



1 SCATTERGLOVE



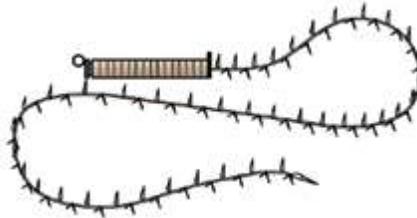
2 BLAZING FIST



3 FIST OF FURY



4 FAUK SCIMITAR



5 MAGNA RIPWIRE



6 COMBAT KNIFE



7 MONOKNIFE



8 BOLA FYUTI



9 KATANA



10 WAKIZASHI



11 TANTO



12 KAMA



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EBO



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NUNCHAKU



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SHURIKEN



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JUTTE

MELEE WEAPON DESCRIPTIONS

Weapons described below are of special interest in the Dystopia: Hostile Takeover Campaign environment.

Keys: [TRDL] = Created by Third Rail Design Labs // [Shirow] = Adapted from the work of Masamune Shirow

Scatter Gloves: Another interesting Big Knucks adaptation with ganger origins, easily compiled in the garage before the big night. An industrial manufacturer released a mining bot with a remote micro-explosive payload. The bot didn't sell, but the remote micro-explosives were stripped and re-used for this unintended purpose at such a rate that the manufacturer was sued into oblivion. Micro-explosives are stripped and mounted to the gloves with epoxy resin, then coated with a fast-bonding adhesive. In hand-to-hand combat, the payload is transferred to the target, then remotely detonated. A recent innovation has been the use of Scatter Gloves for suppressive fire, by flinging the payload across a wide dispersal area, then detonating the explosives as the target approaches.

Xerex Blazing Fists: Xerex attempts to seduce the undesirables with another high-tech adaptation for hand-to-hand combat. Nozzles located under ridges along the back of the gloved hand are fitted with unique contact-activator valves, releasing a highly-flammable adhesive filament when in contact with opposing surfaces. The filament burns hot but

with poor coverage. However, while the weapon is effective and visually spectacular, incidents of self-ignition are 70% likely with a Critical Fumble. Any victim of filament fire (self or target) must make an Athletics roll of DIFF 15 or continue to suffer exponentially increasing burn damage until extinguished.

Xerex Fists of Fury: Another Xerex mod for the flamboyant ganger, these armored gloves are equipped with sub-sonic amplified speakers which resonate on contact in direct proportion to the kinetic impact they absorb. The effect is a deafening sub-sonic tone with every blow. The user must wear proprietary earplugs or risk being deafened.

DeathBat: Introduced briefly in competitive baseball only to be banned the same season after a brutal dugout brawl, this liquid-filled titanium bat results in less weight and increased velocity. Besides being a significantly improved baseball bat, it can be used as a weapon.

Magna Group Ripwire: This popular ganger weapon consists of a polymer handle connected to a swivel-joint-mounted 4m long braided acrylic cable, laced with three ridges of steel spines. With practice, the user can become fairly proficient at performing elaborate whip attacks with minimal risk of self-injury.

Game terms: 2 attacks at same target, rolled individually or single attack to each target within range, rolled individually with -1 REF to each attack. [TRDL]

Fauk Imports Fan-Fold Scimitar: Another finely crafted concealable weapon from Fauk Imports. The hilt is grafted walnut with leather brads that reveal an extendable fan-fold interlocking blade 32" long, which is spring-loaded and released by a depressed lever. A Micro-fiber spine holds each poly-acrylic panel rigidly in place. The blade extends or retracts in .025 seconds [TRDL]

Ikari Razor Glove: This is a simple leather and kevlar glove equipped with Scratchers or Rippers. The Ripper version costs 50eb more, has a Con. of Jacket, does 1D6+3 damage, and reduces REF checks with that hand by -3 due to reinforced finger joints. Neither version can be used for punching, as the blades on the fingers make it impossible to clench the hand.

Bola Fyuti bone knife: A ganger fetish weapon. Bola began the niche market of orbital talisman weaponry with the first public use of this weapon on Madrid Station. Carved from the pelvic bone of a fallen opponent, then laced with a polymer latticed diamond edge, the knife is formidable, ultra-light, and non-metallic. Most importantly, it serves as a status symbol among warring ganger tribal combatants. Each Fyuti knife is obviously custom-made and detailed, and is crafted for an undisclosed price [TRDL]

Xerex Whipcord: A densely-coiled mono-filament whip with a retractable winding spring. TSA Operatives are trained with this weapon, and may perform a weapon grapple at +3 [TRDL]

EPSI Corp Necktie Garrote: A simple 1.5mm nylon garrote brilliantly hidden within a men's necktie. The handles and cord are sewn into the tie with breakaway thread, metal-free to minimize detection. Can be uncoiled and prepared for use in seconds [TRDL]

Fauk Imports Concealed Blowgun: This cascading aluminum blowgun is entirely hidden within the casing of a fully-functional high-quality fountain pen. The head is held in place by a concealed magnet, and can be quickly removed and the blowgun prepared for use in seconds. Can be loaded with steel, acetate or resin darts, and laced with drugs or poison. Ammunition stored separately [TRDL]

MAAS-Krycek CrocTears: The latest in defensive protection, with the versatility of the Viper series of synthetic venom delivery systems, utilizing the existing tear ducts and an accelerant. Chromodacryorrhea is a side-effect in 30% of implant recipients (bloodlike appearance of tear fluids due to porphyrins [red pigment]). Any Viper series formula may be injected, with ½ potency and duration. Only 10% chance of permanent -1 REF loss, and no self-poisoning possible.

Kinetic Sphere: A truly bizarre misappropriation of spacer technology originally designed to improve EVA efficiency. The kinetic sphere is a 4cm rubberized metal spheroid, with an inertial amplifier housed within an energy-absorptive coil. The internal componentry of the sphere is designed to absorb and re-channel kinetic energy, as per its namesake. Once the sphere has built up enough kinetic energy (4 short bounces), it will continue to accelerate until it is either destroyed or slowed by water or foam. Depending on the size and configuration of the enclosed space in which the ball is released, the GM must determine the initial rate of the ball's impact and resulting ricochet (generally 1 bounce per turn for a five square meter space) and the amplitude increases by one bounce per turn every round (3 bounces in the first round, 4 bounces in the second round, 5 bounces in the third round, etc.) The initial toss can be directional, and during the first round, the ball can be caught or deliberately deflected with an Athletics roll of 15 or greater. By the second round, the ball begins to cause damage upon impact, beginning with 1d6/2 with the first bounce of the second round, then 1d6 for the second, and increases by an additional 1d6 for each additional bounce. Impacts that causing damage that either exceeds the SDP of the object or cause 100% of total damage possible to an area of the body(ie. 8 pts to a limb, etc.) result in the ball passing through the object and continuing along the same trajectory. Dodging the ball begins at difficulty 10 in the 2nd round, and increases by +1 per turn, modified by the size of the room (elevator +15, small room +10, average room +5, warehouse +0, outdoors -5). After 4d6+4 bounces, the ball explodes causing 2d6 to a 2m area. Trajectory is roughly determined by the grenade table rolled twice: once for x direction, once for y, where logic allows. Note: the kinetic sphere only performs in a zero-gee environment.

Bogardin Cutter Net: Memory metal razorwire compressed into a softball-sized grenade. The net expands on impact, then recompresses, slicing up targets caught in the blast radius. Reusable if well-cleaned.

Bogardin Exploding Knife: A ganger favorite, this well-balanced throwing knife hides a small incendiary explosive in the handle. The detonator is twist-armed and utilizes a 4 second fuse.

Fist of Fun: This melee weapon was developed and used in the black market pit fighting rings of South America. A Kevlar-weave glove is fitted with 2cm wide knuckle cups which in turn are coated with blasting caps (one per knuckle) sprayed with an epoxy contact film. On contact, 1d4 caps adhere to the target and are pulled away from the cups, activating 3-second fuses (providing one turn for the attacker to withdraw 1.5 meters out of detonation range) before the explosion. The attacker rolls to hit as normal, doing 1d6+1 in bludgeon damage, then rolls 1d4 to determine how many caps are delivered to the target (either target or blocking limb or object). 1.5 turns later, the caps explode causing 2d10 damage each to a 1m area.



1 GRENADE (FRAG)



2 THIS INCINDIARY



3 CUTTER NET



4 KINETIC SPHERE



4 ARASAKA EMP



6 EMP-1 SHOCKER



7 EMP-3 FLASHER

RANGED WEAPON DESCRIPTIONS

Weapons described below are of special interest in the Dystopia: Hostile Takeover Campaign environment.

Keys: [TRDL] = Created by Third Rail Design Labs // [Shirow] = Adapted from the work of Masamune Shirow

Note: Most ranged melee weapons, including grenades, thrown edged weapons, and archery tools are commonly understood and are not described below. In addition, many ranged melee weapons may be found in other categories, such as Exotics and Non-Lethal Weaponry.

Anti-personnel Kinetic Sphere: A truly bizarre misappropriation of spacer technology originally designed to improve EVA efficiency. The kinetic sphere is a 4cm rubberized metal spheroid, with an inertial amplifier housed within an energy-absorptive coil. The internal componentry of the sphere is designed to absorb and re-channel kinetic energy, as per its namesake. Once the sphere has built up enough kinetic energy (4 short bounces), it will continue to accelerate until it is either destroyed or slowed by water or foam. Depending on the size and configuration of the enclosed space in which the ball is released, the GM must determine the initial rate of the ball's impact and resulting

ricochet (generally 1 bounce per turn for a five square meter space) and the amplitude increases by one bounce per turn every round (3 bounces in the first round, 4 bounces in the second round, 5 bounces in the third round, etc.) The initial toss can be directional, and during the first round, the ball can be caught or deliberately deflected with an Athletics roll of 15 or greater. By the second round, the ball begins to cause damage upon impact, beginning with 1d6/2 with the first bounce of the second round, then 1d6 for the second, and increases by an additional 1d6 for each additional bounce. Impacts that causing damage that either exceeds the SDP of the object or cause 100% of total damage possible to an area of the body(ie. 8 pts to a limb, etc.) result in the ball passing through the object and continuing along the same trajectory. Dodging the ball begins at difficulty 10 in the 2nd round, and increases by +1 per turn, modified by the size of the room (elevator +15, small room +10, average room +5, warehouse +0, outdoors -5). After 4d6+4 bounces, the ball explodes causing 2d6 to a 2m area. Trajectory is roughly determined by the grenade table rolled twice: once for x direction, once for y, where logic allows. Note: the kinetic sphere only performs in a zero-gee environment. [3]

Bogardin Cutter Net: Memory metal razorwire compressed into a softball-sized grenade. The net expands on impact, then recompresses, slicing up targets caught in the blast radius. Reusable if well-cleaned. [4]

Bogardin Exploding Knife: A ganger favorite, this well-balanced throwing knife hides a small incendiary explosive in the handle. The detonator is twist-armed and utilizes a 4 second fuse.

Concussion Grenade: Damage is half real, half stun, negating SP effects of armor. Soft armors lose 2 pts of SP per impact. Hard armor only takes ¼ damage from the explosion. Equipment in range takes ½ damage as well. Similar common frag grenade in appearance, but nearly opposite in effect. [1]

Electro-Magnetic Pulse Grenades: Available in 5 weapons grades, in Hand, Shotgun, 25mm, and 40mm grenades.

EMP-1 Shocker Grenade: Produces a variable EMP pulse over small area, often with visual evidence of effect. Each type of equipment in the affected area, roll on the table below. Crash occurs temporarily (power x 40%) or permanently (power x 10%). Magnetic data is erased (power x 50%) and chip storage is destroyed (power x 20%). [6]

- 1-2 System Unaffected
- 3-4 System reboot, offline for remainder of round
- 5 System offline for 1d6 turns
- 6 System offline for 1d6 minutes

Power Effect Range Cost

Mk 1 no damage impact 25

Mk 2 d6-1 damage 1m burst 75

Mk 3 d6+1 damage 1m burst 100

Mk 4 2d6 damage 2m burst 150

Mk 5 2d6 damage 3m burst 200

EMP-2 Waver Grenade: More conventional EMP technology, no visible evidence of effect. Each type of equipment in the affected area, roll on the table below. Crash occurs temporarily (power x 40%) or permanently (power x 10%). Magnetic data is erased (power x 50%) and chip storage is destroyed (power x 20%).

- 1 System Unaffected
- 2 System slows down, sluggish performance
- 3 Minor crash: System down for 1 round
- 4 Crash out: System GPFs and reboots, 2d6 rounds
- 5 Big crash: System reboots, then runs diagnostics: 1d6 minutes to restore
- 6 Fatal crash: System fails and requires technical service to restore (tech roll over 20)

Power Effect Range Cost

Mk 1 no damage impact 25

Mk 2 d6-1 damage 1m burst 75

Mk 3 d6+1 damage 1m burst 100

Mk 4 2d6 damage 2m burst 150

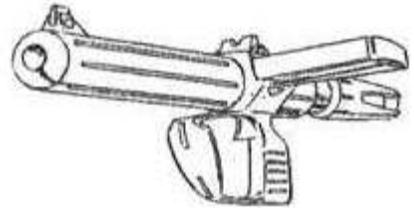
Mk 5 2d6 damage 3m burst 200

EMP-2 Flasher bomb: a 3kg bomb, awkward to throw (-2 WA to throw, ½ range) and upon detonation, a blinding flash during the EMP fusing is followed by a secondary explosion causing a concussive wave. Persons looking in the direction of the explosion within 5m (15m night) make Reflex roll (20) to avoid being blinded for 1d6 turns. Effects are as EMP-2, with the addition of 5d6 concussive damage (1/2 stun within 1m, all stun 1-4m, doubled indoors)

Air Burst Flachette Grenade: A lozenge-shaped grenade designed to be deployed with a 40mm grenade launcher. When fired, the grenade lands on it's weighted end, and a

secondary charge propels the top three-quarters of the grenade 1.5 meters vertically upwards, before it detonates, delivering drill-like flachettes over a 5m radius. Everyone within the blast area receives 1d6 flachettes, each doing 2d6 damage, soft armor ½ SP.

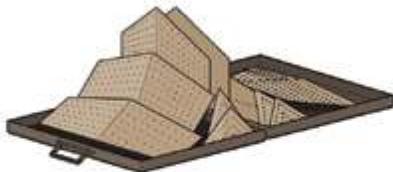
Flash Bang Grenade: A blinding, concussive explosive weapon with a 5m range, 15m indoors. All targets within range must make a Stun Save at -2 or become stunned and deafened for 4 turns, and make a Reflex check (Diff 20) to avoid being blinded for 2 turns. Anti-dazzle negates the need to test for blindness.



1 FAUK BLOWGUN

2 MCR-9

3 TA HEIHACHI



4 PORCUPINE PDS

5 COBWEB MINE

6 F-24



7 KAF-253

8 GAS MASK

9 SUITCASE BIO-BOMB



10 ALPHA-FOMORAL



11 HYPOGUN



12 ANTHRAX



13 EBOLA



14 A-HEMOGLOBIN



15 ESPORMA EVS

EXOTIC WEAPON DESCRIPTIONS

Weapons described below are of special interest in the Dystopia: Hostile Takeover Campaign environment.

Keys: [TRDL] = Created by Third Rail Design Labs // [Shirow] = Adapted from the work of Masamune Shirow

Toronado Ltd. G-77 "Goopy Mine" : Anti-personnel defensive barrier, described as caltrops on acid. Delivery system is 8cm(2) polymer housing with dual-toggle and firing pin. User may select either side-deploy or dual-deploy modes, activate 5 second timer and use as grenade (offensively) or locate strategically in defensive perimeter. First round after delivery, high-pressure liquid foam is released by the deployment face of the mine, spraying everything within 2m. Second round, a controlled electrical charge creates an explosive chemical reaction, causing phosphorescent-resin foam material to violently burst into long fibrous crystalline projections jutting at all angles, forming a tangle barrier 3m high and adhering to any exposed surface, known as 'fractal wall'. Trapped opponents take 2d10 in edged damage if struggling, while if used defensively, same penalty applies to attackers attempting to breach the wall by force. Fractal wall acts as cover of SDP 30 and remains erect for 1d10 rounds before decomposing and becoming brittle and harmless. Phosphorescent molecules distort thermograph devices while wall is active [TRDL]

Fauk Imports Concealed Blowgun: This cascading aluminum blowgun is entirely hidden within the casing of a fully-functional high-quality fountain pen. The head is held in place by a concealed magnet, and can be quickly removed and the blowgun prepared for use in seconds. Can be loaded with steel, acetate or resin darts, and laced with drugs or poison. Ammunition stored separately [TRDL] [1]

Chimera Porcupine PDS: The first Personal Defense System developed by Chimera Industries, the Porcupine has been contracted for use by several orbitals for corporate bodyguards traveling with executives in public zones. The exterior frame of the Porcupine is a bi-folding titanium briefcase with a programmable lock mechanism that can be passsword-controlled, or set to a timer linked to the arming mechanism. The interior is a series of folded ceramic panels and a firing mechanism, which fold-up into a conical ovoid when armed. The case takes 3 seconds (1 turn) to unfold once activated, and a high-pitched warning siren and sodium strobe light sound off during activation. Then, once the interior panels have locked into place, the system fires a 360 degree arc of small flachettes at a 60 degree sweep to parallel. After an additional turn for reloading, the system fires again, and again, for a total of 3 volleys in 18 seconds. Common practice is to abandon the case on a timer, for crowd suppression, or to flip the case on it's side, at an

upward angle, to cover a retreating position, though this use is not warranted by the manufacturer.

Game terms: 1 turn to arm; 2nd turn= 1st volley; 3rd turn is reloading time; 4th turn is 2nd volley; 5th turn is reloading time; 6th turn is third and final volley. Any target not under complete cover must make a defense roll vs 20. For every point the roll fails, roll 1d6 to determine how many flachettes have struck, doing 1d6/2 ea. [TRDL] [4]

Toronado Ltd. GG7 Cobweb Mine: This is a compact, 14cm long aerosol-based canister which is triggered by a top-mts toggle and has a 6 second (2 turn) delay timer before activation. The GG7 releases a 60 degree fan of ferro-elastic™ gel which allows a 2m coverage area around the delivery canister (app. 40lf of spray). In the following turn, the the ferro-elastic particles may be polarized with a switch on the included remote, causing them to quickly and violently expand and contract together, creating a fibrous web of semi-elastic adhesive material approximately 2.5m tall and spread in all directions for a 3m total area. After 20 minutes, the material brittllizes, and may be destroyed or cut down (SDP 5) [TRDL] [5]

Bio-bombs: There are several camouflaged delivery systems for the release of biotoxins into a target area. Common delivery systems include aerosol and non-aerosol personal deployment canisters disguised as personal products or electronics, ampules or soluble packets for dispersal into water supply, and larger canisters designed to detonate with a minor explosive charge and spread airborne agents over a large area, including suitcase bombs and vehicular deployment. Larger delivery systems will typically be armored to some degree, and include tamper-proof triggers and boobytraps, both designed to thwart counter-terrorist specialists from deactivating or destroying the contaminants before deployment. In some casis, the biotoxins must be mixed with a serum for proper delivery, and may perform inadequately or at reduced potency if released without mixing, or through explosion or damage to the containment system. Bio-bombs can take any payloads available, from hallucinogenic agents to plague-level virus weapons. [9]

Chemical Agents:

Chemical Warfare Agents

Agent Str Effect Vector Cost

Tear Gas Auto -5 Awareness for D6 minutes after exposure due to tearing Eyes, lungs 40 eb
20 ½ INT, REF, COOL and MA (roll each round of exposure)

Vomit Gas Auto -5 Awareness for D6 minutes after exposure due to tearing Eyes 70 eb
25 ½ BOD, STR, REF, COOL, MA (roll each round of exposure) Eyes, lungs
20 ½ REF, MA for 3D10 minutes from convulsive vomiting lungs

Mustard Gas Auto D6 damage to D3 locations each turn
Contact 80 eb
15 ½ INT, REF, COOL and MA (roll ea. rnd of exposure),-5 Awareness

Beta-Fomoral Auto 4D6 damage as nerve endings flare up and disrupt Contact 200 eb

Alpha-Fomoral Auto 8D6 damage as nerve and muscle clusters tear, disrupt [10] Contact 300 eb

Nerve Gas Auto 8D10 damage internal bleeding, clotting, and organ disintegration. Contact 400 eb

Algira-Hemoglobin Auto -5 on all rolls for D10 hours [14]
Lungs 400 eb
15 Death in 6D10 min. from thickening blood causing asphyxiation

Antidiuretic Hormone 30 Involuntary urination in D10x30 seconds Lungs 160 eb
25 Dehydration sets in in 20+3D10 minutes, causing -4 on all rolls for 24 hours
20 Severe dehydration sets in in 20+2D10 minutes, causing 5D6 damage
15 Death by dehydration in 20+D10 minutes

CHS-IV 30 3D6 damage, 1/4 REF & MA for 2D10 min. from vomiting blood Lungs 500 eb
20 In 10 turns, Death save at -2 from drowning every turn as blood erupts into lungs

Etherylide-23 30 Loss of D3 Cool, Int and Tech, recovered at 1pt /wk (synaptic) Contact 350 eb
20 Death by stroke as Etherylide absorbs neural impulses in the heart

Hemoethygene 30 ½ Str & Bod for 1 hour per point failed Lungs 500 eb
18 Death save at -5 in D20 hours from red blood cell depletion

Polypheronol-70 30 Muscle spasms cause -2 REF for 1 hour / point failed Contact 150 eb
20 Muscle spasms cause -6 REF for 20 minutes / point failed
13 Muscle spasms cause complete paralysis for 10 minutes / point failed

VXX Neurotoxin 21 Unconsciousness for 2D10 minutes
Contact 400 eb
15 Death

Joker Gas 30 Minor spasms cause -1 REF, +4 stress, 2D6 HL for 2 hours Contact 200 eb
24 -1 INT, MA, REF for 2D6 minutes and twitch and laugh.
18 ½ INT, MA, REF for the duration

BlackOut 23 Unconsciousness for D3+1 hours... 3D6 HL for 2D6 hours after Contact 200 eb

Spaz 20 Full paralysis for 4 days, 24 hours with tissue flush Contact 250 eb

Blue Glass Auto Hallucination, Blackouts (Cool - 2), Catatonia (Cool - 6) Inhaled 100 eb
15 Disabling hallucinatory state lasting the duration (6 hours). 1 minute onset

NeoCorticine Auto Hypnotic +3, Bad Hallucinations (4 in 6) Contact Liquid 100 eb

Black-Eyed Dick Auto 4D6 damage nerve agent in D3-1 turns Injected 150 eb

Nap-Time 2020 Auto 5D6 Dmg, ½ Stun. -1 Notice; Failed save results in KO for D6x10 min Injected 125 eb

Epidemic-Class Biotoxin Auto Any of a number of high-vector, high-volume payloads that usually kill after great horrible things occur to the afflicted. Delivery can be of many forms, and vectors may spread rapidly. GM use only (includes bacteria [Anthrax [12], Brucellosis, Cholera, Glanders, Plague, Q fever and Tularemia], viruses [Arboviral encephalitis, Ebola virus [13], Hemorrhagic fever, Lassa fever, Marburg hemorrhagic fever and Smallpox] and toxins [Botulism, Mycotoxins, Ricin and Staphylococcal enterotoxin B]) For a comprehensive FAQ on these terrorist weapons, follow this [link](#)

Notes:

Strength: The number to beat (using a Resist Drugs roll: BODY + RESIST TORTURE/ DRUGS + 1d10) in order to shrug off the effects of the drug. If the Strength is classified as 'Auto' then the effect is automatic and no save is made. Several of the agents in question have multiple strength ratings and effects; roll the save once: any of the multiple Strength levels below the save roll are ignored, but any above that roll take effect.

Chemical Weapon Delivery

Item Price Mult. Notes

Hand Grenades & 40mm Grenades 100% Cost 5m radius cloud of gas, with 15m downwind tail. 10m radius cloud indoors

25mm Grenades 75% Cost 3m radius cloud of gas

Micro Spray Can 50 % Cost 1 shot spray can with 1m range, size of a lighter

Mini Spray Can 100% Cost 3 shot spray can with 2m range, slightly smaller than a grenade

Spray Can 200% Cost 8 shot spray can with 2m range, size of small can of bug spray

Hypogun 150% Cost 1 shot hypo , size of a medium pistol [11]

Paint Balls (non-aerosol) 250% Cost 50 paintballs loaded with a liquid chemical weapon

Paint Balls (aerosolizing) 400% Cost 50 paintballs that aerosolize on impact into a 1m cloud

Shotgun slug canisters 100% Cost 8 Slugs pen. up to 8 SP barricades and deliver a 1.5m cloud

TechJager Air Fouler +400 eb Fills a 10' x 10' room with selected chemical agent gas

FlashLight Gas Dispenser +50 eb 3 shot spray can with 2m range

Flachette Payload High STR x 100 eb per flachette round) Payload for flachette/needle weapons

Chemical Warfare Gear

Item Price Notes

USM-1128 Gas Mask 200 eb US Military Gas Mask with 2 filter system

Surplus Gas Mask 60 eb Gas Mask with single filter [8]

Esporma Environment Suit 725 eb SP:10, SP:30 vs corrosives, air supply, etc [15]

EnviroScanner 400 eb Detects radiation & biological contamination within 7m



1

STANE KRIEG



2

STANE BALRUPP



3

STANE MODEL 2



4

ELECTROBATON



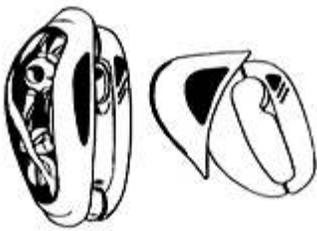
5

ETE-STRIKE GUN



6

HYD. BATON



7

MA DISCO



8

HK PF-44



9

MM-1 GL



10

FLASH BANG

NON-LETHAL WEAPON DESCRIPTIONS

Weapons described below are of special interest in the Dystopia: Hostile Takeover Campaign environment.

Keys: [TRDL] = Created by Third Rail Design Labs // [Shirow] = Adapted from the work of Masamune Shirow

Chimera 400 Bolter: Chimera's most popular bolter, the Type 400 pistol uses a special bolt with a head that is designed to fracture upon impact with soft tissue through pressure on microscopic radial seams in the housing. On hard targets, the bolt compresses like any other, and performs poorly. Against soft targets, if the bolt head fractures as designed, three spring-loaded barbed fans extend into the victim, opposite the path of the wound, in effect hooking the bolt into bone and surrounding heavy tissues. The barbs are not retractable, and the bolt may only be removed via surgery. The bolt was originally designed to make private treatment for projectile wounds less practical, as many crews and ganger guilds kept private medical personnel on staff for work emergencies, making the apprehension of escaped, but wounded, suspects particularly difficult for orbital law enforcement. However, in practice it is fairly uncommon that the bolts perform as designed, as most conventional soft armors corrupt the bolt head's design. An impressive weapon, nonetheless. [TRDL]

Chimera 100 Pocket Bolter: This pistol was originally designed to fit into the standard 10cm square utility pouches on early EVA suits. Though later EVA design, and weapon technology, rendered such a design impractical, the Type 100 Pocket Bolter became commonly used as a holdout weapon stashed in small compartmentalized spaces, avoiding notice once a concealed equipment bracket system was developed, making the Type 100 storage case look like a small utility kit. [TRDL]

Chimera 600 Bolter: This unusual weapon was originally designed as a collapsible rifle, with removable barrel extension and three-joint stock. While the Type 600 performs very well in this configuration, the generally excellent accuracy of most non-ballistic weapons in zero-g, combined with the increased range, made the use of this weapon in rifle mode less necessary than originally expected. It is more frequently stripped down and used as a standard bolt pistol, suffering accuracy penalties as a result. [TRDL]

Stane Industries Balrupp: Stane Industries released this orbital-friendly sidearm to critical praise thanks to its near-

silent action, reduced muzzle flash, and 80% rubberized body. Stane Industries also pioneered the sub-ballistic kinetic dispersal round, providing a range of calibers with minimal hard target damage risk. [TRDL]

Stane Industries Krieger: Longer barrel and larger caliber than the Balrupp. In addition to the Balrupp's suite of features, the Krieger includes an expertly counter-balanced muzzle for reduced recoil. [TRDL]

Stane Industries Series 2: The next generation of Stane sidearms begins with the Series 2, building on the features that put Stane on the map, with a new integral manometer for safety. [TRDL]

Stane Industries Series 3 (FN-FFR): Stane Industries released this precision rifle to little fanfare, understandable in light of the fact that high-velocity long-range weapons are illegal on-station. However, the FN-FFR remains a significant breakthrough in orbital ballistic weaponry in that it takes a special 14mm cased ceramic-sheathed shell that sheds kinetic energy on impact, in effect the first high-caliber sub-ballistic weapon designed. In addition, the option of switching out the long-range scope with a thermal scope makes this rifle a formidable weapon. [TRDL]

Talon Arms PL-4: An efficient, compact sidearm with an impressive SB ammunition capacity. Finished in matte black or Talon's signature crimson glaze. [TRDL]

Talon Arms PL-8 'Pepperbox': Talon's compact submachine gun comes equipped with a forward-position extended magazine and a muzzle-flash suppressor. [TRDL]

Arasaka 455 BoltThrower: This bolt pistol was developed for EVA use, with an over-sized rubber grip, and unwieldy 12mm jacketed bolt ammunition. It was developed by Arasaka's Research and Development arm early in the space program for covert operations in a vacuum, so considerable effort went into counterbalanced venting to minimize recoil. However, the use of ultra-light orbital weaves in contemporary EVA suits made the 12mm bolt excessive for its intended use. Still favored by some underworld elements, for the spectacular display of blood and tissue matter in zero-g when an unarmored opponent is struck, more for effect than anything else.[TRDL]



1

PTM-43



2 L20A1 SIMULATOR



2 SHELL-BURST SIM



4 L19A1 BALL SIM



4 SHRIKE EXPLODER



6 MINE PRODDER



7 MX1 DISTRACTOR



8 MK-1 SMOKER



9 ALLEN MK1 HOOKS



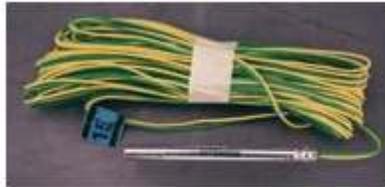
10 JUMPER MINE



11 M77 MINE



12 TM-62 AT MINE



13

GELAMEX

14

E. DETONATOR

15 CHINESE CRACKER



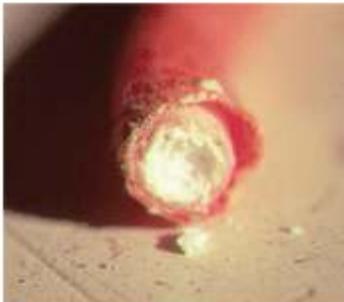
16 SHAPED CHARGE

17

GUNCOTTON

18

TNT



19

DETCORD

20

CLAYMORE

21

C-4 PLASTIQUE



22

MOLOTOV

EXPLOSIVES DESCRIPTIONS

Items described below are of special interest in the Dystopia: Hostile Takeover Campaign environment.

Keys: [TRDL] = Created by Third Rail Design Labs // [Shirow] = Adapted from the work of Masamune Shirow

Note: This section only touches on a small number of explosive devices and equipment, as a sampling of a much larger field of specialization. In addition, false action explosives, or mock weaponry, are shown here. Equipment of this nature was used effectively in the film Ronin to distract an opponent and provide a decoy firing position.

M-77 mine (MLRS or 155mm): The M74, BLU 92/B, M77, and Volcano AP SCATMINES are all cylindrical in shape. They are 6 centimeters high and 12 centimeters in diameter. Cylindrical AP SCATMINES kill enemy soldiers through the combined effects of blast and fragmentation. Each mine contains 540 grams of composition B4 as its main charge. The charge detonates upon actuation and shatters the mine's metal casing to produce shrapnel. Shrapnel is propelled upward and outward from the mine and produces fatal casualties to a distance of 15 meters. Each mine has eight trip wires (four on the top and four on the bottom) that deploy after ground impact up to 12 meters from the mine. Trip wires are similar in appearance to very fine thread; they are olive-drab green in color and weighted at the free end. A tension of 405 grams applied to one trip wire is enough to create a break in the electrical circuit and cause the mine to detonate. [11]

C-6 Remote Packet Mine: This small explosive device is equipped with a magnet and 6 second timer, yielding 2d10 over a focused 1m area. Designed to breach armored doors and penetrations. [Shirow]

Valmara 69 Jumping Anti-personnel Mine: The Valmara 69 is a circular plastic cased bounding fragmentation mine which is the successor of the Valmara 59. The main difference is the casing which is made of sheet steel on the Valmara 59. The top plate of the mine casing has vertical ribs on the side. The Valmara 69 has a five pronged fuse which is screwed into the fuse well placed centrally on the top of the mine. Four prongs are pointing up and sideways for activation by pressure and one prong is vertical pointed for attachment of two trip wires. The fuse is connected to the mine body by a bayonet joint and is retained in the safe position by a forked metal safety clip. A spring loaded striker is locked to the fuse by three steel balls. The propelling charge is placed in a black cap and screwed into the base of the mine. The main charge is surrounded by 2000 metal fragments. The lethal radius of the mine is 27 meters. [10]

TM-62 Antitank Soviet mine: The TM-62M is a round thin sheet steel AT metal mine which was the original mine in the TM-62 series of AT mines. The upper surface of the mine

rises in series of concentric stepped ribs with a large fuze well, 125 mm in diameter, placed centrally on the top. When the fuze is not loaded, the well is closed with a black rubber cap. The fuze is of the type MVZ-62 and has a clock work delay. It has a green metal housing in which the fuze mechanism is supported. It has a brown pressure Bakelite plate on the top with a green metal arming button which is secured with a safety clip. Close to the arming button is a key well to wind up the clock work mechanism before arming the mine. When arming the mine the clock work mechanism rotates the detonator from horizontal to vertical position. In vertical position the detonator is in line with the booster charge in the bottom of the fuze assembly. A nylon strap carrying handle is attached to the base of the mine. [12]

ESPI Corp Billfold Flare: The Billfold flare is a 2mm thin contact flash phosphor strip concealed within a normal billfold. Flash strip is friction-activated, which can be activated one-handed while flipping open the wallet during an ID check. Treat as normal flash grenade at ½ range [TRDL]

Bogardin Hi-Ex Caltrops: A modern and insidious update of the traditional 'Toe-Popper' contact mine, these 3" wide spiked caltrops are armed when thrown to the ground, and utilize a pressure-sensitive trigger on the exposed barb in the upright position. All damage is focused at the legs of the victim, no blast radius.

Flash Bang Grenade: See [Ranged Melee Weapons](#) page.

Concussion Grenade: See [Ranged Melee Weapons](#) page.

Electro-Magnetic Pulse Grenades: See [Ranged Melee Weapons](#) page.

EMP-1 Shocker Grenade: See [Ranged Melee Weapons](#) page.

EMP-2 Waver Grenade: See [Ranged Melee Weapons](#) page.

EMP-2 Flasher bomb: See [Ranged Melee Weapons](#) page.

Air Burst Flachette Grenade: See [Ranged Melee Weapons](#) page.

Antipersonnel Mine: Can be detonated by direct contact, timer, tripwire, remote signal or motion detector. A typical example is the Militech M25AP with a 7 meter blast radius.

Anti-Tank Mine: Most antitank mines weigh 15kg and go off when 150+ kilograms of pressure are applied to them. They can be detonated by remote wire or direct contact; the typical example is the M26AT by Militech. Antitank mines do 6d6 damage to all other targets in a 2 meter radius. Setting an antitank mine takes 5 minutes; concealing it takes another 5 minutes. There are also anti-vehicle mines that are essentially remote-sensor fired LAWs or HLAWs, attacking the rear or flank of their targets.

Anti-vehicle mines cost 600eb.

C6: Military-grade plastique. A grey block of plastique, which can be detonated by timer, tripwire or signal. It is harder to detonate, making it safe from any detonation besides a fuse or another explosion. Making C6 takes a Chemistry roll of +35 and

a full lab. It does 8d10 per kilo, with an explosive radius of 5m, and costs 75eb per kilo to make (100+eb to buy). It only explodes 10% of the time if hit by a non-surface explosion. It is set off with an electric fuse. It can be tamped.

Detcord: Plastique in a cord form. It can't be made by a chemist, only manufactured. It does 6d10 damage to the area it's touching - ovoids of it are used to blow walls. When wrapped around an object, it does triple damage - 18d10 - to the object!

There is a 1 meter explosive radius, and it costs 90eb per meter. It's set off by an electric fuse, and will explode if hit by another explosion. It cannot be tamped. Detcord High Explosive cuts through up to SP40 armor like a cutting torch in 1 turn.

It comes 10 meters per pack and the cost is per pack. [19]

Fuses: These come in two types: electric and fire-based. Fire-based fuses actually contain a substance which makes them burn. They'll burn without oxygen (they usually contain gunpowder, or some other oxidizing substance), but won't burn when drowned.

Fire-based fuses costs 5eb per meter. Electric fuses set off a smaller explosion, a blasting cap, on the surface of the explosive. Blasting caps do 2d10 damage in a 1 meter explosive radius, and may be triggered by excessive electricity, just like

plastique explosive! Caps cost 5eb apiece, the detonation wire costs 1eb per meter, and the detonator (a small battery pack with a switch) costs 10eb. Chemical delay fuses can be constructed with about 25-75eb worth of components (Difficult Chemistry skill roll). These fuses cannot be set to precise per-second times, but they are unstoppable by the same methods used vs. electric fuses. Chemical "sniffers" can detect the fumes produced by a chem fuse.

Claymore Mine: Claymores are designed to stop people with a spray of projectiles. Claymores can be triggered by tripwire, time delay or remote wire. These mines have an hourglass-shaped area of effect: a "front cone" 6 meters wide by 75 meters long and a "rear cone" 6 meters wide by 6 meters long joined by a 6 meter diameter circle. The effects are similar to a shotgun. [20]

Guncotton: This is the next step up from nitro. It's more stable, and also easily made with a chemistry roll of Difficulty +15 (lab required). It does 3d10 per kilo, with an explosive radius of 3m, and costs 10eb per kilo to make. Its advantage is that it will only explode 20% of the time if violently struck (60% of the time if exposed to fire or extreme heat). It is set off with a fuse (electric or fire-based). It will explode if hit by another explosion. It can be tamped. [17]

Militech PDU-3: Militech PDU-3 Multi-Purpose Perimeter Defense Unit. The PDU is a 75mm square by 20mm thick box with a sensor, controls and a microcell power unit. Designed to be sown as perimeter defense or set to discourage pursuit, the unit contains a small but potent explosive charge. The casing is made of ceramic to produce a fragmentation effect over a 5 meter diameter. The PDU can be set to fire from a variety of triggers or any period of time delay up to 72 hours. While the unit can accept input from almost any type of military sensor, it comes with a passive IR motion detector and a tripwire. There is also a magnetic or chemical glue strip for attaching the PDU to various surfaces. Militech sells an optional gas-throwing type with no fragments and a similar burst radius.

Molotov Cocktail: It has a 2 meter blast area for every liter of fuel (a soda bottle is 1 liter) and does 2d10 fire damage per liter of fuel. Cost is variable, depending on where (and how) you get the materials for it. Concealability is variable, depending on the size of the container. A soda bottle would have a concealability of J. [22]

Nitrogen Tri-iodide: It can be made with kitchen cleaners. It's terribly potent, and terribly unstable, detonated by even the most trivial shocks (such as a housefly walking on it). It does 5d10 damage per kilo, with an explosive radius of 3m, and cost 2eb per kilo. It's mixed wet, and takes 2 hours per kilo to dry. It's only safe when wet; once it dries, it has a 90% chance of exploding when it encounters ANY vibration. Even talking loud. It cannot be tamped.

Nitroglycerine: It can be made with a Chemistry roll at Difficulty +15 (a lab is required, at least a makeshift one). It is too unstable, although not as horribly so as Nitro Tri-iodide. It does 3d10 damage per 1/4 kilo, with an explosive radius of 3m, and costs 24eb per kilo to make. It's a liquid, transported in containers. Any harsh vibration (a heavy stumble, a blow, a bullet hitting armor on that location, etc.) has a 60% chance of detonating nitroglycerine. Any fire or extreme heat touching it will detonate it for certain. Nitro is set off by throwing it against the target (risky), or by fuse (electric or fire-based). It will explode if hit by another explosion. It cannot be tamped.

C-4 Plastique: Plastique is very stable. It can be molded, tossed, stomped on, burned, eaten and used for all sorts of things. Making plastique takes a Chemistry roll of Difficulty +25 and a full lab. It does 7d10 per kilo, with an explosive radius of 4m, and costs 50eb per kilo to make (75+eb to buy). It will explode 5% of the time if exposed to strong radio or electric transmission (large radios, high-tension wires, microwave guns, etc.). The source doesn't have to touch it to set it off; mere static electricity does it! It is set off with an electric fuse, and will explode if hit by another explosion. It can be tamped. [21]

TNT: TNT is even more stable and reliable. It won't go off if dropped or mistreated, unless it's old or really mistreated. Making it requires a Chemistry roll of Difficulty +20 and a full lab. It does 4d10 per stick, with an explosive radius of 3m, and costs 20eb per stick to make (30+eb to buy). It will explode 20% of the time if exposed to fire or extreme heat. It is set off with a fuse (electric or fire-based), and will explode if hit by another explosion. It can be tamped. [18]

Explosives Field Kit: It costs 1500eb. It is necessary to work with most explosives. It weighs 30kg and contains 100 blasting caps (50 electric and 50 non-electric), demolitions tools (wire cutters, pliers, knives, etc), 200 meters of electrical wire, 500 meters of trip wire, an electrical plunger, 5 digital timers, 5 pull-release "trap" detonators for booby traps, and hundreds of meters of various fusing cords. For those desiring a description of these tools in greater detail, many of them occur separately below.

Gelamex: A commercial blasting explosive based on Nitroglycerine. Manufactured by Exchem Organics. The material has excellent water resistance and is suitable for deep immersion. [25mmx100mm] [13]

Electric Detonator: Ribbands explosives carries a large range and quantity of electric detonators in stock. The millisecond delay series is manufactured in delay numbers 0 to 30. Delay steps are 25ms from 0-12, and 30ms from 11-30. The half second delay series is manufactured in delay numbers 0-20, all in half second steps. [14]

Chinese Cracker: This nature was originally produced for the UK Royal Navy for training purposes.

The device incorporates ten separate noise units. To operate, the item is held by the cardboard handle and the match-head composition activated with a striker board. The device is then thrown away immediately. After a few seconds the core bursts, dispersing the sub-munitions which then explode in series at short intervals. [15]

Conical Shaped Charge: A very high performance conical shaped charge, built to UK military GW specification. The charge will penetrate in excess of 650mm of rolled homogenous armor (RHA). The charge finds civilian applications in the penetration of concrete, rock, or steel components during shipwreck dispersal. Each charge is supplied with a CE booster pellet, which fits into the top booster well. [16]

Hook and Line Set, EOD, Allen Mk1: A convenient set of hooks, extension rods, lines, blocks, swivels, slings and pull handles, all housed in a steel case with the 100m main line reel attached to the lid. Primarily used for remotely moving suspect objects, the kit finds wide application in both EOD and IEDD work.

Developed with the assistance of UK bomb disposal personnel, the equipment is currently standard issue to all UK EOD units. [9]

Distraction Grenade MX 1 / MX 3: These grenades are for use in hostage release and similar exercises.

The grenades burst approximately one second after release of the fly-off lever, ejecting the submunition/s. Three to four seconds later the MX1 produces one loud bang, the MX3 three sequential loud bangs. [7]

Cartridge, Smoke and Flash, No1 Mk1: These cartridges are for use in practice aircraft bombs, and related applications. They produce a very bright flash, and a puff of smoke. [8]

Non-magnetic Mine Prodder: A non-magnetic mine prodder set for locating buried mines. The 510mm long prodder is stowed inside an alloy tube which may optionally be configured as an extension piece, giving an overall length of 1030mm. A webbing carrier is supplied with each prodder assembly, which may easily be attached to personal equipment. [6]

'Shrike' Exploder and accessories: Designated the Exploder, DC, Electronic, Handheld, L3A2, but commonly known as the 'Shrike', this exploder is the standard-issue initiating system used by UK forces. Each unit is supplied with a pair of Tools, Fault locating, Load circuit, L23A1, which are insulation-piercing pricklers used to locate faults in the firing

lines. An integral test function is included. The capacitor-discharge output may be directed to any one of the four pairs of firing cable connections. The rechargeable Ni-Cd batteries are supplied separately. [5]

Simulator, Small-arms fire, L19A1: The unit consists of a light aluminium tube containing 0.1g of smokeless powder and a fusehead. The device functions immediately on application of electric current, producing a report sounding very similar to full-bore rifle fire [4]

Simulator, Shellburst, Electric – Night or Day: These powerful simulators are intended for use in military, CO-IN or Police training. They simulate the explosion of artillery shells or mortar bombs. The devices function immediately on application of electric current, producing a very loud report and a bright flash. The 'Day' variant also produces a puff of dark smoke. [3]

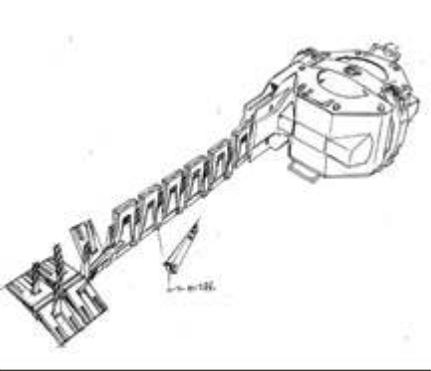
Simulator, Explosion, elec, L20A1: The device functions immediately on application of electric current, producing a directional flash and puff of smoke. [2]



1 **WIMWEAR**



2 **PHONE JUMPER**



3 **EXPLOSIVE RB**



4 **ATROPINE**



5 **RLEM SYSTEM**



6 **KNEE PLATING**



7 **TRAP SYSTEM**



8 **EPHOD VEST**



9 **LANYARD**



10 SOLAR HARNESS



11 TR HARNESS



12 TAC GOGGLES



13 SURE TRAC



14 HIP HOLSTER



15 SH. HOLSTER



16 CHEST HOLSTER

SPECIAL EQUIPMENT DESCRIPTIONS

Items described below are of special interest in the Dystopia: Hostile Takeover Campaign environment.

Keys: [TRDL] = Created by Third Rail Design Labs // [Shirow] = Adapted from the work of Masamune Shirow

Wimwear lenswear system: developed by Gasium Group and Biosafe labs, these high-impact ultra-light polymer lenses are custom fitted to the wearers skull, clamping behind the ear without the traditional goggle straps. Lenses are polarized, protecting against extreme changes in visual spectrum. T2 Marquee link comes standard, configured to interface with sub-vocalizer system. [TRDL] [1]

SP 18

Lowlight Enhancement (1 turn delay)

Anti-dazzle (automatic)

T2 Marquee

Mandibular Vocalizer

Detection Unit, ESWAT: Consisting of a tiny fiber optic camera and microphone, this device is slid under doors and through cracks etc. to give the user a clear picture of the situation before they enter a room. Compressed, the system is 4" x 3" x 0.5" in size. 680 eb. Designed by Geas for law-enforcement applications. [Shirow]

Fauk Imports Lens Bug: These stylish but unspectacular sunglasses hide a complete micro-web surface-mic. The arms contain 8m of triple-wound 3mm wire, the nose pads are each three layers of adhesive-backed contact microphones, and the lens themselves are perimeter-wrapped with insulated amplifier coiling, combing to form a short-range transmitter dish assembly. The mics can be adhered to most planar surfaces, and when inter-connected with the latticework of high-grade wire, can amplify and transmit voices at normal speaking volume through up to 6" of solid construction. The lens assembly in turn transmits the audio data to a remote recorder located within broadcast range (4m). The remote is 3cm long and wafer-thin. The remote itself can either store 6 hours of continuous audio, or relay the signal to another recorder at a significantly greater range (300m) [TRDL]

Fauk Imports Button Vocalizer: These detachable decoy devices are sewn-in plastic buttons individually matched to existing clothing. Under-mounted integrated speakers are installed within the hollow button casing, which are capable of broadcasting pre-recorded audio signals at normal spoken volume. The pre-recorded audio is not true speech, but synthetic tones and modulated vocal simulation designed to be audible but not coherent. The vocalizers contain no metal components, and will pass a metal detector, though not X-ray [TRDL]

ESPI Corp Nail Caps: Each plastic nail is a clever drug or poison delivery system, easily implemented and otherwise undetectable without a chemical sniffer. Chemical bonder is water-soluble, and delivery is nearly instantaneous through surface-contact with liquids or mucous membranes. If Nail Cap is submerged in fluids while still connected, 10% chance of self-dosing. Any wound to fingers or hand yields 80% chance of Nail Cap breakage, resulting in 30% chance of self-dosing [TRDL]

ESPI Corp Tongue Packet: Micro-mic cleverly implanted beneath the surface on the underside of the tongue. The mic hosts 10m range from within the user's closed mouth, relaying audio signals to a remote recorder (same device as used with Lens Bug). The mic is 3.5mm in diameter, and is virtually visually undetectable (DIFF 30) and contains no metal components [TRDL]

Typical Spacer Gear:

Velcro kits
Drink Bottle
LapPad
Personal Radmeter
Electro-Stick Pad
Rail Key
Grip Slippers
Hands-free commset

Specialty Spacer Equipment:

Space Suits
EVA/ Worksuit: RSP 3, 6hr oxygen supply
Hand Maneuver Unit- CO2 pistols
Small Maneuver Backpack Unit
Manned Maneuver Unit
LMS/ Skinsuit : 40 min. oxygen supply, limited env.
Controls (10 min. direct sun or total darkness max) – worn by pilots, short trips outside only
Emergency Bubble: 1, 4 or 6 man inflatable lifesphere; 24 hour air supply, with flare, HMUs, and homing beacon
Tools: small motors and magnetic handles
Powerdriver, Vac-Solderer, Mini-Vac, Micro-Tools, Comboflash
Technical Scanners (80% successful system diagnostic device)
Sniffer: alarms when atmosphere is contaminated or pressure drops
Radiation Meter: 2m range, measures in rads

Atropine self-Injector: A pressure activated spring loaded needle used to inject atropine after nerve agent exposure.

Atropine is an anticholinergic, a chemical which blocks the action of acetylcholine within the parasympathetic nervous system. It doesn't prevent the formation of acetylcholine, but instead prevents it from acting on the muscarinic receptors. It also has other medical uses, namely before surgery (to reduce fluid in the windpipe), to relax stomach and intestinal spasms, and to treat some heart problems. Treatment with sufficient atropine (usually about 2 mg in solution, up to 50 mg over a 24 hour period for severe cases) prevents further damage from the nerve agent. Since one of the effects of atropine is a reduction of salivary secretions and decrease in sweat production, the signs of atropinization are a dry mouth and skin, and normal breathing. Atropine self-injectors are used primarily to combat the effects of VX, a nerve agent from the organophosphate group that acts as a cholinesterase inhibitor. It is considered the deadliest known nerve agent in existence. [4]

Smartglasses: These appear to be normal or tinted lenses in unremarkable, if fashionable, frames. However, the frame body houses the wiring and power supply, while the lenses utilize one-way smart polymer screens that overlay a translucent image on the wearer's side of the glass. Available in lowlight, infrared, thermograph, and T2M configurations.

SONAR Scanning and Cartography System (SSCS) 6500eb
Weight- 8.3 kg

The SONAR Scanning and Cartography System (SSCS) provides you with priceless information and adds a new dimension to surveillance- literally! This briefcase sized scanner sends out its ultrahigh frequency sound waves and records their return, accurately mapping out a one-quarter mile radius area! No longer must you kick in a door and wonder what is behind it. You will know thanks to the experts at Teletronics. This unit is self powered and comes with all the features you have come to expect from Teletronics. A three dimensional map is generated and stored in the onboard system. This can be viewed with the included monitor. You may be asking how it can get better than this, but it does! Just set to SSCS where you want it and leave it over night. Thanks to its internal power supply it will run for a full twenty-four hours recording movement within its scanning range. If you can do without this, more power to you. But remember, privacy is a matter of the past. Get yours before you're the only one left blind in the 'hood.

Game terms: The SSCS stores information at a rate of 2 MU per hour. 20 MU are included onboard. An initial scan takes 1d10 minutes in a quiet area, 3d10 in noisy areas. The initial output is a "wire mesh" construction that can be rendered, taking an additional 1d6 minutes per minute of recording. Noise generators will negate the SSCS in the generator's area of effect. The SSCS cannot be configured to eavesdrop. It does show the relative thickness and composition of objects- a solid metal door would be shown as a solid mass while a wooden door would show the air space between panels.

Spotter Bug (A.K.A. "Lady Bug"): The Spotter Bug consists of two separate units, The "Bug" and the Scope. The BUG is the tiniest of remotes with no intelligence of its own, it relies on commands given by its controller. Inside its marble sized body is a single small optic and a laser "Painter" The optic is used to guide the remote to its destination (Of course this can be pre-organized by computer) The "Painter" is used for indirect fire. The spotter, in cases of indirect fire has a skill total (Hvy.Wpns.+Int/2) of 8. When using it as an aim point, it reduces the difficulty of hitting the target by 5 (When the target is behind cover) by giving the scope a bright red "dot" to indicate its position, of course the distance between the firer and the target, must be clear of any hard cover, or the remote will fail to signal. Cost: 3200eb

Brigham Arms "Popper": The "Popper" consists of a self-propelled rocket that travels at subsonic speeds and is guided by a GPS to guide it into the desired position. Once at the desired location, the "Popper" can be detonated and 24 charges go off in 3 round intervals, giving the illusion of

gunfire (and possibly drawing personnel away from their posts).

To make it invisible, the outer coating of the "Popper" is covered with an "anti-detection" skin that makes it all but invisible to radar and the detonator has a scrambled signal to prevent being locked on from outside sources.

To help protect the "Popper", the case and shell are armored (15SP, 30SDP) and shielded against EMPs

The whole package comes in a case with launcher, 3 "Poppers", detonator, and a GPS tracker. 5000eb

For an additional 1000 eb (each), the popper can be equipped with an explosive that will be sure to distract. "Popper" refill Shells are 250eb (each)

Range 1 mile, damage from optional explosive 6d10, VR

ESPI Corp Screammers: 7mm micro-mic hidden within a small, portable object, which can be triggered by a simple circuit wired through the concealment object. The speaker emits an ultra-high frequency tone that triggers nausea and vertigo (Save vs. BODY -1) at a 3m range. Concealment objects include: lipstick, cellular phone, key fob, etc [TRDL]

Automated Integrated Detectors and Scanners: Any of several automatic surveillance units, housed within walls or floors of public areas. Most utilize camera arrays for visual identification, but chemical detectors and scanners use chem. sniffers, etc. They are moderately easy to fool, as they primarily rely on line of sight and metal detector components, so properly concealed non-metallic weaponry, for example, is more likely to pass undetected over openly-displayed equipment. Detectors and Scanners frequently work in paired systems, and all Scanners (analysis) require an on-board Detector (surveillance), but not vice versa. Compile modifiers from the table below to form a base percentage for detection and analysis for each smuggled contraband object.

Note: See Detector/Scanner Table

PlasCard Copier: This device generates exact functional copies of any electronic card-type media (credit cards, ID cards, security pass cards, etc.) inserted into the card scanner, including digital information stored on the card. The laptop computer registers and filters all the information on the card, and even allows you to edit the new card, such as to put your picture on the card in place of theirs, or your DNA/blood type, or whatever. The device can even attempt to copy any imperfections on the card itself, such as rubbed off ink, scratches, holes, or whatever. This device is incredibly expensive, but well worth the price. Visual detection of the fake is Diff 25. 380,000eb.

Kountzer0 Choker: Messy disciplinary device used in the slave trade. Special uniform or shirt collar configured with IR receiver. When activated (LOS from transmitter only) a ribbon of compressed radial-edged polymer is released, decapitating wearer. Used by pit bosses as deterrent tool. 20% chance IR beam will be blocked when triggered. DIFF 20 to remove without triggering device.

Initiative Stealth Systems K-9: Palm-sized ultrasonic emitter that repels canine opponents with 90% success. On the occasion that the K-9 is unsuccessful, the animal is enraged and vocal, so be warned. It hurts.

Monoline Cutter: This ceramic "blade" looks like a 9" x 1" round baton. Marked on 1 or more sides of the cylinder (depending on the cost and company) are black lines indicating the cutting points. When pressed against a MonoWire under tension, the ceramic cutting edge will break the MonoWire cleanly at the point of contact. If the line is not under tension, then a pair of MonoMesh gloves will be needed to pull the line against the cutter. A standard cutter will cost about 150eb.

MonoLine Spool and Brake: The ultimate in Black Ops rappelling gear, this is a miniature, high-strength ceramic reel and brake built into a body harness. The ceramic reel holds up to 100m of MonoLine, and can be pre-set to slow your descent and stop you after a certain distance has been reached. The MonoLine ends in a grapple and a ceramic ring to connect it to an anchor point. The reel is controlled by a remote control in the front of the rappelling rig to raise or lower you to any keyed in height (up to the 100m of MonoLine available). The rig and reel tags in at about 1,500eb plus the cost of the monowire.

MonoWire Dispensers: There are a plethora of Dispensing systems for MonoWire on the market, with an even wider variety of manufacturers (although most of them use the same MonoWire supplier for the contents of their dispenser).

The basic unit looks like small, rubberized sphere of about 4 inches in diameter. Most of these are dual-function, and can be activated in two ways. The first is to separate the ball into halves with the monowire held at tension between the halves, with a reel built into one half. The halves often come with limpet-style glue beads so they can be attached to a wall or other surface for quick tripwires. The second activation method is to pull a ring out of one half that trails the MonoWire to the reel. This is more useful for garrotes and cheesecutters. The "Pokeball" dispenser costs about 50eb more than the MonoWire it contains.

Other standard dispensers include the Belt Buckle dispenser (25eb times style modifier), Pistol Grip dispenser (200eb, only for pistols that don't keep the ammunition in the grip), Knife Handle (200eb), and Wrist Watch (300eb).

Phone Jumper: Never pay for another phone call, and never get caught again. The phone jumper is a miracle for anyone who needs an untraceable phone line. What this device does is two fold. First, by attaching the device to any cellular

phone, and then by calling a special number (which is actually a military satellite, leeches when dormant) the device records the cell phones frequency and exact registration. The device can store up to 300 cellular service registrations. This means that you can make calls using other people's phone service, and all you need is two minutes time with their cell phone. The second interesting use of this device is that anytime you make a call, as soon as the numbers are dialed, the device instantly opens five other phone lines (as if you were talking on a party line or three way). This way the phone call is completely untraceable, as any attempts to trace the call will reveal 5 different locations and owners. As an added bonus, if someone whose service you have "jumped" picks up their phone while you are using their service, the device will immediately hang up that line and replace it with another. You can even set it to simply rotate through your stored services. The Phone Jumper obviously acts a regular phone. Of course any trace attempts will reveal the true service owners number, who will most likely be questioned at the very least, so using your friends cell service is not recommended. This device has military origins and is extremely uncommon. There is a 10% likely chance that the unknown operators of the satellite being piggybacked have detected the unauthorized use on that, or previous, instances, and are tracking the jumper. 37,000eb.

TAKEN FROM DATAFORTRESS 2020: AUTUMN BLADE EQUIPMENT. [2]

Explosive Road Barrier: This device is stored in a large case which holds 20 meters of a retracting chain of folding panels. When strung across a road and unfolded, these panels deploy spikes, which fold upwards. These spikes act as a trigger, detonating the panel the trigger is attached to (except for any within 3 feet of the case) whenever a car hits them. The resulting explosion will blow out the front tires of the car, as well as significantly damaging the underbelly. (damage per panel is 2d10 with a 1 foot radius) Any unexploded portions of the panel chain can be reused and restored within the case. 565eb. [3]

Full Thermal Dispersion Unit: This rig uses refrigerants and heaters, all computer controlled, to make your heat signature the exact temperature of the air around you. This means that you are completely invisible to any means of thermal detection; you give off no heat signature whatsoever. Unfortunately it also means that no skin whatsoever can be exposed, and you can carry little equipment. The suit has only a 30 minute power supply, which must be recharged for 5 hours after use. Keep in mind the system may be used with soft armors only, adds EV +1, and is extremely fragile (any damage and the system is destroyed). Also, keep in mind, emitting no heat signature is effective against surveillance systems designed to register an influx in localized ambient heat; however, some systems measure total ambient heat in a contained area, and calculate it as a function of spatial heat variables throughout that area, so if the user is adjacent to a colder or hotter heat emitter, the suit will attempt to balance the surface temperature between the two, and may fail under scrutiny. 8000eb.

Sure Tract boots, gloves:
developed by Gasium Group, available in limited supply to law enforcement and military distributors. Micro-weave friction pads on contact surfaces allows for exceptional gripping power. [13]

+3 to grapple, hold

+3 athletic feats

RLEM: The Simon Door Breaching Rifle Grenade (Rifle Launched Entry Munition - RLEM) The Simon is remotely operated and therefore totally eliminates the risk to the operator and reduces the probability of detection. It's made of two main parts: shaped explosive charge (back part, similar in shape to a standard rifle grenade) and kinetic projectile component (front). Both parts are in plastic housings which makes the Simon a light and therefore very portable device. The Simon can be fired only few meters away from the targeted door and blast open most types of conventional doors. After being deployed, (using standard rifle grenade ammunition), the Simon automatically re-arms. When the projectile strikes the door, the explosive charge detonates, causing the door to blow inward with kinetic force [8d6 Concussive damage], clearing a path for the entry team. Since the door is blown through concussive, rather than explosive, impact the door remains intact, minimizing collateral injury.

Another major advantage of the Simon is preventing the operator from having to estimate the quantity of explosives to be used on a specific door. Since, as mentioned above, the door is blown inwards due to the impact wave rather than a direct contact with the explosive, the Simon is effective against most door types. This enables the assault team more tactical freedom, because it doesn't require a demolition. However, this doesn't mean the demolition craft is no longer needed in entry teams. It's still needed in situations when the Simon can't be used such as one small room parameters and when there is not enough safety distance to launch it.

The only drawback to the Simon is his high penetration power. The Simon was design to break through all types of conventional doors including barricaded steal doors. When the Simon is being used against a light or un- barricaded door, the door may be blown with considerable kinetic force, risking injury to occupants nearby. Thus, if there is a hostage right behind the door, or even few meters behind it, he is going to take a major hit, most probably a lethal one. Hence, in such situations (i.e. one-room apartments) the more conventional approach of placing the explosives manually is due. This is a tactical limitation that should be taken into consideration prior to the utilization of the Simon. However, if there aren't any hostages present and the operation is a military style one, hence the mission is killing rather than saving lives, then this disadvantage immediately turn into an advantage adding to the killing potential of the entry team. [5]

Precision Remote System- TRAP: Developed by Precision Remotes Inc. (PCI) - the Telepresent Rapid Aiming Platform (TRAP) is a series of man portable tripod platforms, which mount a variety of Sniper Weapon Systems (SWS), assault rifles, surveillance lenses, sensors and non-lethal weapons. While other remote weapons systems do exist, they are heavy, bulky and vehicle mounted and thus not fitted to man portable applications.

The unusual system was originally built under U.S. Army specifications and is now available for military, Law Enforcement (LE) and government agencies. The system was field tested by the U.S. army and several foreign armies. It was also tested by several American SWAT teams including the LAPD and the SFPD teams.

The main idea behind the system is to keep the sniper and his spotter out of the line of suppressive fire, while maintaining superior accuracy on one target or multiple targets. Once the TRAP is placed in the line of fire, the only instant of exposure, the operator can retreat to a safe location, and can remotely view the image feeds from the rifle scope and the overview spotter camera, and if necessary, remotely fire the system.

TRAP also minimize operator' errors in firing a weapon. The system maintains soldier performance under stress, allows operators to seek optimal cover, provides superior command oversight and around the clock operation without the needs for shifts changes. Once in the field and set for operation, the TRAP system is activated by the operator via the TRAP control unit. By shifting the aim, the operator can scan the ground either through a surveillance camera installed right on the remote platform or with X9 camera fitted on the weapon scope.

The system can be concealed in places considered too small or risky for humans and provide continuous electronic intelligence gathering, resistance to adverse environmental factors (such as fatigue, cold, precipitation, heat) as well as personal ones such stress and fear which effect and degrade shooters' abilities and response times, taking toll in deaths and injuries.

The system is especially suited for civilian tactical teams. Since the sniper and his spotter are out of the line of fire, the operators' need to use deadly force is much reduced, and the ability to resolve situations with effective negotiation is enhanced. So the system can help save not only officers' lives but also that of suspects or hostages.

The system is easy to transport and quick to deploy so they it's ideal for rapid deployment forces. Since it's much smaller than a man and lack his typical shape, the system can be easily camouflaged and concealed, while possessing a very small target for opposing fire.

Another advantage is the tactical ability to deploy in long-term extreme environments operations, such as desert and cold weather, or operations in which there is a threat of Nuclear, Biological or Chemical (NBC) contamination. TRAP technology would allow friendly forces to remain safe and would enhance the readiness of personnel and minimize the reduction in performance that comes naturally with operations in such environments.

On the other hand, the system main limitation is in fluid situations, when a sniper would simply change its position. However, in the case of the immobile TRAP this would be at a distinct disadvantage. So the system would be better used in barricaded situations.

Game Terms: TRAP requires 2 turns to set-up in the field, and subsequently allows remote aiming in excess of normal allowances, up to 6 turns. [7]

Ephod vest: Unlike the pouches belt (Combat Webbing), which was then used by armed forces world wide, the Ephod consists of two shoulder stripes that distribute the weight of carried load proportionally over the upper body. For all infantry oriented units, including both special and regular forces. [8]

Personnel Retention Lanyard : Clip in quick, stay safe. The BlackHawk PRL is designed to act as a personal lanyard when operating from Helos, Ships, or dangerous heights. Used by attaching locking carabiners to each end. One side

clips to your CQB Belt/or Rappel Harness, the other end attaches to anything solid to keep you from falling. Designed with tubular webbing & internal "Shock Cord" to keep it short and easy to use. Five (5) Bartacks on each and secure internal shock cord, and create "biner" loops. [9]

Rope Guard: The BlackHawk Rope Guard is an absolute must when rappelling or climbing around sharp edged rooftops or rock faces. The Rope Guard is made of four layers of 1000 denier Cordura nylon which provides maximum rope protection [SP 4]. It fits around your rope using Velcro. To secure the Rope Guard in place on the rope, BlackHawk has provided a tie down webbing loop and nylon 550 cord.

SOLAR Harness: The SOLAR Harness was designed to be carried in a compact, light weight manner. Ready to be used at any time, under any condition. It is constructed with BHI SPEC Type 13 and Type 8 webbing and is fully adjustable for perfect fit and maximum comfort. An accessory loop has been provided for miscellaneous extra gear. One size fits all. [10]

Tactical Rappelling Harness: The front D-ring has a 5,000 lb. proof load as well as the back D-ring for the Australian rappel. The waist and leg straps are fully adjustable and in most cases can be used as the assault belt to carry your holster, mag pouches and TAC gear. The webbing is also BHI-SPEC. One size fits all. [



1

GASIAM K-3

2

GASIAM K-4

3

ORC ARMOR



4

KENBISHI WEAR

5 MEMORY PLASTICS

6

RAZORBACK



7 FLACK VEST



8 RECON VEST



9 CERAMIC VEST



10 KEVLAR VEST



11 GASIUM K-S



12 DATAFILM



13 SKIN TIGHT



14 VECTOR



15 KGS KEVLAR



16 PEGASUS MESH



17 VANGUARD GEAR



18 SMART GEAR



19

AF BLANKET



20

TACTICAL VEST



21

ARMORWEAR

SPECIAL ARMOR DESCRIPTIONS

Weapons described below are of special interest in the Dystopia: Hostile Takeover Campaign environment.

Keys: [TRDL] = Created by Third Rail Design Labs // [Shirow] = Adapted from the work of Masamune Shirow

Gasium Stealtsuit (K-3): multi-weave ballistic mesh developed by Gasium Group, an Anubis company. Provides full kinetic deflection for small caliber weapons, and excellent resistance to edged weapons and energy strikes. Low encumbrance, and fully jointed, this soft weave mesh can be worn under baggy clothing, and protects the wearer from extreme heat and cold. Memory fabric cloak provides multi-angle memetic camouflage, though less effective when wearer is in motion. Cloak covers head and extremities, but does not enable actions while cloaked. Suit includes gloves, boots, and cowl, though Sure Tract equipment may be used instead. Left forearm panel contains wrist-actuated rappelling line, 100m length, 500kg tensile strength. Right forearm panel contains garrote wire. Gasium equipment is provided to Anubis operatives, and not available on the market, though black market gear has appeared infrequently (30 diff) [TRDL] [1]

SP 12 all regions, except for face

+3 vs. Energy-based stun attacks

waterproof, but does not support a vacuum.

1/2 damage from edged weapon attacks

1/3 damage from energy attacks

+6 vs stationary notice checks, +3 vs motion notice checks while cloaked

Gasium Skinsuit (K-4): variant to K-3 system, designed for extreme atmospheric conditions, including deep sea pressures and vacuum of space. Includes fitted face shield and 6 hours air supply. However, suit is not designed to be fully exposed to vacuum for long periods of time (20 minutes max. before failure). May not be combined with memory cloak. Face shield provides protection from extreme changes in visible light. Includes Sure Tract boots and gloves. Gasium Group claims these suits are prototyped only and not field-tested. [TRDL] [2]

SP 12 all regions, except face

SP 20 fitted face shield, 6 hours oxygen bath supplied by reservoir along inner back

Suit provides protection from space exposure for 20 minutes, then fails. 1-3 rounds, atmosphere leak (save vs stun), 4-6 rounds, oxygen depletion dangerous levels (1/2 REF, INT save vs stun -2), 7th round, seals fail and suit is compromised (instantly mortal 0)

+3 vs. Energy-based stun attacks

1/2 damage from edged weapon attacks

1/3 damage from energy attacks

Gasium Battlesuit (K-5): This full-coverage armor is designed to integrate with a custom-fitted Datasuit, and combined offer SP18 protection to all damage types except electrical, for which it offers SP 8. It is customized for the individual needs of the agent for which it is designed, though still in the prototype stage and intended for corporate security and paramilitary use. It is surprisingly light, offering EV 1 and each component is rubberized to prevent operational clatter when in motion. Approximately 3500 eb per, not including helmet components, which may include IR, infrared, T2M, and anti-dazzle. TAKEN FROM DATAFORTRESS 2020: SHIROW TECH [Shirow] [11]

ORC Armor: A lighter, though bulkier version of metal gear, this slightly powered personal armor has a REF bonus of +1 and an SP of 25. Intended to be marketed for fast assaults into high risk situations by E-SWAT or private tactical infantry, it is specially made for maneuverability and stealth. It too utilizes the data film for transmitting the physical signals too the suit. Orc suits can monitor acoustic signatures, or A/S, giving them an awareness bonus of plus +2. The system is also designed to monitor the system integrity of other soldiers in the linked network, giving them a better teamwork ratio in stealth operations. The helmet is equipped with: auditory boost, low light enhancement, image enhancement, and tele-optics (not a combat modifier, but +2 for long-range zoon optical use). The suit also boosts the BOD and MA of whoever is wearing it with a bonus of +4 each. 25,000eb these suits remain in early prototype stage, and have not been fully tested. TAKEN FROM DATAFORTRESS 2020: SHIROW TECH [Shirow] [3]

Kenbishi Protective Wear: This light armor, which resembles bandages, is designed to protect against both blades and projectiles. It is meant to be worn under clothes (not under a datasuit). It offers an SP of 2-10. Cost is 200 eb per 2 levels of SP. Note no protection against flame, electrical attacks. TAKEN FROM DATAFORTRESS 2020: SHIROW TECH [Shirow] [4]

MonoMesh Cloth: MonoMesh is a strong kevlar based cloth with a grid of monowire built into it. The weave is very strong, designed so that the monowire will not cut through the rest of the cloth when stressed, so that the wearer is not threatened by their own clothes. Clothing made of MonoMesh cloth MUST have an SP value of at least 4 (in order for the cloth to be strong enough to support the monomesh weave). MonoMesh weave increases the cost of the clothing five-fold, but makes it nearly 100% immune to MonoWire except at extreme speeds (will prevent up to double the SP value of the clothing in damage from MonoWire), and is excellent protection against MonoBlades (provides full SP against MonoBlade and MonoCrystal weapons).

Monomesh Gloves: The primary use for MonoMesh cloth has always been in gloves, since they allow people to safely handle monowire. A standard pair of MonoMesh gloves is SP:6 Black or Khaki armour cloth with Mesh Weave. This allows the wearer to handle Monowire with complete safety, even under tension. It won't stop a MonoWhip 100% of the time, but it's great for setting up and also for disarming MonoWire triplines and traps. A standard pair of MonoMesh gloves will set you back 300eb.

Antarctic Development Series Healing Armor: Innovative new ballistic mesh micro-weaving utilizes inter-dependent nanite membranes that are activated by penetration and can reweave armor damage at a rate of 1 SP per hour. All burn or laser damage is permanent, and acid and bio-weapon damage will actually corrupt the membrane and cause the reverse

effect, reducing 1 SP per hour as the nanites deconstruct the weaving themselves. A critical penetration of more than 50% of any armor group's SP rating will permanently disable the nanite components. Available in SP increments of 2 up to 12 SP, In both soft and hard armor classes.

Subdermal Weaving: Very limited experimental applications in the D:HT environment. SP 2-4, some issues with implant rejection.

RazorBack Armor: Polymer plate armor with recessed, spring-loaded razor ridges along vertical grooves on the plates. The armor offers SP6 protection from soft and hard damage, but the interesting detail is that the blades auto-extend when plates are under sudden lateral pressure: Any attempts to Grapple the wearer yield automatic 1d6 damage per turn. A Critical Fumble during a REFLEX action yields to the wearer a self-inflicted wound, ignoring armor, with 20% likelihood, due to malfunctioning, jammed spring mechanism. [6]

Ballistech Skin Tight Type III: Memory plastic armor, best used layered (EV:0) under other armor components. The armor acts as SP 20 with regards to kinetic redistribution (SP 10 vs Energy, SP 14 vs Edged). Treat as SDP 40. As the armor absorbs physical damage, it may sustain up to 40 points of damage (calculated cumulatively before reduction per damage type). Damage in a single turn, under 40 pts (more than this completely destroys the armor) is reduced by 1/3, as the memory plastic attempts to redirect the damage over the surface of the material. After 40 cumulative pts of damage have been sustained (over all areas), damage is no longer reduced, as the armor brittleizes and offers no SP. Immediately after impact, the armor becomes extremely rigid (EV:1) (3 or more simultaneous strikes in the same round yield EV:2) and this EV penalty is reduced by 1 pt each round after impact as the plastics soften again. Memory Plastics may not protect head, hands and feet. Note: Staged Penetration rules do not apply to Skin Tight Armor. [13]

IEC Memory Plastic Combat Suit Mark II: When a specific electric current flows through this system, the weaving of memory plastic plating, Kevlar and cotton (5 SP, EV 0) form a fitted flight suit in appearance. When power is supplied to the system at the low setting, the memory plastic reverts to normal shape (Torso 25 SP, Legs/Arms SP 18, EV 1). If the system crashes, the armor becomes a complete hardsuit (25 SP, EV 3). The armor is susceptible to EMP attack, and requires technical assistance to be restored to soft operation. [5]

Datafilm: This incredibly thin suit is meant to be worn under powered armor, and transmits the wearer's commands to the landmate. Datafilm has an SP of 6. It protects against acids, alkali's and other chemicals, lets sweat escape while repelling water and cushions shock. It is a fabulous invention (in the words of SHIROW himself). Apparently if the wearer is knifed it would hurt a great deal but the blade would not penetrate the datasuit. It's made of the same materials used to coat cyborg and landmate musculature. Data suits come in a

variety of colors and pattern and are made by several different companies. Due to the tight fit and variations in height, weight and structure each datasuit is custom made for the specific wearer. You must wear a datasuit to operate a landmate. Cost varies from 200eb to 2000 eb depending on manufacturer and design. The suit gives +3 to any ref action made while using a land mate. Note: In the D:HT environment, Landmates are neither common nor common knowledge, a product of private corporate research. They are both experimental and expensive. TAKEN FROM DATAFORTRESS 2020: SHIROW TECH [Shirow] [12]

Typical Law Enforcement Gear (Uniformed)

Standard Uniform: Black (or other, depending on division) jumpsuit with armored coverings for forearms, shoulders, knees, thighs, and neck (SP 6), sturdy black boots, kevlar vest (SP 10), and a white helmet TAKEN FROM DATAFORTRESS 2020: NCPD (SP 25).

Dress Uniform: Black jacket, hat and slacks, with a skirt for women, and white gloves, Along with whatever additional decorations an officer might have earned. TAKEN FROM DATAFORTRESS 2020: NCPD

Riot Armor: This heavy armor consists of a heavy flack vest (SP 20, EV 2), reinforced arm gauntlets (SP 15), woven kevlar pants (SP 18, EV 1), armored boots (SP 12), a more streamlined helmet (so bottles and the like bounce off instead of smashing full force) (SP 25), and a better gas mask/filter. The standard black jumpsuit is worn underneath. This armor is very heavy, and while it offers excellent protection, it severely limits mobility. These suits also feature a glowing phosphor bar, extending from the right side of the neck to the shoulder, which is designed to be visible from above. The strip glows white by default when viewed through standard issue Smartgoggles, blue when the officer is engaging a suspect, and orange when wounded. TAKEN FROM DATAFORTRESS 2020: NCPD

Helicopter/ AV Pilot Uniform: This uniform is worn by the pilots of the majority of AV's and helicopters used by the Police Department. It consists of a dark blue flight suit and a flight helmet (SP 20) with a built in radio (which connects to the aircraft's radio for stronger reception) and a visor that offers Heads-up display, Anti-dazzle, and Low Light. TAKEN FROM DATAFORTRESS 2020: NCPD

Motorcycle Cop Uniform: This uniform begins with the black jumpsuit, then instead of the relatively soft vest it applies a hard shell armored torso covering. It is a bit lighter, but offers slightly less protection (SP 18) as it is more designed to protect from crashes than bullets. Still it is effective armor, and many of the E-SWAT officers prefer it. The helmet (SP 20) is also different and offers Low Light, Anti-Dazzle and a radio connected to their bike. The visor retracts into the helmet and the mask does not connect to an air supply, acting merely as a filter and facial armor. The uniform is completed with a pair of sturdy motorcycle boots. TAKEN FROM DATAFORTRESS 2020: NCPD

Police Issue Metal Gear: This armor is used only for extremely hazardous situations. With E-SWAT getting the most out of it. It is standard metal gear (SP 25 EV 2) and makes for an intimidating sight. The jumpsuit can be worn underneath, although it isn't comfortable nor recommended, but absolutely no armor can be worn under the metal gear. The helmet features the basic visual package (LL, AD,), and the basic helmet radio. Please note that metal gear is to be used only in emergency situations, as its appearance has been known to cause public relations nightmares. The public doesn't like seeing its officers in metal gear, as it implies something nasty is happening, which can lead to public mistrust and or apprehension of the police. Few departments have purchased this equipment, but with tensions building in major metropolitan cities, more and more jurisdictions are taking cues from private corporate security and beefing up in advance of the need for such measures. TAKEN FROM DATAFORTRESS 2020: NCPD

Armorwear: New microfiber ballistic mesh technology, woven with monomer-nylon hybridized thread to form an unencumbering light armor underlayer that is flexible, difficult to detect (DIFF 15 visually) and quick-drying for multi-environment applications. SP 4-12 available, each suit made custom to order by Folstrom, a subsidiary of Minotaur Labs. [TRDL] [21]

Pegasus Series Ballistic Mesh: Pegasus™ is a series of vests utilizing the most advanced ballistic materials available. Each vest in the series is engineered to optimize the individual strengths of the ballistic fabrics while providing maximum comfort and protection. [16]

KGS Series Kevlar Vest: This advanced hybrid design is engineered to maximize the unique properties and benefits of today's high-performance ballistic materials while eliminating excess weight, stiffness and other factors which inhibit individual performance. A result of advanced hybrid engineering, the KGS Series combines multiple, lightweight, high-performance materials including SpectraShield Flex Plus® and GoldFlex® plus a new Kevlar® weave. Combined, these materials offer superior 10 and 12 SP protection with exceptional flexibility, comfort and mobility. [15]

Vector Series Chilled Concealed Armor: Featuring full front and rear Armor Ice™ Cooling Inserts
Advanced Vector™ design engineered for total adjustability and customized fit
Available with ultra-thin, ultra lightweight 4, 6, and 8 SP ballistic packages. [14]

Unified Ceramic Vest:

The vest is made of high durability Cordura fabric combined with modified Kevlar, which supply fragment protection to chest, back, neck, shoulder, and groin areas. Another innovative feature is an integral waist belt, very similar to the one used by professional weight lifters, which help to protect the lower spine and distribute weight evenly around the lower body during rapid movement. The vest is worn from above using two main Velcro stripes and is competently modular. The back and front pouches layout are removable. They are attached via Velcro and can be removed from the vest. This allows to modify the vest in minutes for various operational roles.

There are six basic configurations, each uses the same platform so all configurations are completely interchangeable with each other:

Standard

Sniper - with dedicated pouches for 7.62 rounds, and for camouflage suit.

M203 grenade launcher - with dedicated pouches for M203 40 mm shells.

Combat medic.

Explosive Ordnances Disposal (EOD).

Light Machine Gun (LMG).

The vest is designed to host an integral ceramic plate, which can be inserted and extracted in seconds from a special pouch in the front of the vest. The vest offers SP 25 protection. [9]

Flak Jacket: The armor consists of multiple layers of Kevlar, and the exterior is Cordura nylon. The armor filler cannot be removed from the outer Cordura layer and is stitched directly to it. The jacket opens from the front and close with one center Velcro strip. There is a three-inch collar to protect the neck. There are two independent shoulder pads that are held in place with straps that snap to the front and rear of the jacket. The shoulder pads are to placed above the Ephod's or the vest's two main webbings strips. There is one pocket on the jacket's left chest as well as a small loop, which can be used to hold a flashlight or pen. [7]

Anti-Frag Blankets and Seat Covers: Applications include auto floors, seat covers, truck sides, and bomb debris protection for military equipment. Floor protection against explosion fragments. Choose drivers side front, passenger side front, or whole floor (shown on left). Use these by themselves or in combination with our seat protection. SP 10-12 per panel. [19]

Vanguard Tactical System: 12 SP ballistic protection

Front opening style for easy entry and enhanced adjustability (4" adjustment in both waist and torso)

Enhanced ballistic coverage with total front to rear wrap

Optional ballistic collar protector

Removable ballistic groin protector

Removable ballistic bicep protection

Front and rear 10"x12" hard armor plate pocket

Grid-style hook and loop/snap pocket configuration for easy pouch change-out

Unique non-skid material for secure weapon shouldering

Choice of "mission specific" pouches

Heavy duty "Officer Rescue" strap

Removable ID patches

Colors: black, navy, OD green, woodland and desert camo

[17]

SMART System (Special Mission and Response Team): SP 14 ballistic protection

Maximum mobility and versatility

Detachable ballistic yoke and collar protection (optional)

Detachable ballistic femoral artery/groin protection (optional)

Detachable ballistic shoulder protection (optional)

Detachable ballistic biceps protection (not pictured, optional)

Front and back hard armor plate pockets

Side-opening style for easy installation of hard armor plates

Unique webbing and loop system for versatile pocket

configuration and easy change-out

Unique non-skid material for secure weapon shouldering

Choice of 5 "mission specific" pouches

Heavy duty "Officer Rescue" strap

Removable ID patches

Colors: black, navy, OD green, woodland and desert camo

[18]

Recon Vest: The reconnaissance vest offers fairly low ballistic protection [SP 3] and may be worn over a flack jacket or kavlar in order to provide such protection.

Main Vest Features (standard configuration):

4 Pouches which carry 2 magazines each.

6 Small pouches will carry standard grenades or other similar size items.

1 First aid bandage pouch.

1 Smoke grenade pouch.

2 Water canteen pouches.

1 Medium carry pouch in the lower rear.

1 Large carry pouch on the upper back which can fold when not in use using a rubber sling.

1 Flashlight pouch.

1 Knife pouch.

1 Compass pouch.

Velcro closing for all pouches .

Velcro closing for the front.

Quick release snaps.

Padded sides and shoulders for extended wear comfort. In some models the padding is removable for cleaning and when

extreme weather gear is worn under the vest.
Adjustable for waist.
Adjustable for height.

The reconnaissance vest has six basic configurations, each uses the same platform but with different pouches layout. In some models the pouches layouts are removable and attached by Velcro so all configurations are completely interchangeable. In other models the layouts are fixed.

The configurations are:

Standard
Sniper - with dedicated pouches for 7.62 rounds and for a camouflage suit
M203 grenade launcher - with dedicated pouches for the M203 40 mm shells
Medic
Explosive Ordnances Disposal (EOD)
Light Machine Gun (LMG)
Tactical Vest [8]

Bola Elastin Membrane: The biotech pioneers at Bola have made another breakthrough in the field of bio-engineered military applications. Elastin Membrane is developed from the enhanced fiber clusters of elastic heart protein culled from 3 whale species. The membrane is easily draped and sealed over normal clothing and is highly elastic, stretching and contracting in response to heat, light and chemical interaction. As such, it performs extremely well to attacks of this nature (1/2 damage from heat, light, chemical attacks) though fairly poorly performing against edged weapon damage (x2 damage from edged attacks) [TRDL]

Bola Byssus Applique: Synthesized from the cellular membrane of blue mussel byssus sealant, this time-released coating is delivered via a non-aerosol pocket canister, and takes 18 seconds to apply and set (2 rounds). Once plasticized, the appliqué forms a protective membrane (SP 6) over any clothing surface, though performing relatively poorly at movable joint locations. The armor remains active for 1d8 rounds before dissolving into a bio-degradable water-soluble slime. Note: appliqué may be applied to human skin, though at reduced performance (SP4), and a Save vs. Shock must be made to prevent toxic shock. [TRDL]

Bola Banded Plate Armor: Another creative application of adaptive biology, this segmented, banded armor is developed from the nacre of abalone mussel. The natural properties of the nacre have been enhanced and crossed with crystalline protein and ceramic fibers to create a coated assembly of suspended plates which offer ultra-light mobility (Encumbrance: 0) and surprising resistance to impact fracturing (1/3 damage from blunt attacks). SP 6, 8, 10, 12 available. Once 50% of armor SP has been depleted, fracture resistance breaks down and no longer applies. [TRDL]

Bola Orb-weaver Skullcap Threading: Bola synthesized the ultra-thin, highly resistant web fibers from the orb-weaver spider, woven over several thousand layers to form a 2mm thick self-adhering helmet (SP 12) that can be worn under wigs or standard headwear. [TRDL]

C-Mesh: C-Mesh is a proprietary woven micro-Kevlar that provides ballistic and edged strike resistance with minimal encumbrance. No protection against other strikes is provided. It is extremely expensive to repair, but is commonly available on the Corporate market. [TRDL]

Reacti-mesh/ Polylog: A competing Kevlar weave to C-Mesh, this product offers the same performance of C-Mesh as well as thermal/heat and light-based strike protection at 1/2 SP value, due to a refractive cellular coating. However, the product is stiffer, similar to crisp leather. [TRDL]

Series 1 Military-Grade Armored Fatigues: Micro-Kevlar weave interlaced with tiled ceramic cells produces excellent protection to all types of strikes, with moderate encumbrance. Not easily available to the public.

Takanaka Type *Exec* SmartFabric: A finely-woven monofiber-based underlayment sandwiched to a smooth synthetic silk membrane. This is a custom made-to-order Orbital vendor, and is currently the most popular style for the Orbital Corporate Elite. *Exec* SmartFabric provides protection against edged and high-speed micro-penetration strikes (flachettes, barbs, needles) but no protection from conventional ballistics or other strike types. It is virtually impossible to tactically or visually identify the armored underlayer in this clothing. [TRDL]

Armor Table [D:HT technology level]

Common Civilian/ Corporate Protective Clothing:

C-Mesh Blouse/Shirt [SP 2-6] 20eb/SP pt. E:0

C-Mesh Jacket/Coat [SP 2-6] 30eb/SP pt. E:1

C-Mesh Pants/ Skirt [SP 2-6] 25eb/SP pt. E:0

C-Mesh Dress/Jumpsuit [SP 2-6] 30eb/SP pt. E:1

C-Mesh Armored Vest/Legpads [SP 10] 300eb E:1

C-Mesh Armor Jacket [SP 12] 450eb E:1

C-Mesh Armor Trenchcoat [SP 14] 600eb E:1

C-Mesh Stockings [SP 2-4] 40eb/SP pt. E:0

C-Mesh Armored Headwear (cap, hat) [SP 2-6] 30eb/SP pt. E:0

Enviro Wetsuit (C-Mesh) [SP 6] 550eb E:1

SemaFlex Bodysuit (C-Mesh) [SP 4-8] 60eb/SP pt. E:1

Eji of Japan Light Panel Cloak (C-Mesh) [SP 8] 1400eb E:0

Eji Bodysuit (C-Mesh + thermal) [SP 2-6] 65eb/SP pt. E:1

Bodygear Reacti-mesh & Polylog Jacket [SP 10] 500eb E:2

Bodygear Reacti-mesh & Polylog Moto [SP 10] 600eb E:2

Cryo-Max Polylog Mem Plastic Skirt [SP 6] 800eb E:0

Duraweave Kevlar Body Wrap [SP 4-10/limb] 45eb/SP pt. E:2

Cyro-Max Translucent Wear (Polylog) [SP 3-6/limb] 80eb/SP pt. E:1

Tycho-Ito Armored Corp Suit (C-Mesh) [SP 8-10] 90eb/SP pt. E:1

Tycho-Ito Armored Casual Fatigues [SP 7] 700eb E:1

Miro Polylog Jacket w/Compartments [SP12] 650eb E:1

Miro Nylar Rigid Bodysuit (Polylog) [SP 12] 800eb E:1

Military-Grade Armor:

Series 1 Fatigue Pants [SP 8,10] 50eb/SP pt. E:1

Series 1 Armored Jacket [SP 8,10] 50eb/SP pt. E:1

Series 1 Armored Doorgunner's Vest [SP 16,20] 50eb/SP pt. E:2

Series 1 Helmet [SP 14] 1000eb E:1

Unified Ceramic Vest [SP 25] 1400eb E:3

Conventional Flak Jacket [SP 12] 1000eb E:2

Conventional Kevlar Vest [SP 10] 300eb E:1

Law Enforcement Gear (see above) [See Desc.] n/a See Desc.

Armorwear [SP 4-12] 70eb/SP pt. E:1

Pegasus B-Mesh [SP 6,8,10,12] 200-800eb E:1

KGS Kevlar Vest [SP 10,12] 600, 900eb E:0

Vector Series Chilled Armor (vest) [SP 4,6,8] 500-700eb E:1

Vanguard Tactical System (vest) [SP 12] 400eb E:2

SMART Armor System [SP 14] 600eb E:2

Recon Vest [SP 3] 100eb E:0

Proprietary Corporate Issue Armor:

Gasium Stealhsuit Type K-3 [SP 12] n/a E:1

Gasium Stealhsuit Type K-4 [SP 12] n/a E:1

Gasium Battlesuit Type K-5 [SP18] n/a E:1

ORC Armor Prototype [SP25] n/a E:2*

Kenbishi Protectivewear [SP 2-10] n/a E:1

Monomesh Cloak [see desc.] n/a E:0

Monomesh Gloves [see desc.] n/a E:0

ADS Healing Armor [SP 2-12] n/a E:1

Razorback Armor [SP 8] n/a E:2

Ballistic Skin-Tight Type 1 [SP 10*] n/a E:1*

Ballistic Skin-Tight Type 2 [SP 12*] n/a E:0*

Ballistic Skin-Tight Type 3 [SP20*] n/a E:0*

IEC MemoryPlastic Mk II [see desc.] n/a See desc.

Datafilm [SP 8] n/a E:0

Prototype Bio-implant Armor:

Subdermal weaving implants [SP 2-4] n/a E:0

Bola Elastin Membrane [SP 12*] n/a E:0

Bola Byssus Applique [SP 8*] n/a E:0

Bola Bonded Plate Armor [SP 6,8,10,12] n/a E:1

Bola Orb-weaver Threading (head) [SP 12] n/a E:0



1 DERMAL TREADING

BIO IMPLANTS

Items described below are of special interest in the Dystopia: Hostile Takeover Campaign environment.

Keys: [TRDL] = Created by Third Rail Design Labs // [Shirow] = Adapted from the work of Masamune Shirow

Iris Reaction Booster: By shortcutting the nervous pathway from the optical nerve to the iris, and enhancing the iris muscle itself, this nanotech modification gives the eyes a lightning-quick reaction time to adjust to different light levels, as well as the ability to close completely in extremely bright-light situations. This is in almost all ways equivalent to cyberoptic flare compensation.

Staged Neural Bridge: This is a bioware bundle of cultivated nerve tissue that links the spacial coordination areas of both sides of the brain to make the subject ambidextrous. Tasks performed with the off-hand normally have a +3 penalty applied to the difficulty. The Neural Bridge reduces the penalty by its level.

ChronoHeme: ChronoHeme™ (nitroriboseneophosphomethel,4-globin) bonds oxygen in the manner that hemoglobin does, but it releases the oxygen only when hemoglobin has released all its oxygen. This creates an additional air supply in the bloodstream. A character with this modification can go for 2 minutes per point of Body without taking a breath as long as they have had sufficient oxygen exposure before (i.e. coming up from underwater, taking a fast breath, then going back down doesn't work)

Geas Silkweave: Based on the same woven-fiber design as Skinweave, Silkweave was developed by Geas, a small orbital development lab. The fibers have been extended and flattened and woven in three micro-layers. This results in an extremely supple sub-dermal sheath that is extremely flexible and requires a DIFF 20 to visually identify. Silkweave can be assembled with SP 2-10, though due to the micro-layering, there is a 10% chance the armor in any location may break down when physical damage exceeds the stopping power of that area. If this occurs, the SP of this location becomes SDP, and the armor is slowly destroyed with subsequent damage.

Dermal Mesh: At its simplest, DermalMesh is a cybernetic version of skinweave, as such it cannot be combined with skinweave and it also combines poorly with Subdermal Armours (see below). DermalMesh is a "mesh" of monowire-based filaments layed into the inner dermal layers of the client. The mesh is normally layed with approximately 1.5mm to 2mm between mesh lines (depending on location on the body, with meshing being up to .5mm apart on the chest and as low as 2mm apart on the armpits and throat). The mesh almost completely resists any attempts at cutting or tearing, and therefore is excellent protection against blades and monowire attacks. The mesh helps reduce deformation to tissues caused by blunt impacts, but only to a limited amount, and is next to useless against bullets and shrapnel, which tend to push individual filaments out of the way on their way into the target.

Currently DermalMesh is available at up to Rating 5, with ratings 1 and 2 being Major Surgery and Ratings 3+ being Critical Surgery. DermalMesh in locations over Subdermal Plating are considered to be at half-rating.

Regardless of the SP rating given below, any blow which strikes against DermalMesh will cause at least 1 point of damage since the Mesh is below the outer skin layer.

Muscular Augmentation: Previously known as muscle lacing, by weaving in Kevlar-like materials to the musculature, performance can be increased drastically. Each level of Muscle Augmentation adds 1 to Strength and .5 to MA. Current tech limits Augmentation to 2 levels.

PaceSetter Adrenal Control: Providing control of the adrenal functions far and above those of Raven Microcyb's 2018 Adrenal Booster, the Adrenal Control Gland is the next step in combat/cooltm. First, for the combat crazed we have Adrenal OverLoad, which increases the user's REF, MA and STR by +1, and reduces COOL by one for D6+2 turns and can be triggered 3 times per day. Then there is Adrenal Boost which can be maintained at all times, and provides +1 to initiative and -1 on cool checks for fright and maintaining cool. Standard mode provides no penalties or benefits as the gland is no longer affecting the character's adrenal output. Reduced mode provides +1 on all rolls involving concentration as well as +1 on fright and maintaining cool checks. And Finally Ice-Mode ceases all adrenal flow to the character, providing all the benefits of Reduced mode, with an additional +2 to the character's Cool stat for the duration, at a penalty of -3 on all Death Saves, including instant death saves from 8+ damage to a location. Switching from one mode to another takes 3 seconds per mode between the character's current mode and target mode.

Chem Repellant: This dermal modification transforms the subject's sweat glands to produce a durable long-chain lipid along with the normal perspiration. This compound protects the subject's skin from chemical damage. The subject's skin becomes safe from acid and base damage, and DMSO no longer can open the pores to allow contact drugs through into the system. Stuff that would eat through normal skin bead like water and drip off. The subject gains no new protection from heat or cold (and many damaging chemicals do their damage through heat) and the transformation does not protect the mouth, eyes and nose, etc.

Thermal Dissipater: This is a simple webbing of heat-conductive material connected with a network of heat sinks woven into the epidermis in order to divert any excess heat away before it can damage the skin, or any tissue under it. Apply this enhancement's rating as if it were regular SP, but only to heat-based damage. This does apply to lasers, but the protection rating is halved. Note that explosives damage the user via concussion, not heat. However, the secondary, incendiary damage caused by white phosphorus is heat damage. SP1-SP8 available.

Neo-Myelin Sheathing: Myelin is the protein compound that blankets your nerve cells and prevents interference with the neural impulses traveling through them. Neo-myelin does the same things, only better. This improved biopolymer sheathing increases transmission efficiency, and cuts down on bio-electrical interference. Cannot be combined with any other Reflex boosting. Provides +1 REF, +1 Initiative and makes the user immune to the physiological effects of EMP weapons.

MAAS-Krycek Series 2 Viper: The first product to come down the pipe from the newly-formed MAAS-Krycek merger is an exciting update of Krycek's signature product, the Viper mod. Series 2 updates the venom sacks to be sub-membraneous and less likely to be detected visually (DIFF 20) or via tactile sensation (DIFF 15), and are now recharged with a standard hypodermic. Series 2 Viper implants are now located on either side of the top rear molar group, and are triggered by a jaw-forward grinding action which triggers a

surface cap on the back side of the rear molars. The venom spray is easier to control, thanks to pressurized pustules beneath the venom sacs themselves. The venom formula itself has been improved, with faster action and longer toxicity. And good news for the clumsy: Pre-medication is now possible with antivenin with 6-hour time-release capsules.

Game terms: Attack can be contact or ranged, depending on circumstances of use. Ranged attack (1m max.) use REF + BOD + d10. If venom makes contact with defender's skin or mucous membranes, Save vs. BODY at -1 or suffer gradual paralysis. Turn 1: -2 REF, -2 INT, victim suffers numbness, tingling at extremities; Turn 2: -6 REF, victim suffers vertigo; Turn 3: victim is paralyzed, 1d6 hours. 20% chance of permanent REF loss of -1. Critical fumbles yield self-poisoning, unless antivenin pre-medication has occurred. Treatment via injected antivenin purges the venom in 1d6 rounds, with -2 REF penalty for 24 hours.

MAAS_Krycek Series 3 Viper: MAAS Biolabs have turned the world of internal organ implants on it's head with a new series of sub-membraneous modifications. Series 3 Viper implants offer an exciting twist to the paralysis venom employed by Series 2. Series 3 uses a sophisticated distillation of flunitrazepam (Rohypnol type 3), rendering the victim euphoric, and powerless.

Game terms: If venom makes contact with defender's skin or mucous membranes, Save vs. BODY at -1 or suffer gradual effects of formula as follows: Turn 1: -1 REF, -1 COOL, victim suffers disorientation, mild euphoria; Turn 2: -2 REF, -4 COOL, -4 BODY saves, victim suffers moderate sedation, reduced psychomotor response, and submissiveness; Turn 3: -3 REF, -6 COOL, -6 BODY saves, victim is easily psychologically manipulated, suffers extreme muscle reaction, remains semi-conscious for 1d6 hours. 70% chance of amnesia upon recovery. 20% chance of permanent REF loss of -1. Critical fumbles yield self-poisoning, unless antivenin pre-medication has occurred. Treatment via injected antivenin purges the venom in 1d6 rounds, with -2 REF penalty for 24 hours.

MAAS_Krycek Series 4 Viper: MAAS Biolabs have released another interesting variant on the Viper sub-membraneous modification. Series 4 Viper implants offer an effective self-defense solution, causing severe nausea and vomiting.

Game terms: If venom makes contact with defender's skin or mucous membranes, Save vs. BODY at -1 or suffer gradual effects of formula as follows: Turn 1: -1 REF, -1 BODY saves, victim suffers dizziness, mild vertigo; Turn 2: -3 BODY saves, victim suffers extreme nausea, disorientation; Turn 3: victim suffers violent vomiting attacks and temporary blindness for 1d6 hours. 20% chance of permanent REF loss of -1. Critical fumbles yield self-poisoning, unless antivenin pre-medication has occurred. Treatment via injected antivenin purges the venom in 1d6 rounds, with -2 REF penalty for 24 hours.

Bola Strobe Iris: The leading orbital biolab introduced this product to a consortium of orbital intelligence groups to critical praise. These 1mm tissue grafts to the existing iris are linked via sub-tissue cellular wiring to a photovoltaic power source surgically implanted in a sinus cavity. The iris grafts can be triggered with a nerve response to emit a modulated phosphor flash which causes nausea and seizures in the viewer. These implants are paired and are difficult to spot visually (DIFF 20). Victims within 3m making eye contact make Save vs. BODY at -2 or suffer nausea and temporary blindness for 1d6 rounds. 30% of victims suffer mild to moderate seizures, during which Attributes are halved and a Save vs. BODY is made each round or unconsciousness occurs.

Bola SparkPoints: These epidermal contact brads are 1mm thick and are laced along the contact surfaces of the fingers, lips, or genitals, wired to a subdermal battery with grounding sheathing. Contact damage: 1d6 electrical damage + Save vs. BODY at -1 or lose consciousness from electric shock. 70% chance any sensitive electrical equipment in contact with victim is destroyed. Critical fumble yields self-inflicted wound due to improper grounding.

MAAS-Krycek CrocTears: The latest in defensive protection, with the versatility of the Viper series of synthetic venom delivery systems, utilizing the existing tear ducts and an accelerant. Chromodacryorrhea is a side-effect in 30% of implant recipients (bloodlike appearance of tear fluids due to porphyrins [red pigment]). Any Viper series formula may be injected, with ½ potency and duration. Only 10% chance of permanent -1 REF loss, and no self-poisoning possible. **Dermal Treading (Takamoto Inc.):** Developed originally for extreme sport climbers, these microscopic enhancements are cellular ribbing on the contact surfaces of the fingers, palms, or feet, which allow for greater than normal gripping friction on most solid surfaces. +2 for Climbing and Athletics feats where applicable. Note: Recent trend reported among Japanese gangers: Back, limb, or total body conversions, rendering a sharkskin tactile sensation (usually marked with the following tattoo: サメ皮 [1])

Bola Wallcrawlers: Developed from biosynthesized epidermal tissue engineered from tissue and micro-follicles from the common Central American gecko. The skin and follicle grafts are layered in oriented strands across the soles of the feet, undersides of digits, and palms. The microhairs are not strong enough to support normal body weight. But significantly enhance a trained climber's ability to scale surfaces. Implants require a diff 25 to detect visually, and provide +3 to climbing and similar acrobatic tasks.

Bola Wallcrawlers are a more specialized, exotic, and high-performing enhancement than Takamoto Inc's product, and though similar in function, the two enhancements were developed from different origins. [TRDL]

Bio Pouch (Takamoto Inc.): Originally designed for deep cover Japanese Public Safety officers in the elite Counter Gang Unit in Tokyo, these subdermal membranous sacs are

very difficult to spot visually (DIFF 20) or via tactile sensation (DIFF 20) due to the ingenious weaving of existing and grafter tissue over the membrane surface. Custom-designed nanomachines reseal the open membrane once 15 seconds of pressure is exerted on the closed flap, allowing for quick recovery for visual inspection (DIFF 15 due to redness). The Bio Pouch is 6cm x 4cm x 1cm, and can be implanted in a series or over different areas of the body, most effective in fat layers. Hidden cargo should be of polymer or resin construction to avoid metal detection, though are not invisible to X-Ray in some cases (DIFF 10). Most often used to carry drug ampules, identification chips, personal defense weaponry, and in one case, a break-down holdout pistol designed by Nakamura Industries in a joint-venture.

Chameleonware: The package allows the wearer to change their face, hair color/length and skin coloration. There are additional systems to change their height and apparent weight over a number of minutes. As with any disguise, it is difficult to move from one extreme to another, so it is unlikely a 6 foot tall bouncer could be impersonated by a 5 foot weakling.

The Chameleon System uses a central processor to guide the changes carried out to complete the disguise, and requires constant management and adjustment from a remote team of technical support staff. Pictures and measurements help complete the shapechange although it can be done by eye. The system grants +8 to Disguise rolls but the success of the impersonation is modified by the depth of information available on the target and the skill of the system's operator. [The is a x3 intelligence based skill and cannot be taught without the implants.] As per the skill description, a user of the Chameleon System may still attempt the shapechange without benefit of the processor or remote support, and may use the applicable bonuses below, but without the base +8 to Disguise that technology provides.

Make disguise roll against adding the modifiers from the table above. People who see the transformed wearer must make an awareness roll against this value to spot "something wrong". Successful bluffs may put their suspicions at ease but the impersonator must have some clue to give a reasonable answer.

Chameleonware Modifiers

Event Modifier

Has developed the shapechange skill +1 per 3 skill levels

Has body scans / medical measurements of target +4

Has detailed / many photographs of target +2

Similar body size and shape to your own
[BOD stats are within 2 points of each other] +1

Have suitable clothes & equipment +1

Doing it by eye -3

Fairly different shape or the other sex
[BOD stats are more than 3 points different] -4

Vastly different to your appearance -5 or more*

* In some instances it may not be possible to match the skin of the target (ice: heavy fur or snakeskin)
Make disguise roll against adding the modifiers from the table above. People who see the transformed wearer must make an awareness roll against this value to spot "something wrong". Successful bluffs may put their suspicions at ease but the impersonator must have some clue to give a reasonable answer!

Chameleon Package Components

Total Package costs: 10D6 + 4D3 + 4 HC and \$16,650
(excluding surgery)

Systems:

System Surgery Effects Cost HC

Synthskins N Colour changing artificial skin [skin tone and complexion] \$400 D6

Neo-hair M Colour, style and length changing hair \$300 2

Audio-vox M Vocal synthesizer for special effects \$700 2D6

Voice Pattern N Emulate a target's voice via audio-vox implant \$350 2

Feature Alternation Option N Change facial shape (+4 disguise) \$3500 D6

Advanced Systems

System Surgery Effects Cost HC

Cyberoptics w/ P Emulator M Eye Pattern Modifications
[Fool's eye scanners 90%] \$1000 D6 x 2

Improved Feature Alteration M Replacement tissue for ears, nose, brows (in 2d6 min.) \$800 D3

Neoplastic Teeth C 8 front teeth replaced with memory bioplastics. \$800 D3

Polybone implants: hands C Shape altering bone/bioplactic composite. [in D4 min.] \$2000 D6 x 2

Polybone transformation. C Change length of limbs 6" [in D6 min. w/Int. Roll 20] \$4000 2D6

Tissue sacs M Sacs to change the bulk of the torso as necessary \$500 D3

Transformation Controller M Central control unit [bone, size, coloration, posture] \$1,500 D3

Biomai Neural Bridge: This bioware linking of the brain lobes (d4 HC) which artificially simulates the Ambidexterity skill (Skill Level 2), for a period of 1d6 turns before shutting down, causing -2 Ref penalty for the two following turns while the nervous system re-adapts.

Nervous System Booster: Originally developed for the USAF, this elaborate bioware treatment involves systematic counter-wiring of all major nerve trunks with synthetic binding agents. The process takes five weeks, but gives the patient a permanent +1 REF. Additionally, in general spinal damage will not lead to paralysis unless the column is completely severed, or the damage occurs above the shoulders.

BIO WEAPONRY

Exploding Bat: Literally a biobomb is woven into the abdomen of a bat. These animals are trained intensely as homing carriers, and will seek out a target once trained to recognize elements of the target's vocal signature. Each bat is loaded with an explosive equal to .25 kg of C-6, which can yield 2d10 damage over 1m radius. Any impact to the bat has 70% chance of detonating the explosive. Bats exploding near other bats: roll 1d6 (1d10 in enclosed space) to determine the number of additional bats are detonated (roll this once, it is not cumulative) yielding total [# Exploding Bats x 2d10], spread over a range factor of [# Exploding Bats/2.]

Bat stats: INT 1 REF 10 COOL 4 MA 10 BOD 1 EMP -4 SP 0 SDP 2 Awareness 5 Animal Sense +15 notice checks Melee 2 bite: 1d6/3.

Exploding Rat: The non-flying variant of the exploding bat. These are slightly more difficult to prepare, as the necessary rewiring of the rat's olfactory system infrequently causes insanity (1 out of 10 exploding rats do not seek their target). Due to their size, however, the rats do more damage.

Bat stats: INT4 REF 9 COOL 3 MA 8 BOD 2 EMP -3 SP 0 SDP 3 Awareness 4 Animal Sense +20 notice checks Melee 2 bite: 1d6/2.

Toxin Sack: This is the dread of unhappy corporate wage slaves the world over (and above), though the frequency of their use is extremely rare and reserved for the absolutely vital staff that are considered irreplaceable. Small synthesized membranes are implanted on major organs, often in numbers, that are bio-chemically wired to a secondary chemical pouch with a proximity synched modular-band receiver. When the receiver moves outside of the transmission range of the corporate transmitter, the chemical pouch dissolves, releasing a catalyst that in turn causes the toxin sacks to burst at a timed rate. Sacks can be scheduled to trigger instantaneously, or in sequence over time for a measured dosing, or on timed release. In addition, sacks can be scheduled to burst in greater numbers the farther the victim moves from the transmission area. Most often, the system is designed to deter corporate extractions, so the effects of the toxin are intended to deter first, cause discomfort second, and kill third. However, any chemical can be used with the toxin sack, so more extreme measures are possible and assumed to be in place by the paranoid masses anyway. Removal of toxin sacks must be performed by an extremely experienced surgeon familiar with the devices, and under sterile, vibration-isolated environmental conditions. A DIFF 25 Surgery roll must be made to detach the chemical sack, and a DIFF 20 Surgery Roll must be made for each toxin sack to be removed. Victim must make a Save vs. Shock every hour of surgery, and each surgical action can be assumed for game purposes to be one hour. [TRDL]

NANO IMPLANTS

Items described below are of special interest in the Dystopia: Hostile Takeover Campaign environment.

Keys: [TRDL] = Created by Third Rail Design Labs // [Shirow] = Adapted from the work of Masamune Shirow

SlipSkins: After triggering the slipskins by applying a special potassium solution over your body, you will excrete a slippery, slimy substance until alcohol is applied to the skin, washing away the product and turning off the production until it is reactivated. SlipSkins are a special nanotech rebuild of the sweat glands to produce this special oil, and are designed not to affect the palms of the hands, the soles of the feet or the face. Gain +2 on escape rolls, +4 if in light clothes or +6 if running about in the nude. You also get to look incredibly slimy (thus the nickname of slug-skin).

VenomSkin: This "enhancement" over basic SlipSkins produces an irritant across the owner's skin. Anyone ingesting this goo must roll a resist torture / drugs (dif 20) to avoid getting sick (-4 on all rolls for 2D6-btm hours, minimum 1). If the venom gets into someone's wounds the same roll must be made at dif 15, or dif 10 in cases of normal skin contact. Also in cases where the venom gets into someone's wounds, they also get -2 on all rolls for D6 hours

as the venom is a strong irritant. People with this implant are immune to this venom.

CausticSkin: The recipient's skin is rendered SP4 vs acids, and now excretes a relatively caustic acid. Contact with this acid causes D4 damage per turn for the duration of contact +1 turn. Treat this damage as normal acid damage. The acid also provides slipperiness as normal slipskins. Should the recipient's skin be broken, the acid begins to affect him/her too until the area is washed with alcohol, turning off the acid glands. It is recommended that owners of CausticSkin also purchase Acid-Resistant clothing.

SenseSkin: For all that extra effect from your sense of touch... Do you want just a little bit more in bed? To feel the wind blowing over your skin? The gentle caress of your silk underthings? SenseSkin CyberSkin© has special sensors which enhances your sense of touch, and if you get sensory overload, a push of the button on the back of your wrist will turn them off. When you're ready for more, push the button and the senses go back on!

While on, you gain +2 to tactile awareness rolls, and -2 on stun saves.

Synaptic Accelerator: Using a nanotech regimen, the nerves along the spine and inside the brain are lengthened, reducing the amount of time required for a signal to transfer from one location to another. This is the least damaging speed boost to both the body and the psyche. Provides +1d6 to Initiative rolls when activated. Activation requires a chemical inhaled ampule, offering 1d6 rounds of boosted initiative. The following 2 rounds yield a -2 Initiative penalty as the nervous system normalizes.

Hemoglobic Transacids: These nanomachines must be circulated through the user's bloodstream one complete cycle every 14 days for maximum potency. Chemical accelerant additives are secreted into the bloodstream. Once blood makes contact with air, a secondary enzyme is released which causes the shed blood to become increasingly acidic over 3 turns. Once the process is complete, the blood acts as a type 2 acid, causing 1d6+3 acid damage per turn of contact. Epidermal enzyme lotion, applied every 24 hours, secretes a counteractant that retards the secondary enzyme in the bloodstream, so in most cases, surface blood loss on the user will not experience a state change. However, massive trauma in a single wound (Critical Wound level) yields 40% likelihood that counteractant is overpowered and blood in the wound begins to change at the damaged tissue areas, causing a self-inflicted wound that requires cauterization to stop. A counteractant enzyme ampule should be carried at all times as a precaution.

4th Generation Enhancement Nano-treatments: All 4th gen. enhancers share certain abilities. Each variety increases a stat (limited to Int, Ref, Att, MA, Str & Bod) by either +1, +2 or +3. Each also requires one month of nano-therapy per bonus, although a level 3 Enhancer will provide +1 after 1 month, +2 after two, etc. In addition, each month of nano-therapy has a 4% chance of incurring some major, debilitating side-effect (Parkinsons, impotence, grossly malignant cancer, visual cortex damage, etc). Once the required nano-therapy has been completed, a maintenance has to be upheld or the nanites can no longer function, and the increased stat will gradually return to its original level after 1 month per level. The maintenance is a special dietary supplement (levels 1 & 2) with occasional injections (level 3) that cost 100eb per level of the nan per month. The nano-therapy itself costs 1000eb per day of therapy for the first level, 2000eb per day for the second and 3000eb per day for the third level, requiring 30 days of therapy per level. Humanity loss is minimal because of the gradual increase, being 1HL per level. Enhancement Nano-treatments are highly prototypical at this time. Some research suggests that in certain cases (Body Save once a month) the treatment can fail, causing an adverse affect equal and opposite to the enhancement performed. Of the 26 known voluntary trial recipients, 4% rejected the nanites, suffering permanent damage. Under development by MAAS Biolabs, this treatment is not publicly available.

Rapid-Acquisition Nanites: RA-Nanites increase the brain's ability to acquire information to a disturbing level. Two days after imbibing the RA-Nanites in an inert solution, the user gains the ability to acquire INT and TECH based skills from book-reading and computer-based education at 10IP (5IP new system) or 20IP (10IP new system) per day respectively. The RA-Nanites maintain this ability for 2-5 days, but each day the user has a 10% EACH of losing one point of INT, TECH or REF. In addition, once the RA-Nanite has run its course, any skill (but not special abilities) NOT increased during its use are decreased by 1. RA-Nanites are still experimental, as the short-term duration and serious ramifications of use are neither ideal nor intended. Under development by MAAS Biolabs, this treatment is not publicly available.

RTS-400 "Flash" Nanites: The first "semi-successful" attempt at nanite-based combat pharmaceuticals, Flash Nanites provide +5 initiative, +4 endurance, +4 awareness, and +2 Re for a duration of between 4 and 24 hours. Unfortunately, though the Nanite treatment tested successfully, adverse psychological reactions were observed, including disturbing degrees of Psychosis. Once the nanotech has run its course it leaves permanent damage to the user's nervous system (-1 Ref). Once injected, the Flash Nanite treatment takes one hour to take effect. Given the inconsistent and unstable side effects of this treatment, development has supposedly been halted, pending a re-synthesis of the serum. However, some reports have alleged that MAAS Biolabs has continued active testing of the treatment under the pressure of its military contracts.

Enhanced Hemoglobins: 2-3 pints of blood are drained and replaced with oxygen-carrying nanotech (d8 HC), combined with immuno-suppressors. The process must be renewed every two weeks, or the nanites expire and the patient suffers -2 BOD until they are medically removed. The process yields an Endurance boost (+1) and an Movement Allowance increase (+2).

Arterial Pumps: The thick, flexible, muscular walls of the arteries expand when blood is pumped into them and then contract, pushing it onward and assisting the pumping action of the heart. This nanotech enhancement reinforces the muscle tissue of the arteries to increase their pumping action and accelerate blood flow throughout the body to give you the aerobic performance of an Olympic athlete (+1 Endurance, +1 Athletics)

Kevlar Remover: Until now, acid has been the only viable means to damage Kevlar armor via chemical solution. However, nasty side effects of flesh contact render acid aerosols politically damaging for law enforcement. The new anti-kevlar nanite is delivered in a paintball round, or in a liquid medium. It is capable of stripping kevlar armor of 5 SP's per round, for up to 3 rounds. It has absolutely no side effects when exposed to human tissue.

Nervous System Burnout: As military and intelligence communities become more informed of the symptoms and paraphernalia associated with nanotech delivery, emergency response techniques are being developed to counter-act the effects of the more thoroughly-documented nanotech weapons. However, this nanite is particularly effective, because, like a slow-acting additive poison, it does its damage over time, usually mis-diagnosed as exhaustion or flue-like symptoms. It works on mammals in much the same way that the insecticide DDT does, by affecting the transmission of nerve impulses. DDT killed literally by burning out an insect's nervous system. The nanite-based variant works under the same principal, but is designed to function slowly. The target begins to receive a +1 bonus to all initiative and reflex checks each week till death occurs on week 5. Hypodermic delivery system. Save vs. BODY at -1.

Nanotech Deossifier: Osteoperosis in a can. This brand of nanomachine has a very simply life span and program. Designed to pass through the skin the nanomachines make their way to the bones where they begin to remove calcium from the bones, rendering them brittle and weak. All impacts that do damage, and 50% of sudden movements can cause bones to break. The nanites have a very short life span, only a matter of days. Once they have run their cycle the patient begins to recover, and each week of normal health will reduce the break risk by 10%. Aerosol (1m area) or hypodermic delivery system; Save vs. BODY at -6. Success, the nanites are corrupted or damaged. Fail, and suffer the following penalty: Any damage or combat actions (striking, H-to-H dodging, Athletics, etc. but not CUF-based defense rolls) require a BODY save at -2, with a failure yielding 1d6 in bone fracturing. In addition, if bone damage is done, make a Save vs. Shock! Suffice to say, it's time to find a place to hide.

Hemorrhagic Fever: This nanomachine not only kills, but kills in a torturous, protracted manner. But then sometimes that's what the boss ordered. This nanite kills by attacking the blood and the bone marrow where blood is produced. The nanites damage or destroy the body's blood and blood production capability. Eventually the patient begins to bleed out from any part of the body with a route past the skin, such as: tears of blood and blood sweat, out of the ears and through the excretory systems. Many internal organs such as the eyes and lungs can fill with blood. The patient suffers 1d4 damage each day until death. The only known cure is nanotech based. This nanotech assassination weapon is often used in order to send a message to the associates of the stricken victim. Hypodermic or ampule delivery system. Save vs. BODY at -4.

Cancer Maker: This nanite is designed to play particularly nasty games with a target's DNA (Deoxyribonucleic Acid: The primary medium for the storage of genetic information.). It is able to target a specific cell type, and once there find its way into the nucleus. The nanite is built to activate the various oncogenes (Oncogenes: A normally dormant region of DNA responsible for the onset of various cancers when activated.) in the target's DNA. The result is a lethal cancer that is inoperable under the normal procedures. The patient has up to 6 months prior to death. Again there is a nanotech cure, one that can be applied to perfectly natural cancers. Hypodermic delivery system. Save vs. BODY at -3.