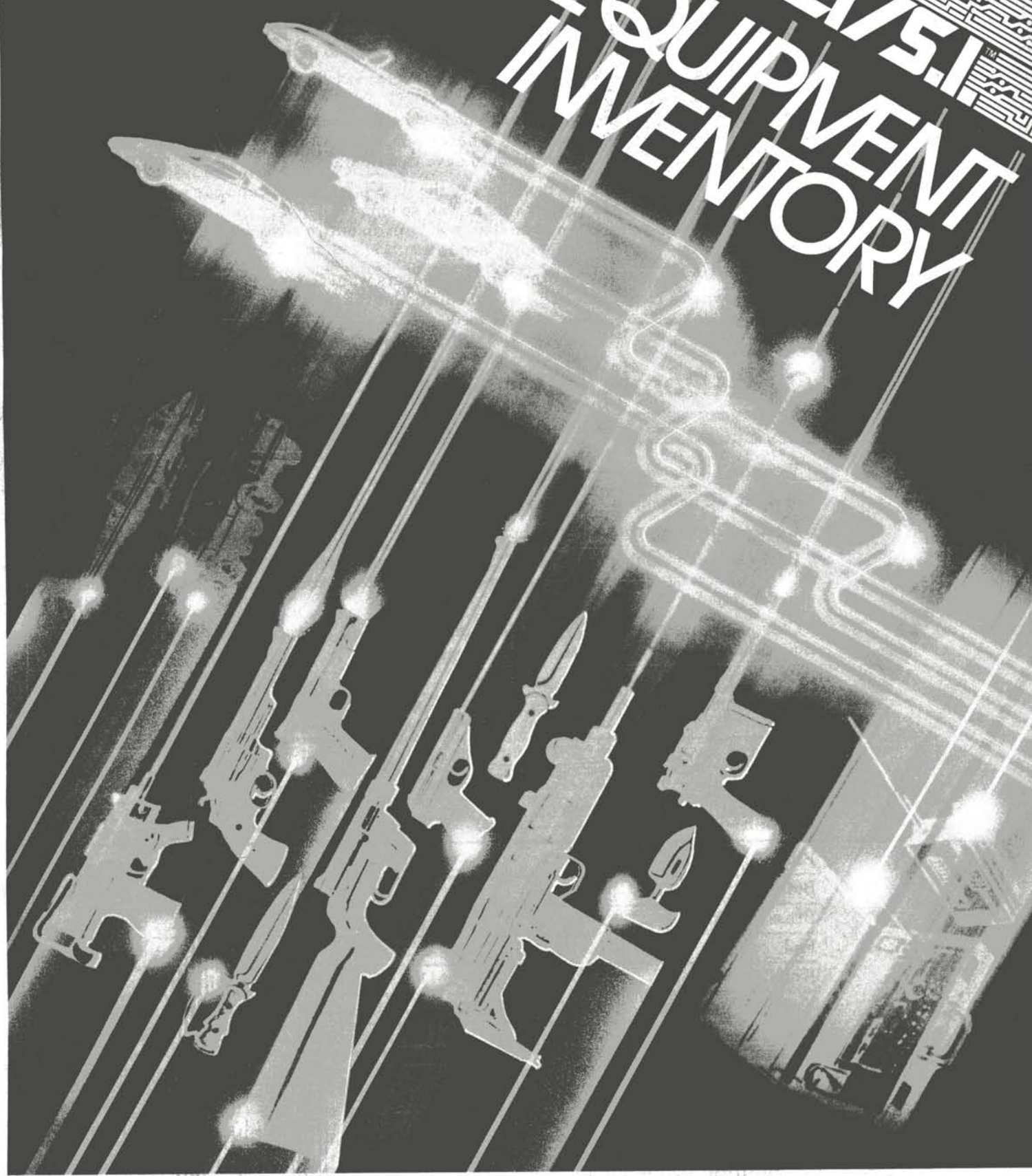


**TOP SECRET//SI**  
**EQUIPMENT**  
**INVENTORY**



## For Administrators Only

This book lists some basic equipment that characters will find useful during adventures. But what agents consider “basic” and what ordinary citizens consider basic may differ: In the pages that follow, you’ll find weapons, communications devices, vehicles, and some specialized “tools of the trade.”

If characters need more mundane items — matches, clothing, briefcases, backpacks, bicycles, and so on — consult any comprehensive mail-order catalog to find price and weight. You determine how these items work within the game.

### Equipment Costs

Costs for all items in this book are included in the lists below. If your players want to buy something that isn’t in the book, you’ll have to decide how much the item costs. The most important factor is, do you want them to have this item?

If not, set a prohibitively high price (or say the item is in demand and can only be purchased through the black market, or make them wait so long for delivery they no longer need it when it arrives). If acquisition of an item will ruin an entire adventure or campaign, no amount of money should be enough to acquire it.

If the item won’t ruin an adventure and the players want it, set a reasonable price (assuming you know what a reasonable price would be) and let the players figure out how to pay for it. If you have no idea how much an item costs, see if one of the players knows. If not, make something up.

### Close-Combat Weapons

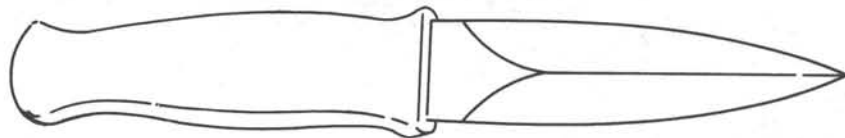
**Weapon** — The weapon’s name.

**Weight** — The weapon’s weight in pounds.

**Cost** — The weapon’s cost in dollars.

**Damage** — The amount of damage the weapon does. The listing will give the die a player rolls on a successful hit and, if applicable, a number to be added to or subtracted from the number rolled.

**Close-Combat Value (CCV)** — The number added to a character’s skill when making a close-combat attack or defense with the weapon.



Weapon	Weight	Cost	Damage	CCV
Billy club	2	10	1d6	10
Bottle	1	—	1d4 + 1	7
Brass knuckles	1	5	1d4 + 1	5
Foil	2	250	1d8	12
Knife, pocket	1	20	1d4	6
Knife, hunting	1	20	1d6	8
Spear	3	40	1d8	12
Stiletto	1	35	1d6	9
Switchblade	1	35	1d6	8
Sword	3	200	1d8	15

# Firearms

The columns on the Firearms table are:

**Weapon** — The weapon's name and the type of ammunition used.

**Weight (Wt)** — The weight of the weapon when fully loaded.

**Cost** — The cost of the weapon in dollars.

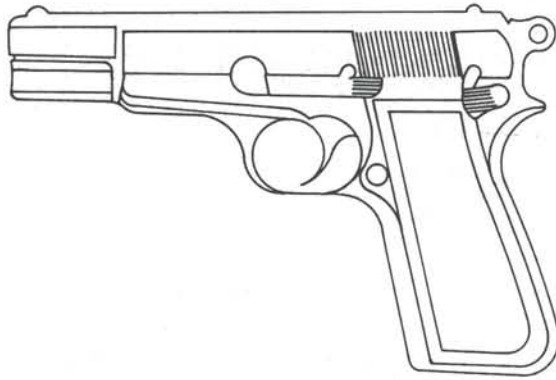
**Damage (Dam)** — The die an attacker rolls to determine how many points of damage a successful attack with the weapon inflicts. The letters "EXP" in this column means a weapon does explosive damage, see pages 78-79 in the Player's Guide for more details.

**Range** — Each weapon has short, medium, and long range categories, measured in feet. Weapons are ineffective beyond long range.

**Ammunition (Ammo)** — The number of rounds making up a full load. Weapons with more than one number in this column can use a variety of loads.

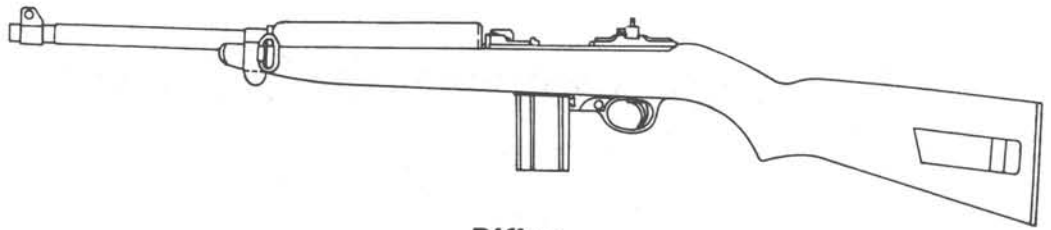
**Load** — This column lists the number of turns needed to reload the weapon. A reload time followed by the letter "q" indicates a quickloader is necessary (for revolvers only); a "b" means the weapon uses a belt; a "c" means the weapon uses a clip; a "d" indicates the weapon uses a drum.

**Modifiers (Mods)** — This number is added to or subtracted from the *Initiative roll* of any character using the weapon.



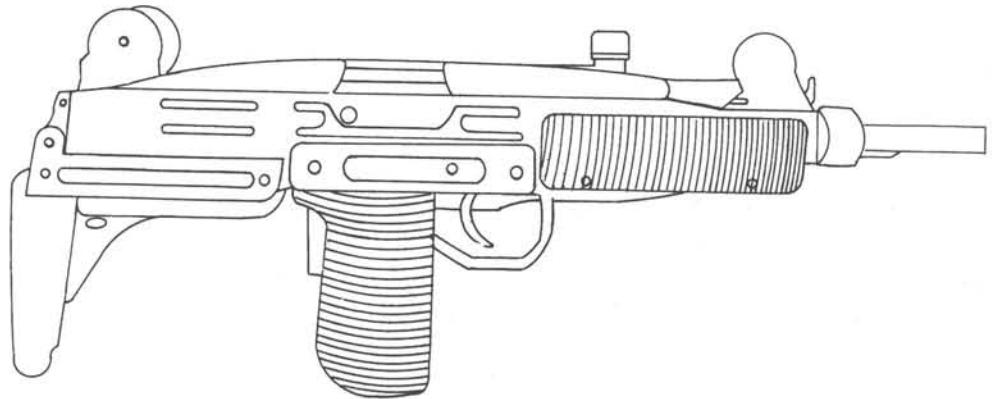
## Pistols

Weapon	Wt	Cost	Dam	Range	Ammo	Load	Mods
.22 ball point pen	1	250	1d4 + 1	0/30/100	1	5	—
.22 revolver	1	100	1d6	10/50/150	6	3/1q	1
.22 double-action self-load	1	400	1d6	15/50/150	8	1c	
.22 pocket Beretta	1	450	1d6	20/60/200	6	1c	2
9mm FN Browning High-Powered	2	450	1d6 + 1	20/70/200	13	1c	1
9mm P-08 Luger self-load	2	400	1d6	20/60/180	8	1c	1
9mm Walther P-38 self-load	2	400	1d6	10/40/120	8	1c	
9mm short Walther PPK	2	350	1d6	10/40/120	7	1c	2
.357 snub-nosed revolver	2	300	1d6 + 1	20/60/180	5	3/1q	
.357 Magnum revolver	2	400	1d8	30/100/270	6	3/1q	1
.45 U.S. Gov. revolver	2	275	1d8	60/90/180	6	3/1q	1
.45 U.S. Gov. self-load	2	300	1d8	60/90/180	8	1c	1
9mm Parabellum Mauser	2	1,625	1d6	25/80/240	10	1c	1
9mm Stechkin	2	400	1d6	20/60/180	20	1c	1



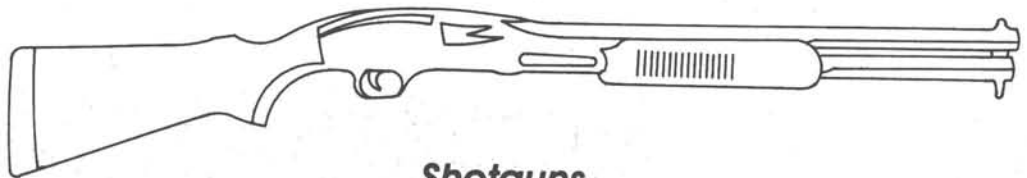
### Rifles

Weapon	Wt	Cost	Dam	Range	Ammo	Load	Mods
.22 Galil semi-auto.	8	350	1d6	200/600/1800	10	2c	—
.30 Johnson semi-auto.	8	350	1d6 + 1	150/500/1500	16	2c	—
.30 M1 carbine	6	300	1d8	90/300/900	16	2c	—
.30-06 Winchester - Model 70 bolt action	8	500	1d8	240/800/2400	5	2	—
.303 Lee-Enfield bolt action	8	300	1d6 + 1	150/500/1500	16	5	—
7.62 M21 Semi-auto. Sniper	8	400	1d8	200/600/1800	10	2c	—



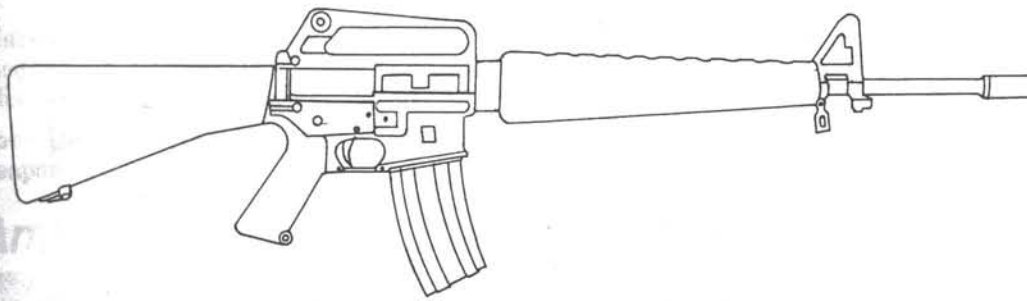
### Submachine Guns

Weapon	Wt	Cost	Dam	Range	Ammo	Load	Mods
.45 Thompson	11	400	1d8	30/100/330	20/50	2c/3d	—
.45 M3	8	400	1d8	40/150/420	30	2c	—
9mm Schmeisser MP-40	9	400	1d6	60/100/300	32	2c	—
9mm Uzi	8	400	1d6	60/90/270	25/32/40	2c	—
9mm short Sterling MK-4	8	400	1d6	45/90/270	32	1c	—
Ingram M-11 (.380)	8	225	1d6	60/100/300	36	2c	—



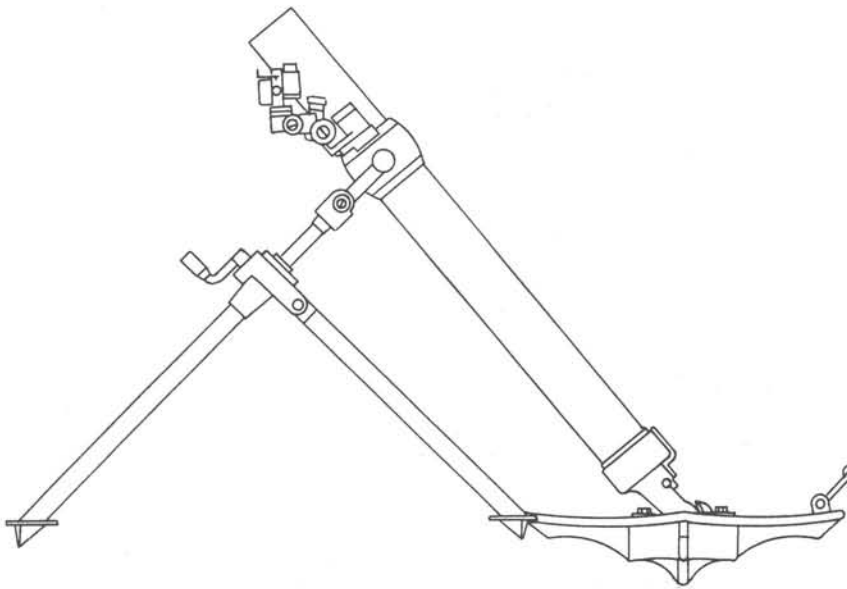
### Shotguns

Weapon	Wt	Cost	Dam	Range	Ammo	Load	Mods
12 gauge	12	450	1d10	100/250/500	5	3	—
20 gauge	10	400	1d8	60/200/450	5	3	—
.410 caliber	9	375	1d6	45/150/450	5	3	—



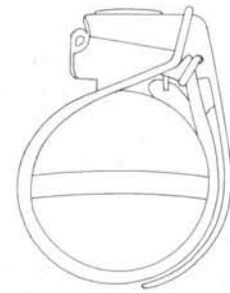
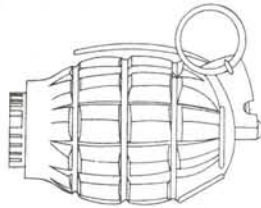
### Assault Rifles

Weapon	Wt	Cost	Dam	Range	Ammo	Load	Mods
5.56mm NATO M-16	6	450	1d8	120/400/1200	20	2c	—
7.62mm NATO FAL	10	450	1d8	150/500/1500	20	2c	—
7.62mm AKM	10	450	1d8	120/400/1200	10/20/30	2c	—
5.56mm NATO CAR-15	7	450	1d8	120/400/1200	30	2c	—
5.56mm Kalishnikov AK74	8	350	1d8	120/400/1200	30	2c	—
Heckler & Koch G3 7.62mm	9	300	1d8	150/500/1200	20	2c	—



### Military Weapons

Weapon	Wt	Cost	Dam	Range	Ammo	Load	Mods
Flame thrower	45	3500	2d6	—/180/—	4	45	-3
40mm grenade launcher	7	1200	EXP	—/300/900	1	3	—
80mm missile launcher	35	4000	EXP	—/4500/—	1	8	-3
.30 cal. medium machine gun	80	3000	1d6	200/700/2000	b	3	
60mm mortar	80	3300	EXP	—/—/12000	1	2	—
.50 cal. heavy machine gun	130	4500	1d8	300/800/2400	b	4	
105mm howitzer (artillery)	4000	NA	EXP	—/—/30000	1	10	—
105mm tank gun	NA	NA	EXP	—/2000/6000	1	8	—



## Other Ranged Weapons

Weapon	Wt	Cost	Dam	Range	Ammo Load	Mods
Blowgun	1	10	1d4-1	10/60/120	1 1	—
Compound bow	10	300	1d6	50/150/300	1 1	—
Crossbow	12	350	1d6	80/200/400	1 4	—
Dart gun	3	250	1d4	12/40/120	1 3	1
Gas jet	20	600	varies	—/50/—	4 30	—
Hand grenade, fragmentation	2	50	EXP	10/40/120	— —	—
Hand grenade, gas	2	250	special	10/40/120	— —	—
Hand grenade, incendiary	2	200	special	0/40/120	— —	—
Hand grenade, smoke	2	50	special	10/40/120	— —	—
Mace cannister	—	10	special	—/3/—	— —	1
Spear	4	25	1d6	10/50/120	— —	—
Speargun	3	150	1d6	5/15/30	1 5	—

Most of the weapons listed above require no explanation. A few are quite out of the ordinary, however, and deserving of special attention:

**Dart Gun:** This gun uses compressed gas to shoot darts. It is the size of a large pistol, but has much shorter range. A dart gun is virtually silent — treat it as a silenced pistol.

**Gas Jet:** This device sprays gas in a narrow stream. It can be loaded with any kind of gas. The spray shoots up to 50' in still air. A light wind halves the range. The device is ineffective in high winds. The gas affects everyone within 10' of the stream. A single charge is good for five shots. For more about gases, see pages 8-9 of the Administrator's Guide.

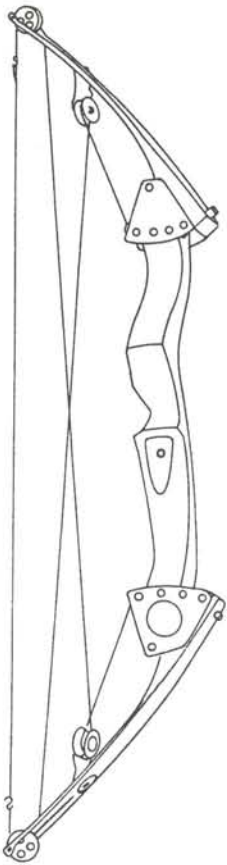
**Hand Grenades:** There are several varieties of hand grenades: fragmentation, gas, incendiary, and smoke. All hand grenades are used in basically the same way (described on page 79 of the Players Guide), but each type has its own special uses, described below.

*Fragmentation* — This is the most common type of grenade. As the name implies, an explosive charge inside a metal casing shatters the casing, sending deadly metal fragments flying.

*Gas* — A gas grenade creates a cloud of gas with a radius of 5' around the impact point. The cloud increases its radius by 5' each turn until it reaches 20' (40' in diameter). The cloud lasts for 1d6 minutes indoors or outdoors if there's no wind. It disperses 1d10 turns after it is created if exposed to wind or strong ventilation. Characters caught in a cloud of gas must make a 1/2 WIL check each turn they are exposed. Failure means they suffer the effect of the gas. Gas damage is described on pages 8-9 of the Administrator's Guide.

*Incendiary* — This nasty weapon spreads a flaming gel for a radius of 5' around the grenade. Characters affected suffer 1d6 points of damage, and then continue to take a point of damage each turn until they receive first aid.

*Smoke* — This type of grenade creates a cloud of smoke (color is up to the player). The size and duration of a smoke cloud are identical to the gas cloud described above. Characters in a smoke cloud (or characters trying to fire at targets within the cloud) are treated as if they are in total darkness.



**Mace cannister:** This device fits in a pocket, but packs quite a wallop. A successful DEX check allows a character to spray an attacker up to 3' away with Mace. Mace has the same effect as tear gas (page 8 of the Administrator's Guide).

**Speargun:** This weapon fires a pointed metal shaft. Its primary function is as an underwater weapon, though it works the same whether in or out of water.

## Ammunition

The chart below lists the cost *per box* of various types of ammunition. Shells come 25 to a box.

### Shotgun Ammo

	Target Load*	Buckshot	Slugs
10 - 16 gauge	\$8	\$12	\$15
20 + gauge, .410 cal.	6	9	12

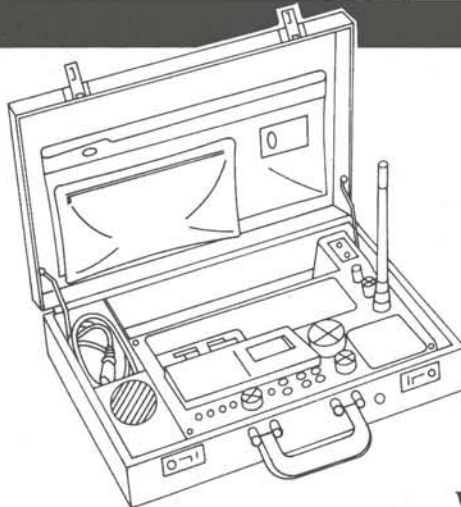
\* Target load does -1 to damage rolls.

### Other Ammo Types\*

	Standard	Armor-Piercing
.22, 5.56mm	\$ 4	\$ 6
.25 - .32, 7.62mm	8	12
.38 + cal., 9mm	10	15

\* Magnum ammo adds \$2 per box and provides +1 to damage rolls. Magnum and standard ammo work in magnum weapons; magnum ammo does *not* work in non-magnum weapons.

## Communications Devices



Item Name	Weight	Cost
All-wave radio (receiver and scanner)	10	1,000
Bug detector	—	550
Direction finder	10	1200
Hidden transmit mike	—	100
Miniature tape recorder	1	100

Item Name	Weight	Cost
Miniature radio tranceiver (fountain pen size)	—	250
Parabolic microphone	5	500
Radio receiver	3	300
Telephone oscillograph	15	1000
Telephone scrambler	1	400
Telephone tap, transmitter	1	100
Telephone tap detector	4	50
Trail bug	—	100
Transmitter locator	20	900
Voice mask	8	300
Walkie-talkie	1	50
Wired microphone	—	25

**All-Wave Radio:** This battery-powered device comes packaged in an attache case. It can send and receive messages for an unlimited range if the antenna is set up. Without the antenna, the radio's range is limited to 50 miles.

**Bug Detector:** This cigarette lighter-sized device detects microphones within 20', indicating the presence of such a device with a vibration or flashing light. Bug detectors can be concealed in a wristwatch, pack of cigarettes, or other small object. Note that the detector does not indicate the location of a bug — just its existence.

**Direction Finder:** This device comes in a handy attache case. It will point the direction to a trail bug (see below) or other radio transmitter. It will not indicate the distance to the bug, but the strength of the signal will give a radio operator who makes a 1/2 skill check a feeling for whether the bug is "near," "far away," or "in between."

**Hidden Transmit Mike:** This device is about the diameter of a silver dollar, about 1/2" thick. It will transmit continuously up to one mile for 2d6 weeks. No skill check is required to pick up its signal within a mile. At greater distances the radio operator listening in must make a skill check every minute or lose the signal. A successful skill check on a subsequent turn brings the signal back in. Modify the roll by -10 for every mile beyond the first from mike to receiver.

**Miniature Tape Recorder:** This device is the size of a pack of cigarettes and includes a microphone. It can pick up conversation within 10', and uses miniature, 120-minute tapes.

**Miniature Radio Tranceiver:** This device is about the size of a fountain pen and can send and receive messages. It has a range of 5 miles in an urban environment and 20 miles rural. Notification of an incoming message can be via a beeper or slight vibration.

**Parabolic Microphone:** This device resembles a megaphone. A successful radio operator check allows it to pick up sounds as faint as conversational speech at distances up to 1,000 yards. The skill check is at -10 for each additional hundred yards. Windy conditions, or loud background noise, halve the range.

**Radio Receiver:** This device is about 1/3 the size and weight of the all-wave radio. It can receive messages with the same range capability as the all-wave radio, but it cannot be used to send messages.

**Telephone Oscillograph:** This device is the size of an average dictionary. It can record the dialing sound of a tapped phone and then identify any number called from that phone.

**Telephone Scrambler:** A scrambler consists of a replacement earpiece and a replacement mouthpiece for any standard phone. When these are placed in phones on both ends of a conversation, the message is scrambled (as far as anyone tapping either phone is concerned) and unscrambled for the ears of the intended listener.

**Telephone Tap Transmitter:** This device, about the size of a quarter, must be installed in a telephone. It will transmit up to 1 mile away.

**Telephone Tap Detector:** This device is the size of a cigar box. When hooked to a telephone, a light blinks whenever the phone (or an extension line) is used or a tap is connected to the line at any point. It cannot be detected by a wiretapper.



**Trail Bug:** This device, about the size of a silver dollar, can be magnetized and attached to any metal surface. It then emits a radio signal which can be used to track whatever it's attached to. It will function for 2d10 weeks, unless damaged or removed. The signal carries about 5 miles in an urban environment, or 20 miles in the country.

A larger trail bug, the size of a dinner plate, weighs five pounds and costs \$1,000. It can also be magnetized. Its signal carries up to 1,000 miles.

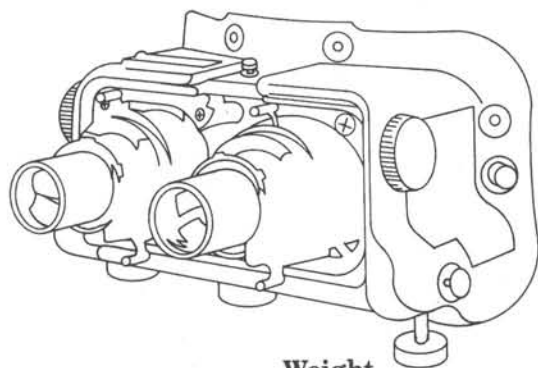
**Transmitter Locator:** This device is the size of a large suitcase and must be used with an antenna. When activated and homed onto a frequency, it will indicate the direction to the nearest transmitter using that frequency.

**Voice Mask:** This device fits over the mouthpiece of a telephone. It electronically transforms the speaker's voice, making it unrecognizable while leaving the speech clear and undistorted. The device will defeat vocal stress analyzers and identifiers. It can be used at several settings, so a character can recreate a voice used before.

**Walkie-Talkie:** These devices, about twice as big as a pack of cigarettes, can be used for person-to-person communication within 1 mile (1/2 mile urban).

**Wired Microphone:** This device is the size of a banana. It can be attached to a wire, or to a rigid pole and will pick up sounds of normal speech within 20'. If covered or concealed by anything that muffles sound, the range is halved.

## Tools of the Trade



Item Name	Weight	Cost
Bulletproof vest	5	250
Bulletproof shield and helmet	5	200
Concealed armor	3	450
Counterfeit money	—	10% of face value
Counter-infrared clothing	varies	3 x normal
Dart, hypodermic	—	10
Dynamite (1 stick)	1/2	15
Explosives detector	25	4500
Fusing cord (1000')	10	10
Gas detector	12	2000
Gas mask	2	40
Geiger counter	4	1000
Handcuffs	1	30
Holster	1	25
Hypodermic needle/syringe	—	1
Infrared film	—	\$10/24 pictures
Infrared flashlight	4	250

Item Name	Weight	Cost
Light-intensifier goggles	2	300
Lockpick set	1	300
Lockpick set, electronic	1	750
Metal detector, hand-held	8	750
Metal detector, walk-through	200	2000
Mini-camera	—	1200
Parachute	10	300
Plastique	1	250
Plunger detonator	8	50
Poison	—	varies
Radio detonator	1	75
Radioactive trace powder	1	100
Scuba gear	40	400
Silencer	1	100
Snow skis/poles/boots	10	400
Sword cane	3	150/300
Telescopic sight (4x/10x)	1	100/500
Thermite bomb	1	100
Timer detonator	1	25
Torch, metal-cutting	25	400
Truth serum (1 dose)	—	100
Vehicle trap	75	500

**Bulletproof Equipment:** This is treated as hard cover. A vest protects areas 1, 2, and 3, but decreases the wearer's MOV score by 20. A shield protects the hand and arm holding it as well as areas 1, 2, and 3, but only against attacks from the front. A helmet protects against all head hits from rear and sides and has a 50% chance of deflecting a shot from the front. Armor-piercing ammunition is not stopped by bulletproof equipment. Bulletproof equipment is bulky — the wearer will look odd, even to the casual observer.

**Concealed Armor:** Available only as vest and leggings, concealed armor isn't as obvious as fully bulletproof equipment, and it can be worn under ordinary street clothes without attracting attention. The wearer's MOV score is reduced by 10. Concealed armor acts as hard cover — ordinary ammo won't pierce it, armor-piercing ammo will, but any successful attack that doesn't penetrate does one point of bruise damage to the area hit.

**Counterfeit Money:** This money will pass casual inspection. If handled by a money expert (a banker or moneychanger, for example, or a character with a business education), make a 1/2 INT check to see if the fakery is spotted. The Admin may modify this roll to reflect the quality of the counterfeit bills.

**Counter-infrared Clothing:** This is clothing designed to "scramble" the wearer's heat signature so he or she isn't recognizable as human. An attacker using infrared sights or goggles treats characters wearing counter IR clothing as if they had soft cover over their entire body.

**Dart Hypodermic:** This little missile can be thrown or fired from a dart gun or blowgun. It can be loaded with poison or any liquid drug and will inject its victim on a successful hit.

**Dynamite:** This is described in the Players Guide under "Heavy Weapons and Explosives," (pages 78-79). Dynamite can be fused with flammable cord or wired to explode when an electrical connection is closed.

**Explosives Detector:** This device is the size of a large briefcase. It detects the vapors released by most explosive compounds. A long cord links a hand-held detector to the case. The detector must be within 1' of an explosive in order to detect it.

**Fusing Cord:** This cord can be used to detonate dynamite or plastique. It burns at the rate of 1' every 5 turns (10 seconds).

**Gas Detector:** Gas detectors are similar to explosives detectors except that they sample air in order to detect unusual gases. The detector can be set to beep or flash a light if such gases are present.

**Gas Mask:** This common device is placed over the face and filters harmful gases from the air the character breathes. It takes two turns to put a gas mask on. Characters wearing gas masks ignore the effects of gases.

**Geiger Counter:** This box-shaped device detects radioactive particles in the environment. It can detect radioactive trace powder, a nearby atomic weapon, a leak from a nuclear power plant, or any source of nuclear pollution.

**Handcuffs:** These are carried by police in most countries. The cuffs lock around one or both of a character's wrists. Characters with lockpicking skill can make a  $\frac{1}{2}$  skill check to pick the lock, if they have access to a wire or narrow probe. A  $\frac{1}{2}$  REF check allows double-jointed characters to escape handcuffs. Only one escape roll is allowed per day in cuffs.

**Holster:** This is a leather sheath to hold a handgun. A holster can be worn on either hip, under either armpit, on the ankle or other part of the leg, on the belt at the small of your back, or even at the nape of the neck.

**Hypodermic Needle/Syringe:** This can be used to administer drugs, medicine, poison, or any other liquid.

**Infrared Film:** This film (available for mini-cameras and normal cameras) records heat images instead of light. It can record warm bodies, engines, and buildings — anything that gives off heat — even in total darkness.

**Infrared Flashlight:** This device looks and acts much like a regular flashlight, but it casts a cone-shaped beam of invisible infrared light. The beam — 200' long and 100' wide at its far end — can only be seen by characters equipped with infrared viewing gear. An infrared flashlight can reveal the presence of any heat source (including people) even in total darkness.

**Light-Intensifier Goggles:** A character wearing these treats twilight as daylight (skill checks are unmodified) and darkness as twilight (all vision-related checks are made at  $\frac{1}{2}$  skill or attribute level).

**Lockpick Set:** This is an assortment of narrow wires, probes, and skeleton keys. These items can be stored in a pocket, a bag, or a box the size of a pack of cigarettes. Characters with the Lockpicking skill must have a lockpick set in order to use their skill to greatest effect.

**Lockpick Set, electronic:** This device allows characters to pick electrical locks. It is the size of a carton of cigarettes.

**Metal Detectors:** Each of these devices will detect the presence of even a small amount of metal — a roll of coins, a knife, even a bulky key chain or belt buckle will set off the walk-through detector. A single coin can be detected by the hand-held device. The walk-through detector, the kind seen in airports, is the size of a doorway and can register metal that passes through it. The hand-held detector looks like a walkie-talkie and detects metal up to 24" away.

**Mini-camera:** One type of mini-camera is the size of a cigarette lighter and can hold a roll of 24 pictures. A second type of mini-camera is no bigger than a tie-clip or half-dollar. It can only take a single picture between loadings, however. Each type of camera takes 1 minute to reload.

**Parachute:** This device comes in handy when characters jump from airplanes. Parachutes have a 99% chance of functioning properly. A character with Parachuting skill can pack a chute in 15 minutes. A successful skill check means the chute is packed; a failed check means the chute is improperly packed, but the character automatically recognizes this fact and can try again.

**Plastique:** This explosive, putty-like material, is more potent than dynamite. One ounce of plastique has the same effect as 1 stick of dynamite. The use of plastique is described more fully on page 78-79 of the Players Guide.

**Plunger Detonator:** When connected by wire to an explosive, this device can be used to trigger an explosion at the exact moment desired.

**Poison:** There are four types of poison: those taken orally, those inhaled, those which work on contact, and those which must be injected. A poison must be introduced to the victim through the correct procedure. Poison cost and availability are up to the Admin.

Poisons are rated according to the amount of damage they do and how long they take. A poison listed as 4d10/1 would cost a character 4-40 points of CON each turn. Such a poison is extremely lethal. Another poison might be rated as 1/300 and would cost the victim only a single hit point every 300 turns (or ten minutes).

**Radio Detonator:** This device can be used to detonate explosives up to 2 miles away in urban areas, and up to 10 miles away in rural settings.

**Radioactive Trace Powder:** This fine dust can be placed on the ground, on tires, or on shoes, in order to trace something. It leaves a faint trail on the ground for 2d10x100 yards. Beyond that, it leaves no trail, but traces of the powder will remain on the marked character or vehicle.

**Scuba Gear:** Included in this package is everything necessary to go scuba diving — face mask, flippers, oxygen tank, etc.

**Silencer:** This device muffles the noise of gunshots. See ranged combat rules, page 74.

**Skis:** Included in this package is everything necessary to go skiing — skis, poles, boots, etc.

**Sword Cane:** This looks like an innocent walking stick, but it conceals a razor-sharp blade. The least expensive variation of a sword cane requires the character to pull the blade from a scabbard, taking a turn to ready. The more expensive variation features a spring-loaded blade which emerges instantly from the bottom of the cane, at the touch of a button. In either case, treat the sword cane as a normal sword in combat.

**Telescopic Sight:** A telescopic sight makes distant targets larger, allowing shooters to take more careful aim. There are two types: One magnifies an image 4 times; the second magnifies it 10 times. See ranged combat rules, page 74 of the Player's Guide.

**Thermite Bomb:** A thermite bomb is an incendiary device that will burn through nearly any surface. It inflicts 4d10 points of damage to any body part coming into contact with it, and 1d10 to all body areas of anyone within 5'. A thermite bomb can cut a hole through 6"-thick steel plate.

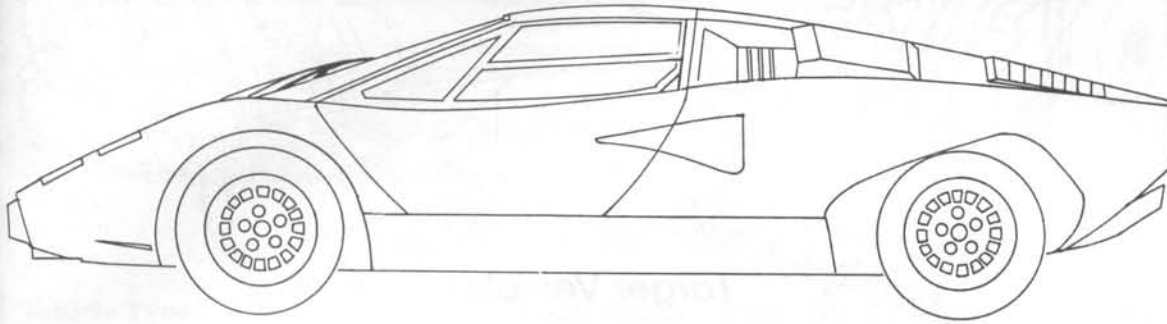
**Timer Detonator:** This device will detonate an explosive charge after a preset time has passed. Cheap clockwork timers emit an audible ticking. More elaborate versions using acid to melt a copper connection are silent but less accurate. Timer detonators can be set to go off after any amount of time, with 12 hours a practical maximum.

**Torch, Metal-cutting:** This can be either an arc-welder or an oxyacetylene torch. In either case, a torch can cut a 12" line through a 1/4" thick sheet of metal in 1 minute.

**Truth Serum:** A character given truth serum has his or her WIL score halved for purposes of resisting questioning. Whenever a full WIL check is called for, roll a 1/2 WIL check; when a 1/2 WIL check is called for, roll a 1/4 WIL check. A Bad Break means the character loses consciousness for 2d6 hours.

**Vehicle Trap:** The trap is a series of spiked bars that fold together to fit in a suitcase-sized box and unfold in accordion fashion to cover an expanse of road up to 30' long and 2' wide. Any vehicle that rolls over the vehicle trap has its tires punctured.

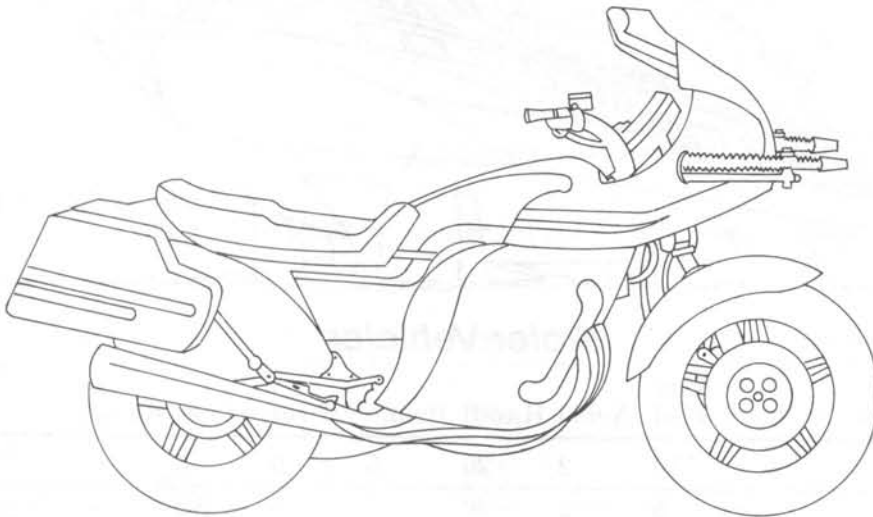
# Vehicles



## Automobiles

Vehicle Type	Max Spd	Accel	Handl	Brake	Prot	#Pass	Range	Cost
Full-size sedan	110	10	0	30	-45	4	300	10,000
Compact sedan	100	10	+10	40	-30	4	300	10,000
Sports car	150	18	+30	50	-20	2	275	25,000
Limousine	115	8	-20	25	-55	8	400	30,000
Police car	120	12	+10	40	-45	4	350	12,000
Pickup truck	90	10	-10	20	-50	2	300	10,000
4WD truck	90	8	-20	20	-50	4	300	15,000
(4wd engaged:)	60	4	+40*	20	-50	4	180	15,000

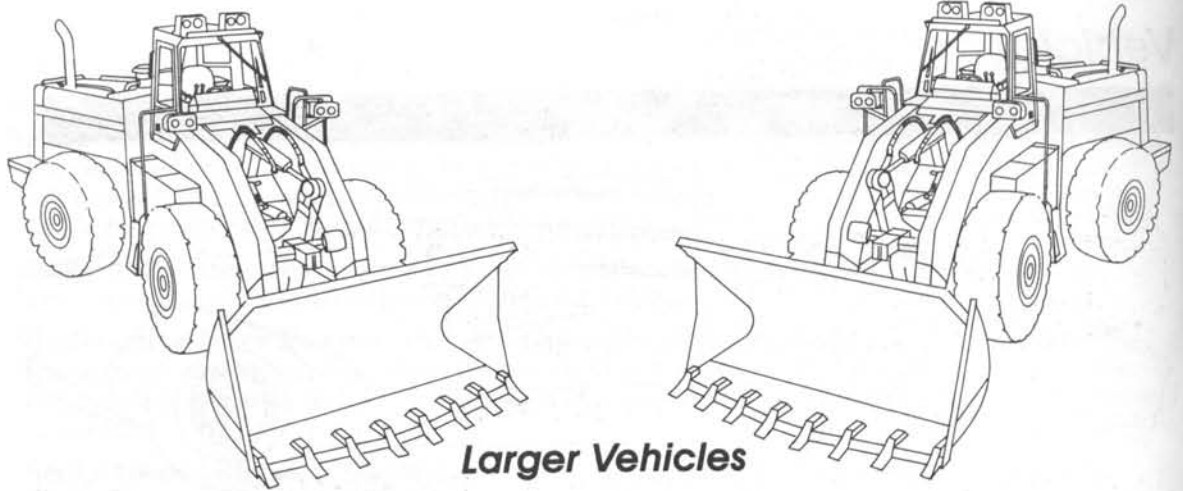
\* Vehicle's HR is -20 on dry pavement.



## Two-Wheeled Vehicles

Vehicle Type	Max Spd	Accel	Handl	Brake	Prot	#Pass	Range	Cost
Bicycle	35	4	+20	10	0	1	—	300
Motorcycle	110	16	+20	50	-10	2	350	4,000
Dirt bike	80	14	+30*	30	-10	1	400	2,000
Police cycle	120	12	+10	50	-10	2	350	4,000

\* Vehicle's HR is -20 on dry pavement.



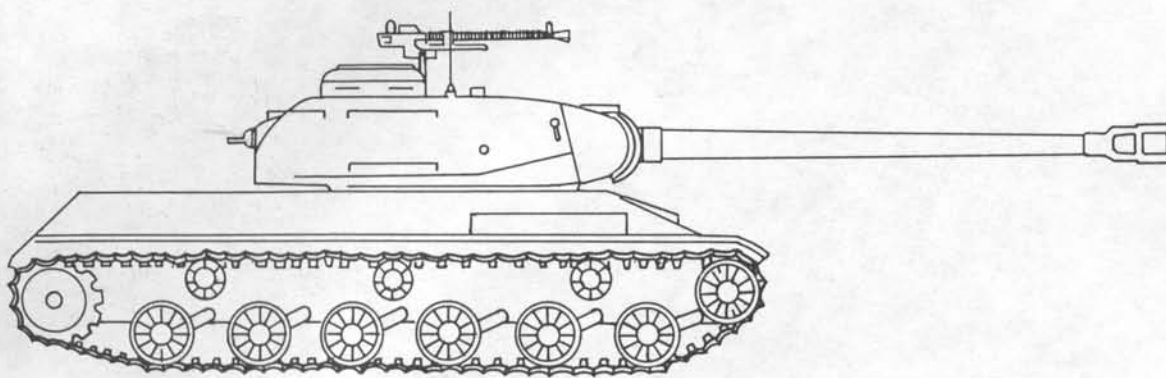
### Larger Vehicles

Vehicle Type	Max Spd	Accel	Handl	Brake	Prot	#Pass	Range	Cost
Delivery truck	80	8	-30	10	-50	2	250	15,000
Dump truck	70	6	-40	10	-65	2	250	25,000
Motor home	90	6	-40	15	-50	8	350	30,000
Semi truck	110	6	-50	10	-60	2	500	35,000
Van	115	10	-20	15	-45	6	400	15,000
Bulldozer	30	2	+35	10	-70	1	50	50,000



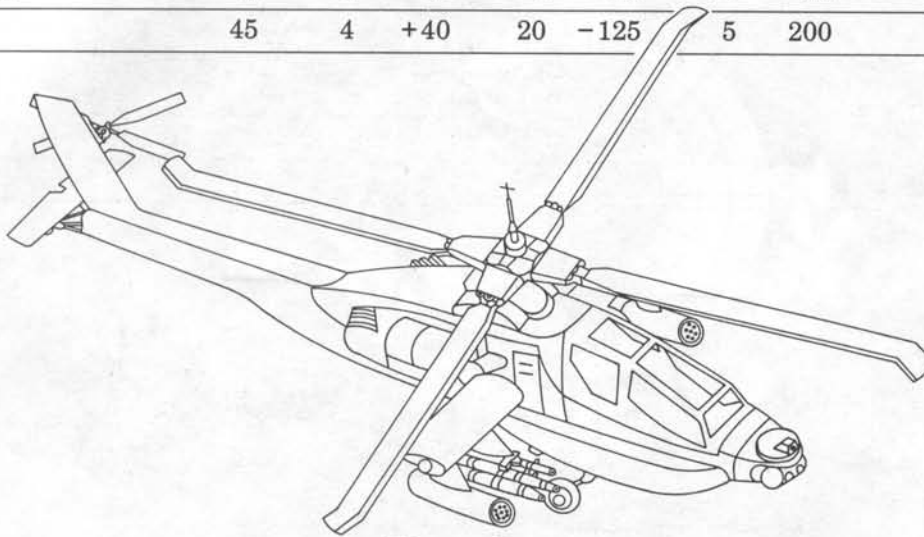
### Water Vehicles

Vehicle Type	Max Spd	Accel	Handl	Brake	Prot	#Pass	Range	Cost
Canoe	10	2	+20	5	0	3	—	400
Rubber raft	5	1	-20	5	0	2-6	—	500
Rowboat	7	1	-10	5	0	6	—	500
Motorboat	35	6	+10	15	-20	6	150	5,000
Speedboat	80	12	+10	20	-20	4	120	9,000
Police boat	75	10	0	20	-35	8	200	20,000
Yacht	50	4	-30	5	-50	20	3,000	500,000
Hydrofoil	100	10	-20	10	-20	12	500	300,000
Mini-submarine	40	4	-30	15	-120	8	1,000	600,000
(submerged)	15	2	-20	15	-120	8	1,000	600,000



### Military Vehicles

Vehicle Type	Max Spd	Accel	Handl	Brake	Prot	#Pass	Range	Cost
Armored Personnel Carrier (APC)	40	4	+40	20	-80	2	250	
(in water)	3	1	-30	1	-60	11	10	—
Tank	45	4	+40	20	-125	5	200	—



### Aircraft

Aircraft Type	Max Spd	Stl Spd	Spd*	Ceilg**	Prot	Pass	Range	Cost
1-engine prop.	200	80	16	-25	4	500	20,000	
2-engine prop.	220	100	18	-35	6	800	35,000	
Small heli-copter	140	NA	14	-10	2	400	30,000	
Large heli-copter	120	NA	15	-30	8	1,500	100,000	
1-engine jet	550	100	24	-25	2	500	250,000	
Large jet	500	100	24	-40	8	1,000	600,000	
Cargo plane	200	110	18	-70	80	5,000	900,000	
Hang glider	65	5	NA	0	1	NA	2,500	

\* Stall Speed — The minimum speed an aircraft must maintain in order to remain airborne.

\*\* Ceiling — The maximum altitude an aircraft can attain measured in thousands of feet.



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