground external Video with infra-red and Audio, IIF
- 32 Sensors: Entire Base Internal Video with infra-red and Audio, IIF

HEADQUARTERS BASE INTERNAL DETAILS

The maps show the three most important floors in the Headquarters Bases—the "Pit" and laboratory floors. The emergency residence floors and Danger Room floor (only found in the Meigs Field Base) are not shown.

PIT AND LAB FLOORS, BOTTOM LEVEL

"The Pit": This is a huge two-level room which resembles a cross between the New York Stock Exchange and NORAD's Crystal Palace. The room seats thirty monitoring agents and can stand many more observers. Here, on screens all over the walls and on the great center pylon, the progress of agents on missions is monitored, via TV hookups to the agents even via satellite. Mission status is enhanced by information from military-quality surveillance satellites and HARVESTER data. Up to 30 teams can be monitored with ease from this location.

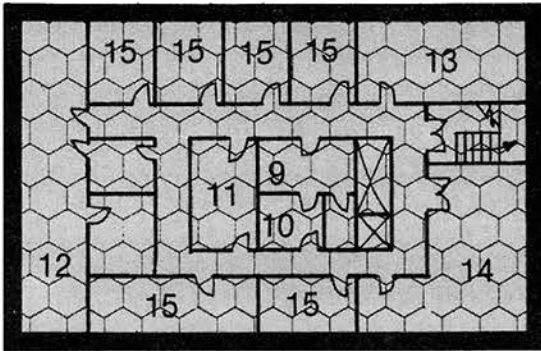
1 Tracy Duran's Office: Here, Information Services Division Head Tracy Duran keeps an eye on the information flow in The Pit and on the operations of both the base AID and the HARVESTER lab—both systems her design. This office has access to the AID office (the "Dog House").

2 The HARVESTER Lab: With Security Systems rolls and HARVESTER Computer Science rolls, SGI can secretly monitor telephone calls, scanning for key phrases such as "assassination" and the names of current clients. This is patently illegal, but used during crisis situations. This section is under the command of Tracy Duran, who developed the equipment.

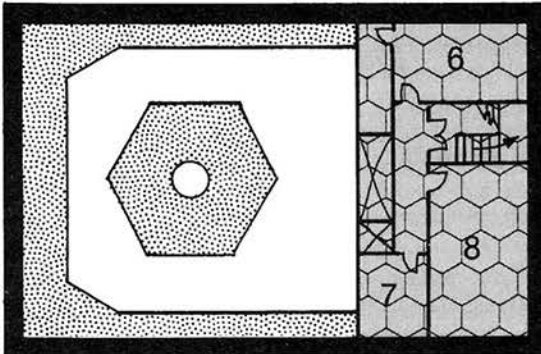
3 Joy Anderson's Office: Here Pit Boss Joy Anderson monitors activity in The Pit.

4 Department Heads Conference Room: In this room any of the division heads or higher-ranking officers may brief subordinates or discuss current situations with visitors.

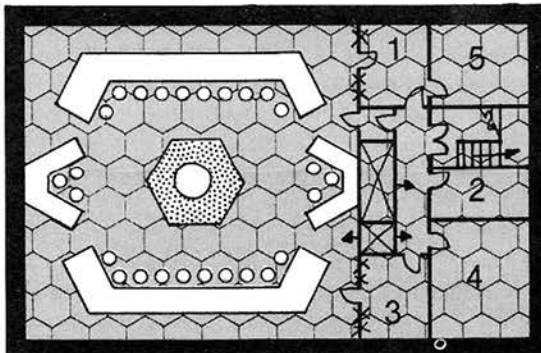
5 The Dog House: This is the central unit of the base's AID. Here, the AID controls the environment of the base, the HARVESTER and Polygraph equipment, and automatic security monitoring.



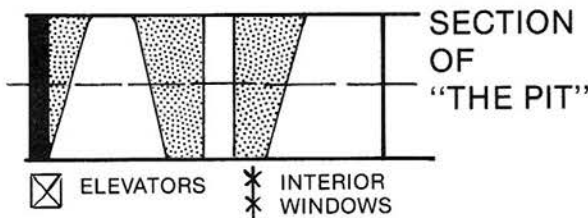
PIT & LAB FLOOR
TOP LEVEL



PIT & LAB FLOOR
MIDDLE LEVEL



PIT & LAB FLOOR
BOTTOM LEVEL



SGL HDQTRS. 1 HEX = 2 METERS

6 Doctor Quest's Personal Laboratory: This is where Dr. Quest goes to relax and work on his latest scientific breakthroughs. He has yet to come up with a match to his father's development of Questonite, but he has a very impressive list of patents and other inventions he has not patented because he doesn't want the world to know of them. Windows from this laboratory overlook the Pit.

7 The TEMPEST field generator: This is an electromagnetic field which protects the base from the ravages of EMP (ElectroMagnetic Pulse) generated by nuclear detonations. Since the bases are a half kilometer underground, they have a reasonable survival chance in case of a nuclear hit on Chicago.

8 The Power Plant: The base thermal differential generator equipment and emergency battery are stored here.

PIT AND LAB FLOORS, TOP LEVEL

9 Sensors: From this room the security divisions monitor the underground and the Meigs Field hanger (at the Sears Tower base, this facility is used as a secondary monitoring room for the Regional Office high above.)

10 The Polygraph Room: Also known as the Torquemada Suite, the Polygraph Room has sensitive infra-red, EEG, and audio sensors along with voice-stress analysis equipment. It is practically impossible for an Earth-born human, or any sentient species for which SGL has complete medical information, to lie without detection in this room.

11 The Communication Lab: From here the communications flow is routed.

12 The Medical Lab: This SGL Medilab boasts high-tech healing equipment; it is arranged into three operating rooms, a very large ward, and a medium sized storeroom/scrubroom; a doctor's lounge is also nearby.

13 The Toy Shop: This is where high-tech gadgets are produced and tested. Many inventions filter up from Dr. Quest's personal lab for development here.

14 Vehicle Repair Shop: The SGL Grav-Buckets (aka "Trashmobiles") are repaired here. Modular equipment for the SGL Lockheed SR-76 V/STOL are also repaired here.

15 Other labs: Other labs on this level include the Lasonics Development Lab, the Materials Tech Lab, and the Body Armor Servicing Lab.

NEAR SPACE DEFENSE

Near Space Defense is presented in abbreviated form. This writeup is not quite adequate for you to immediately launch a campaign based on NSD; but it does serve as a stripped-down example for how a campaign of this sort may be structured.

BACKGROUND

Near Space Defense is a very covert super-agency beholden to no national government.

In 1961, a young ex-Air Force lieutenant named James Grady was kidnapped and studied by individuals in fully concealing silver bodysuits—individuals who piloted a flying saucer. Before they could get his dissection under way, Grady managed to break free of his re-

PIT AND LAB FLOORS, MIDDLE LEVELS

The upper area of the two-story Pit dominates this floor.

straints. Berserk with panic, he attacked his captors and forced the craft to crash into a small lake in Tennessee.

Days later, he was found frostbitten and babbling by a county sheriff's deputy. When the authorities could get a coherent story from him, they concluded that he was mad and institutionalized him.

Grady resisted all efforts at therapy and treatment, adhering to his story. His situation was diagnosed as hopeless and, in effect, the key was thrown away.

Anxious to clear his name—and to escape the facility where he stood every chance of losing his name, his identity, and everything else that was dear to him—he escaped and returned to the lake where the crash occurred. Over the next several months he lived as a mountaineer, living off the land and trying to locate the remains of the ship.



Ultimately, he did. He found the rent remains of the flying saucer. The bodies inside were gone, doubtless long floated away and fish-eaten. But Grady's plans had changed by this time. He knew that if he called in the government to clear his name, the probable outcome would be that the ship would be impounded and he'd be silenced—returned to the asylum or worse.

Instead, with his electrical engineering background and fevered determination, he began to study the ship.

Eventually he began to learn a great deal about the technology that brought the ship into being. He took a new identity—it wasn't hard for a Tennessee mountain boy to get his first ID by claiming that he'd been delivered by a mountain midwife with no birth certificate in existence—and began selling pirated technology. As James Cumberland, he was one of the pioneers of the microcircuitry revolution and made an incredible amount of money off patent royalties.

As this was happening, he was learning more and more about the builders of the ship. For instance, that a radar-like device on the craft, still operating, was continually tracking other flying saucers entering Terran space. And that those blips kept coinciding with news reports of missing persons, odd burn marks on the ground, power lines ruined, and other strangeness.

As the 1960s progressed, Cumberland became extraordinarily wealthy. Cumberland AeroSpace became one of the world's largest technological firms. And the aliens, for the creatures could be nothing else, began stepping up their visits to Earth and their kidnapping

of Earth peoples. This wasn't evident to the public; the aliens left few traces, and most of those were investigated and covered up by the USAF investigators assigned to the case.

So James Cumberland began putting together an agency—a secret air force designed to combat the aliens. He based the agency out of his most inaccessible branch of Cumberland AeroSpace, which was located in the Appalachians. Eventually, the entire staff at that facility was reassigned to legitimate branches while Near Space Defense secretly took over the Appalachian branch.

Using the best part of the alien technology, which he'd not released to the world at large, Cumberland built the first of the Sky Tiger line of aircraft—aircraft resistant to radar-tracking and which can equal the speed of the alien craft, if not their maneuverability. He recruited old Air Force friends for his first dozen pilots, and gradually Near Space Defense expanded to a roster of nearly two hundred pilots. He moved NSD to hangar and headquarter facilities under the hills, and had the Appalachian branch of his firm burn to the ground in a massive fire from an "experiment gone wrong." That facility was never rebuilt, but Cumberland kept the land as a "retreat."

Then NSD began shooting down UFOs. They tried talking first; communication led to no response but attacks by the saucers. So they just began attacking the aliens. The aliens stepped up their flights in. And so the unseen, secret war between NSD and the aliens began.

In the years since, the war has remained a secret. All UFOs so far destroyed have contained alien corpses so horribly burned that little data about the alien race has been gained—except that it is humanoid (not human, chromosome number is different), probably similar in mass and musculature to humans.

Why the aliens are kidnapping our people is unknown. And until Cumberland has more information on them, he will not reveal the existence of NSD to the public.

PURPOSE & GOALS

NSD exists to keep the mystery aliens from kidnapping Terran peoples, and to discover why they are taking this aggressive course of action against this planet.

RELATIONS WITH OTHER AGENCIES

NSD has no official relations with anyone. The Air Forces of several nations and the Pentagon know that some sort of covert air force is in existence; they have never had a radar sighting, but accidental sightings by armed services pilots and some civilian pilots have confirmed that "somebody's up there."

ORGANIZATION

RANKS

Ranks in NSD look like this:

Rank	Rank Name	Perquisites	Equipment Allotment
1	Private	Passport	50
2	Corporal		50
3	Flight Corporal		50

4	Sergeant	60
5	Master Sergeant	60
6	2nd Lieutenant	70
7	Lieutenant	80
8	Captain	90
9	Colonel	100
10	Commander	
	Cumberland	110

UNIFORMS & COLORS

The only uniform in evidence in Near Space Defense is the combat pilot uniform. It consists of a jumpsuit body armor arrangement with boots, gloves, belt, and helmet all in black (except for the clear helmet faceplate). Rank insignia is on both shoulders and the helmet in gold; a gold snarling tiger's face about three inches in size is on the left breast.

TYPES OF AGENTS

There's only one sort of agent in NSD. Each agent is trained in combat piloting (since most are service veterans, this skill is usually already in evidence) and in investigation techniques. Agents perform double-duty, flying combat missions and performing investigations.

NSD agents must be unmarried—unless the spouse is also in NSD. Fake deaths are arranged for those who feel that it would be more convenient for them to sever ties with their past lives. Those who don't pretend to be killed or don't just disappear are on file as being pilots for a variety of bogus small cargo firms, pilot schools, and other companies which have no direct tie to Cumberland AeroSpace.

RESOURCES

AGENCY SIZE

NSD has about 200 agents now scattered in four hidden bases. Base Alpha is the Appalachian facility and has 100 pilots and combat craft. Base Beta is in the mountains of Peru and has 30 pilots and craft. Base Gamma is in Central Africa and has 50 pilots and craft. And Base Delta is in Germany and has 20 pilots and craft. Each base has a support staff of about 10 civilians per agent.

FUNDING AND EQUIPMENT

While NSD is well-funded, the amount of time it takes to replace gear may stretch because it takes a while to get gear secretly to the various bases. Broken personal equipment is instantly replaced unless there's a rash of it; presume that the armory has ten extra sets of personal gear at any given time, and if all ten are wrecked in the course of a week, it takes 1D6 weeks to replace any subsequent gear that is broken.

If an aircraft is lost it takes considerably longer. Every base has 12 aircraft for every 10 agents. If more than 2 are destroyed in the course of a month, it takes 1D6 months for the extras to be replaced. This isn't usually a problem, as NSD craft are usually beaten up but seldom destroyed, and because NSD agents usually aren't all in the air at the same time; they're often on the ground investigating possible alien sightings.

CHARACTER POINTS

NSD player character pilots are built on 75 points. NPC pilots are built as the package deal—31 points, or up to 50 points for special NPCs who are still not supposed to overshadow the player characters.

PACKAGE DEALS

All NSD agents must take the following package:

NSD AGENT

Characteristic Minimums: STR 13, DEX 14, CON 13, INT 13, SPD 3	30 pts
Skills: Piloting, +2 to roll, light aircraft, military jets, Sky Tigers, glider-chute	10 pts
Vehicle	5 pts
Familiarity, Small arms	2 pts
Electronics	3 pts
Radio Operator	3 pts
Conversation	3 pts
Deduction	5 pts
One skill from List A	3 pts

Disadvantages:

Monitored, NSD, 11-	-6 pts
Hunted, mystery aliens, 11-	-14 pts
Hunted, USAF, 8- (x1/2)	-4 pts
Subject to Orders	-4 pts
Stat Minimums	-5 pts
Cost of Package:	31 pts
Skill List A: PS: Navigation, Criminology, Science: Biology	

EQUIPMENT

Equipment is assigned to NSD agents based on what their current assignment is. If the assignment is to fly off and shoot something down, they get the Combat Pilot gear. If the assignment is to do some investigation, they get the Covert Agent gear.

COMBAT PILOT

Near Space Defense Helmet	20 pts
Near Space Defense Combat Armor	10 pts
Mini-Chute	4 pts
Near Space Defense Pistol	16 pts

COVERT AGENT

Near Space Defense Pistol	16 pts
+2 Clips for Same	3 pts
Alien Detection Device	15 pts
Near Space Defense Covert Armor	10 pts
Portable Radio	5 pts
Remaining point: Choice	1 pt

VEHICLES

The only special vehicles owned by NSD are their formidable Sky Tiger combat jets.

NSD SKY TIGER

The NSD Sky Tiger interceptor aircraft costs way too much for a normal agent to afford with his 5 point Vehicle cost, but the GM will want to waive the point in a campaign of this type. After all, he'll never be using this vehicle for anything but fighting the aliens (or the Air

Force)—and the enemy has pretty nasty vehicles of its own.

The Sky Tiger is capable of airspeeds in excess of 6,000 miles an hour, is incredibly small for a fully armed and armored combat aircraft, and can land on stretches of highway as short as 75 meters in length.

SKY TIGER COMBAT PLANE

MAX: 1500" Flight*
 ACC: 8 DCC: 10 TURN: 30 STR: 20
 DEF: F10 B10 L10 R10 T10 U10
 BODY: 10 ISIZ: 1 DMG: 5 SIZE: 3 DCVM: -5
 MASS: 2.6 t KNB: -5 CARRY: 400 PASS: 2
Characteristic Cost: 170 points

*Movement Limitations: Exhaust (4D6 KA, + 1/2 to Move and ACC); Stall Speed 16" (+1 to MAX)

Pts	Equipment
3	Radio (IIF)
3	Ejection Seats
6	ECM on 16- (IIF)
3	High Altitude (IIF)
3	Radar Reflectors, -5
3	Watertight
60	6D6 RKA AP, no Range Mod (+1),
4	missiles (OAF)
35	Radar 14-, -1/1000",
60	degree forward arc
Total Cost: 306 points	

Pts	75+ Disadvantages
5	Limited Access: 1 turn
5	Very Complex, needs Pilot: Superjet
	Agency Bonus for remaining points
Total Points: 306 points	

ALIEN UFO

This is the alien flying saucer. It's typically piloted by an alien of DEX 13, 12- Piloting roll.

ALIEN UFO

MAX: 1500" Flight*
 ACC: 20 DCC: 20 TURN: 50 STR: 30
 DEF: F10 B10 L10 R10 T10 U10
 BODY: 6 ISIZ: 4 DMG: 6 SIZE: 8 DCVM: -6
 MASS: 4.6 t KNB: -6 CARRY: 1.6 t PASS: 6
Characteristic Cost: 357 points

*Movement Limitations: Not Airbreathing, Silent Movement (need Perception Roll to hear)

Pts	Equipment
3	Radio (IIF)
11	Orbital (IIF)
6	FTL for Flight MAX (IIF)
60	Lasers: 4D6 RKA autofire, no range modifier, activate 14-, +1 segment, OAF external battery

Total Cost: 437 points
Total Points: 437 points

TRANSPORTATION

Transportation on assault assignments is via the Sky Tiger aircraft. Transportation to normal investigations is via normal automobiles. Any NSD base will also have a selection of private aircraft for incognito air surveillance and recreational flying.

PERSONNEL

JAMES CUMBERLAND

James Cumberland is now 53 years old, and no fool: He doesn't go up on combat missions any more, although he flew a few for NSD in the early '70s when the agent complement was lower than today's.

JAMES CUMBERLAND—COMMANDER, NEAR SPACE DEFENSE

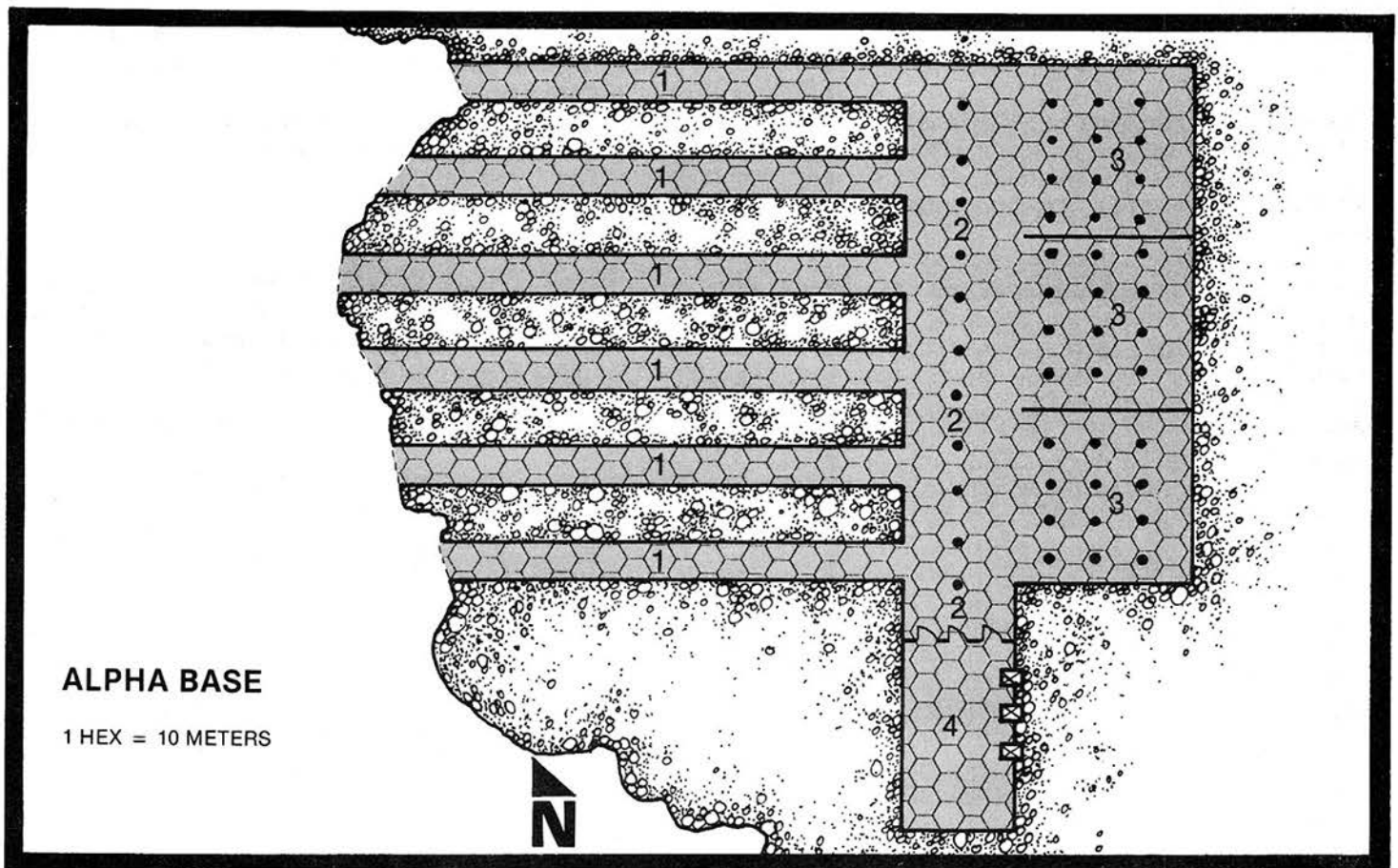
STR 13	DEX 15	CON 18	BODY 13	INT 18
EGO 18	PRE 18	COM 14	PD 5	ED 4
SPD 4	REC 8	END 40	STUN 29	Cost 95
OCV 5	DCV 5	ECV 6	PD 5	ED 3

Pts	Skills
50	Mastermind for NSD Appalachian Base (see <i>Champions II</i>)
10	Piloting +2 (on 14), Light Aircraft, Sky Tigers, military jets, glider-chutes
5	Vehicle (Personal Sky-Tiger)
5	Familiarity with Small Arms, Melee Weapons, and Thrown Knives
10	Boxing
13	Electronics on 16 or less
3	KS: Radio Operator on 12
5	Deduction on 13
6	KS: Administration on 15
6	KS: Appalachians on 15
3	KS: Navigation on 12
8	KS: Microcircuitry on 17
8	KS: Electrical Engineering on 17
8	KS: Aerodynamics on 17
2	Carry Concealed Weapons Permit
9	+3 with all Sky Tiger weapons
10	2D6 Luck
10	+2 with Boxing
171	Total Cost

Pts	Disadvantages
6	Monitored by NSD on 11
14	Hunted by mystery aliens on 11
4	(8) Hunted by USAF on 8
4	Subject to Agency considerations (orders)
5	Stat Minimums
3	Age (53)
5	Dislike of psychiatrists and US military brass
100	Leader Bonus
50	Prior Experience
266	Total Disadvantages
Char Pts 95 + Skills Pts 171 = 266	

EQUIPMENT CARRIED

As NSD Covert Agent, plus whatever else he might want for a particular situation.



ALPHA BASE—APPALACHIA

Alpha Base is located in a secluded mountain valley. The original Cumberland Aerospace plant was atop a hillside with a steep western facing. Near Space Defense dug right into the hill, engineering a series of six underground runways which launch aircraft right out of that western slope; the six runways, when not in use, are concealed by camouflaged doors which simulate the surrounding rock face.

The Headquarters Description for Alpha Base is as follows:

- 4 Location: Wilderness
- 24 Size: 20,000 hexes underground (ACM x 3 3/4)
- 3 Basic Concealment
- 30 -8 to Detective Work Roll
- 15 -4 to Perception Roll
- 12 Communications: High-Range Radio Reception, TV/Radio Broadcast/Receive, Visiphone, Satellite Link
- 75 Sensors: Internal video/audio, ultraviolet
- 75 Sensors: External video/audio, ultraviolet
- 27 Armor: +12 Def to all base exterior wall (15 total)
- 16 Armor: +7 BODY to all base exterior walls (10 total)
- 20 Armor: +7 Def to all base interior walls (10 total)
- 6 Armor: +2 BODY to all base interior walls (5 total)
- Laboratories

- 3 Biology +2
- 3 Aerodynamics +2
- 1 Weapons Creation and Testing
- 5 Electrical Engineering +4
- 7 Medilab: 30 patients, +4 to PS: Doctor and +2 to Paramedic skill rolls
- 5 Stress Therapy +4
- 3 Vehicle Repair +2
- 3 Engineering +2
- 42 Computer: INT 40. Databases (on video file): Movies on 17, Computer Games on 17, Literature on 17, Trash Fiction on 17, Sciences: Aeronautics, Engineering, Electrical Engineering, Alien Biology, Stress, all on 11
- 16 Generator: Produces 16 END/segment
- 88 Agents: 200 75-pointers, 2,000 20-pointers
- 346 Aircraft (Sky Tigers): 240 306 pointers
- 42 Radar: -1/80 kilometers, +10 to Radar Perception vs Alien Vessels
- 56 Life Support: Full Air, food reprocessing, radiation shielding, pressurization, etc.
- 16 Backup Generator (same as above)

BASE INTERIOR DETAILS

The map shows the major "business" features of the NSD Base Alpha. The other bases elsewhere in the world follow this pattern.

1) The Runways: The runways are 20 meters wide and 20 meters high at the cliff face openings, narrowing

down to about 12 meters halfway along their length and remaining at that height thereon. They are about 150 meters long. They emerge eastward into...

2) The Staging Area: This huge area is where aircraft line up just prior to takeoff. It generally features lots of NSD technicians and mechanics running and driving (in jeeps) to and from servicing planes. The Staging Area admits into

3) The Hangers: Here, the Base Alpha complement of 240 Sky Tigers is housed and repaired—80 Sky Tigers per hanger. This area also serves as the Base Alpha repair area for the aircraft and storage areas for the other aircraft kept on base.

4) Control and Interior Access: This area holds all the communications and air traffic control machinery for the base. On the east side of the area are elevators leading to...

5) The Living Decks: These areas are actually ten “floors” going further down into the rocky hill. The top deck serves administrative needs and houses laboratories, conference rooms, security quarters, the main generator, the computer facilities, and so forth. The next deck down houses the NSD Pilots/Agents. And the eight decks below that house the technicians, medics, maintenance personnel, security teams, and other professionals in NSD.

Because of space considerations, a blow-up of the typical deck is not included. The residential decks are interesting places, however, decorated in “Modern Shopping Mall” style. Individual agents, even the pilots, have small and spartan individual quarters. But a lot of space in the residential decks is devoted to large common areas—artificial parks, atriums, gymnasiums, cafeterias, even a movie theatre.

OTHER NOTES ON THE BASE

With so many residents living in such close proximity, James Cumberland got smart very early and began devoting attention and money to professional stress reduction and stress treatment. Many of the professionals in NSD are psychologists. The design of the residential decks is a narrow compromise between the need for privacy (every resident has his own quarters to retreat to) and the need not to feel hemmed and closed in (hence all the large, airy, communal areas).

There's an ongoing fight against potential boredom. Each individual quarters has a television and a computer terminal. NSD keeps an amazing library of films, pirates a wide spectrum of cable TV, etc. The NSD base computer is not a powerful timesharing model, but individual quarters can enter requests and will eventually upload what they asked for—whether it be a recent computer game, a Victor Hugo novel, or Harold Robbins' latest bestseller. In addition, Base Alpha has “morale officers” who try to sense public feeling and work to make sure that tempers don't run too high, that there are always ongoing projects of interest, etc.

On top of the base, at ground level, where the original Cumberland Aerospace plant used to be, is a warehouse-like building connected to the base by

secret elevator. It's a 125-hex garage, holding mostly church buses (painted with the names of fictitious churches) and some personal cars. As often as possible, NSD personnel are given leave, pile 50 or 60 at a time into a bus, and drive into a nearby large city for rest and recreation, usually for a week at a time. From the city in question, the agents and support personnel can of course take planes to other cities, etc., so long as they return to catch the bus within the week. With two such trips a week, NSD doesn't cause excessive traffic on little-used backroads, and each agent or support member can have two weeks off in the course of a year.

The base could become fully self-supporting by re-processing of materials in case of nuclear war, and the base is fully radiation shielded.



VIPER

(Note: Portions of the following VIPER text were originally printed in “Microfilm Madness,” a *Champions* adventure by George Mac Donald, published in *Space Gamer* magazine #61. Reprinted by permission.)

BACKGROUND

VIPER, the world's largest villain organization, began as a loose alliance of powerful political and corporate leaders. Toward the end of World War II, these individuals banded together to combine their resources for mutual profit. They took the name VIPER as a code-word cover for their illegal operations; whether the name is an acronym or they simply liked snakes as a symbol of their concealed activities which could suddenly erupt into deadly action is a mystery even after forty years.

VIPER remained unstructured during the post-war years and into the early 1950s. The VIPER leadership alliance would use its business knowledge to anticipate trends, investigate competitors, etc. The VIPER “combat arm,” which then consisted mostly of hoodlums armed with contemporary weapons, operated only occasionally, and then only to crush a competitor or stifle government investigations.

However, escalating greed and mutual jealousy hampered VIPER's efficiency through the rest of the '50s. This situation could have disbanded the conspiracy altogether; however, it instead led to greater power and efficiency.

In early 1962, two members of the power group—a crime boss and a labor organizer—clashed in a dispute

over territorial domination. The other members of the conspiracy moved to quash the impending gang war. When the dust settled, the alliance's members decided to pool their resources into a single enforcement arm so that no one member could dominate any other.

Plans were drawn up for a force of agents and assassins. The conspirators decided to centralize their research and technological resources into the new organization as a support group to the military force. Within a very short amount of time, the original idea of a uniformed enforcement arm was transformed into a massive plan for the creation of the "new" VIPER.

Throughout the next few years, the organization grew. VIPER technicians developed the giant Serpentine computers, into which all intelligence reports generated by agents were placed. Soon, Serpentine contained the world's largest database of covert information outside of Washington and Moscow. VIPER agents infiltrated every major governmental and private security organization known, amassing further information and influence.

With the close of the Vietnam war, VIPER was able to take on greater numbers of military-trained personnel than ever before. As the 1970s came to a close, the organization's military arm exceeded 100,000 troops and its financial assets made it equivalent to the 12th largest country in the world.

VIPER's greatest problem turned out to be its internal security. The larger it grew, the less security its members had. By 1976, UNTIL had begun to seriously

hamper VIPER activities through investigation, armed opposition, and infiltration. Despite its size and power, the organization had to spend more and more time underground and more and more political favors to squelch investigations.

As a result, VIPER reorganized, and scattered individual installations ("Nests") all over the world. The Nests were capable of individual initiative and had computer links with the central Serpentine system. The autonomy of the nests, and the fact that they could not be traced back to the main VIPER headquarters, enabled agents to become much bolder and engage in open conflict with police, superhero groups, and agents of UNTIL.

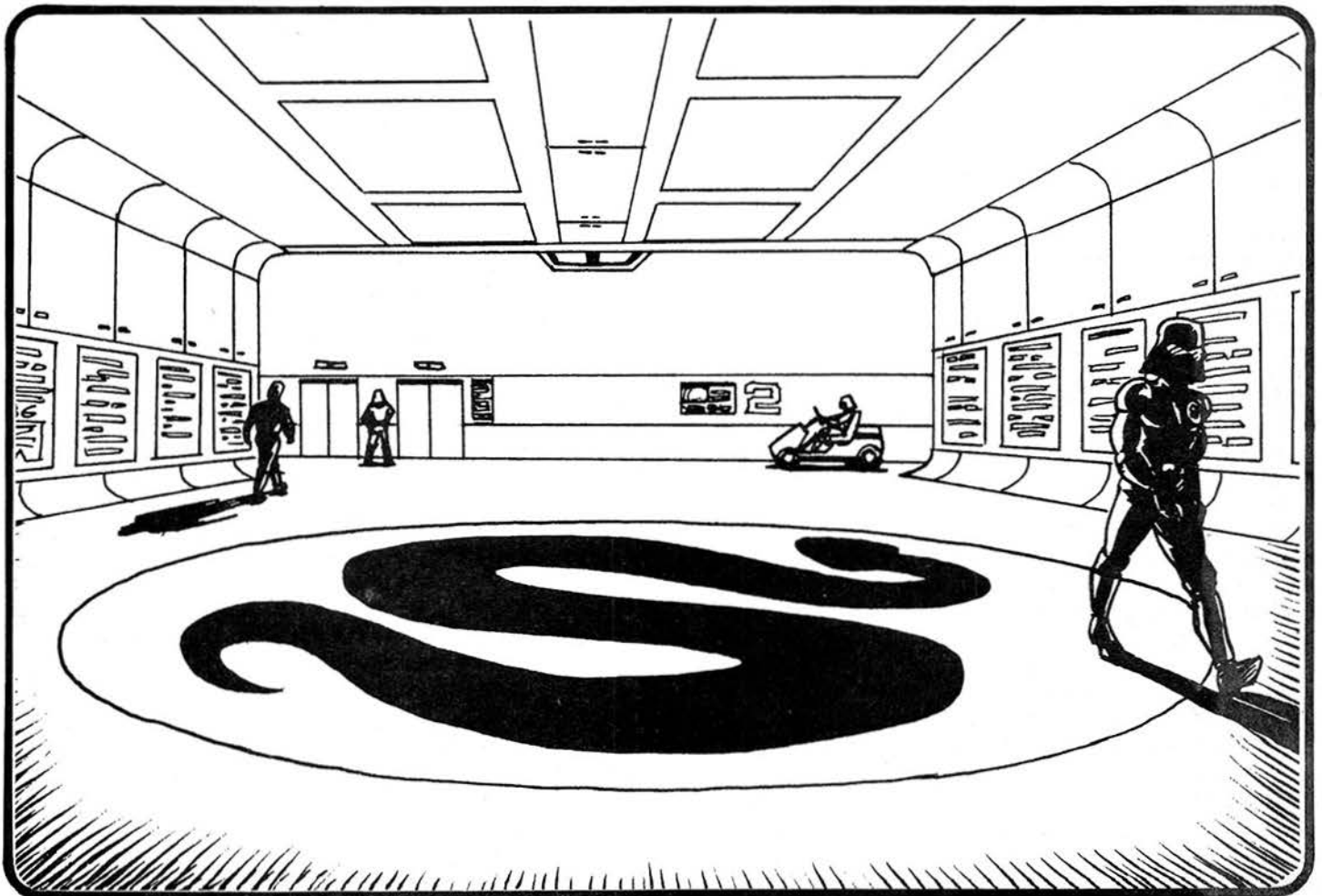
PURPOSE & GOALS

VIPER's sole purpose is the acquisition of money and power. Period. It stops at nothing to attain this end.

RELATIONS WITH OTHER AGENCIES

Naturally, VIPER is engaged in what amounts to a battle to the death with UNTIL, SAT, PRIMUS, and other "good guy" agencies. VIPER also pulls no punches when dealing with neutral or villainous agencies who get in the way.

VIPER does employ supervillains, as the origins of many of the NPCs in the original *Champions* and the first two *Enemies* books would indicate. However, most of the supers they initially sponsor tend to run away.



Thus, only a few villains are old-line VIPER employees; most VIPER supers are new and inexperienced.

ORGANIZATION

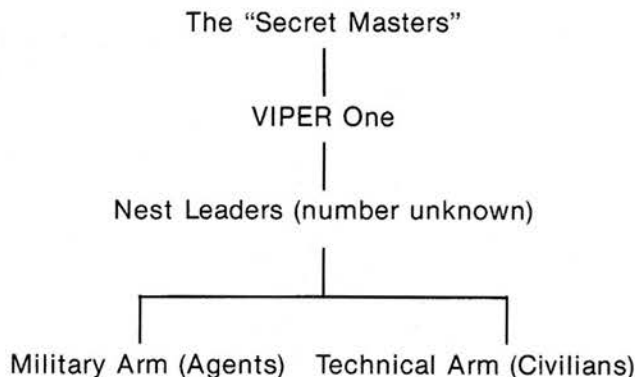
RANKS

The rank system for VIPER looks something like this:

Rank	Rank Title	Perquisites	Equipment Allotment
1	Agent J.G.	None	50 pts
2	Agent	"	50 pts
3	Senior Agent	"	50 pts
4	Corporal	"	60 pts
5	Sergeant	"	60 pts
6	Lieutenant	"	70 pts
7	Captain	"	80 pts
8	Nest Leader	"	90 pts
9	VIPER One	"	100 pts
10	Secret Master	All	110 pts

ORGANIZATION

The basic structure of VIPER is along these lines:



The secret masters of VIPER—the aged members of that original alliance and their heirs—are for the most part “upstanding” business leaders the world over. They are protected from association with VIPER by several buffer layers of concealment. Note that they, unlike other NPC leaders, aren’t built on a gross number of points; for the most part, they’re amoral normals.

VIPER One is the hands-on administrator of the agency. He rose through the ranks to become a Nest Leader, managed to find a way to convey messages to the Secret Masters without passing through his superior, and convinced them that his superior was a traitor. He had the job himself shortly thereafter, and is looking over his shoulders at all the other Nest Leaders who might do the same to him.

Nest Leaders, of course, are the individual base commanders, as described in *Champions* itself.

UNIFORMS & COLORS

The VIPER uniform is a skintight green-and-gold jumpsuit: green helmet, boots, gloves, exterior legs, sides, and sleeves; gold belt, interior legs, breast and back. The helmet goggles are red, as is the serpent on the left breast. The helmet has a yellow “V” in the center front.

For reasons which should be obvious, VIPER has no

dress uniform, though individual Nest Leaders may have special uniforms for their elite bodyguards.

TYPES OF AGENTS

VIPER agents come in three main categories.

ASSAULT agents are the most common variety of VIPER agent, armed with the VIPER autoblaster carbine and bayonet. Some few ASSAULT agents are, for specific missions, assigned a different equipment load including the VIPER heavy blaster, an energy bazooka which blows holes through walls, cars, and some supers.

FLYING CAVALRY agents are jet-pack assisted agents with reduced firepower but increased speed and maneuverability, thanks to the flight mechanism.

UNDERCOVER agents are the immoral equivalents of the UNTIL Investigators.

RESOURCES

AGENCY SIZE

As the history indicates, VIPER is the single-largest super-agency in the world, with approximately 100,000 active agents. Should the Secret Masters decide that a goal simply has to be achieved, no force in the world could stand against the army of agents that VIPER could muster. Fortunately, since the nests operate independently, this threat is much reduced.

FUNDING AND EQUIPMENT

VIPER also has the single highest budget of any super-agency. However, since the agency size and overhead are so great, it works out to a per-agent value similar to that of UNTIL.

VIPER leaders don’t worry much about normal equipment being damaged. However, they tend to become massively angry if prototype or experimental equipment is lost, and frequently slay agents sloppy enough to let this happen.

CHARACTER POINTS

Most VIPER agents are nothing more than the Package Deal. After all, they’re the bad guys. Cannon fodder, remember?

But if you want to run VIPER agents—as a campaign, as an important NPC, as a character who’s defecting, whatever—base the agent on 75 points.

PACKAGE DEALS

All VIPER agents take the Assault Agent package. Agents who wish to may opt for additional training with the Undercover Agent package before entering play. Unlike UNTIL, VIPER has no separate package deal for its airborne troops.

VIPER agents are hired for strength and impressiveness, and given intensive training in a very limited number of skills. This makes them, on the average, very capable in narrow combat circumstances but not very versatile or flexible. (Of course, the same is not true of 75-point VIPER agents.)



THE ASSAULT PACKAGE

CHA Minimums: STR 15, DEX 14, CON 13, INT 11, PRE 15, PD 3, ED 3, SPD 3.	35 pts
Required Skills: Familiarity, Small Arms	2 pts
Familiarity, Blades and Grenades	2 pts
Martial Art (choice)	10 pts
+1 with small arms	5 pts
Disadvantages: Hunted, UNTIL, 11-	-13 pts
Monitored, VIPER, 14-	-11 pts
Subject to Orders	-4 pts
Stat Minimums	-7 pts
Cost of Package 19 pts	

THE UNDERCOVER PACKAGE

Stealth	5 pts
Security Systems	3 pts
Lockpicking	3 pts
Choice from List A	3 pts
List A: Climbing, Bugging, Concealment	

EQUIPMENT

VIPER agents are assigned the following gear:

ASSAULT AGENT RANKS 1-3

VIPER Goggles	2 pts
VIPER Armor	8 pts
VIPER Flash Grenades (2)	6 pts
VIPER Autoblaster	24 pts
+ 2 clips for Blaster (32 shots at 16/clip)	4 pts
Bayonet	5 pts
Walkie-talkie	1 pt
or,	
VIPER Goggles	2 pts
VIPER Armor	8 pts
VIPER Heavy Blaster	31 pts
+ 1 Clip for Same, 12 shots	3 pts
VIPER Flash Grenades (2)	6 pts

FLYING CAVALRY AGENTS RANKS 1-3

VIPER Goggles, Armor, Grenades as above	16 pts
VIPER Jet Pack	9 pts
VIPER Autoblaster Pistol	19 pts
Extra Ammo for Same (64 shots in 4 clips)	6 pts

UNDERCOVER AGENTS RANKS 1-3

VIPER Autoblaster Pistol	19 pts
Extra Ammo for Same (64 shots in 4 clips)	6 pts
VIPER Goggles, Armor, Grenades (Armor & Grenades concealed by overcoat, usually)	16 pts
Bayonet (used as dagger)	5 pts
IR Goggles	2 pts
Choice: Whatever is available	2 pts

RANKS 4-6

Choice of VIPER equipment for extra points.

RANKS 7-9

Choice of VIPER equipment for all points in equipment allotment, specialty gadgets (presumably new gadgets from the R&D department) may be taken.

RANK 10

The Secret Masters never carry the full amount of gear they could. What they do carry is usually extremely high-tech and cannot be traced back to VIPER. Choice of gadgets for full equipment allotment.

VEHICLES

VIPER doesn't have any specialty vehicles. All bases have a complement of unmarked transport vans which can carry twelve troopers and driver, and a few sports cars for use by base officers. None of these vehicles is designed specifically for combat purposes.

TRANSPORTATION

VIPER agents are transported to and from missions in the vans.

PERSONNEL

The "VIPER's Nest" adventure in the *Champions* book provides a character sheet and background for the typical Nest Leader.

TYPICAL BASE

The "VIPER's Nest" adventure in the *Champions* book provides a VIPER facility in some detail—maps, map key, etc.

**RAVEN**

(Created by L. Douglas Garrett;
write-up by George MacDonald)

BACKGROUND

Raven started after World War Two as a loose confederation of European autocrats. These men were displaced in the wave of political liberalism and the rise of self-determination after the war. Contrary to the popular theories of the time, the organizers of Raven believed power should belong to those trained from birth to rule—themselves.

After the war the members of Raven became internationalists of necessity. Some of their former homelands had rejected strong central control for individual freedoms and increased self determination. The rest were dominated by an oligarchy which had one definitive flaw in the Raven members' eyes, it wasn't theirs. The members of Raven knew, deep in their

hearts, that such societies would either fall into anarchy, or be forced to centralize again to compete in the growing East/West superpower struggle. In either case the members of Raven would have a chance to step in and assume the reigns of power.

The Ravenites watched greedily as the 50's cold war and the 60's student anarchy polarized western societies. They supported Soviet adventurism and helped precipitate the Russo/Chinese split that demoralised the communist regimes. The Ravenites also made huge sums of money supporting coups by strongmen, rigging commodity markets, and monopolizing important resources.

But, as the 60's ended and the detente of the 70's got underway, the members of Raven saw their chances slipping away. East/West tensions eased under detente and protests died down as the students became working members of society. Even engineering the oil crises of 1973 and the rise of Islamic Revolutionaries in Iran couldn't keep the world situation from generally stabilizing.

Raven realized that it was a time of major decision. The members had a climactic meeting and decided to fully embrace their own stated ideals. The governing council was dissolved and a Supreme Raven selected. (Just what the selection process was has never been revealed.) The Supreme Raven was vested with absolute authority over all holdings of all of the former Raven members. He would use Raven's power to destabilize the world, and find a means towards its absolute control.

"Official" Raven history states that the other members of the council still sit as an advisory board to the Supreme Raven. Some former members are known to head up various Secret Plan Bases. However, several old line autocrats thought to belong to Raven or favor its theories died mysteriously at about the same time as the selection of the Supreme Raven.

PURPOSE AND GOALS

Raven's purpose is to develop super-weapons that will make the organization invincible. They realize that the control of the many by the few is only possible via global blackmail.

Raven's goal is to use their super-weapons to secretly blackmail leaders around the world. They will use their threats to put their own people in power. Once secretly in control, Raven will reshape the world in its own image of a ruling autocracy and a mass technopeasantry.

RAVEN STRATEGY

The Supreme Raven realizes that technology is the key to Raven's control of the world. He funds and directs different Raven "Secret Plans", each based on a breakthrough technology more way out than the one before.

An example of a Raven control attempt might go like this: a Raven group will decide upon a goal, say the creation of a giant nuclear thermal inductor ray which can blow up any energetic chemical dump or melt down nuclear material anywhere on the earth. The group gets approval of their plan from the Supreme Raven.

Once the plan has been approved the Supreme Raven gives the group an operating budget. The group uses the money to set up a secret base, defended by mercenaries, where the group will build the inductor ray. The base will be in as unusual a place as possible, so that enemy agents would never think to look there. Our example base is set up inside a pyramid in the Vally of Pharaohs.

The Raven group next uses Special Agents to steal the scientists and secret equipment necessary to build the nuclear thermal inductor ray. Then the group tests the ray on limited targets, such as oil refineries or nuclear fuel dumps, whose destruction will not reveal the true power of the inductor ray or identify the Raven Base.



After the inductor ray has been successfully tested the Raven Group will perform demonstration attacks, secretly informing world leaders of the ray's power and Raven's invincibility. Finally, after a full demonstration, the group will issue an ultimatum to the governments they have been attacking and demand that Raven exercise secret control over everything or they will melt down nuclear reactors and blow up all oil, gas, and coal reserves in or near major cities in the countries.

If nothing goes wrong and the government concedes, Raven puts its own people into positions of power in the new government. These new people are added under covers that reflect normal government procedure. In the beginning the Raven agents continue to run the government normally, so that no one on the outside world is the wiser. Over the long term these Raven

plants move the politics of the controlled country into a mold better suited for Raven's ultimate domination.

RELATIONS WITH OTHER AGENCIES

Raven is a supremely insular agency. They do not hire other villain organizations, they use only loyal Raven personnel. Raven has proven to be such a danger that normally nationalist agencies such as the CIA and KGB have cooperated in raids on Raven bases. UNTIL and other international intelligence cooperatives like the World Terrorism Office of the British Secret Service are Raven's main enemies.

There is a temptation to see VIPER and Raven as similar agencies, but there are differences that sometimes cause minor wars between Raven Secret Plan Bases and VIPER Nests.

The main difference is their eventual goals; Raven wants control of the world, VIPER merely wants to make a profit out of chaos. There is also a difference in style; Raven uses modern technology and puts all their money for one Base into one master plan, VIPER uses supermodern technology and supervillains and has many operations going out of a Nest at one time.

Raven often funds Aulad al-Allah operations to take advantage of their de-stabilizing influence.

RANKS

There are 4 types of Raven members: Mercenaries, Scientists, Special Agents, and Administrators.

MERCENARIES

Raven uses a military ranking system for the mercenaries. If a soldier shows promise as a leader at Lance Corporal (Rank 3) he is given officer training and given the rank of Second Lieutenant (Rank 6). If a soldier shows promise as an agent at Lance Corporal (Rank 3) he is given agent training and transferred to the Special Agent branch as an Agent (Rank 4).

Rank Title	Perquisites	Equipment Allotment
1 Private	None	50 pts.
2 Private First Class	"	50 pts.
3 Lance Corporal	"	50 pts.
4 Corporal	"	60 pts.
5 Sergeant	"	70 pts.
6 Second Lieutenant	"	80 pts.
7 Lieutenant	"	90 pts.
8 Captain	"	60 pts.
9 Major	"	80 pts.
10 Commander	"	100 pts.

SCIENTISTS

Scientists do not have ranks, and get all the equipment they want, which is rarely useful for combat. Scientists are often young men whose educations were paid for with Raven money and only now know what they must do to return the favor. Other scientists who have the proper knowledge to further a Raven plan are approached with an offer of money for further research

in exchange for using the fruits of the research for the superweapon of choice. If the scientist refuses the offer of employment, he is simply kidnaped.

SPECIAL AGENTS

Special Agent ranks describe the agent's influence and responsibility. Once an Agent becomes a Special Operative (Rank 8) he normally goes by a code name that describes him and his speciality. Special Agents outrank Mercenaries of the same rank number. Special Operatives report only to Administrators and Commanders.

Rank Title	Perquisites	Equipment Allotment
4 Agent	Passport	60 pts.
5 Trusted Agent		70 pts.
6 Special Agent		80 pts.
7 Operative		90 pts.
8 Special Operative		100 pts.

ADMINISTRATORS

Due to the entrepreneurial nature of Raven Special Plans, each Administrator sets up his office and support services differently. There are no established ranks. The only regularity about the Administration of a Raven Secret Plan is that all the high ranking administration personnel are always masked in the presence of Mercenaries, Special Agents, and Scientists and their own underlings. No one who has lived to tell about it has ever seen an unmasked Administrator.

ORGANIZATION

The basic Structure of Raven is along these lines:



There are no lines of communication between Secret Plan Bases. Each base is totally independent, and only has formal communications with the Supreme Raven. Different Secret Plan Bases are supposed to work on divergent projects, but occasionally two bases both need the same secret device or scientist. When such competition occurs Raven bases are just as ruthless with each other as they are with their normal enemies. Because of the possibilities of competition, Raven bases often keep secret information that can lead an investigator to other Raven bases.

UNIFORMS AND COLORS

Raven Mercenaries wear camouflage fatigues, grey body armor, and close fitted grey helmets with visors. Scientists are invariably found in white lab jackets. Special Agents wear fancy cut suits, GQ style jackets, or whatever else is necessary to bring off their current

disguises. No Administrator wears the same thing any other Administrator wears if he can help it.

Administrators with a particularly high degree of megalomania often design special dress uniforms for their personnel. Each style is different, often reflecting the dress uniforms of the country the Administrator was originally from, though all use the Raven motif somewhere in the styling.

TYPES OF AGENTS

Raven Agents come in 4 main types:

MERCENARIES

Raven uniformed troopers are called Mercenaries because many of them act as such in between Raven assignments. In fact, they are all veteran members (or the children of veterans) of the armed forces of the countries the original Raven Council came from.

Each Mercenary is registered with Raven and called upon when needed. Most Mercenary families have long histories of service to a particular autocrat, and consider Raven duty an honor, even though they are not directly serving their hereditary master.

Mercenaries are normally found in and around Secret Plan Bases. Mercenaries are only used outside of bases under the command of a Special Agent. Mercenaries are normally equipped with an Assault Rifle, Body Armor, Helmet, Gas Mask, and Grenades. Special troops may have Machine Guns, Rocket Launchers, Mortars, or any other modern military hardware.



SCIENTISTS

Scientists are not armed. They are often guarded by Mercenaries who must both encourage their work and protect their lives.

SPECIAL AGENTS

Special Agents are usually found in the field on procurement assignment, either equipment or personnel. Each agent chooses his own equipment, though most run towards very heavy hand guns, machine pistols, light body armor, and special gimmicks to aid in undercover work.

ADMINISTRATORS

There is no specific equipment that Administrators carry, due to the wide variety of administrative styles found among them.

RESOURCES

PERSONNEL

Raven is not a large agency in terms of manpower, but is immense in terms of financing. The Supreme Raven controls hundreds of billions of dollars in resources, and runs most of the Secret Plan Bases off of the interest. There are approximately three Secret Plan Bases nearing completion in any given year, and another dozen or so in preparation. Each base can have between 100 and 3000 men, and Raven has a total complement of approximately 10,000 men. Most of these simply live other lives until called.

FUNDS AND EQUIPMENT

Each Raven base is funded up front. The Administrator must finish the project with the funds given. If the funds are insufficient, and the project is almost complete, the administrator may go back to the Supreme Raven for additional funds. The administrator risks losing control of the base, however. An administrator foolish enough to go to Raven Supreme for extra funds with a project that is not near completion will never be heard from again. Some administrators caught in this financial bind have attempted independent funding through criminal activity. Many Raven Secret Plan Bases have been broken up through clues found at the site of such activity. Each Raven base is an independent operation. Each Administrator purchases equipment from his own supplier to fit his own needs. Thus, different Raven bases will have equipment from different countries. Most Raven administrators, though, feel that they can get the most "bang for the buck" by purchasing modern military arms, not high-tech blasters and such. A Raven rifle is much more likely to be made by "Soviet State Arsenals" than "Lasertech Inc.":

CHARACTER POINTS

Standard Raven Mercenaries are the package deal. Special NPC Mercenaries, such as sergeants and the like, are built on 50 points plus their package deal. Player characters or important NPC's from Raven are built on 75 points plus disadvantages.

PACKAGE DEALS

All Mercenaries and Special Agents have the Raven Basic training Package Deal. Higher Level Officers, Non-Coms, and Special Agents normally have additional points in the skills of their speciality.

RAVEN BASIC TRAINING

CHA Minimums: STR 15, DEX 14, CON 13, PD 5, SPD 3	31 pts
Familiarity with Small Arms	2 pts
Familiarity with Melee Weapons	2 pts
+ 1 with Small Arms	5 pts
Martial Arts, Commando	10 pts
KS: Soldier (8-)	1 pt
Skill from Group A	3 pts
Skill from Group B	3 pts
	—
	57 pts
Hunted by UNTIL on 8	-13 pts
Monitored by Raven 14-	-13 pts.
Subject to Orders	-4 pts.
Characteristic Minimums	-6 pts.
Package Bonus	-2 pts
	—
Cost of Package	21
Class A Skills: Mechanic, Electronics, Pilot, Driving	
Class B Skills: Concealment, KS: Interrogation, KS: Cryptography, Shadowing	

RAVEN NON-COMS AND OFFICER TRAINING

Characteristic Minimums: DEX 17, INT 13, BODY 13	30 pts
+ 2 with Small Arms	10 pts.
Raise KS: Soldier (11-)	1 pt.
Additional Class A Skill	3 pts.
Additional Class B Skill	3 pts.
	—
	47
Characteristic Minimums	-3 pts.
Package Bonus	-2 pts
	—
Cost of Package	42



RAVEN SPECIAL AGENT TRAINING

Characteristic Minimums: DEX 17, INT 13, PRE 15	29 pts
+ 1 with Small Arms	5 pts.
Stealth	3 pts.
Disguise	3 pts.
Class C Skill at + 1	5 pts.
	—
	45
Characteristic Minimums	-3 pts.
Package Bonus	-1
	—
Cost of Package	41
Class C Skills: Lockpicking, Security Systems, Bugging, KS: Street Culture	

RAVEN EQUIPMENT

MERCENARIES RANKS 1-3

AKM Assault Rifle	33 pts
Raven Armor	7 pts
2 Fragmentation Grenades	9 pts
Walkie Talkie	1 pt

MERCENARIES RANKS 4+ *

FNFAL Assault Rifle	38 pts
Raven Assault Armor	10 pts
NBC Suit with Rebreather	10 pts
Portable Radio	5 pts
LAW Rocket Launcher	36 pts
* Some of this equipment is only carried by specialists or high ranking non-coms.	

SPECIAL AGENTS RANKS 4-8

.45 Heavy Magnum Pistol	15 pts
Uzi Submachine Gun	23 pts
Covert Armor (SGI Type)	8 pts
Gas Mask, Purpose Concealed until used	8 pts
Subminiature High-Range Radio Hearing, purpose concealed, "hearing aid"	7 pts

VEHICLES

Raven always has a couple of specialty vehicles for moving in the environment related to their base. If the base is built in a dam then they have speedboats, in the desert they have dune buggies, and in the mountains they have jeeps. All of the vehicles are lightly armored with 8 PD 8 ED resistant defenses and about 15 BODY. Each carries a two way radio, a 4-man fire team of Mercenaries, and a Heavy Machine Gun or Mini-Gun (see the Equipment section) on a pintle mount.

PERSONNEL

MERCENARIES

Raven Mercenaries see themselves as professional soldiers and conduct themselves accordingly. They follow orders well, and have morale equal to any other professional unit. In addition, they have the elan of being the elite guard of a Raven Administrator. Remember that each man can have a diversity of Class A and Class B Skills from their Package Deals. Each mercenary has at least 50 points in equipment from Raven.

SAMPLE RAVEN MERCENARY RANK 1-3

STR 15	DEX 14	CON 13	BODY 10	INT 10
EGO 10	PRE 10	COM 10	PD 5	ED 3
SPD 3	REC 6	END 26	STUN 25	Cost 31

Pts	Skills
2	Familiarity with Small Arms
2	Familiarity with Melee Weapons
5	+ 1 Level with Small Arms
10	Commando Martial Arts
1	KS: Soldier (8-)
3	Mechanic (11-)
3	Concealment (11-)
26	Total Cost

Pts	Disadvantages
11	Monitored by Raven 14-
13	Hunted by UNTIL on 8
4	Subject To Orders
6	Characteristic Minimums
2	Package Bonus
36	Total Disadvantages

Char Pts 31 + Skills Pts 26 = 57 Total Cost

SAMPLE RAVEN MERCENARY RANK 4-10

STR 15	DEX 17	CON 13	BODY 13	INT 13
EGO 10	PRE 10	COM 10	PD 5	ED 3
SPD 3	REC 6	END 26	STUN 28	Cost 46

Pts	Skills
2	Familiarity with Small Arms
2	Familiarity with Melee Weapons
15	+3 Level with Small Arms
10	Commando Training
2	KS: Soldier (11-)
3	Mechanic (12-)
3	Concealment (12-)
3	Pilot (12-)
3	Interrogation (12-)
43	Total Cost

Pts	Disadvantages
11	Monitored by Raven 14-
4	Subject To Orders
9	Characteristic Minimums
11	Hunted by UNTIL 8-
3	Package Bonus
88	Total Disadvantages

CHA Cost 46 + 43 Skills Cost = 89 Total Cost

SPECIAL AGENTS

Raven Special Agents are truly diabolical. They execute their undercover duties with all of the ruthlessness of the legendary Assassins. They are willing to do anything to complete a job or cover a Raven Secret Plan Base. If blowing up a city block will take out enemy agents, then they'll blow up a city block. All Special Agents come with at least 60 points in equipment from Raven.

SAMPLE RAVEN SPECIAL AGENT RANK 4-8

STR 15	DEX 17	CON 13	BODY 10	INT 13
EGO 10	PRE 15	COM 10	PD 5	ED 3
SPD 3	REC	END 26	STUN 28	Cost 45

Pt	Skills
2	Familiarity with Small Arms
2	Familiarity with Melee Weapons
10	+2 Level with Small Arms
10	Commando Training
1	KS: Soldier (8-)
3	Electronics (12-)
3	Cryptography (12-)
5	Stealth (12-)
3	Disguise (12-)
5	Security Systems (13-)
34	Total Cost

Pts	Disadvantages
11	Monitored by Raven 14-
4	Subject To Orders
9	Characteristic Minimums
11	Hunted by UNTIL 8-
90	Total Points

Char Pts 45 + Skill Pts 34 = 89 Total Cost

SAMPLE RAVEN SECRET BASE

SECRET PLAN BASE #17, THE NUCLEAR THERMAL INDUCTOR RAY

General Description: The Nuclear Thermal Inductor Ray works through any material and over any range so that its location is distant from its targets. The seven-story ray projector is hidden in an old pyramid in the Vally of the Pharaohs in Egypt.

This is a small pyramid that has been checked over many times. Raven maintains a group of special agents undercover as archeologists and guides to keep people away from the pyramid.

The pyramid itself has been hollowed out and reinforced with steel. It now houses a 5 level base. The exterior walls have a 1 meter layer of stone, a 1 centimeter layer of lead, and a half meter layer of steel for a total of DEF 19, Body 26. The Armored Door that leads to the Garage on the first level is lighter, only DEF 14, Body 12.

Each level of the base is 2 stories tall (4 hexes). Levels two through four are metal floors hung from the pyramid walls, while levels one and zero are built on bedrock. Because of the heavy construction going on, each level's ceiling is full of hoists, girders, air conditioning ducts, and power cables. Four hex long stairs run between each level; going up the stairs costs 2" of movement per hex.

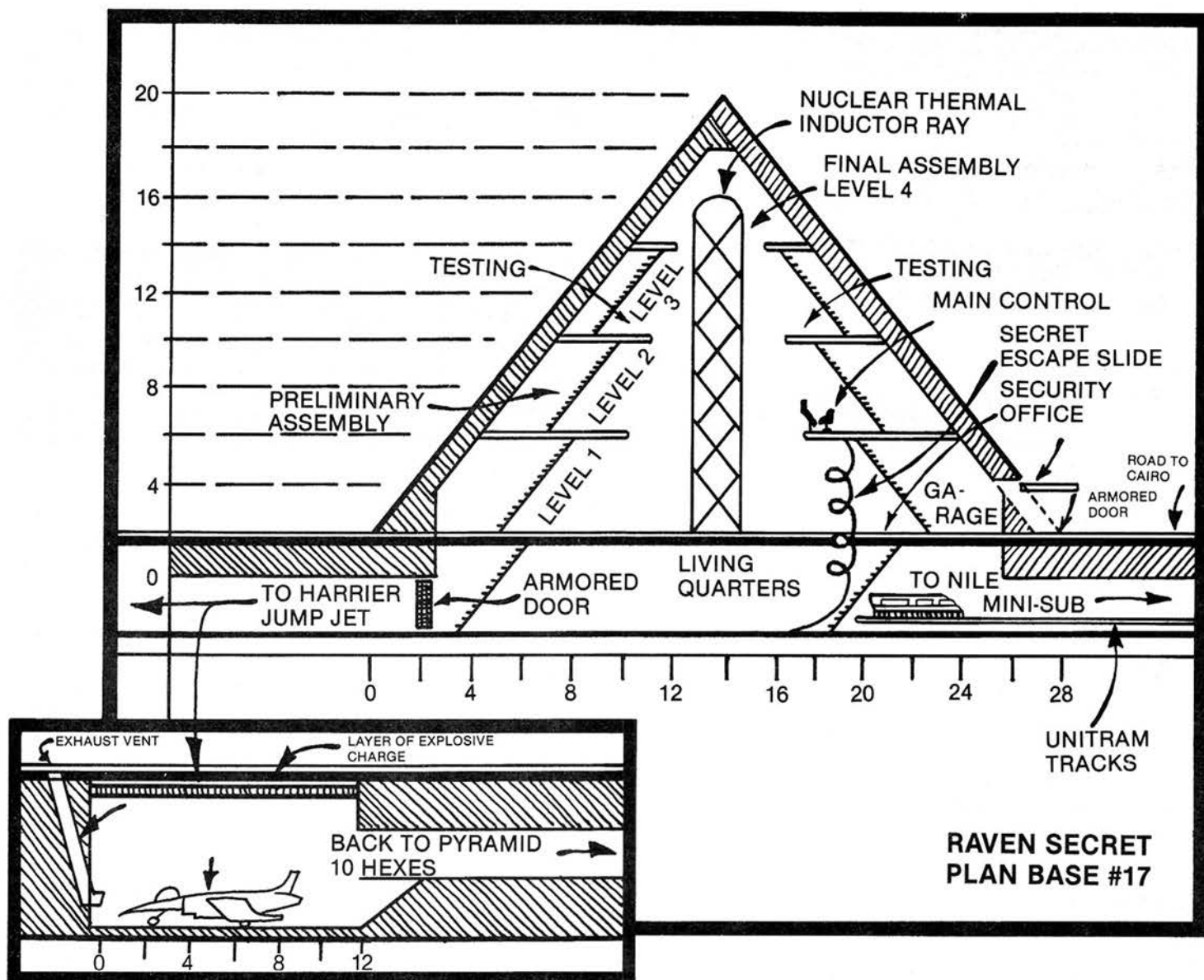
The center of the base is dominated by the seven story tall Nuclear Thermal Inductor Ray. It is 2 hexes square and has a scaffolding running around it to hold it up. Characters may climb the scaffolding at 2" per phase.

Level Four: Level four is at the top of the pyramid and is where the final assembly of the Inductor Ray is completed. During operation all scientists will be evacuated from this area.

Level Three: Level three is where all of the Inductor Ray's assemblies were tested before final assembly. It is full of test benches, tools, and computer terminals. Scientists will be manning this level while the ray is in operation so that they can monitor the ray projector's status.

Level Two: Level two is split into two areas. The Left half contains the preliminary assembly area for the components of the Inductor Ray. Most of the equipment here is very heavy, for moving large pieces into place. Large tools and improvised weapons will abound on this level.

The other half of level two contains the Master Control Area where Administrators can control the entire operation. The Master Control Area has an armored door and walls of DEF 10, BODY 6. In times of danger,



Administrators can escape through a secret circular escape slide that leads down to level zero near the Uni-Tram.

Level One: Level one is split into 3 areas: the labs, the garage, and the security area. The labs are where Dr. Mazakof and his staff developed the final version of the Nuclear Thermal Inductor Ray. It is full of high tech gear, computer terminals, spinning tape drives, and other scientific stuff. The Lab will be full of kidnaped scientists who fear the effects of the Inductor Ray, but fear their captors more.

The garage contains several interesting vehicles. Four dune buggies with heavy machine guns line one wall. A truck full of sand with a sweeper attachment, used to keep the road to the pyramid looking unused, is parked near another wall. Parked next to the sand truck are five 4x6 trucks painted in sand camouflage. Half a dozen electric carts, used to get around the base, are parked along the third wall, connected to rechargers.

The security area is next to the garage. In the area are several offices for the mercenary officers and ready rooms for the non-coms. Security officers watch TV

cameras from all over the base and report any unusual events to the security supervisor. An arsenal full of weapons is also kept here for the troops. The Security supervisor has the key to the arsenal.



Level Zero: Level zero contains living quarters for the staff of the base. The rooms are segregated by type; Mercs with Mercs, Agents with Agents, Scientists with Scientists, and Administrators all by themselves. The level also contains bathrooms, showers, a mess hall, and classrooms.

Level zero also has the two emergency escape routes for the administrators. The first route is on the high speed Uni-Tram. The Uni-Tram runs down an underground monorail to a mini-sub on the Nile River. The administrators will take the sub up the river to a secret dock near the Aswan Dam.

The second escape route is out past an armored door, through a tunnel, to the underground hanger for a 2 man Sea Harrier jump jet. The Sea Harrier is fully armed with air to air and air to surface missiles. The administrators (who are qualified pilots) will blow off the roof of the hanger, take the Harrier straight up, and fly it out to a rendezvous with a fake oil tanker in the Red Sea.

SCENARIOS



In this chapter, we'll be providing you with adventures for your super-agents—one full-length adventure and a host of adventure ideas.

THE DELTA STAR DELTA

This is an adventure for four to six super-agents in your campaign agency. Persons intending to play characters in the adventure should read no further.

GAME-MASTER INTRODUCTION

In *The Delta Star Delta*, the super-agents will be encountering some of the advance scouts of an alien race which is covertly studying Earth. A fairly normal-sounding encounter will lead to the character's first encounter with these beings.

MAN IN THE STREET

FIRST ENCOUNTER

The super-agency gets word that some poor fool is being chased up a midtown street, being hunted and shot at by three men wielding laser weapons. Naturally, the heroes' squad is called out to put a halt to it, capture the antagonists, and investigate.

That briefing works well enough for UNTIL, SAT and similar agencies. With SGI or Near Space Defense, the characters will be coincidentally on the street when the situation breaks out.

In any case, when the characters get to the scene (or the scene gets to them), they'll see a lone man—a junkie, judging from his emaciated appearance, the needle tracks on his arm, etc.—being pursued by three slender men wearing clean slacks and shirts. The three men look enough alike to be brothers, having the same thin faces, pointed chins, and large soulful eyes. The chase is occurring on foot, and the three brothers are using energy weapon carbines which project blue beams to try to kill the junkie. The beam weapons are unknown to your agents.

It's to be assumed that the super-agents will try to save the junkie and capture the "brothers." They can do it; it won't be wonderfully easy, but they can do it. The

STATE OF READINESS

The Raven base could be found at any time so it is always on a partial alert. When the plan is near completion they will be on full alert. Enemy agents who attempt to penetrate the base will have to be very careful to keep from being caught.

"brothers" will, upon being attacked by super-agents, respond with their weapons and then scatter, abandoning their prey and trying to escape—although one or more will take a shot at the junkie if the opportunity presents itself.

Any one of these brothers which takes 8 BODY (after defenses) will stop in his tracks where he is, emit a totally unfamiliar whistling/keening noise (while staring expressionless at his attacker—make this nicely eerie for our heroes) and then spontaneously burst into flame. The same will occur to any one of them who is captured, whether he's conscious or not.

AFTERMATH

If the junkie is alive when all the bad guys are defeated, he'll collapse—cardiac arrest. A simple application of Paramedic can keep him alive long enough for the ambulance to get here, and the man will live, but he's not going to be talking for a long time.

His wallet identifies him as Phil Norman; the address listed is a tenement apartment. He's not in the phone book (and, actually, has no phone.)

Agency procedure in a case like this is to deal with the police, take all the clues you can gather (including the weapons, as well as the ashes of the "brothers" in body bags brought by a support team) back to agency HQ, and wait for more orders. Incidentally, the firearms turn out to be metal, with some sort of black plastic-like finish plated onto all exposed surfaces; while the guns are not featureless, they do not have any visible means to open them. On the grips are symbols: A triangle, an asterisk, and a triangle.

(Naturally, if the heroes are part of a covert group, orders would be to pick up whatever they could, and run.)

THE JUNKIE'S APARTMENT

Orders will come in: Investigate the junkie's apartment. The court order is provided.

If the heroes belong to a covert agency, the orders will be the same, but no court order is provided and they'll have to beat the cops—beat them, or elude them.

If the heroes belong to an overt agency but decide to investigate the apartment before orders come

through anyway, they'll get in some trouble, as any evidence they gather will be inadmissible in court. However, as the agency will eventually discover, this doesn't matter...

The apartment is a reeking fifth-floor tenement one-bedroom apartment. It hasn't been cleared of its garbage in weeks. It's crammed full of stolen goods: televisions, stereos, VCRs, cameras, guns, radios, etc. Evidently, Phil Norman was supporting his habit through nocturnal acquisition of goods and the sale of same.

The apartment holds several clues. Make the characters make their Perception and Concealment or Deduction rolls to find them and interpret them, but get all the clues to them eventually in any case, if only by having an NPC smart-ass come in and point them out.

One of the alien beam-weapons is under a mound of mildewed clothing and bedsheets. With it is a piece of plastic wrap which still has some blood on it.

A pair of binoculars is on the windowsill. Written all over the windowsill are three symbols, scrawled time and time again: As expected, a triangle, an asterisk, and a triangle. This building fronts another tenement across the street; Norman could have been peering into any of the windows there.

If the characters aren't completely obtuse, they'll come to realize that Norman must have robbed these burning people and that they may be in the tenement across the street.

THE OTHER APARTMENT

FINDING THE OTHER APARTMENT

With this evidence in hand, the agency would tell its agents to stay where they are the half-hour or so it will take to get a new search warrant. That will come in post haste.

If the characters aren't worried about breaking the law, it'll take them even less time to start investigating the tenement across the street.

Let them figure out how they're going to figure out which apartment is the one in question. Some ways to do it:

Talk to the building manager. It'll only take a matter of moments to look up the building manager. Asked about anything strange going on in his building, he'll be obstinately quiet unless offered money (or threatened with legal action by a character who knows what he's talking about, say someone with Professional Skill: Law.). If so persuaded, he'll spill his guts about all the junkies and thieves and hookers and so on, which does the characters absolutely no good. If the pointy-chinned men are described to him, he'll close up and start complaining because they're his best tenants: keep their place clean, pay the rent on time, etc. They're in apartment 6C. These fellows, by the names of John Gable, James Hayward, and Jeff Letterman, moved into the apartment about three months ago. If asked specifically, the landlord does have a prior address for them—a town by the name of High Forks in an off-the-beaten-track area of this state.

Do some observing. Through skillful use of the same binoculars that Norman used, the agents can eliminate a lot of the apartments. The rooms facing the agents are either kitchens or living rooms and most of the win-

dows are unblocked. The agents can see who lives in them and eliminate them as possibilities one by one. Three apartments' windows are blocked: two by heavy drapes and one by aluminum foil. One set of drapes is apartment 1E, two doors down from the manager, rented by an unemployed musician who thinks he's still at Woodstock; the aluminum foil conceals 4A, which is rented by a 6'4" bodybuilder (STR 20, CON 15, DEX 15, PD 5, SPD 3, otherwise normal) who also happens to be a psychotic killer (should the characters burst into his apartment, they might meet him and his axe (2.5D6 killing attack including STR adds) and have a nice little encounter; and the other set of drapes is 6C, the apartment in question.

THE REAL THING

No one is there to answer a knock. The door is a cinch to pick. If no one can pick it (No Lockpicking? Shame...), and the characters aren't eliciting the aid of the manager, it's only a DEF 2 BODY 3 door.

The apartment beyond is spotless. The hardwood floors are rugless and scarred beyond belief (as if recently hit with many sharp-edged objects) but clean. Furniture is minimal: a couch, three chairs, a television set on a stand, three small beds in the bedroom, one chest of drawers, each drawer filled with its own set of underwear and socks, a kitchen table with three chairs.

There are no bugs. There's a faint order of insecticide. All holes in the wall have been plugged with commercial clear silicon sealant. There are some unwashed dishes in the sink; each of them has some dried blood on it, as though from a rare steak.

Cabinets contain plates, cutlery, glasses, and a meat grinder.

In the refrigerator is a lot of raw hamburger. Most of it is frozen in the freezer; some is thawing in the refrigerator. The freezer isn't frost-free but has been recently defrosted. Other than the hamburger, the refrigerator is empty.

On the table is a stack of letter-sized envelopes. The top envelope bears indentations from the envelope which was once on top of it. The indentations read "John York, General Delivery, High Forks, (state of campaign)."

The bedroom closet contains clothes for the three men, three or four sets of clothes for each—though it's hard to tell as all items are for the same size. If the agent makes a Perception roll, he may notice a couple of shoeboxes among the shoes on the floor of the closet. The shoeboxes contain some unusual items: a hypodermic needle, a package of what will turn out to be heroin, cheap jewelry, an old empty wallet, four key rings with an assortment of keys (none to this apartment), a switchblade knife, a glass-cutter, and some other pocket-junk.

Other than all this, there's nothing of interest in the apartment.

However, the fact is that the hamburger in question is human muscle tissue. The character will probably grow suspicious eventually. Why so much weird stuff in the shoeboxes? Only hamburger in the fridge—and they have their own meat grinder? Only hamburger in the fridge—and did they eat it raw for there to be all that blood on the plates?

If they miss the clues, that's fine. If they get suspicious and want to take some of the hamburger for analysis, let them. Analysis won't be immediate, anyway.

The agents can stake out this apartment for the day if they wish, but no new people will come to it, nor will any of the "brothers" who might have escaped the fight in the street.

HIGH FORKS

THE MISSION

The hamburger, if analyzed, does turn out to be human tissues. This case suddenly becomes a lot more important (as well as explaining the recent rash of disappearances in the neighborhood of the apartment building). The agents are assigned to surreptitiously head out to High Forks and find out what they can; take a van, wear street clothes, but keep agency armor and weapons handy but hidden.

(If none of the characters has any investigative skills and the players wonder at the oddness of non-investigators being assigned to do something like this, explain that the agency brass wants a minimum of agents knowing about this until they have more information. It's a thin explanation, but it'll pass.)

The agents should get the assignment and be assigned their van so that it'll be nightfall when they do pull into High Forks, Population 103.

THE TOWN

The village turns out to be of the sidewalks-rolled-up-at-twilight variety. If the campaign is in an agricultural state, the town will be surrounded by untenanted fields (which any local will explain as being the result of bankruptcy on the part of the farmers in the area.).

The village itself consists of one main street (a wide spot in the local state road) containing a burger joint, an inn (the High Forks Inn), a small building marked "Police", a four-story clock tower (the only building in town more than one story in height), a small general store, a post office, and assorted residences (see Map).

The people that the agents can meet do not in any way resemble the slight men of the street incident. If anything, most of them seem to be large, healthy, humorless farm (or ranching, or mining or fishing) community folks.

MAP KEY

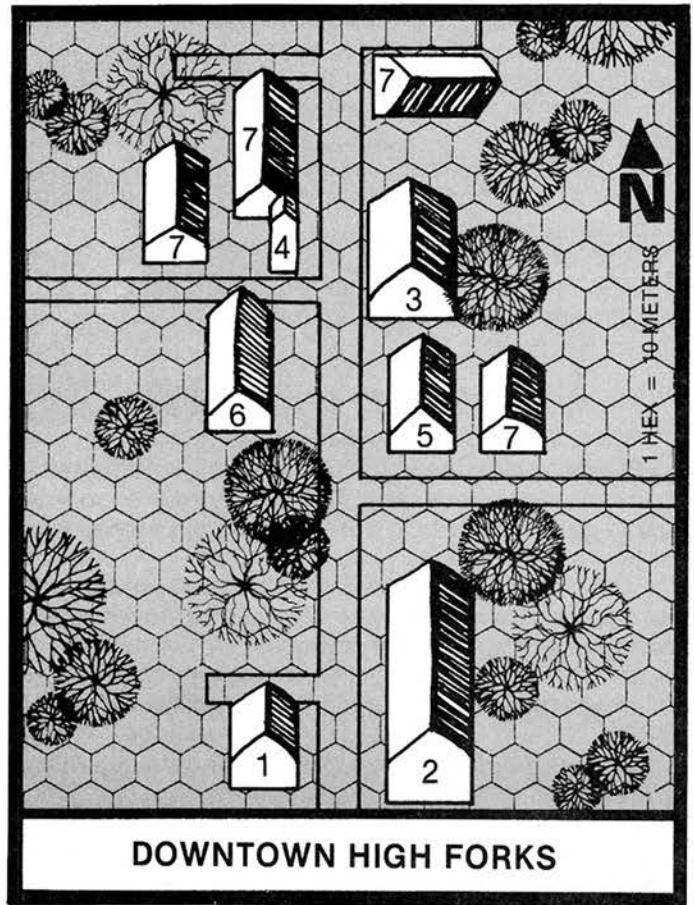
1) The Burger Joint: The burger joint is a local representative of a nationwide chain. It stays open until the late, late, hour of 8:00 PM. The manager and one cook are on duty. They're fairly impersonal folks who'll answer questions politely but uninformatively. The agents will be the only customers if they choose to eat there. As far as they can tell, the meat served is beef. In fact, it is beef.

2) The Inn: The inn is run by a Mrs. Weatherby, a cheerless woman who will give the characters all the rooms they want. The inn has no other guests.

3) The Police Station: The police station/jail is staffed by Officer Harrington of the State Police. He is a large, 50ish man in good shape, carrying a holstered S&W

Model 10. If asked, he'll not evidence any knowledge of strange slight men or blue laser weapons or cannibalism or weird things going on. On the other hand, he'll evidence no curiosity at the nature of the characters' questions, will never get mad at anything, and will in general give the wrong body-language responses (should an eclectic character have perception of that as a skill).

4) The Clock Tower: The clock tower is a narrow, tall building with one door facing the street. The locked door seems normal and the lock can be picked. But even if it is picked it will not open. Careful observation (a normal Perception roll) shows that the door is nailed shut. Why? Well, keep reading...



5) The General Store: The store is locked when the agents arrive and the sign in the door shows that it closes about three hours before the agents arrive. However, if the agents break in, they'll be struck by the musty odor of decayed and mildewed bags of feed, flour, grain, etc. Quick investigation will reveal that this place couldn't have been cleaned or operated or restocked in six months or so.

6) The Post Office: The post office is closed when the agents arrive. It's locked. However, it is a post office. It handles mail. The agents, if they break in, will not find any outgoing mail. They may find one piece of mail in the whole place, the letter to John York. Inside is a piece of blank paper.

7) The Residences: Many of the residences, if checked out, will be empty. Some are occupied by humorless and suspicious-looking folks who declare that they don't talk to anyone at this hour, and don't.

WHAT'S REALLY GOING ON

THE HOWAR

What's really going on?

Spelled out in crystal-clear comic-book cliches, the situation works out to something like this.

A mother ship of an alien race known as the Howar has detected the existence of Earth and sent a scout ship to investigate. This ship connived its way through Terran radar and landed in High Forks about six months ago. It immediately jammed radio reception in the area and blew up any cars that tried to leave. (Signs of these attacks can only be found after extensive investigation of the local roadsides.)

The thirty or so crewmen immediately set about their mission: acquisition of knowledge about this world. To keep things looking normal, they rounded up all the locals and replaced them with simulacra from their superior robotics technology. Then they stocked their refrigerators with the citizens of High Forks.

This is one of the goals of the Howar: location of a food-source race. Yes, a high-technology race is bound to realize the lack of cost-efficiency in meat production, but an ancient religious mandate among the Howar to Eat Your Enemy to gain his advantages/karma/ whatever has devolved into a gastronomic tradition that makes the Howar outcasts among the greater civilizations of the galaxy. The Howar have to prey on planets without direct galactic supervision.

THE PLAN

The Howar scouts erected a facade over their ship, finished making the town look as it had before, and embarked on Phase II of their operation: as soon as several scouts learned the language well enough to speak it, they were sent into other parts of the area to learn more and faster about the strengths and weaknesses of this culture. The distant agents report by letter (they don't want to produce tell-tale radio signals or laser emissions or whatever). The letters usually contain some meaningless text in English; the actual messages are impregnated into the paper in a series of scent-codes.

If the mother ship comes back in about two years and finds the Howar thriving, the message will go out into the spaceways and more Howar will descend.

Now a group of humans has entered High Forks and started poking around. They must be eliminated and eaten to safeguard the mission. (If one of the spy-Howar from the first episode got away, then he'll have notified its superiors that trouble's a-coming.)

STRANGE DOINGS

THE REACTION

The GM will have to improvise the conclusion of this adventure based on what everybody's likely to do.

The Howar are going to wait until the agents seem to be at their most unaware and then attack. The aliens will send their robot servitors out to grab the agents and bring them into the ship—the ship now covered by the clock tower facade.

First, radio signals in the area will be jammed.

If the characters seem to be retiring to their rooms at the Inn for the night, the Howar will wait an hour or so to let them drop off to sleep, then send in the robots, one for every character.

If the agents seem to want to romp around the streets investigating things, the Howar will wait until they are scattered all over the place, then have their robots move in—about three for each character, walking stiffly out of their homes and shops and so forth. If the agents try to drive out of town, the ship weapons open up from the top of the clock tower. They cannot depress to cover the actual town, but can reach 2 kilometers along any of the depressingly straight roads leading from the town. The guns do an Autofire 4D6 Energy Killing Attack with a basic 6 OCV and no range modifier against anything bigger than a motorcycle. (Otherwise, the range modifier is -1/20".) The guns fire on DEX 15, SPD 3.

The whole town is not bugged—far from it. The Howar have a sophisticated sensor-net in the top of the clock tower, though, one which can visually scan all movement across the town.

If the robots do not seem to be doing well against the agents, 2D6 segments after the robots seem to start failing, a force of Howar will start to move in on the player characters, about four per agent. All are wearing Howar uniforms—white armored jumpsuits with the triangle/asterisk/triangle designation in the center of the chest and back—and carrying the Howar weapons.



DECISIONS

The player-characters are faced with a choice, do they run, or do they try to hole up?

If they run and succeed in eluding capture or destruction across the fields or up the highway, the Howar will be very upset indeed, for they'll have to abandon their High Forks facility. They'll load all crewmen and robots into the ship and take off; fleeing characters will see the clock tower lurch into the air, trailing smoke and flame, its facade crumbling away. . .

If they decide to hole up, they'd better have a good idea of how they're going to contact the agency while they hold off the Howar. A character with Radio Operator can breach the jamming if he makes his roll by 5 or more. The telephones, naturally, are closed down, but a character with Electronics might be able to rewire one from a telephone pole. And so on. And the scene with most of the agents holding off wave after wave of robots and Howar as the house around them collapses, while one agent keeps trying to pierce the frequency jamming, is a decided treat.

If any of the characters are captured, they'll be taken aboard the ship. The characters will be taken into a blood-letting room, have the Howar commander explain to them why they're about to die and how that knowledge will make them taste that much better, and then should be given a chance to escape—a strap frayed, a STR roll made, a guard's back turned, a holdout weapon missed. . .

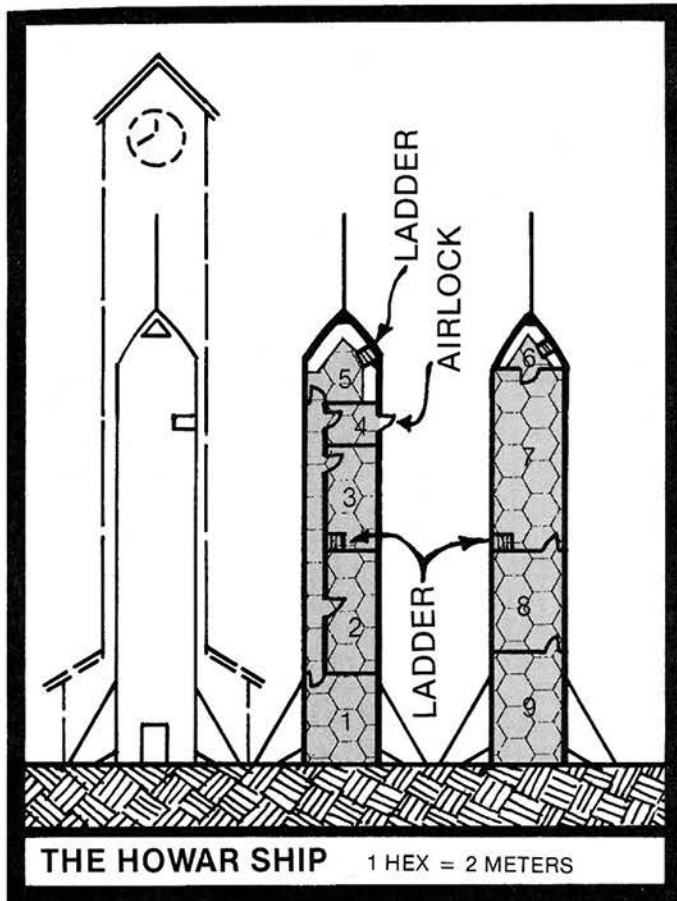
THE HOWAR SHIP

The Howar ship, disguised by the false clock-tower facade, is a smallish troop-transport and scout ship. It's equipped with a faster-than-light drive (which would take terrestrial scientists years to understand). It's arranged rather like a two-story cargo plane.

However, as an odd point—it's standing on its tail, decidedly inconvenient for traveling about in the ship, except that the Howar have left their artificial gravity on; as soon as someone enters the Howar ship through its entrance portal, he's in the grip of an artificial gravity pulling him straight forward, as described below.

The overhead view of the ship shows the forward viewscreen, the starboard access hatch, and the aft cargo hatch. The ship is standing on its tail within the clock tower, and that aft cargo hatch is right in front of the false door of the clock tower.

That door, as noted, can be picked, but won't open, because it's nailed shut. An electronic pulse, similar in



function to that from an electronic garage-door opener, will cause this 7' high by 5' wide section of the clock tower to slide to one side. A Perception roll made at a -2 will allow the character to see the scrape marks of the door having been slid on a regular basis. A Security Systems roll at a -1 will allow the character to jury-rig (hot-wire) the door so that it will slide open.

When opened, the characters are staring at the open portal of (1), the cargo area. They can look up and see that this is a cylindrical, white structure of some kind, perhaps a ship, but cannot squeeze around the side to look at it from all sides. They can see that this craft is

designed to be laid on its belly, like a plane, because the door up into the ship (an airlock) is on the ceiling relative to them. If an agent steps in through the portal, the artificial gravity will seize him (at a normal-feeling .9 G) and slam him into the far "wall" (the floor) for 3D6 normal damage. (The Howar have developed a little trick when entering the ship—stepping up to the portal, they grab the "door frame" overhead before stepping in, and swing safely to their feet.

The airlock door leads to a corridor which traverses the top level of the ship.

(2) is an operating room, Howar style, filled with alien medical equipment, drugs, medical data on bluish liquid-crystal-style screens that may be hooked up to a computer, a table (complete with permanent clamps for arms and legs) etc.

(3) is the communal quarters of the Howar ship commander and the other officer who might be out of cold-sleep at any one time, furnished with largish beanbag-like furniture, all mushy and strange, and bizarre pictures undulating on the blue liquid-crystal display on one wall. There is a constant exotic scent-pattern permeating the air of this room, which is another form of Howar art. There is usually a Howar trooper on duty outside this door.

(4) is the usual airlock out when the ship is in horizontal mode. It's only used currently for Howar to exit the ship and look out through the small windows in the face of the clock of the clock tower.

(5) is the bridge and communications room, where the commander and navigator act on duty. A small ladder leads down to

(6) the secondary bridge, where the pilot flies the craft and, in a combat situation, uses the ship's weaponry detailed earlier. There is always someone on duty in this secondary bridge, monitoring the cameras showing exterior views of the clock tower.

(7) is the deep-freeze, a large room containing ten three-man cryogenics capsules. The ship isn't large enough for the whole crew to remain awake and mobile during its lengthy flights, so most of the crew stays in suspended animation during the voyages, being thawed and returned to duty when the ship lands. Now that all the crew is in the field, this area is used as a meat-locker, with frozen travelers, town residents, and kidnap victims in the cryogenic capsules.

(8) is the stores, where supplies and replacement equipment are kept; there's very little in it right now.

(9) is the engines, both antigravity-propulsion and the FTL drive.

Overall, the ship has a Def 15, BODY 7 hull, Def 5 BODY 4 interior walls. It's been left standing on its tail because takeoff is much quicker from a tail-standing position. The ship's other stats:

Carries 32 passengers
 Maximum Velocity is 1500"
 Acceleration is 30"
 Deceleration is 10"
 Turn is 10"
 DCVM is -10"
 Damage is +8D6

The clock tower has cameras at the clock face (looking down at the door) and at the tip of the tower. (Slowly rotating and scanning the town, concealed as a large weather-vane; a Perception roll at -3 reveals that it doesn't move precisely in accord with the wind.)

In general, two of the three alien officers will be on the ship—one sleeping and one on monitor duty in the secondary bridge. There are also three troopers on duty at the ship—one in the main bridge, one before the commander's quarters, and one outside the ship, behind the face of the clock.

Should player-characters manage to sneak aboard the ship without being seen, they'll take the guard complement by surprise.

Should they sneak in but be spotted (a much more likely occurrence), the officer on duty will stage a little ambush, hiding with the other officer and two of the troopers in inactive cryogenic capsules, waiting to get the heroes at a disadvantage. The officer on duty will have radioed other troopers in town and activated some of the robots to come to the ship.

Should the characters be captured, either sneaking onto the ship or at any other time, they will have their weapons and gear removed. One will be taken by the commander for interrogation, one will be sent to the operating room for dissection, and the others will be placed in the meat lockers. It's up to the characters to figure out how they're going to get out of this problem—although the best way is to give the character who's going to be dissected some opportunity to escape and rescue his fellows.

WAITING FOR THE END

If the characters are holed up and do get a message through, eventually the cavalry will come, catching the Howar basically flat-footed, and the characters may participate in the mop-up.

If the characters have to escape cross-country, the Howar will get away—but the threat of their existence will be known.

If the characters all die, they'll end up a next Sunday's meal of choice.

In any case, presuming some sort of happy ending, the characters will be commended for exposing the menace. (If your campaign doesn't take place on a superhero world, count this as a Very Important Mission for Brownie point awarding). The Howar can become an ongoing threat in your campaign; if you choose Near Space Defense for your agency, the Howar can have been the aliens all along (though their method of operation does not quite fit the one the aliens are known for, and their ship is the wrong shape), and finally, thanks to the heroes, their grim purpose is revealed to the accolades of the world.

CHARACTER SHEETS

DELTA STAR DELTA ALIEN LEADERS (THREE PRESENT)

The Leaders are the commander, pilot, and navigator of the scout. One is always on duty in the scout, one is usually sleeping, the other may be anywhere in the town. They will not leave High Forks.

If one must interact with Terrans, he will identify

himself as a State Farm Inspector, using ID off one of the consumed residents. A good Perception roll will see that the photo of the agent has been altered to look like a Howar.

DELTA STAR DELTA LEADER

STR 13	DEX 17	CON 18	BODY 8	INT 18
EGO 15	PRE 20	COM 10	PD 3	ED 4
SPD 3	REC 7	END 36	STUN 29	Cost 72
OCV 6	DCV 6	ECV 5	PD 3+3a+3a	

Pts Skills

3	Familiar with Delta weapons
6	+2 with Delta weapons
2	KS: Delta Homeworld on 11
2	KS: Delta Technology on 11
3	Pilot: Delta Spaceship
3	English: complete command
1	KS: Earth on 8
1	KS: some Earthly skill on 8
5	Stealth on 11
3	Security Systems on 12
29	Total Cost

Pts Disadvantages

11	Hunted by Agents on 14
8	Eats Humans
3	Distinctive Looks (narrow pointy chins, big eyes)
4	Subject to orders of alien masters
101	Total Disadvantages
Char Pts 72 + Skills Pts 29 = 101	

GADGETS

10	Radio Button on clothes: High range, miniaturized, Purpose concealed while using, SIZ 0
21	Delta Energy Pulsar: 2D6-1 RKA, 20 shots, -1/5", SIZ 11
7	Armored Jumpsuit 3PD/3ED, +3PD/+3ED on 11, SIZ 2
12	Self Destruct implant in Vitals: 2D6 HKA miniaturized, 1 use, only on self, SIZ 0, does automatic full damage

DELTA STAR DELTA ALIEN SPIES (PERHAPS A DOZEN)

These spies are the type of Howar first encountered by the agents. There are several still observing the Earth when the adventure is over. If the Howar ship is driven away, it will try to pick up the spies and re-establish itself elsewhere and continue the mission. If the ship is destroyed, they do what they can to continue to disrupt human defenses, in hopes that the returning mothership will decide to at least pick them up, if not continue the invasion, despite the first failure.

If totally abandoned, they will join various criminal organizations and put their technology to work for the criminals in an attempt to gain revenge on the agents responsible for marooning them on this planet.

DELTA STAR DELTA SPY

STR 13 DEX 15 CON 15 BODY 8 INT 13
 EGO 10 PRE 10 COM 10 PD 3 ED 3
 SPD 3 REC 7 END 30 STUN 22 **Cost** 32
 OCV 5 DCV 5 ECV 3 PD 3+3a ED 3+3a

Pts	Skills
3	Familiar with Delta weapons
3	+1 with Energy Pulsar
2	KS: Delta Homeworld on 11
2	KS: Delta Technology on 11
3	English: complete command
1	KS: Earth on 8
1	KS: some Earthly skill on 8
3	Security Systems on 12
18	Total Cost

Pts	Disadvantages
11	Hunted by Agents on 14
8	Eats Humans
3	Distinctive Looks (narrow pointy chins, big eyes)
4	Subject to orders of alien masters
2	Package Bonus
2	Stat Minimums (DEX 12, CON 13 Total Disadvantages

Char Pts 32 + Skills Pts 18 = 50

GADGETS

10	Radio Button on clothes: High range, miniaturized, Purpose concealed while using, SIZ 0
2	+2 Security Systems kit on 14, SIZ 1
21	Delta Energy Pulsar: 2D6-1 RKA, 20 shots, -1/5", SIZ 11
5	Armored street clothes 3PD/3ED on 11, SIZ 2
12	Self Destruct implant in Vitals: 2D6 HKA miniaturized, 1 use, only on self, SIZ 0, does automatic full damage.

DELTA STAR DELTA ALIEN TROOPERS (ABOUT TWENTY)

These troopers are mostly quartered in some of the derelict houses in the community. If found unawares by investigators, they will attempt to pass themselves off as recent immigrants, but their knowledge of Earth is sufficiently bad that neither their accents nor their geographical knowledge will sound right to anyone talking to them.

DELTA STAR DELTA TROOPER

STR 12 DEX 12 CON 13 BODY 8 INT 10
 EGO 10 PRE 10 COM 10 PD 2 ED 3
 SPD 3 REC 7 END 26 STUN 21 **Cost** 18
 OCV 4 DCV 4 ECV 3 PD 2+3a+3a ED 3+3a+3a

Pts	Skills
3	Familiar with Delta weapons
3	+1 with Energy Pulsar
2	KS: Delta Homeworld on 11
2	KS: Delta Technology on 11
1	English: Basic
1	KS: Earth on 8
12	Total Cost

Pts	Disadvantages
11	Hunted by Agents on 14
8	Eats Humans
3	Distinctive Looks (narrow pointy chins, big eyes)
4	Subject to orders of alien masters
2	Package Bonus
2	Stat Minimums (DEX 12, CON 13
30	Total Disadvantages

Char Pts 18 + Skills Pts 12 = 30

GADGETS

10	Radio Button on clothes: High range, miniaturized, Purpose concealed while using, SIZ 0
21	Delta Energy Pulsar: 2D6-1 RKA, 20 shots, -1/5", SIZ 11
7	Armored Jumpsuit 3PD/3ED, +3PD/+3ED on 11, SIZ 2
12	Self Destruct implant in Vitals: 2D6 HKA miniaturized, 1 use, only on self, SIZ 0, does automatic full damage.

THE ROBOTS

These robots have been cleverly programmed with excellent English. However, every robot speaks with exactly the same accent, something a keen-eared investigator may pick up on.

In combat, the robots are classic movie monsters, slow but powerful. They pursue potential victims fanatically, and have the strength to jump to the roof of any building in the town except the clock tower/spaceship. On the other hand, they may not land on their feet. The battle with the robots can be a mixture of slapstick and horror. The GM should make sure that both elements are present in the battle.

ROBOT

STR 40 DEX 10 CON 30 BODY 10 INT 7
 EGO 10 PRE 15 COM 10 PD 8 ED 6
 SPD 1 REC 14 END 60 STUN 45 **Cost** 62
 OCV 3 DCV 3 ECV 3 PD 8+5a ED 5+4a

Pts	Skills
15	5PD/4ED Armor
5	Infrared Vision
9	+3 with Grab Maneuver
29	Total Cost

Pts	Disadvantages
5	Unusual Looks (glassy-eyed, emotionless)
11	Obey Howar blindly (very common, irrational)
91	Total Disadvantages

Char Pts 62 + Skills Pts 29 = 91

ADVENTURE IDEAS

Following are some scenario ideas for further adventures in your campaign. . .

ENLISTMENT DAY

Our heroes, enormously talented men and women off the street, have come to enlist in the agency. The offices they're visiting, however, are assaulted by a crack VIPER team determined to kidnap a local agency administrator and torture him for information. Our heroes get a chance to show their stuff before they even enlist.

BOOT CAMP

Having been accepted by the agency, partially due to excellent records/abilities and partly because of the ability they displayed in the last episode, our heroes must now undergo the rigors of the agency boot camp at one of the HQs. (Especially with UNTIL, you can have this training go on anywhere in the world, for color. Exotic Locales! Interesting People!)

Those of our heroes who haven't yet bought up their stats to the package minimums will have a nice nail-biter of a time qualifying thorough obstacle runs and other tests, and will enjoy (if that's the word) the local "An Officer and a Gentleman" treatment.

But an act of sabotage leads them to believe that one of the NPC cadets in their training group is a traitor, perhaps even one of the PCs, and it's up to them to ferret him out.

THE ENCEPHALIC MAN'S REVENGE

An ex-agent, one Nolan Fetzer, has finally gotten out of prison—he was sent in for cracking agency computer security and selling secrets. Now he's out and wants to humiliate the agency. He's calling himself The Encephalic Man because Nolan Fetzer isn't very impressive a name and "Mr. Brains" sounds positively stupid.

To pull off his master plan, he's going to lure agent teams to false emergencies, gas them with an 8D6 no-defense (*Danger International* players — this means that PD and ED don't come off, but the attack does no BODY damage; in the case of this attack, a supply of oxygen keeps the attack from working) explosive gas bomb, and steal their gear. Hired thugs who don't know anything are doing all the work.

He'll hit about three teams at the same time; one will be the player-characters' team. The results of the attack on the player-characters is up to the way events progress; the other two (NPC) teams will be defeated and stripped.

Later, using security codes he'd put into the computer before he was imprisoned, he'll have some of his goons in agency gear enter the agency HQ and kidnap the base commander—the agency commander, if he's on the site.

Consider the gassing and kidnapping of the commander to be automatically successful; the player-characters may encounter the rear-guard of goons, defeat them, and watch the Encephalic Man's jet-copter taking off from the roof helipad with his prize.

The rest of the adventure can involve the Encephalic Man leaving clues for the agents to follow; naturally, he

holds them in such contempt that he believes they can never decode his clues, and just as naturally he's wrong.

And so the player-characters get to track down and bust into the EM's Headquarters and just as the madman is preparing to turn the base commander into a wax dummy or a pate or whatever he wants to do to his former commander.

THE ENCEPHALIC MAN

STR 13	DEX 14	CON 13	BODY 10	INT 23
EGO 15	PRE 18	COM 10	PD 4	ED 4
SPD 3	REC 6	END 26	STUN 23	Cost 63
OCV 5	DCV 5	ECV 5	PD 4+12a	ED 4+12a

Pts	Skills
3	Bugging on 14
7	Computer Programming on 16
7	Demolitions on 14
7	Electronics on 14
3	Mechanics on 11
5	Security Systems on 15
	Sciences
3	Electrical Engineering on 12
4	Microcircuitry on 13
2	Laser Technology on 11
2	Toxicology on 11
2	Biochemistry on 11
10	Karate
10	+2 Hand-to-hand combat
11	Familiarity - firearms, agent weapons
	Encephalic Man armor
76	Total Cost

Pts	Disadvantages
11	Hunted, agents on 14
11	Flips out when Intelligence is questioned
15	3D6 Unluck
8	Asthma (uncommon, fully impairing)
19	Experience
139	Total Disadvantages
Char Pts 63 + Skills Pts 76 = 139	

GADGETS (As head of his own agency he gets 110 pts of gadgets)

Pts	Gadget	
20	Armor: 12PD/12ED no roll to activate	SIZ 7
10	Helmet: UV Vision, High Range Radio	SIZ 3
40	Gun: 8D6 Energy Blast, selective fire -1/3", 30 shot capacity	SIZ 13
40	Varies (Example from text: 8D6 NND, area effect 8" radius, 1 use	SIZ 13

THE MOLE

In the latest agency assault on an enemy agency HQ, have one of the player-characters fall down a trapdoor and reappear a few phases later carrying the still form of his attacker.

What's really happened is that our hero has been captured and replaced by a double. Give the double's record sheet to the correct player so that the other players do not suspect that anything's amiss.

The double's mission is to crack the regional agency computer codes; the player-character in question will probably be so delighted to play on the wrong side of the fence for a change that he'll play it to the hilt.

Meanwhile, the player-characters may be discovering little oddities about their old friend, and the real agent is trying to escape before his double leads the good agency into a trap or massacre.

THE OTHER MOLE

Our Hero's Mission: to infiltrate a "friendly" super-agency to find out the truth behind rumors that that agency has a rogue division headed by a whacked-out and otherwise disturbed officer.

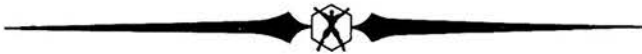
THE OTHER OTHER MOLE

The next time a player-character super-group falls under suspicion by the agency, have a player-character super-agent try to join—in disguise, and carrying twice his normal allotment of equipment. He'll be wearing the agency's new prototype power suit and pretending to be a superhero so that he can check out the other supers' motives and patriotism.

STOP THE HEADSMAN

Disgusted with the agency's legal restrictions, an agent goes vigilante, hunting villains alone through the big city. He's raided the armory and can be considered to be carrying twice an agent's normal point allotment in equipment.

Our heroes are sent to find and bring him in. But he's good, and it's difficult. . . and for every mugger they find annihilated, every crooked cop or politico defenestrated, every syndicate chief obliterated, they'll realize what a good job their ex-ally is doing. They must choose between their professional and personal ethics.



HUNTING SEASON

Every so often, a superhero in good standing is framed for some heinous crime, and it's our hapless agents who are sent to find him and bring him in.

Agents would be double-point armed for this mission. And, to keep things interesting, the superhero in question might be a player-character, too.

A DAY AT THE FAIR

Our heroes have to perform a rather routine guard-diplomat mission. Except it's not so routine. He's appearing at a fair. (A world's fair, if the timing is right; even state fairs are large enough for the most part.)

It's a nightmare. Milling crowds, gyrating rides, snipers in the ferris wheel, an assassination attempt in the fun house or house of mirrors, and other fairgrounds complications can make this a difficult adventure.

BIG CHEESE

The agency's leader is anxious to find out if the latest batches of agents are up to snuff. (He does this every year.)

So he chooses an agent team at random—the player-character team.

Their mission: to capture him.

He has a set of objectives he needs to accomplish. Each objective has to be accomplished at a certain place in a certain three-hour time-frame. For instance:

- (1) Seeing a movie in a specific theatre.
- (2) Picking up his mail from his home mailbox.
- (3) Stealing his car out of the agency garage.
- (4) And so forth.

He knows what his objectives are; so do the agents. All they have to do is capture him while he's about this set of tasks. But he's good, very good. (See the individual agencies for the leaders' character sheets.)

ADVENTURES ALREADY IN PRINT

Super-agents may be put through some of the numerous *Champions* adventures and scenario ideas already in print. For instance:

FROM CHAMPIONS

The *Viper's Nest* adventures. You'll want to lower the number of villainous agents in each of the scenarios so that there's not more than one villain agent per good-guy agent (PCs and NPCs both).

ORGANIZATIONS BOOK I

The *Out For Blood* scenario of the Circle would be good for monster-hunting player-characters. You'll want to diminish the number of vampires to 1 for every 2 player-characters, or perhaps 1 for 1 if the PCs are very good.

Similarly, player-character agents can be pre-empted by METE and sent to capture T't'shir from the *An Honorable War* scenario.

ORGANIZATIONS BOOK II

The whole series of adventures in the back can be modified for super-agent actions. The Chameleon's plans to discredit one superhero can instead be oriented to discrediting the agency commander.

THE ISLAND OF DOCTOR DESTROYER

This could be the excuse for a super-agent firefight of monstrous proportions. Instead of calling for superhero aid, the agency of the PCs simply orders an enormous raid on the island. Dr. Destroyer has a four-minute startup time on the missile; the agents have to get to him and stop the missile within that time frame.

ESCAPE FROM STRONGHOLD

The breakout scenario can be limited to only one villain breaking out, and the player-characters, of course, are trying to keep him from escaping.

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