

FOR QUEEN & COUNTRY

EQUIPMENT LIST

ABBREVIATIONS

ABBREVIATION	DESCRIPTON	PAGE REF
RULEBOOKS		
AG	Agency	-
F/P	Fixer / Pointman Class Guide	-
F/S	Faceman / Snoop Class Guide	-
FQC	For Queen and Country special rules	-
FQC MRD	FQC Master Rules Document	-
MAG	Modern Arms Guide	-
MAG Ch9	Modern Arms Guide Bonus Chapter 9	-
MAG X1	Modern Arms Guide Expansion vol. 1	-
SEH	Spycraft Espionage Handbook (V1 Rules)	-
SFA	Shadow Force Archer	-
SG	Stargate Rulebook	-
S/W	Soldier / Wheelman Class Guide	-
USM	U.S Militaries	-
WM	World Militaries	-
60's	The 1960s	-

PROTECTIVE GEAR		
BP	Budget Point	-
DB	Defence Bonus	-
DR	Damage Reduction	-
MDB	Maximum Dexterity bonus	-
ACP	Armour Check Penalty	-
WEAKNESS – C	Chemical	MAG Pg.138
WEAKNESS – E	Explosive	MAG Pg.138
WEAKNESS – F	Firearms	MAG Pg.138
WEAKNESS – M	Melee	MAG Pg.138
WEAKNESS – S	Subdual	MAG Pg.138

WEAPONS		
ACC	Accuracy Bonus / Penalty	-
DAM	Damage	-
THR	Threat Range	-
QUL	Qualities and Modifications	-
RNG	Range	-
SZ	Size	-
WGT	Weight	-

ABBREVIATION	DESCRIPTION	PAGE REF
WEAPON QUALITIES AND MODIFICATIONS		
AA	Advanced Aim	MAG Pg.14
AK	Awkward	MAG Pg.14
BF	May fire in burst mode.	SEH Pg.166
BB	Bull-barrel	MAG Pg.18
BP	Bullpup	MAG Pg.14
CP	Composite	MAG Pg.14
CS	Collapsible Stock	MAG Pg.14
CT	Cryogenic Treatment	MAG Pg.18
DP	Dependable	MAG Pg.15
DS	Double Safe	MAG Pg.15
DT	Discreet	MAG Pg.15
IN	Integral	MAG Pg.15
LV	Limited vision	MAG Pg.16
MD	Modular	MAG Pg.16
PW	Powered	MAG Pg.16
RG	Rugged	MAG Pg.16
SG	Sure Grip	MAG Pg.17
SL	Streamlined	MAG Pg.17
TD	Take Down	MAG Pg.17

WEAPON TYPES		
AR	Assault Rifle	-
SNPR	Sniper Rifle	-
SHTG	Shotgun	-
SMG	Submachine Gun	-

VEHICLES		
GP	Gadget Point	-
Hnd	Handling	SEH Pg.184
Def	Defence	SEH Pg.184
WP	Wound Points	SEH Pg.184
Hrd	Hardness	SEH Pg.184

STANDARD WEAPONS

NAME	BP	PAGE	ACC	DAM	ERROR	THR	RNG	QUL	AMMO	SZ	WGT	COST
Pepper Spray – Disguised	6	MAG X1 Pg4	-	See below	1-2	20	2.5 max 10ft		2	T	-	£30
Pepper Spray – Standard	10	MAG X1 Pg4	-	See below	1-2	20	2.5ft max 20		10	T	0.1	£20
– Fort Save (DC10+difference between attack roll and target's Defence, +10 on critical) or blinded for a number of rounds equal to the amount the save was failed by.												
Sig-Sauer P-232 .380	12	MAG Pg59	-	2D4	1	20	15ft	DP	7	S	1	£450
Walther PPK	12	MAG Pg59	-	2D4	1	20	20ft	DS,DT	7	S	1	£750
Browning High-Power	17	MAG Pg59	-	1D10+1	0	20	25ft	DP	13	S	2	£600
Glock 17	18	MAG Pg61	-	1D10+1	1	20	25ft	AA, CP	17 or19	S	1	£650
Sig-Sauer p-226 .45	22	MAG Pg63	-	1D12	1	19-20	25ft	DP,RG,TD	15	S	2	£800
H&K USP 9mm	15	MAG Pg62	-	1D10+1	1	20	25ft	DP	10	S	2	£800
Brass Knuckles	1	SEH Pg109	-	+1 unarmed	1	-	-	-	-	-	0.5	£20
Stiletto	3	SEH Pg110	-	1d6	1-2	20	-	-	-	-	1	£40
Switchblade	5	SEH Pg110	-	1d4	1-3	18-20	-	-	-	-	1	£60
Touch Taser	12	SEH Pg110	-	1d8	1	-	5ft	-	50	-	2	£100
– Requires a melee touch attack, if successful victim suffers damage and must make a Fort save (DC18) or be stunned for 1d8 rounds. 2 BP to recharge												
Dart Gun	7	SEH Pg111	-	1d4 and Drug	1-2	-	15ft		1	S	4	£200
Police Taser	15	MAG X1 Pg5	-	1d8	1	-	5ft(Max 20ft)	-	1	S	2	Restricted
– Melee or ranged touch attack required if successful inflicts 1 point of damage. Once wires attached they can be removed carefully with First Aid check (DC12) and 1 minute, or yanked out in 1 full action (or when target goes beyond max range), resulting in 2 points of damage and a DC15 Will save or become flat-footed. Whilst attached to target the wielder can make either a <i>standard</i> action or <i>full</i> action attack. During a <i>standard</i> action attack the target takes 1d8 subdual damage and must make a Will save (DC 5+damage taken) or immediately cease all hostile action toward the wielder. During a <i>full</i> action attack the target takes 1d8 subdual damage and must make a Fort save (DC20+damage taken) or become <i>stunned</i> until the end of their next initiative count, at which point they must succeed a Will save (DC15+total amount of damage inflicted with tasers during this fight) or immediately cease all hostile action, taking no actions other than move actions until they sustain further lethal damage or until the combat ends, whichever comes first.												
Butt, Pistol	-	SEH Pg110	-	1d3+1 Sub	1	20	-	-	-	-	-	-
Butt, Rifle	-	SEH Pg110	-	1d6 Sub	1-2	19-20	-	-	-	-	-	-

All melee weapons found in the MAG are allowed with the following restriction: Agents are expected to abide by UK law. If in doubt consult one of the FQC referees – and, yes, this does mean NO ONE can carry a Chain Saw or Samurai Sword in his or her personal kit!

STANDARD GRENADES

NAME	BP COST	PAGE	ACC	DAM	ERROR	THR	RNG	QUL	AMMO	SZ	WGT	COST
CS Gas	12	SEH Pg121	-	Special	1-4	-	15ft	-	1	T	0.5	£50
– Covers a 5ft square area. Lasts 2d6 rounds indoors/1d6 rounds outside. Fort Save (DC15) or blinded and stunned for 2d6 rounds.												
Flash/Bang	15	SEH Pg121	-	Special	1-4	-	15ft	-	1	T	0.5	£50
– Fort Save (DC18) or blinded for 2d6 rounds. Anyone within 10ft of blast must make a Fort Save (DC15) or be deafened and stunned for 1d6 rounds.												
Smoke	6	SEH Pg121	-	Special	1-4	-	15ft	-	1	T	0.5	£20
– Fills a 10 ft radius with thick smoke that blocks line of sight and provides concealment. Lasts 2d6 rounds.												

SPECIALISED WEAPONS (May only be purchased with Mission Budget)

NAME	BP	PAGE	ACC	REC	DAM	ERROR	THR	RNG	QUL	AMMO	SZ	WGT	COST
AR – H&K G36 Compact 5.56X45mm NATO	34	MAG Pg94	-	0	4D4	1	20	125ft	MD CS DP DT RG	30	M	6	Restricted
AR – RSAF L85A1 5.56X45mm NATO	27	MAG Pg95	-	0	4D4	1-3	20	125ft	BP IN 4x	30	M	11	Restricted
AR – Colt M4 SOPMOD 5.56X45mm NATO	42	MAG X1 Pg12	-	0	4D4	1-2	20	100ft	See Text	30	M	7.5	Restricted
SNPR – Accuracy Intl. AW/L96A1 7.62x51mm NATO SPECIALISED	37	MAG Pg96	-	0	4D4+2	1	18-20	175ft	BB CT RG	10	L	14	Restricted
SNPR – Accuracy Intl. L96AWS 7.62x51mm NATO (Subsonic)	17	MAG Pg96	-	0	1D8+1	1-2	19-20	75ft	BB CT RG Std Suppressor	10	L	14	Restricted
SHTG – Ithaca Stakeout	28	FQC	-	19	Shot 5D4 Slug 2D12	1-3 1-3	20 19-20	15ft	DP,DT, IN Choke	4	S	4	Restricted
SHTG – Benelli M3 S90 12 gauge	31	MAG Pg99	-	17/19	Shot 5D4 Slug 2D12	1-3 1-3	20 19-20	30ft	BF CS Std Choke	7	M	9	£1060
SHTG – Franchi SPAS-12	33	MAG X1 Pg12	-	16/19	Shot 5D4 Slug 2D12	1-2 1-2	20 19-20	30ft	CS DP RG TD	8	M	9.7	£1000
SMG – H&K UMP-45A2	24	MAG Pg102	-1	13	1D12	1-2	19-20	30ft	CS DP SS TD Std Suppressor	30	M	5	Restricted
SMG – H&K MP5SD 9mm	15	MAG Pg102	-1	0	1D8	1-2	20	25ft	CS DP SS Std Suppressor	30	M	7	Restricted
SMG – Steyr TMP 9mm	9	MAG Pg102	-3	10	1D10 +1	1-2	20	30ft	CP DT	15/30	S	3	Restricted
H&K HK69A1 (40mm Grenade Launcher)	24	MAG Pg113	-1	0	As Ammo	As Ammo	As Ammo	50ft	-	1	M	6	Restricted
C4 Plastic Explosive	20	MAG Pg132	-	-	4D6	1	-	10ft	-	1	S	0.25	£100
Breaching Charge	12	MAG Pg132	-	-	2D8	1-2	-	5ft	-	1	S	1	£60

SPECIALISED GRENADES (May only be purchased with Mission Budget)

NAME	BP COST	PAGE	ACC	DAM	ERROR	THR	BLAST	RNG	AMMO	SZ	WGT	COST
Fragmentation Grenade	15	SEH Pg121	-	2D10	1-4	-	5ft	15ft	1	T	0.5	£60
Incendiary Grenade	15	SEH Pg121	-	3D6+Fire	1-2	-	-	15ft	1	T	0.5	Restricted
White Phosphorus	16	MAG Pg40	-	2D4	1-3	-	5ft	15ft	1	T	0.5	Restricted
– Target takes same damage each round for 20 rounds or until First Aid check (takes 2 rounds with DC18). Target makes Fort save (DC15) or be blinded for 1d6 rounds												
Baton (40mm)	12	SEH Pg117	-	5D4 Subdual	1-3	-	5ft	-	1	S	0.5	£50
CS Gas (40mm)	10	SEH Pg117	-	Special	1-4	-	10ft	-	1	S	0.5	£50
Flash/Bang (40mm)	10	SEH Pg117	-	Special	1-4	-	10ft	-	1	S	0.5	£50
Fragmentation Grenade (40mm)	12	SEH Pg117	-	2D10	1-4	-	5ft	-	1	S	0.5	£60
Illumination (40mm)	5	SEH Pg117	-	Special	1-3	-	30ft	-	1	S	0.5	£30
– Dispenses a parachute flare that illuminates a 30ft radius. Each round the radius drops by 5ft as the parachute descends to earth.												
Smoke (40mm)	5	SEH Pg117	-	Special	1-4	-	10ft	-	1	S	0.5	£20
White Phosphorus (40mm)	14	MAG Pg130	-	2D4	1-4	-	5ft	-	1	S	0.5	Restricted

WEAPON ACCESSORIES

NAME	BP COST	PAGE	
Bipod, Adjustable			
– Prone / Bench Rest	1	MAG Pg114	Brace as free action, reduces recoil by 1 when not moving
– Leg Notch Adjustable Rest	1	MAG Pg114	Brace as free action, reduces recoil by 1 when not moving
– Tall Rest	1	MAG Pg114	Brace as free action, reduces recoil by 1 when not moving
Removable Stock	2	MAG Pg114	When bracing the weapon range increases 5ft.
Tripod Fixed	2	MAG Pg114	AK; Brace as free action, reduces recoil by 4 when not moving
Muzzle Break (Pistol/SMG)	2	MAG Pg114	Reduces weapon recoil by 2
Muzzle Break (Rifle/Machinegun)	2	MAG Pg114	Reduces weapon recoil by 2
Standard Suppressor	1	MAG Pg114	Grants weapon suppressed quality, +2 bonus for others to notice weapon.
Removable Suppressor	2	MAG Pg114	Grants weapon suppressed quality, +2 bonus for others to notice weapon. Removable
Standard Holster	-	MAG Pg115	One half action to draw weapon
Concealable Holster MK 1	2	MAG Pg115	+3 to Spot DC's, +1 to Search DC's. Full action to draw weapon.
Concealable Holster MK 2	3	MAG Pg115	+4 to Spot DC's, +2 to Search DC's. Full action to draw weapon.
Shoulder Holster	3	MAG Pg115	+3 to Spot DC's, no bonus to Search DC's. Half action to draw weapon.
Stealth Holster	4	MAG Pg115	+6 to Spot DC's, +3 to Search DC's. Full action to draw weapon.
Tactical Briefcase	2	MAG Pg115	+10 to Spot DC's. Quick searches fail. Weapon stored in pieces
Tactical Holster	1	MAG Pg115	SL. -4 to grab attempts. GC must spend 2 action dice for weapon to slip free.
Day/Night Scope 1.5x to 3.9x	3	MAG Pg115	LV, PW. Combined Night Vision Sight (night time) and Telescopic Sight (day time)
Day/Night Scope 4x to 8x	4	MAG Pg115	LV, PW. Combined Night Vision Sight (night time) and Telescopic Sight (day time)
Day/Night Scope 9x to 15x	4	MAG Pg115	LV, PW. Combined Night Vision Sight (night time) and Telescopic Sight (day time)
Day/Night Scope 16x and up	5	MAG Pg115	LV, PW. Combined Night Vision Sight (night time) and Telescopic Sight (day time)
Standard Laser Sight	2	MAG Pg115	PW. +2 range attack bonus within 50ft (visible beam)
Laser Grip	1	MAG Pg115	PW. +2 range attack bonus within 25ft (visible beam)
Red Dot Aiming Device	1	MAG Pg115	PW. +2 range attack bonus within 50ft (invisible beam)
Night vision Sight 1st Gen	2	MAG Pg115	LV, PW. +4 to Spot / Search in near/total darkness
Night vision Sight 2nd Gen	3	MAG Pg115	LV, PW. +4 to Spot / Search in near darkness +5 total darkness
Night vision Sight 3rd Gen	4	MAG Pg115	LV, PW. +4 to Spot / Search in near darkness +6 total darkness
Telescopic Scope 1.5x to 3.9x	1	MAG Pg115	LV, PW. When aiming weapon ignores range increment 2
Telescopic Scope 4x to 8x	2	MAG Pg115	LV, PW. When aiming weapon ignores range increments 2 and 4
Telescopic Scope 9x to 15x	2	MAG Pg115	LV, PW. When aiming weapon ignores range increments 3, 5 and 7
Telescopic Scope 16x and up	3	MAG Pg115	LV, PW. When aiming weapon ignores range increments 4, 6, 8 and 10
Advanced Combat Optical Gun Sight	5	MAG Pg116	LV, PW. +6 to Spot / Search in near/total darkness. +1 to range attacks within 50ft.
Compact Advanced Combat Optical Gun Sight	6	MAG Pg116	LV, PW. +6 to Spot / Search in near/total darkness. +1 to range attacks within 50ft.
Power Grip	3	MAG Pg116	PW. Combined unit with Red Dot aiming device and Tactical Flashlight
Tactical Flashlight	1	MAG Pg116	PW. Standard light, IR and UV modes
Redi-Mag	free	MAG Pg116	Agents gain one use of the Quick Reload Feat.
Shotgun Side-Saddle	1	MAG Pg116	Weapon gains the Fast Load quality for two reloads..
Assault Sling	3	MAG Pg116	SG. DEX check (DC 10) to draw weapon as a free action.

AMMUNITION

NAME	BP COST	PAGE	
Armour Piercing	3 per 20 Shots	MAG Pg103	Reduces Damage Reduction by 2 (to a minimum of 0)
Blank	1 per 30 Shots	MAG Pg103	No damage at range, half damage during Coup de Grace
Dum-Dum	3 per 20 Shots	MAG Pg103	Error range +2, +1D6 Damage
Full Metal Jacket / Military Ball	1 per 50 Shots	MAG Pg103	No Modifiers
Hollow Point	2 per 20 Shots	MAG Pg103	Error range +1, +3 damage (No damage to hard targets)
Teflon-tipped	2 per 20 Shots	MAG Pg104	Reduce damage reduction by 1 (minimum 1)
Bean Bag (Shotgun)	1 per 20 Shots	MAG Pg104	Inflict Subdual damage
Blank (Shotgun)	1 per 30 Shots	MAG Pg104	No damage at range, half damage during Coup de Grace
Gas (Shotgun)	2 per 20 Shots	MAG Pg104	Special (see SEH rules Page 116)
Shot (Shotgun)	2 per 20 Shots	MAG Pg104	No Modifiers
Slug (Shotgun)	1 per 20 Shots	MAG Pg104	No Modifiers
Taser Wire/Dart Package	1 per 50 Shots	MAG X1 Pg13	Each ammo package good for single shot. See MAG X1 Page 4

PROTECTIVE GEAR

NAME	BP COST	PAGE	DB	DR	WEAKNESS	MDB	ACP	SPEED	WEIGHT	COST
LA – Racing Jacket	10	MAG X1 Pg15	+1	3	CEF	+5	-1	+0	6	£300
LA – Racing Jumpsuit	12	MAG X1 Pg15	+0	3	EMFS	+5	+0	+0	10	£1200
MA – Motorcycle Leathers	16	MAG X1 Pg16	+0	5	CEF	+3	-2	-5 ft	15	£900
Stab Vest	30	MAG Pg140	+1	4	CES	+4	-1	+0	4	£800
Kevlar Vest	30	MAG Pg142	+1	4	CEM	+4	-1	+0	8	£600
Kevlar Vest Insert	+10	MAG Pg142	(+0)	(+1)	CEM	+3	-1	+0	4	£200
Tuxedo Liner	20	MAG Pg142	+1	2	CE	+4	+0	+0	7	£500
– This armour has to be tailored to its wearer. It can only be used by 1 specific person and “equipping in the field” takes a day to get it properly tailored.										
Tactical Vest	22	MAG Pg142	+0	3	CE	+3	-1	+0	5	£400
MA – Interceptor Armour – Vest	24	MAG X1 Pg14	+1	4	CEM	+4	-1	+0	7	£1700
– Vest with guard	24	MAG X1 Pg14	+0	5	CM	+4	-2	+0	8	£1700
– Vest with plates	36	MAG X1 Pg14	+0	7	CE	+3	-2	-5 ft	14.5	£1700
– Vest with guard and plates	36	MAG X1 Pg14	+0	8	C	+3	-3	-5 ft	15.5	£1700
Bomb Squad Suit	35	SEH Pg123	-1	11	-	+0	-6	-15 ft	30	£2000
Armour Mod. – Flame Retardant	5	MAG X1 Pg16	+0	+0	C	+0	+0	+0	0	£500
Armour Mod. – Hazmat	3	MAG X1 Pg16	+0	+0	C	+0	+0	+0	0	£1000
Armour Mod. – Lightweight	6	MAG X1 Pg16	+0	+0	-	+0	+0	(+5 ft)	-33%	£600
Armour Mod. – Load Bearing	1	MAG X1 Pg16	+0	+0	-	+0	+0	+0	+0	£25
Armour Mod. – Non-restrictive	4	MAG X1 Pg16	-	-	-	(+1)	(+1)	+0	0	£300
Armour Mod. – Personally Tailored	10	MAG X1 Pg16	(+1)	(+0)	-	+0	(+1)	+0	0	£1000
Gas Mask (+4 save vs poison gas)	5	SEH Pg123	+0	+0	-	+0	-1	+0	2	£100
Flash Goggles (+4 save vs blinding)	5	SEH Pg123	+0	+0	-	+0	-1	+0	1	£300

STANDARD EQUIPMENT

NAME	BP COST	PAGE	
Fatigues	5	SEH Pg128	Grants situational modifier on charisma checks OR removes penalties in social situations
Poor Clothes	-	SEH Pg128	Grants situational modifier on charisma checks OR removes penalties in social situations
Average Clothes	1	SEH Pg128	Grants situational modifier on charisma checks OR removes penalties in social situations
Trendy Clothes	5	SEH Pg128	Grants situational modifier on charisma checks OR removes penalties in social situations
Designer Clothes	10	SEH Pg128	Grants situational modifier on charisma checks OR removes penalties in social situations
Cologne/Perfume	1 per 6 uses	MAG X1 Pg16	Grants +1 with seduction attempts, but 2 doses or more apply a -2 penalty per application. Lasts 8 hours or can be washed off
Cell Phone	-	SEH Pg125	Standard Mobile Phone
Headset Radio	2 per pair	SEH Pg125	Classic, 'as seen in the movies'; discreet covert communications with a 1 mile range.
Tactical Radio	5 per pair	SEH Pg125	Classic, 'as seen in the movies'; communications with a 1 mile range.
Encryption	+3 per pair	SEH Pg125	Headsets with this option impose a -4 on any Cryptography rolls to decode messages sent through the headset (covers 1 pair)
Sat Com Terminal	20 Per Pair	SEH Pg125	World-wide satellite communication with voice and video links
Courier Pouch	2	MAG Ch9 Pg9	Protects classified documents from all environments. Lockable. Hardness 5 and 10 WP
Micro Film Reader	3	MAG Ch9 Pg10	Allows the agent to read microfilm.
- Micro Film	1/Roll	FQC	Standard Micro Film
Paper (All types)	1 Per 10	MAG Ch9 Pg10	Choose edible, flash or soluble when requisitioned
Cover Identity PR +1	10	F/S Pg105	+1 Bluff, Disguise, opposed Computers, Sense Motive and Surveillance related to the ID
Cover Identity PR +2	20	F/S Pg105	+2 Bluff, Disguise, opposed Computers, Sense Motive and Surveillance related to the ID
Cover Identity PR +3	30	F/S Pg105	+3 Bluff, Disguise, opposed Computers, Sense Motive and Surveillance related to the ID
Cover Identity PR +4	50	F/S Pg105	+4 Bluff, Disguise, opposed Computers, Sense Motive and Surveillance related to the ID
Cover Identity PR +5	80	F/S Pg105	+5 Bluff, Disguise, opposed Computers, Sense Motive and Surveillance related to the ID
Cover Identity PR +6	125	F/S Pg105	+6 Bluff, Disguise, opposed Computers, Sense Motive and Surveillance related to the ID
Manual - Equipment	3	MAG Ch9 Pg10	+2 Gear bonus to Knowledge skills with relevant equipment
Manual - Language	2	MAG Ch9 Pg10	+2 Gear bonus to Language Skill
Manual - Scientific	3	MAG Ch9 Pg10	+2 Bonus to Science based Skills
Map - Architectural	2	MAG X1 Pg19	+1 bonus to Hide, Search and Spot Inside target building
Map - Regional	2/Region	MAG Ch9 Pg10	+2 bonus to Boating, Drive and Pilot in relevant region
Travel Permits	1	MAG X1 Pg19	+2 bonus to Bluff and Bureaucracy check related to travel within a region
Flashlight	1	SEH Pg129	Standard Flashlight
Flashlight UV	3	F/S Pg54	Flashlight with Ultra Violet beam
Flashlight IR	3	FQC	Flashlight with Infra Red beam
Glow Sticks	0 Per 10	SEH Pg129	
GPS Unit	5	SEH Pg125	Determine location anywhere on the Earth to within 5 metres
Leatherman	3	MAG Ch9 Pg12	+1 bonus to Craft, Electronics and Mechanics
Handcuffs	1	SEH Pg126	Requires an Escape Artist check (DC30) to escape
Sunglasses, designer	1	MAG Ch9 Pg15	+1 to Intimidation checks. You can 'Do the Cain Stare'; after all, the N.I.A never closes either...
Bomb Sweep Detonator	8	MAG Ch9 Pg16	Detonates simple radio controlled explosives within 60ft. Encrypted systems are not affected
Bomb Sniffer	3	SEH Pg125	Effective range of 20ft. +2 to Search and Gather Info skill checks to ID chemical explosives
Chemical Analyzer	3	SEH Pg125	Effective range of 40ft. +2 to Search and Gather Info skill checks to find and identify toxins and suspicious gases
Metal Detector	3	SEH Pg125	20ft range. +2 to Search and Gather Info skill checks to ID metals and alloys

MEDICAL AND DRUGS

NAME	BP COST	PAGE	
Medical – Liquid Skin patch	5	FQC	Heals either Vitality or Wounds. With Vitality, 1 st dose heals 1d8, 2 nd dose heals 1d6 and third dose heals 1d4. Further doses within 24 hours have no effect. For wounds, the patch will heal 2 wounds per application; however the agent is at -2 on all physical actions for 24 hours as their wounds are essentially being held together by the patch.
Medical – Stimulant Shot	3	SEH Pg126	No skill check needed; automatically stabilises a dying agent
Medical – Antidote Shot	3	SEH Pg126	No skill check. +4 to saves against radiation, chemical and biological agents including poisons and disease for a number of hours equal to target's CON modifier
Dementia Poison – Basic	3/use	SG Pg440	1st Phase: 2D6 onset, Fort (DC12) 1D4 Dam INT. 2nd Phase: 2D6 onset, Fort (DC12) 1D6 Dam INT
Dementia Poison – Improved	8/use	SG Pg440	1st Phase: 1D6 onset, Fort (DC16) 1D6 Dam INT. 2nd Phase: 1D6 onset, Fort (DC16) 1D8 Dam INT
Dementia Poison – Advanced	13/use	SG Pg441	1st Phase: 1D4 onset, Fort (DC20) 1D8 Dam INT. 2nd Phase: 1D4 onset, Fort (DC20) 1D10 Dam INT
Knockout Poison – Basic	5/use	SG Pg440	1st Phase: 2D6 onset, Fort (DC12) Stunned. 2nd Phase: 2D6 onset, Fort (DC12) Unconscious
Knockout Poison – Improved	10/use	SG Pg440	1st Phase: 1D6 onset, Fort (DC16) Stunned. 2nd Phase: 1D6 onset, Fort (DC16) Unconscious
Knockout Poison – Advanced	15/use	SG Pg440	1st Phase: 1D4 onset, Fort (DC20) Stunned. 2nd Phase: 1D4 onset, Fort (DC20) Unconscious
Lethal Poison – Basic	3/use	SG Pg440	1st Phase: 2D6 onset, Fort (DC12) 1D4 Dam CON. 2nd Phase: 2D6 onset, Fort (DC12) 1D6 Dam CON
Lethal Poison – Improved	8/use	SG Pg440	1st Phase: 1D6 onset, Fort (DC16) 1D6 Dam CON. 2nd Phase: 1D6 onset, Fort (DC16) 1D8 Dam CON
Lethal Poison – Advanced	13/use	SG Pg441	1st Phase: 1D4 onset, Fort (DC20) 1D8 Dam CON. 2nd Phase: 1D4 onset, Fort (DC20) 1D10 Dam CON
Paralytic Poison – Basic	5/use	SG Pg440	1st Phase: 2D6 onset, Fort (DC12) Staggered. 2nd Phase: 2D6 onset, Fort (DC12) Paralyzed
Paralytic Poison – Improved	10/use	SG Pg440	1st Phase: 1D6 onset, Fort (DC16) Staggered. 2nd Phase: 1D6 onset, Fort (DC16) Paralyzed
Paralytic Poison – Advanced	15/use	SG Pg441	1st Phase: 1D4 onset, Fort (DC20) Staggered. 2nd Phase: 1D4 onset, Fort (DC20) Paralyzed
Sodium Pentothal – Basic	6/use	SG Pg440	1st Phase: 1D4+(1/2 CON) onset, Fort (DC12) 1D4 Dam WIS. 2nd Phase: 1D4+(1/2 CON) onset, Fort (DC12) 1D6 Dam WIS
Sodium Pentothal – Improved	12/use	SG Pg440	1st Phase 1D4+(1/3 CON) onset, Fort (DC16) 1D6 Dam WIS. 2nd Phase: 1D4+(1/3 CON) onset, Fort (DC16) 1D8 Dam WIS
Sodium Pentothal – Advanced	18/use	SG Pg441	1st Phase 1D4+(1/4 CON) onset, Fort (DC20) 1D8 Dam WIS. 2nd Phase: 1D4+(1/4 CON) onset, Fort (DC20) 1D10 Dam WIS

INTRUSION EQUIPMENT

NAME	BP COST	PAGE	
Acoustic Foam	4	F/P Pg57	Foam sleeve to cover noise sensors. Noise sensor Listen skill halved
Black Bar	3	F/P Pg57	A mini crowbar. +4 Gear bonus to all attempts to force open a doorway or latch
Borescope/Fiberscope	5	MAG Ch9 Pg16	+2 Gear bonus to Spot and Search
Digital Counter	3	F/P Pg57	+2 to open electronic locks. Can be used with an Electronic Lockpick to give a total +4 to Open Locks
Dial Wedge	3	F/P Pg57	Shatters internal locking mechanisms. +2 bonus to Open Locks. Causes damage (+5 to Spot/Search to detect)
Echo Grip	6	F/P Pg57	Mechanism to help one agent turn two keys at same time by themselves
Glass Cutter	3	MAG Ch9 Pg16	Cuts circular hole through up to 3 inches of thick glass to a diameter of up to 38 inches
Leach Probe	3	F/P Pg57	Detects electric signals flowing within 2 inches. +2 to Search checks to find electronic traps
Lockpick, Electronic	5	MAG Ch9 Pg15	+2 Gear bonus on Electronics to open electronic locks
Lockpick, Electric	8	MAG Ch9 Pg15	+2 Gear bonus on relevant Open Locks checks
Lockpick, Gun	4	MAG Ch9 Pg16	Allows use of the Open Lock skill untrained
Periscope Arch	6	F/P Pg57	Framework which creates a gap in laser tripwire by deflecting laser
Slim Jim	4	F/P Pg58	+6 Gear bonus to Open Lock attempts versus secured ground vehicles
Snoop Spray	2	SEH Pg131	Reveals any alarm beams in the area, laser or otherwise

SURVEILLANCE GEAR

NAME	BP COST	PAGE	
IR Goggles	4	MAG Ch9 Pg15	-2 to Spot anything to the side. +4 to all Spot and Search checks and all attack rolls against targets in an area flooded with infrared light
Night Vision Goggles	8	SEH Pg126	Requires a small amount of light of some kind, which these goggles then amplify, cancelling any penalties
Protective goggles	1	MAG Ch9 Pg15	-2 to Spot anything to the side. +1 Gear bonus to Reflex saves against light and flash attacks
UV Goggles	4	MAG Ch9 Pg15	-2 to Spot anything to the side. +4 to all Spot and Search checks and all attack rolls against targets in an area flooded with ultraviolet light
Borescope/Fiberscope	5	MAG Ch9 Pg16	+2 Gear bonus to Spot and Search
Body Wire Transmitter	3	MAG Ch9 Pg16	½ mile range. All sounds the agent wearing the wire hears, all listeners hear as well.
Police Scanner	3	MAG Ch9 Pg17	May be programmed to constantly monitor up to 10 channels. CAN NOT monitor military frequencies. May be connected to a computer to record transmissions
Call Router	2	MAG Ch9 Pg17	This device is used to receive and re-route a call to another re-router or phone. Applies a -4 Surveillance penalty to anyone attempting to trace the call.
Cell Phone Signal Interceptor	15	MAG Ch9 Pg17	Surveillance check (DC20+any modifiers) lets the agent listen into any mobile phone frequency within 20 miles. Phone numbers dialed may be identified. See full description for more details.
Line-Tap	4	MAG Ch9 Pg17	Surveillance check (DC15) allows an agent to splice into a phone line and eavesdrop. Tapping into the line at a junction box gives a +2 bonus to the check. Those on the line are allowed a Listen check vs. the agent's Surveillance to notice the tap. A Tap Detector may be also be used.
Parabolic Microphone	5	SEH Pg131	Maximum range of 100ft in noisy surroundings. Listen check (DC20) to pick out particular sounds. May be hooked up to a computer or audio recorder to save sounds for later analysis
Signal Scrambler	4	MAG Ch9 Pg17	Attaching this to a phone takes 1 minutes and an Electronics check (DC15). Once attached, anything said into the phone is garbled requiring a Cryptography check (DC equals agent Electronics skill total) for an eavesdropper to decipher. The phone on the other end must also have a signal scrambler with the same settings to decipher the scrambled words.
Tap Detector	4	MAG Ch9 Pg17	Requires one full action and an Electronics skill check DC15 to attach to a phone line. Once attached, it will automatically detect a Tap. A critical failure on the Electronics roll may lead to incorrect information.
BUG: Audio or Video Basic	3 each	SEH Pg126/127	See equipment description. About the size of a small coin and as thick as a couple put together
BUG: Digital Memory	3 each	SEH Pg127	See equipment description. About the size of a small coin and as thick as a couple put together
BUG: Burst Transmission	6	MAG Ch9 Pg16	See equipment description for full information. Small and hard to spot bug
BUG: Data Bug	4	MAG Ch9 Pg16	See equipment description for full information. This is used to "bug" computers and report on their use.
BUG: Voice Activated	3 each	SEH Pg127	See equipment description. About the size of a small coin and as thick as a couple put together
Binoculars	1	SEH Pg126	+2 to Spot checks, if the target is something far away
Micro Audio Recorder	2	SEH Pg130	2 hour record time. Digital, about the size of a tube of lipstick. May be connected to any USB device.
Camera – Digital	6	SEH Pg127	Your standard compact digital camera, although the lens is of higher quality giving more definition to images at slightly longer ranges
Camera – Disposable	1	SEH Pg127	As per the camera you buy in any supermarket
Camera – Tripod	2	SEH Pg130	Adds +1 to any required skill checks to keep any camera stable. Although any such camera is "locked in place" on top of the tripod.
Video Camera–Standard (Mini DVD)	10	SEH Pg130	Standard video camera, easily held in one hand and somewhat concealable. Any AV Suite equipped computer can be connected straight to it

COMPUTER EQUIPMENT

NAME	BP COST	PAGE	
Computer Desktop +1	5	SEH Pg128	Using these computers and any software installed on them grants the relevant bonuses. You can only get these bonuses IF using the computer at the time of the skill attempt
Computer Desktop +2	8	SEH Pg128	See Computer Desktop +1
Computer Desktop +3	12	SEH Pg128	See Computer Desktop +1
Computer Desktop +4	17	SEH Pg128	See Computer Desktop +1
Computer Desktop +5	23	SEH Pg128	See Computer Desktop +1
Computer Laptop +1	7	SEH Pg128	See Computer Desktop +1
Computer Laptop +2	11	SEH Pg128	See Computer Desktop +1
Computer Laptop +3	16	SEH Pg128	See Computer Desktop +1
Computer Laptop +4	22	SEH Pg128	See Computer Desktop +1
PDA +1	3	SEH Pg128	Standard PDA device with IR and memory card but no other networking ability. It can use software via pre-installation or the memory card
PDA +2	5	SEH Pg128	As PDA +1, but also has wireless networking built in allowing it to surf the web when near a wireless access point. Web access time is slower than for a PC though
PDA and Phone	7	FQC	This is the latest version of these fairly common devices. Think Blackberry, iPhone, etc. The N.I.A will supply a pay-as-you-go version. Snoops may make theirs more secure (see the FQC Computer rules). Grants +2 to Computer skill checks. May carry software
PDA – Hacker Variant	8	FQC	Appears to be a PDA/Phone device (whichever brand you prefer) but it can not be used to make calls. Instead it has multiple connector types hidden inside, along with a very strong wireless signal projector. This is all designed to aid in accessing another computer whether through the keyboard port at the back, USB or via an infrared receiver. The device has a built-in Hacking Suite with the one restriction that it can not be used to create viruses. Any action die spent to add to a computer check to invade another system rolls 2 dice keeping the highest. Explosions count. The device carries 5GB of storage but can not read memory cards or be installed with other software.
COMP. MOD – Frag Switch	2	MAG Ch9 Pg3	When the agent hits 3 pre-set keys an electrical surge is sent through the modified desktop or laptop, destroying it totally and erasing all data.
HARDWARE: Signal Tapper	3	MAG Ch9 Pg4	Connected directly to a DSL, T1 or network hub, this device allows the hacker to access the network as if he was a normal subscriber. See the equipment's full description for exact rules and DCs.

COMPUTER EQUIPMENT (CONTINUED)

NAME	BP COST	PAGE	
SOFTWARE: Auto-Dialler	1	MAG Ch9 Pg5	May shut down 1 phone line. Requires a network enabled computer
SOFTWARE: Bug receiver	0	FQC	All bugs of any kind can be received on a computer of +2 rating or above. The bug will come with software that allows recording and playback capability but nothing else
SOFTWARE: Code Cracker	5	MAG Ch9 Pg6	+2 Cryptography checks. For this to be used the encrypted information must be copied to the agent's computer or it must be connected to the location of the information
SOFTWARE: Firewall	2	MAG Ch9 Pg16	See full item description for options.
SOFTWARE: Global Mapping	1	MAG Ch9 Pg6	Software connects a computer to the GPS receiver and displays assorted positioning data. Can also be used to track tracer bugs; please see full description for more details
SOFTWARE: Hacker Mask	4	MAG Ch9 Pg6	See pages 7 and 8 of the MAG Ch9 for rules on delivery and effects; also refer to the computing section of the FQC MRD
SOFTWARE: Hacker Suite	6	MAG Ch9 Pg9	See full item description. You may only have 1 suite per computer at a time, and the time involved in swapping out suites is 2 days (for an uninstall and reinstall)
SOFTWARE: Information Database	1	MAG Ch9 Pg7	+2 to relevant computer aided Knowledge checks but they take an increased time determined by the GC based on the narrowness of the question
SOFTWARE: Virus – Cookie Sampler	2	MAG Ch9 Pg7	See pages 7 and 8 of the MAG Ch9 for rules on delivery and effects; also refer to the computing section of the FQC MRD
SOFTWARE: Virus – Infinite Loop	2	MAG Ch9 Pg7	See pages 7 and 8 of the MAG Ch9 for rules on delivery and effects; also refer to the computing section of the FQC MRD
SOFTWARE: Virus – “Lethal”	4	MAG Ch9 Pg8	See pages 7 and 8 of the MAG Ch9 for rules on delivery and effects; also refer to the computing section of the FQC MRD
SOFTWARE: Virus – Lockout	4	MAG Ch9 Pg8	See pages 7 and 8 of the MAG Ch9 for rules on delivery and effects; also refer to the computing section of the FQC MRD
SOFTWARE: Virus – Trojan Horse	4	MAG Ch9 Pg8	See pages 7 and 8 of the MAG Ch9 for rules on delivery and effects; also refer to the computing section of the FQC MRD
SOFTWARE: Virus – Worm	2	MAG Ch9 Pg8	See pages 7 and 8 of the MAG Ch9 for rules on delivery and effects; also refer to the computing section of the FQC MRD
Wireless Access	10	FQC	With this option the agency supplies the agent with the access codes for all known or public wireless networks for a given country. If you travel to another country you need to take this option multiple times. It includes a spurious ID to mask the users real ID when connecting

VEHICLES

Vehicle Name	GP	Size	Hnd	Speed	MPH	Def	WP	Hrd	Skill Used
Motorcycle	2	Medium	+8	500ft	50/100	18	35	1	Driver/Balance
Racing Cycle	4	Large	+7	750ft	70/140	17	25	2	Drive/Balance
Compact	3	Large	+2	500ft	50/100	11	80	4	Driver
Sedan	3	Large	1	600ft	60/120	10	100	6	Driver
Van	4	Large	-4	550ft	55/110	5	130	7	Driver
Snowmobile	2	Medium	+6	250ft	25/50	16	50	2	Driver
Luxury	4	Large	-2	550ft	55/110	7	110	7	Driver
Muscle	3	Large	-1	650ft	65/130	8	110	7	Driver
Sports	4	Large	+5	800ft	80/160	14	70	3	Driver
Jeep	2	Large	+1	600ft	60/120	10	100	5	Driver
Off-Road	2	Large	+0	600ft	60/120	9	110	5	Driver
Speedboat	3	Large	+5	400ft	40/80	14	60	3	Boating
Mini-Sub	5	Large	+1	150ft	15/30	10	75	4	Boating
Zodiac	3	Large	+3	120ft	12/24	12	20	1	Boating
Helicopter	9	Large	+5	1,000ft	100/200	14	75	5	Pilot
Ultralight	3	Large	+3	250	25/50	12	40	4	Pilot
Parasail	2	Large	0	100ft	10/20	9	15	1	Pilot/Parachute

With GC approval you may use any vehicle from any of the approved books for your personal vehicle IF you own a copy of that book

VEHICLE REFINEMENTS

NAME	GP COST	PAGE	
Auto-Tint	1	SEH Pg151	Free action to switch on whilst the dashboard can be reached. The windows can be altered from crystal clear to pitch black. Anyone inside can always see out.
Black Headlights	1	SEH Pg151	Allows the driver to drive without headlights at night. BUT affects the driver's depth perception
Brakes, Racing	3	S/W Pg80	+2 Gear bonus to Obstacle and Crash checks
Brakes, Sport	2	S/W Pg80	+2 Gear bonus to Obstacle checks
Bullet-Proof Windows	1	S/W Pg94	Windows provide 2 Hardness protection to occupants
Concealed Machine gun	3	SEH Pg152	Attaches a hidden machine gun to the vehicle. Uses a 7.62x51mm GPMG (see SEH Pg118 for stats)
Combat Computer	2	S/W Pg94	+4 Gear modifier to Jockey, Lure, Ram or Set-Up manoeuvres but a -2 to Search, Spot and -2 Defence against flanking opponents.
Electrified Frame	1	SEH Pg152	Anyone hanging on the frame takes 2D6 subdual damage and make a Will save (DC15) or fall off
Enclosed Engine Block	1	S/W Pg94	Ignores the first critical hit against the engine
Extra Armour	1	SEH Pg152	The vehicle gains 5 points of hardness all over, including the windows
GPS Pursuit System	1	S/W Pg94	+4 Gear modifier to Barnstorm, Box in, Cut Off, Herd, Pull Ahead, Shortcut, Stunt or Vanish
Heads Up Display	1	SEH Pg152	May substitute WIS modifier for their DEX modifier for any Driver skill checks.
Hidden Compartment	1	SEH Pg152	Increases the number of possible refinements and their Spot DC, or hides 1 medium size object.
Hidden Gun Tray	1	S/W Pg94	Hide a handgun or SMG in this concealed space. +4 DC to Search or Spot checks to find it
Improved Handling	1	SEH Pg152	Increase the vehicle's Handling by 2
Manoeuvre Simulator	1	S/W Pg96	+4 Gear modifier to Block, Bootleg Reverse, Crowd, Gun It!, Hairpin Turn, Pass, Redline, Zigzag
Nitrous Oxide System	2	SEH Pg152	Increases speed for a short time, whilst decreasing the handling and risking setting the vehicle on fire.
Oil Slick	1	SEH Pg153	Single use device causing -5 Hnd on pursuer's next manoeuvre. Refills require Mechanics and 1GP
Paint Laser	3	S/W Pg81	Need to make sure a missile hits a target. This is the refinement for you.
Pop-up Shield	1	SEH Pg153	Hidden steel plate shield provides Hardness 10 and 60 WP against critical hit on one window
Reinforced Tyres	1	SEH Pg153	These tyres can take 10 pts of damage and after the 3rd burst MUST be replaced at HQ
Remote Control	1	SEH Pg153	Steer remotely from up to 2 miles away.
Revolving License Plate	1	SEH Pg154	Free action to switch between 1 of 4 possible number plates
Self Destruct Mechanism	6	S/W Pg94	See full description for the size of explosion, which is based on vehicle size
Smoke Screen	1	SEH Pg154	Single use device causing pursuers -5 Hnd on next manoeuvre. Refills require Mechanics and 1GP
Spike Dropper	1	SEH Pg154	Wheeled vehicles must make a Driver check (DC15) or suffer 1d8 damage to all tyres.
Tempest Counter Measures	Variable	S/W Pg95	Array of counter-surveillance equipment. Gives each piece of electronic surveillance gear a +10 power rating for opposed Surveillance rolls against eavesdropping. Costs/Option Slots: Small/Medium vehicle: 2 GP/1 slot, Large/Huge vehicle: 4 GP/2 slots, Gargantuan: 6 GP/3 slots
Tempest Surveillance Technology	Variable	S/W Pg95	Array of surveillance equipment suited to a surveillance van. May tune into any one audio or video device or frequency (PC monitor, radio conversation, etc). Automatic success. Opposed Surveillance check to determine time taken as follows: Critical Success: 1 full round, Success: 2d6 rounds, Failure: 4d6 rounds, Critical Failure: 8d6 rounds. Costs/Option Slots: 50 ft range: 2 GP/1 slot, 500 ft range: 4 GP/2 slots, 1 mile range: 6 GP/3 slots, 10 mile range: 8 GP/4 slots.
Thermal Sights	3	S/W Pg81	Ignore concealment penalties from darkness and smoke when firing at heat emanating vehicles.
Tracer Security	2	S/W Pg81	The vehicle has a tracer that activates if the vehicle is started without a special key. See full description for DC's and how to disable it.

VEHICLE REFINEMENTS (CONTINUED)

Traffic Signal Changer	2	S/W Pg96	See full description. Doesn't actually give you what you think it might. (i.e. IT DOES NOT ALLOW YOU TO CHANGE TRAFFIC SIGNALS!!)
Turbo Kit	3	S/W Pg81	Increase vehicle's speed, cruising MPH and top MPH by 10% but drivers initiative is at -2
Tyre Slasher	1	SEH Pg154	With Driver check (DC15) this vehicle can cause 1d6 damage to 1 tyre or the body of an adjacent vehicle within 1 length. The slasher is destroyed if damage is done to the body of a vehicle
Vehicle Refinements	1	SEH Pg151	Set vehicle on a pre-programmed path or just keep it on the road. Vehicle has Drive 5 to follow orders
Voice Activated Command System	3	SEH Pg154	Gain an extra half action at the cost of -2 Drive skill to all checks. Driver must be inside the vehicle
Wind Resistance Testing	2	SEH Pg154	Increases handling by +1 or +2 and speed by 10% or 25% of the original value, depending on how noticeable you want the modification to be.

KITS

NAME	BP COST	PAGE	
Appraisal	4	MAG Ch9 Pg14	Use with the Appraisal Skill to cancel the -4 penalty. Must choose kit type (Diamond, Jewels etc.)
Artisan	2	SEH Pg126	From paints to modelling tools, without this kit you are at a -4 penalty to Craft skill checks
Ballistics	3	F/S Pg 54	+2 if used with a computer, otherwise +1, to all skill checks to analyse bullet or similar paths
Bomb Disposal	4	MAG Ch9 Pg14	As Demolitions, just without bomb making elements
Climbing	3	SEH Pg126	Climbing gear of all sorts. Without this kit you are at -4 penalty to Climb skill checks
Craftsman	4	MAG Ch9 Pg14	Wood and sheet metal work craft tools. Without this kit you have a -4 penalty to Craft skill checks
Demolitions	10	SEH Pg126	Without this kit you are at a -4 penalty to Demolition checks; also see SEH pages 48 (skill) and 118 (statistics for any built bomb)
Disguise	4	SEH Pg126	Wigs, makeup and face paint. All you need to not suffer a -4 penalty to Disguise skill checks
Electronics	5	SEH Pg126	Without this kit you are at a -4 penalty to Electronics skill check
Evidence	2	SEH Pg126	+2 to all Gather Information or Search checks involving "physical locations" where trace evidence, fingerprints and so on are being sought.
First Aid	3	SEH Pg.26	Without this kit you are at a -4 penalty to First Aid skill checks
Forgery	4	MAG Ch9 Pg14	All you need to forge most basic documents. Cancels the -4 penalty for Forgery skill checks
Gun Cleaning Kit	3	MAG Ch9 Pg14	Use with Craft (Gunsmith) or Craft (Firearms). A DC25 check ensures the weapon is cleaned and allows you to bypass 1 critical failure
Lock Picking	4	SEH Pg126	Without this kit you are at a -4 penalty to Open Lock skill checks
Mechanics	4	SEH Pg126	Without this kit you are at a -4 penalty to Mechanic skill checks
Science	4	MAG Ch9 Pg14	Use for science based Knowledge skills. A separate kit is need for each type (chemistry, physics, etc.)
Speed Grooming Kit	4	MAG Ch9 Pg14	Allows you to step from any strenuous physical activity and within minutes look as fresh as if you'd had a wash and a shave, cancelling any resulting penalties to CHA based skill checks
Survival	5	FQC	Choose a terrain type. This kit comes with everything you will need to survive in that terrain. From a change of clothes, aqualungs to water tablets. Provides a +2 to survival checks
Sweeper	4	SEH Pg126	For use when you're looking for bugs, etc. Removes the -4 penalty on Surveillance checks.

GADGETS

NAME	GP COST	PAGE	
Cases			May only have a maximum of 3 options per case.
– Standard	1 each	SEH Pg132	It looks like and is a well-made case. Can serve as added protection and is needed to house the following add-ons.
– Copycat	+1	SEH Pg132	Enables you to see anything on any electronic screen within 25ft of the case
– Portable PC	+1	SEH Pg132	A disguised computer. Starts with a power rating of +2 but this can be increased.
– Counter Surveillance	+1	SEH Pg132	Used to find bugs, listen to tapped phones etc. +5 to electronic Surveillance checks.
– Safe Passage	+1	SEH Pg132	Increases hardness, wound points, search DC and lock resistance
– Surveillance Unit	+1	SEH Pg133	Comes with sound and video capabilities including a full spectrum feature for the camera and 48 hours duration.
White Noise Generator	3	SEH Pg133	Anyone not wearing earplugs when this single use device goes off must make a DC16 Will save or be stunned for 1D4 rounds
Belts			
– Standard	1	SEH Pg133	It looks like and is a well-made belt. Comes with classic grappling piton and high tensile strength line. Required for the Lock Pick option
– Lock Pick	+1	SEH Pg133	+2 to Open Locks from this well concealed set of picks.
Cards			
– Frame Job	1 per 5	SEH Pg134	Makes the target much more likely to be picked up by drug checks, sniffer dogs etc.
– Tracking	1 per 1	SEH Pg135	tracking card with a 1 mile range and 2 hour duration.
Cigarettes			
– Dart Gun	1 per 2	SEH Pg135	Acts as a single use blowgun
– Spray	1 per 2	SEH Pg135	Sprays a gas and can be bought as one of 2 types. See the gadget's full description for effects
Clothing			
– Standard Liner	1	SEH Pg135	Must be purchased as the basis for all clothing gadgets. Also acts as Tuxedo Liner
– Armour	+2	SEH Pg136	Increase Defence without increasing penalties
– Tie Camera	1	SEH Pg136	Tie with a hidden camera
Cosmetics			
– Prism Earrings	1 per 2	SEH Pg136	Allows you to bypass laser based security systems
Explosives			
– Any mundane item (i.e. mobile phone, pen, jewellery)	1	FQC	The explosive within the gadget housing may mimic any one grenade type (see the FQC equipment list), but has only half the damage value or duration (rounded down), as dictated by the grenade's description.
– Magnetic Flask	2	SEH Pg138	Looks and feels like a hip flask. Acts as a ½ lb of C4 explosive.
– Micro-burst Gel	4 per 5	SEH Pg138	Can be disguised as a tube of cream of any sort, from toothpaste to foot cream. Actually an explosive paste. See the gadget's description for full use and effects.

GADGETS (CONTINUED)

NAME	GP COST	PAGE	
Glasses			
– Housing	1	SEH Pg138	Needed if you don't want to be constantly swapping glasses. Can contain up to 3 options.
– Other-directional	1	SEH Pg140	Not only for seeing behind you, but also for masking the direction you are looking.
– Sealed Lenses	2	SEH Pg140	Only available as contact lenses. Totally protects the eyes.
– Transmitter Lenses	2	SEH Pg140	Transmits what the viewer sees to a remote screen.
Poison			
– Any mundane item (i.e. diabetic pen, jewellery, etc.)	1 / Basic 2 / Improved 3 / Advanced	FQC	The Poison within the gadget housing may carry any one drug type (see Medical and Drugs list). Two uses per Gadget point spent, Effects as dictated by the drug description.
Shoes			
– Standard	1 per 2	SEH Pg141	1 inch x 1 inch x 1 inch secret compartment. Allows up to 3 other options
– Blade	+1	SEH Pg141	Acts as Stiletto
– Homing Beacon	+1	SEH Pg141	25 mile range
– Shock Tip	+2	SEH Pg141	Taser based technology in your shoe
Voice Modulators			
– External Unit	1	SEH Pg142	Attached to the throat to help impersonate one and only one person's voice. +2 to Disguise checks
Tooth Implants			
– Hollow Tooth	2 each	SEH Pg143	Each tooth is hollow and can hold 1 "fine" item
– Radio Tooth	2	SEH Pg143	A 100 mile range radio receiver
– Suicide Tooth	1 each	SEH Pg143	Your choice of real death or feign death.
Tracers			
– Bullet Tracers	1 per 2	SEH Pg143	A tracking device that is very hard to detect. See the gadget's description for more details.
– Echo Tracers	1 per 3	SEH Pg143	A tracking device that is very hard to detect. See the gadget's description for more details.
Watches			
– Standard	1	SEH Pg144	Needed to hold up to 3 other options but also comes with a 5 minute cutting laser
– Garrotte	+1	SEH Pg144	3ft long concealed garrotte wire.
– GPS	+1	SEH Pg144	Shows the wearer their location using GPS. Requires an education check DC15 to translate that.
– Memory Cache	+4	SEH Pg144	See the gadget's description for more details.
Patches			
– Adrenaline	1 each	SFA Pg208	Allows agent to take one extra half action a round for 1D4 rounds. However; once worn off the Agent suffers 1d10+2 vitality damage. One use per 24 hours.
– Caffeine Boost	1 per 2	SFA Pg209	Allows agent to ignore effects of fatigue for 2D8 Rounds. Does not counter poisons or drugs.

TRAINING PACKAGES

NAME	GP COST	PAGE	REQUIREMENTS	
Agency Orientation	1	AG Pg41		Until end of current mission the agent gains +2 temporary Skill Points in Bureaucracy and Knowledge (Tradecraft) which can not raise skill ranks pass maximum. Also +2 to education checks related to Agency.
Basic Airborne Training Program	3	USM Pg98		Until end of current mission the agent gains a temporary +4 skill points to Sport: Sky Diving and an addition +2 Skill points to Tumble which can not raise skill ranks pass maximum.
Basic Demolitions	3	FQC		Until end of current mission the agent gains the skill Demolitions. Also a temporary +2 Demolitions and Mechanics which can not raise skill ranks pass maximum.
Basic Disguise	4	AG Pg67		Until end of current mission the agent gains a temporary +2 Bluff, Disguise and Forgery which can not raise skill ranks pass maximum. Also in addition a +4 Power rating Cover Identity.
Basic Firearms	3	AG Pg13		Until end of current mission the agent gains the Prefect Stance Feat (S/W Pg 39)
Basic Interrogation	3	AG Pg113	Gather Information 4+, Stone Cold or Undermine feat	Until end of current mission the agent gains either Breaking Point (F/P Pg 48) or Chip Away Feat (F/P Pg 49). Agent must meet requirements to use the chosen Feat.
Basic Self Defense	3	AG Pg14		Until end of current mission the agent gains +4 STR to grapple and trip attempts. Also gains the Martial Art Feat (SEH Pg 80) Against opponents which do not have that feat.
Coercion Resistance	3	AG Pg114	Concentration 4+, Iron Will	Until end of current mission the agent gains The Hold Out Feat (F/P Pg 49) Additional +1 bonus to Will Saves to resists interrogation and persuasion attempts.
Covert Operations	3	AG Pg15		Until end of current mission the agent gains benefit of the Credible Feat (F/S Pg 52) Also a temporary +2 Bluff, Sleight of Hand and Surveillance which can not raise skill ranks pass maximum.
Cultural Immersion	3	AG Pg41	Must Speak Language	Until end of current mission the agent gains Mingling Basics Feat (F/P Pg 44) Also +2 temporary Skill Points each in Bluff, Cultures, Diplomacy and Disguise.
Dive Certification	1	WM Pg107		Until end of current mission the agent gains a temporary +2 skill points to Sport: Scuba Diving which can not raise skill ranks pass maximum. Also +2 bonus to Mechanic checks targeting Scuba equipment.
Escape and Evasion Doctrine	4	WM Pg107		Until end of current mission the agent gains The Escape and Evasion Training Feat (F/P Pg 49). A temporary +2 Skill points to Escape Artist, Hide, Move Silently and Survival which can not raise skill ranks pass maximum.
First Aid	1	AG Pg42		Until end of current mission the agent gains +2 temporary Skill Points in First Aid which can not raise skill ranks pass maximum.
Fumigation	3	AG Pg67	INT 13+, Open Locks 1+, Electronics 1+	Until end of current mission the agent gains the Traceless Feat (SEH Pg 86). In addition +2 temporary skill point in Forgery and Search which can not raise skill ranks pass maximum.
Military Operations in Urban Terrain (MOUT)	2	AG Pg114	Move Silently 2+, Surveillance 2+	Until end of current mission the agent gains the Urban Training Feat (F/P Pg 45)

TRAINING PACKAGES (CONTINUED)

NAME	GP COST	PAGE	REQUIREMENTS	
Recon and Retrofit	4	AG Pg 92	Move Silently 2+, Surveillance 2+	Until end of current mission the agent gains the Safe House Feat (SEH Pg 94) within target city or region. Also a temporary +2 skill points in Knowledge (area) which can not raise skill ranks pass maximum.
Tactical Medicine	2	AG Pg 93	First Aid 4+	Until end of current mission the agent gains +4 temporary skill points to First Aid which can not raise skill rank pass maximum. Also +4 to concentration checks whenever making a First aid check in combat.
Technical Maintenance	3	AG Pg 93	INT 13+, Electronics 1+, Mechanics 1+	Until end of current mission the agent gains Clean and Polished Feat (F/P Pg 45). In addition +2 temporary Skill points in Electronics and Mechanics which can not raise skill ranks pass maximum.
Top-Down Entry	4	AG Pg 68		Until end of current mission the agent gains either Improved Equilibrium (SEH Pg 85) or Break Fall (SEH Pg 84) Feat. Additional +2 temporary skill points in Balance, Climb and Use Rope.
Weapon Retention	1	AG Pg 42		Until end of current mission the agent gains +4 bonus when resisting attempts to disarm him. Also each attempt to remove any weapon from agent's persons suffers a -4 penalty.
Wilderness Survival	3	AG Pg 15	Survival 1+	Until end of current mission the agent gains 1 Terrain Feat of choice. A temporary +2 to Survival Skill in chosen Terrain which can not raise skill rank pass maximum.
Tactical Medicine	2	AG Pg 93	First Aid 4+	Until end of current mission the agent gains +4 temporary skill points to First Aid which can not raise skill rank pass maximum. Also +4 to concentration checks whenever making a First aid check in combat.

N.I.A Agent Bundle 35BP

Large Leather Briefcase (to store bundle)
Sig-Sauer p-226 .45
50 rounds (Military ball)
Kevlar vest or Tuxedo Liner
Shoulder holster
Headset Radio Encrypted
Cell phone
PDA (Power rating +1)
Normal Clothes

Attaché Bundle 25BP

Large leather briefcase (to store bundle)
2 sets of trendy (formal) clothes
Passport
4 Basic audio bugs
5 Dead Drop Spikes
Standard Armoured attaché case gadget
+ 1GP for additional options
Pocket phrasebook and map (any one region)

Advisor Bundle 35BP

Briefcase (to store bundle)
2 sets fashionable clothes
Lie detector, hand-held
Language manual (anyone)
Laptop computer (+2 power rating)
Cell phone
Logbook

Arrest Bundle 35BP

SWAT bag (to store bundle)
Evidence kit
4 Pairs handcuffs
Kevlar vest
2 Tasers
1 Basic knockout shot
Syringe

Bundle A 25BP

Large clothes carrier (to store bundle)
1 set average clothes
1 set designer clothes
Tuxedo Liner
Cell phone
Digital audio recorder
+1 Commercial grade memory chip
Evidence kit
PDA

Bundle B 25BP

Large 'hockey bag' (to store bundle)
1 Set average clothes
1 Set trendy clothes
Assorted street and topographical maps
Cell phone
Crowbar
Professional grade digital camera
+ 2 Professional-grade memory chips
Duct tape, superglue and rubber bands
First aid kit
Lock picking kit
Multi-purpose tool/pocket knife
20 disposable plastic restraints
Pocket flashlight
PDA
2 Survival radios

Command Post Bundle 35BP

Hard-shell electronics case (to store bundle)
Laptop computer (+2 power rating)
+ A/V feed
+ Laser printer
+ Portable fax
+ Projector
+ Signal tapper
+ Global mapping software
First aid kit
Photo development kit
Fire extinguisher
Universal power supply
6 Headset radios
Police scanner
Wall-size local map (agent's choice)

Counter-Intelligence Bundle 25BP

Black backpack (to store bundle)
Lock picking kit
Lie detector, hand-held
8 Line taps
2 Pairs of handcuffs
SATCOM terminal
Laptop computer (+2 power rating)
£5,000 Field Expenses

Demolitions Bundle 25BP

Large metal toolbox (to store bundle)
1 Set mechanic's coveralls (average clothes)
1 Set plainclothes
Ear plugs
Demolitions kit
Electronics kit
Pen flashlight
Duct tape
3 Cell phones
Pocket tool
¼ lb. of C4

Diversion Bundle 35BP

Backpack (to store bundle)
Lock picking kit
Mechanics kit
Tactical radio
Binoculars
Ear plugs
4 Flash/bang grenades
½ lb. of C4

EOD Bundle 25BP

Heavy locking carrying case (to store bundle)
Bomb sniffer
Demolitions kit
Electronics kit
Fiberscope 10ft
Bomb squad suit

Forensic Investigation Bundle 25BP

Large toolkit case (to carry and store bundle)
Coveralls
3 evidence kits
Ballistics, casting, fingerprinting and narcotics
Test kits
Metal detector
Handheld vacuum cleaner
Chemical analyzer
Leatherman
Flashlight
Magnifying glass
Pocket microscope
Professional or digital camera
With 3 professional-grade memory chips or 3
rolls of professional-grade film with high-
Intensity flash
Gas mask
Spray paint and chalk
Legal release, interview, incident site diagram,
and property receipt forms

Forward Reconnaissance Bundle 25BP

Heavy duty backpack (store bundle)
Camouflage fatigues
Ghillie suit
Binoculars
Camouflage net
2 encrypted tactical radios
Entrenching tool
Face paint (3 applications)
One-man tent
Night vision goggles
Regional maps (agent's choice)
20x day/night spotting scope with tripod

Infiltration Bundle 25BP

Garment bag and shaving kit (to store bundle)
1 set poor clothes, 1 set average clothes, and
1 set trendy clothes
Disguise kit
Speed grooming kit (with additional hollow
items)
Evidence kit
3 Basic audio bugs
Telecipher ring
10 dead-drop spikes
Invisible ink pen
Flash paper notepad
Language and travel manuals
Regional maps

Interrogation Bundle 25BP

Large suit case (to store bundle)
1 set of fatigues
First aid kit
2 Pairs of handcuffs
Personal tape recorder
2 Doses basic truth serum
2 Syringes
2 Antidote shots
2 Stimulant shots
1 Set of surgical tools
Lie detector, polygraph
Retractable baton

Intrusion Bundle 25BP

Load-bearing gear (to carry and store bundle)
Tight-fitting black clothes and hood
Box of surgical gloves
Spray can of oven cleaner
Climbing kit
Night-vision goggles
Lock picking kit
Glass cutter
Snoop spray
Fibre optic probe
Dart gun
5 Knockout basic drug darts
Swiss Army knife

Mechanic Bundle 25BP

Wheeled metal tool box (to store bundle)
2 Sets coveralls (average clothes)
Universal power supply
Mechanics kit with superior tools
Craftsman (machining) kit
2 Large canvass tarps
2 Extension cords (100 ft. each)
Leatherman
Flashlight
Tire iron
4 Padlocks with keys
3 Equipment manuals (choose)

Medic Bundle 35BP

Oversized doctor's bag (to store bundle)
Medical Kit
3 Liquid skin patches
2 Antibiotic shots
2 Antidote shots
1 Antivenin shot
2 Stimulant shots
5 Pair's surgical gloves
Collapsible Stretcher

Observer Bundle 35BP

Backpack (to store bundle)
Evidence kit
Camouflage netting (any pattern)
Binoculars
2 Days MREs
2 Logbooks with Waterproof quality
PDA (+1 power rating)
Video camera, professional with 6 rolls
Professional-grade tape
2 batteries

Stakeout Bundle 35BP

Padded athletic bag (to carry and store bundle)
Professional camera
- with super-telephoto lens
- with 5 rolls professional-grade film
- with night-vision scope and lens adapter
- with Tripod
Studio-quality tape recorder
With 5 professional-grade tapes
Parabolic microphone with tripod
Thermos of extra-strong coffee
Snacks
Wet-naps
Caffeine pills
Crossword puzzle book
Empty wide-mouth jar with tight-sealing lid

Surveillance Bundle 35BP

Backpack (to store bundle)
Electronics kit
8 line taps
Light amplification binoculars
Camera, professional
With 4 rolls professional-grade film
Video camera, professional
With 4 professional-grade tapes
2 batteries

Wetworks Bundle 25BP

Briefcase (to store and carry bundle)
1 Set poor clothes
1 Set average clothes
1 Set trendy clothes
Disguise kit
3 Doses basic paralytic poison
Garrotte
Straight razor or stiletto
Walther PPK
+ 50 Rounds (Military ball)
+ Screw-on silencer
+ Laser sight
+ Stealth holster