BLACK9 OPS

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Introduction

Intrusion

The concealed ceiling turret caught Gruber dead center. His armor held for a moment, then he collapsed back and I could hear the dull thud of heavy rounds hitting dermal armor. He hit the ground almost at my feet, eyes still open and trying to bring the rail gun up to frag the turret. I could see some blood, but not much.

Sahara was quicker, though. Even as the turret chain gun was finishing its burst into Gruber, she ducked and rolled under the field of fire and came up with an EMP patch grenade, which she tossed easily at the turret. It swiveled to catch her and suddenly stopped. We could see the electrical

corona as the grenade EMPed its circuits. Girl has a good head on those shoulders.

Ylsa appeared next to Gruber and slapped a derm patch on the wounds. The little nanites got to work. "Don't you ever duck?" she asked, as she always does. Her tail moved back and forth rhythmically, as if keeping time for the nanites.

"Ducking is for pussycats," Gruber grunted as he climbed to his feet.

I motioned Sahara to look left while I looked right. The Dragons weren't supposed to have automated security. What other surprises weren't in the briefing?

Role Playing with Paper and Pencil

This is an introduction to paper and pencil tabletop role-playing. If you have only played computer role playing games and are interested in how this game differs from computer gaming, this section is for you.

If you have ever played any tabletop roleplaying games, such as Dungeons and Dragons, GURPS, the Hero System, RuneQuest, Traveller, or any other similar game, please move on to the next section. There's lots else to see and you won't see anything new here.

Differences between Computer/Platform games and paper and Pencil Games

A face-to-face tabletop role playing game is somewhat similar to a computer role playing game, particularly a multi-player game. There are three main differences.

1. The place of the computer is taken by the Game Master, or GM. This person provides the scenario and devises the challenges for the characters.

   The Gm also makes sure the rules are followed and runs all the non-player characters (NPCs) the players' characters run into during the scenario. In general, the GM devises the plot of the story the Player characters (PCs) are the heroes of.

2. The GM is not the player's opponent. In a computer game, the point is to beat the scenarios, therefore beating the computer. In a role playing game, the point is to enjoy the scenarios, working with the GM to create a story. This doesn't mean that the scenario can't kill your character. It doesn't mean that the GM is just there to give you a guided tour of a locale and let you walk off with all the booty (or whatever). It does mean that the GM and players work together to make the whole experience enjoyable for everyone. Otherwise, why get together to play?

Some players enjoy a confrontation with the GM, trying to outthink his traps and outfight his opponents. That's fine as long as all parties are happy with the situation.

3. The player has the opportunity to take his character to places he cannot go in the computer game, but is in turn responsible for any bookkeeping, like keeping track of ammunition and health points, that come up with the character. For this you need paper (for a character sheet showing all the character's abilities and possessions) and a pencil (because there will be a lot of changes in the course of the game and there is no computer to keep track of the changes).The player also has to take a more active role in creating the character in the first place.

And, of course, the other principal difference is that there is no computer. This kind of game is done around a table (or living room or other place of gathering) with all the other participants in the same space. Instead of figures on a screen, you might use plastic or metal figures to represent where your character is on a map of the GM's devising. Or you can just do it all in your imagination as the GM describes the scene. These are all legitimate ways to role play.

The Campaign

Games that involve the same Ops in a series of connected operations (if only because they are performed for the same bosses) is called a campaign. This is roughly equivalent to all of the scenarios in a computer game like Black9. However, a campaign can be closed ended, following a specific story like a computer game, or entirely open-ended, with only the general circumstances and recurring characters staying consistent.

This kind of campaign is much deeper and wider ranging than a computer game and is one of the things that makes paper and pencil games different from computer games.

The specific rules of how to role play in this game are coming up, but let's take a look first at the world your character will be acting in.

The World of the Black 9

History of the World through 2076.

2002 Recession brings to an end the booming 90s. Corporations look for new customers.
The new Open Door policy with China brings the peasants of China into the 21st consumer century. The Chinese military, owners of thousands of small businesses, are major investors and beneficiaries.

2004 Massive shortfalls in the US budget set the tax rates soaring. Tax rates for the middle class of the United States reach 60% and the upper class reaches 75%.

2005 Jenson Lim invents My Private Money software. It uses public key cryptography and ingenious distributed server protocols to act as both a currency and banking system, one that governments cannot tap into. Money information is distributed throughout the internet.

2006 The IRS starts the War on Tax Evasion. Wiretapping by the FBI searches everywhere for use of the MPM software. Scandals of abuse of the wiretaps are publicized regularly.

2007 Pretty Good Privacy (PGP) cryptography software developed to stop FBI. PGP-generated spam derails much of the FBI investigations. Dollar's value begins to slide as investors realize there may not be a tax revenue to support it. The MPM-PGP software invades Japan and the European Union. Taiwanese open the first MPM currency market and data haven and more money slides off the governmental radar.

2009 30% of the US GDP is estimated to be invisible to the Internal Revenue Service.
MPM-DGP marketing in Japan and European Union starts to seriously affect the currencies of those areas as well. The software is distributed to all parts of the world.

2010 US Dollar's devaluation is at 40% and rising. The national debt hits 10 trillion. Demands for action are met with demands for reaction.

2011 The Second American Civil War is over in 36 hours. The combatants are not so much states as interest groups that encompass all regions like Media, Bandwidth, Software and Energy. Airplanes fly, missiles launch, and electronics mix up everything. The result is New North America. Alaska, California, Hawaii, Oregon and Washington are now the United Republics of the Pacific Rim. Texas has reverted to an independent republic, Colorado, New Mexico, Nevada, and Arizona are the Western Liberty Republics and the remaining 40 states are still

the United States of America.

2012 With the main deterrent to indiscriminate tribal warfare splintered and exhausted, the world is devastated by a series of small wars as tribal differences are resolved on a massive destruction scale, particularly in the Middle East, Africa and the Sub-Continent. Most notable is The War To Be Overlooked, which sends India and Pakistan back decades as they try to rebuild their radiated homelands after settling the Kashmir question by obliterating it.

2013 The Republics of the Pacific Rim adopt the MPM standard and the rest of North America follows. The debt of the former USA is defaulted on.

2015 Internet access is regularized in one last attempt to control the continual drain of money from the governmental systems. All of the significant nations agree on the protocols that will limit free expression and availability of information on the net. But the new DGP (Darn Good Privacy) software and its application to MPM adapts to the protocols and continues on, still untraceable. The only result is curtailment of free speech and easy non-commercial access to the internet. Advertising and commercial uses are unaffected.

2016 The Great Storm of August roars out of the Atlantic and smashes Westernmost Europe. Southern England and the ports of France, Belgium, Holland, and Spain are drowned under 5-15 feet of sea surge and floods for six days. The Low Countries and Southern England are turned into swamps. Recovery is still going on to this day.
Reports blaming the Storm on environmental degradation captures the imaginations of the youth in Europe and creates the EARTH NOW! organization, devoted to stopping the destruction of Earth's environment. Its action-first agenda gathers membership from many of the other environmental organizations already extant.

2017 Indian Allied Nations gather in the Nunavut Territory north of Quebec province and break the region away from Canada, taking some of northern Quebec with it. The Canadian government cannot muster the support to force them back into the fold. Their back-to-nature philosophy attracts American Indians and other ecologists from all over the world to preserve one of the last wildernesses and the population booms.

2018 Banchou Tech announces the first useful nanites technology. It is used extensively in

cleanup of toxic spills caused by the Great Storm of August, plus similar storms in places like Bangladesh. Banchou gets the contract to clean up several urban areas on the Indian subcontinent.

2019   Members of The Mars Society and the International Space Society, both of which have members from several European countries, establish Zubrin Technologies in the Czech Republic with the avowed purpose of creating an ongoing presence of man in space, using former European Space Agency facilities in Europe and Africa.

2020-2050   Start of the Oil Wars. Major oil conglomerates use Southeast Asian and Pacific nations as pawns to stake out chunks of the South China Sea oil fields. The oil companies end up taking over the countries in all but name. In Europe, the German-led European Union takes over the North Sea Oil Fields, promptly giving them to a commerical alliance led by Krupp to administer.

2023   New North America is barely recognizable as a political entity (ies) as most of the services are taken over by corporations. New York City becomes an independent city on the Singapore model. Genesis Industries first announced as a conglomerate of several English and American high tech firms.

2024   Quebec breaks away from Canada and forms a union with the Maritime Provinces and the Allied Indian Nation.

2025   Krupp and several other European arms industries announce the formation of the Glimmer AG cartel with the introduction of several new weapons that are eagerly scooped up by governmental and corporate soldiery all over the world. Glimmer becomes the world's benchmark and main supplier for weapon technology.

2030   With all of the new consumers both in China and the rest of Asia worldwide temperatures rise 7 degrees Fahrenheit; and with each year new records are set for all types of storms.

2031   Genesis Industries takes over the nearly moribund NASA facilities in the United States and the Texas Republic and starts its own space program.

2032   Allied Indian Nations expands to absorb Quebec and the Maritime directly. Exodus of citizens who do not buy into the back-to-nature philosophy is balanced by immigration of like-thinking Native Americans and supporters. The new nation is called the Republic of United American Tribes.

2034   First notice of the New World Order as it takes over the Russian space facilities.

2035   Establishment of first full-time colony on the Moon (Luna I) accomplished by Zubrin Technologies of the Czech Republic.

2036   Banchou Tech introduces the first Healing Patches, which become indispensable adjuncts to any hazardous activity.

2038   Genesis establishes Luna II colony on the Moon and competes with Zubrin for research and raw material contracts. Genesis establishes the first mass driver launch site to send raw materials to the Earth.

2040   Banchou Tech introduces the first Genemods.

2041   Genesis attempt to seize part of Allied Indian Nations for mineral resources is met with high-tech opposition. While interior is bucolic, border is very well guarded indeed with the finest of Glimmer AG technology. EarthNOW! is suspected of supplying most of the mercenaries and weaponry. Genesis pulls back.

2042   Genesis multipurpose robots begin to make inroads in industrial production throughout the world.

2044   New World Order announces its first asteroid base on a recently discovered Near Earth Orbit asteroid they rename Alexander.

2045   Zubrin establishes Mars Canyon City on Mars.

2048   Asteroid Alexander is fragmented in nuclear explosion, lighting up night sky of Earth. NWO blames Zubrin sabotage, but the common attribution is to misuse of an experimental reactor.

NWO announces that Alexander had been mostly abandoned and states that its primary facilities are on the asteroid they call Caesar. They do not announce Caesar's position.

2053   With help from Zubrin, MPM DGP moves most of their data havens off planet to Mars and the asteroid belt.

2065   First Genesis security robs are deployed in routine surveillance tasks.

2072   Zubrin builds first Space Elevator from surface of Mars and starts World Ship One project in orbit around Mars with the avowed purpose of sending colonists to other stars.

2076   Present

The Black 9, Rulers of the World?

The world of 2076 is both very familiar and very different from the world that started the 21st century. Most of the nation states that greeted the new Millennium still exist in one form or another, but their borders are often very different. No one doubts that corporations really rule the world, though some special interest groups also seem to be

prominent. Who actually has sovereignty over any particular piece of land has become more and more irrelevant.

The Black 9 is a title that has been applied to the "secret rulers of the world." The name has been whispered in back alleys and fugitive websites. However, no one has a clear idea of who every member of this Nine might be. The following are the leading contenders.

Genesis

From its position of providing most of the hardware that operates the world, Genesis is generally considered Earth's leading company. Robotics, software, computing equipment, and entertainment hardware are all part of the monolithic Genesis juggernaut that has a presence in most of the world and in space. Genesis is only one of two conglomerates that have a major space presence, though their influence is much more scattered than that of their chief rival, Zubrin.

Glimmer AG

Glimmer supplies the guns and other hardware that keep the many small wars and intercorporate feuds going. Unlike many of the other large conglomerates, Glimmer seems to have no particular political agendas. They seem content to supply the weapons that others use for their control attempts.

The Media Moguls

80% of the media in the world is in the hands of four conglomerates. They publish the magazines, film the movies, develop the television shows, and keep the internet full of their advertisements and programs. Anyone with any media savvy can see that they all talk competition but essentially present the same line to every consumer. Unfortunately, there is very little opposing media available to point out this fact to the rest of the world.

The Pacific Companies

China, Japan, Korea, Taiwan, Singapore and indeed much of Southeast Asia (including the Pacific Rim Republics of North America) contain dozens of firms that fulfill the needs of consumers for everything from furniture to vehicles. Prominent in the minds of many observers is Banchou Tech, a Japanese-Chinese firm that specializes in the new burgeoning nano technology, but it is just one of many. Though they are ostensibly bitter rivals, most of these companies are quick to combine forces to beat back the influence of the US and European based Genesis and Zubrin.

Zubrin

Zubrin was originally created by members of the Mars Company and the International Space Society, a group of futurists intent on taking mankind into space. In the 21st century, they changed their name and became much more proactive in charting their path to the stars. Zubrin has developed many technologies that it has no problem in

exploiting, usually for profit. Materials and environmental systems are their main stock in trade, but their influence can be found in thousands of applications all over the world. Zubrin is also suspected of providing the initial financing for other influential powers such as EarthNOW! and MPM-DGP. It is rumored that they are waging an undeclared war with the New World Order.

The Dragons

Much as the mega corporations of the Pacific Rim have crossed national boundaries, so have the criminal organizations that feed off them. Yakuza and Triads have merged and reformed and now the criminal gangs transcend national boundaries and are found anywhere in the world. They are now called the Dragons (sometimes Black Dragons) because of the tattoos that many of their agents wear.

The relatively recent appearance (or at least relatively recently acknowledged by the media) of nanomancers has been attributed to the Dragons. Most of the black market Body Mod shops are run by Dragons, though other free lance and New World Order minions also partake.

Black Dragon Hitman

EarthNOW!

This fanatic ecoterrorist organization has managed to combine all of the maverick eco groups into one front, even though many members decry its violent answers to polluters and environmental destablizers.

There are those who think that EarthNOW! may have support from some of the corporations, particularly Zubrin. Certainly Zubrin is rarely attacked by EarthNOW!. Then again, Zubrin's general program of getting industry and pollution off of the Earth and into space does not make them a favored target.

EarthNOW! has good funding and its operatives are often outfitted with the best equipment available from Glimmer AG. It is thought that executives and shareholders in many of the other groups may be helping fund EarthNOW. They are also reputed to get funding through extortion and blackmail.

MPM DGP

This company essentially provides the monetary grease that lets the world work. A group of self-avowed anarchists who don't want government influence in any monetary transaction, they provide data havens and resource

management consultation for anyone with money. Most of the data havens are off planet, either on Mars or in the asteroid belt.

MPM has so much control of the real monetary systems of the world that almost all transactions are done in MPM dollars, whether sent through an MPM data haven or not.

New World Order

This is a name used by terrorists who want the power back in the hands of governments, preferably governments they are in control of. No actual government officially supports them, and they are said to get a lot of their funding from the Mafia and other criminal organizations. Certainly they are known to be behind a lot of the drug trade in Europe and the Americas.

The Governments

The President still presides in Washington DC, though he had to move out of the White House when there was no money available to maintain it. There's still a Premier in Moscow, a Prime Minister in Canada, a President in France. But with only the ability to tax those who don't make enough money to afford the MPM-DGP software, they are relatively ineffectual and spend most of their time begging for money from the corporations: money that always has a price in power and prestige.

Earth - 2076
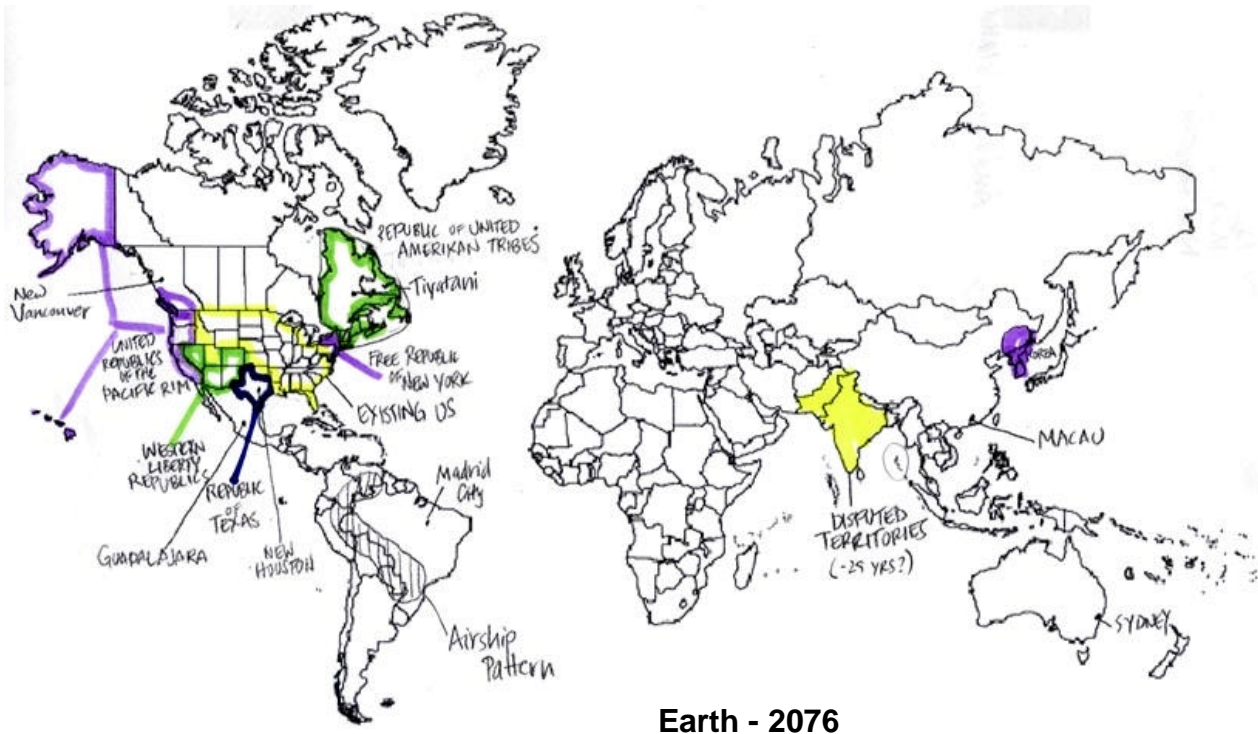
Op Creation

Attributes and their Meanings

To play this game, every player needs a character, known in the world of the Black 9 as an Op, short for Operative. Ops come in lots of shapes and sizes, but every Op has four Attributes, and a number of Abilities that are based on those Attributes. An Op's Attributes are measured on a scale of 10 (for very bad) to 70 (a degree of excellence not attainable without a lot of enhancement). The Abilities are calculated from the Attributes and they provide a scale to let the player determine if the Op has succeeded in using an ability. About that, more later.

The four Attributes are Strength, Agility, Dexterity, and Constitution.

Strength (STR)

Strength contributes to skills that determine how well an Op can physically manipulate itself and other entities, like characters and objects. It includes the ability to pick up heavy loads, use large weapons, jump long distances, and hurt someone really badly with your bare hands, or with a hand-held weapon like a sword or club.

Agility (AGL)

Agility is raw speed and conditioned/trained motor control of muscles and synapses. It helps with raw speed, jumping, and targeting light weapons instantly.

Dexterity (DEX)

This is hand and eye coordination, including perception and reaction time. It is essential for targeting with weapons, and for using most nanomancy.

Constitution (CON)

Constitution contributes to skills that determine an Op's resistance and immunities to all types of damage. This is the premier measure of Health. This attribute determines the Op's Health Points and helps with the Meditation necessary to regain Nanomancy-using ability.

Why no "mental" attributes?

Players of other Role Playing Games will note the absence of Attributes describing an Op's Intelligence, wisdom, willpower, and other mental traits.

The ways in which an Op's mental abilities may significantly differ from the player's are subsumed in the hand-eye coordination of Dexterity. For anything that calls for perception and quick wits and rapid cognition for such things as hacking, Dexterity is the Attribute of choice. For anything else, the player's and Op's mental abilities are considered the same.

Body Type, a Matter of Choice

Ops come in four body types. Thanks to the wonders of nanotechnology, the human race in the late 21st century essentially comes in four shapes instead of the traditional two. Fortunately, the number of sexes remains the same.

Normal

Humans still come in the two basic models celebrated in story and song. Men tend to be a bit stronger, women tend to be nimbler and more quick-witted.

Cat-Girl

Category Name: C-40S
Development Name: Cassandra
Developer: Genesis, from Banchou Tech design
Cat-girls were the first genemods, and the less speculation about the original reasons for creating them the better. They accentuate the dominant female traits and only appear as females. That they make especially agile and powerful Ops doesn't seem to be part of the original mission statement, but they have adapted nicely. They are called cat-girls because they look like humanoid cats, complete with tails that have proved very useful in situations where acrobatics are called for. There are several more formal names, that pop up in different cultures, such as Felinas, Nekkos, and Sheetas, but Cat-Girl is the usual name used.

Ogre

Category Name: O-64B
Development Name: Roland
Developer: Genesis
Ogres, on the other hand, were created specifically for the mission they are most used for. They are strong and sturdy beyond any normal male human. They only appear as males. What they lose in nimbleness they make up in armor and power. Ogres are sometimes called Trolls or Tanks or Giants, but the Ogre name is the most common, probably taken from the computer-generated fantasy adventurer whose 12th outing recently hit the screens at the multiplexes.

What are Genemods?

The first Genemods were introduced by Banchou Tech in 2040. Genemoding uses viral nanites to rewrite the genetic blueprint of the recipient, who is usually a young person of barely legal age in whatever country the genemoding takes place in.

Besides the viral rewriting, the process generally includes some surgical intervention as well, such as the dermal armor provided in the usual Ogre archetype, not to mention the BrawnMuscle, WiredBody and BoneLacing found in the basic matrices.

The initial Genemods were cat-girls. Ogres followed shortly thereafter. The technology was stolen and sold extensively, and the mods can now be performed in any Body Shop. Cat-Men and Lady Ogres were both attempted, but were very unsuccessful mods.

Initial Genemods were sterilized, but since the technology has spread that has dropped out of the process in many Body Shops and children are starting to be born conceived between Genemods and normal humans and between Cat-girls and Ogres. So far, the results have been cross breeds with lessened abilities, but most of these are pre-teen children with no surgical enhancements.

The ratio of Cat-Girls and Ogres to the normal human population is very low, but the mods show up in much higher numbers amongst Operatives.

Other Genemods

A number of other Genemods have been attempted since the first two templates were released, usually in controlled corporate conditions. The following are three that have met with some success.

Mer-Men

Development Code: A-22X
Development Name: Atlantean
Developer: Genesis
Using dolphins as blueprints, a number of people have been altered into aquatic forms. Still humanoid, and still air breathing, these forms have very efficient metabolisms and an air retention capacity of over half an hour. Their physical structure does not have all of a dolphin's adaptation to pressure, and they cannot venture more than 100 meters below the surface, but they are invaluable in the creation of the undersea habitats, manufactories, and mining operations on the continental shelves of every continent on Earth. They are mostly employed by Genesis and some of the Pacific Rim countries.

Mer Men (which include females) still retain legs but they are badly suited for walking as they have been modified for efficient propulsion in the water. They are also of a bulky body type and very Strong.

Space Men

Development Code: Moray 4302
Development Name: Robert
Developer: Zubrin
This is a fairly recent Mod that essentially attempts to create a being that can exist easily in zero gravity. Using arboreal monkeys as a template, these otherwise-humanoid mods have legs that operate more like arms. Walking in any kind of gravity is very difficult for them, but they are exceptional zero-gravity workers. This mod is used exclusively by Zubrin (Genesis uses robots for the same tasks) and, again, there are both male and female versions. Strength is not a priority, but they are very quick and fast.

Bird Men

Development Code: AV 3001
Development Name: Eagle
Developer: Banchou Tech (for private client)
This is a somewhat derisive name given to an attempt by an independent billionaire (thought to be affiliated with MPM-DGP) to create flying humans. The project has been in effect for a couple of decades and there are occasional news features about its progress. After giving up on somehow developing hollow bones, feathers, and avian wings on a humanoid frame, the current project concentrates on creating humans who can interface directly with Wingpacks (see Items) so that they become an integral part of the person, rather than a vehicle. There has been some spectacular footage, but many feel that a normal human with a strapped-on wingpack is probably more mobile and certainly more flexible. Aside from performing aerial maneuvers for a developing fan base on the entertainment channels, no one has found a real purpose for the mod. But young people continue to volunteer for the mod. There are both male and female versions.

Assigning Attributes

Each mod has a basic value for each attribute, and can then assign additional values to get the value they want. The following are the basic values for each mod.

	Normal Male	Normal Female	Cat-Girl	Ogre
Strength	20	15	10	35
Agility	20	25	25	10
Dexterity	20	20	20	10
Constitution	20	20	25	25

These are the values for normal humans and mods. Many of the humans and mods the Player Characters (PCs) will meet in this game have these values. However, each human and Mod PC has 40 points to spend on enhancing the four attributes.

Normal Males can assign up to 20 points to any one attribute and up to 15 to each of the other attributes

Normal Females can assign up to 15 to Agility, and up to 20 to any one other, with a maximum of 15 for the others.

Cat-Girls can assign up to 20 to AGL, up to 15 to CON, and up to10 to STR or DEX

Ogres can assign up to 15 to STR and/or CON, up to 10 to Dex or Agil

Example:

Jenna, a normal female, is conceived of as being something of an Amazon. So her player puts 20 points into her Strength, giving her a total of 35. The player then puts 15 into Constitution, for a total of 35, and puts the remaining 5 into Agility, for a total of 30. This leaves her Dexterity at the basic 20. Jenna is a rough tough no-nonsense lady with average intelligence and hand-eye coordination.

Jherek the Ogre is conceived as going somewhat against type. His player puts 10 into his Dexterity to bring it up to 20, and 10 more into Agility to get the same value. Making a minimum increase of 5 points in STR, for a total of 40, the player puts the remaining 15 points entirely into Constitution, giving him a very impressive 40. Not only can he carry a rail gun, but he can take a hit from one.

Playing Other Mods

With the technology available, it is conceivable that dozens of other Mods are on the drawing boards or even active. Some might even be effective Ops. Players wishing to play a different Mod from those presented here must look at those shown and then consult with their GM to determine what exactly the starting abilities and enhancements will be for their unique Mod. Player-designed Mods are subject to the approval of any GM they play under.

Buying Additional Enhancements

Ops starting out in this game are assumed to have had some prior experience and have gained enough money to enhance their abilities with equipment or implants. For the purpose of starting a new Op, equipment from the Equipment tables can be bought at "shelf" price, rather than Black Market.

While this can be changed by the GM of a particular campaign who wants to start the players with more or less of an advantage, the default amount available to normal humans to spend is $35,000 in MPM dollars.

Cat-Girls and Ogres have $25,000 because they already have implants and they also have various metabolic conditions and dietary needs that call for very expensive upkeep. The transformation also seems to shorten lifespan.

Cat-Girl Enhancements

The Cat-Girl already has the WiredBody1 and BoneLacing1 enhancements. To gain any further in CON or AGL she must buy the 2nd level of each.

The Cat-Girl also has cat-like eyes as part of her package and does not need Night Vision goggles.

Changes to the Cat-Girl's musculature and circulatory system and neural structure give her extremely high Speed, Jumping, and ability to channel Chi, and an improved Health.

To this date, no Cat-Girl has lived past age 55.

Ogre Enhancements

The Ogre already has the BoneLacing1 (for Constitution) and BrawnMuscles1 (for Strength) enhancements built in. To improve these attributes he must start with BrawnMuscles2 and BoneLacing2. The Ogre also has DermalWeave1 (armor).

Pre-Experience (Optional Rule)

It is possible to enhance a starting Op with benefits gained from previous experience. The Op can earn Experience Points at the start by assuming that previous missions and adventures have beefed the Op up, at the expense of picking up some problems that can hurt or inconvenience the Op in future games.

This gives the GM some ready-made hooks for campaign stories for the Ops. Any previous experience that did not give an Op a problem is not worth getting pre-Experience for. That's why the OP gets starting money.

Here are some sample Pre-Experience problems for a starting Op. Others are possible, and up to the GM to allow, if he wishes. A cap of 25 pre-experience points should be sufficient, though GMs can vary this award as they wish.

Some of these problems can be erased with the use of Experience Points awarded later. There should be a story reason for the erasure, such as a rival Op becoming an ally, or a psychoanalyst convincing the Op that his fears are unreasonable.

Pre-Experience	Experience Points
Made an enemy of one of the Black9 Organizations. Operatives from that organization will shoot on sight.	10
Rivalry with one of the other player Ops. This does not have to be taken by the other Op, but this Op will do anything to show his companion up.	10
Made an enemy of another Op. This is usually an NPC Op, often part of another team that may try to get in the Op's way on missions.	10
15 Minutes of fame. Got publicity in a previous mission, making the Op easily recognizable.	5
Psychological Trauma. The Op has a problem that interferes with his using his abilities. Claustrophobia, Acrophobia, Agoraphobia, Botanophobia, Ballistophobia (fear of bullets), Scotophobia (fear of darkness) etc. The Op should try to keep this hidden, since it can cut into his hireability.	5 pts for every -10% the phobia causes the user to take when the situation is present.
Physical Trauma. Problems like blindness and missing an entire limb pretty much keep a character from being an Op altogether, but missing useful fingers, having only one eye, being color-blind, being somewhat hard of hearing, etc can make an Op exotic, rather than unemployable.	5 points for the basic problem. Further 5 pts per 10% impairment of some Skills, as above.

Deriving Abilities

Abilities are derived from Attributes. Every Op has all of the Abilities naturally, and each can be increased only if an Attribute is increased.

The Base Abilities range in values from 0 to 100, and can exceed 100 for super-human Ops. The values can be broken down into four ranges:

Range	Value
0 – 33:	weak
33 – 66:	average
66 – 99:	superior
+99:	super-human

Effects of Body Type

The body type of the Op can have an influence on each ability. The following table shows the ability derivation formula for each body type. All fractions should be rounded up.

Ability	Normal Male	Normal Female	Cat-Girl	Ogre
Athletics	AGL+STR	AGL+STR	AGL+STR	AGL+STR
Chi	2*DEX	2*DEX	3*DEX	1.5*DEX
Dodge	2*AGL	2*AGL	2*AGL	2*AGL
Hand Damage	STR/5	STR/5	STR/5	STR/5
Health	2.5*CON	2*CON	1.5*CON	3*CON
Jumping	(AGL+STR)/4	(AGL+STR)/4	(AGL+2*STR)/4	(AGL+STR)/4
Meditate	(Chi* .5CON)/100	(Chi* .5CON)/100	(Chi* .5CON)/100	(Chi* .5CON)/100
Melee	STR+ .5AGL	STR+ .5AGL	STR+ .5AGL	STR+ .5AGL
Perceive	DEX+CON	DEX+CON	DEX+CON	DEX+CON
Speed	1.25*AGL	1.5*AGL	1.75*AGL	AGL
Stealth	DEX+AGL	DEX+AGL	2*AGL+DEX	DEX+AGL
Target Heavy Weapon	DEX+ STR	DEX+ STR	DEX+ STR	DEX+ STR
Target Light Weapon	DEX+AGL	DEX+AGL	DEX+AGL	DEX+AGL
Throw	STR+DEX	STR+DEX	STR+DEX	STR+DEX

Derived Abilities

Abilities can be used to find a set value for an activity, such as CP available (Chi) distance run (Speed) or damage done by a blow (Hand Damage). Other Abilities provide a %ile chance that an activity can be accomplished. Skills are based on these %ile chances, but they can be used alone if the user doesn't have the dependent skill.

Athletics

This Value is used directly to determine the chance for successful athletic activities like climbing, performing acrobatic maneuvers, balancing, and any other activity where coordination is necessary. It can also be used for situations such as holding one's breath.

In Combat, Athletics is used for Taking Cover.

Chi (CP)

The second most important Ability, **Chi Points (CP)** are the "mana" of *Black9*, determining how often and for how long an Op can use nanotech skills (the nanomancy of *B9*). Each nanotech skill consumes CP. Increasing DEX and CON gives Ops more CP and allows them to use nanotech

more often. Unlike Health, CP returns relatively quickly. The rate of return is determined by the Meditate Ability. The user regains CP at the Meditate rate per turn.

Nanotech skills consume Chi in three ways:

Invocation, used for instant effects which consume an amount of CP in an instant;

Drain, which consumes CP every turn, no matter how many times the nanoskill is used, or

Minimum, which skims an imperceptible amount of CP from the brain for constant power but requires the user's total CP to stay above a certain level to work.

Dodge

This is the ability to get out of the way of a ranged attack. This is the Opposition Skill to any ranged Weapon. For hand Weapon or Melee attack, or point-blank ranged attack, see Melee Combat. Any attack the target is ready for can be Dodged. The Dodge Skill stays the same no matter how many attackers the target may have. Having many attackers is sufficient penalty.

A surprised target has no Dodge. A wary target who expects he might be attacked gets a Dodge, even if attacked by surprise, but the dodge %ile may be reduced due to circumstances.

Hand Damage

This is the Damage done by a naked fist. This is added to the damage of a hand weapon like a Katana or Claw, or to some NanoSkills like RockFist. Successful use of the Martial Arts skill multiplies Hand Damage by the number of increments of success with Martial Arts.

Health

The number of **Health Points (HP)** an Op has determines how much damage it can take before dying. Damaging elements all consume a specific amount of Health. Increasing CON gives Ops more Health, and thus allows them to absorb more damage. Health is easily the most important Abilty in *Black9*.

Health can be regained through use of the Healing Skill, Healing nanites, or emergency Healing patches. If none of this is available, an Op regains Health at a rate of CON per week.

Jumping

This skill regulates the distance in meters the player Op moves when jumping. It also increases the height the player can fall without taking falling damage and reduces falling damage when it occurs.

An Op can jump this Ability in meters in a horizontal jump with a running start. The Op can also jump 1/2 the amount straight up with a running start. These numbers are cut in half again if there is no running start.

An Op can fall his Ability in meters without taking damage (always depending on the surface he falls onto). A roll of the Jump Ability or less on d100 negates falling damage from a fall of 1-10 meters beyond the Jumping Ability. Further distance increments of 3 meters can be fallen safely for each increment of success (see Game System) in the skill roll. Acrobatic Skill can be substituted for Jump in this case.

Meditate

This is the ability to regain CP. The formula shows how much of an Ops total CP is regained in one turn. The rate is reduced to 3/4 the amount if the Op is active.

Melee Combat

This is the ability to hit a target with a melee weapon (such as a blackjack or sword) or bare fist or nanomancy with a touch range. The Martial Arts Skill is based on this Ability and supplants it if the Op has the Skill. This Ability or Martial Arts is also used to avoid a hand to hand attack, or a point blank ranged attack.

Perceive

This is the Op's ability to see things that might not be obvious immediately. It is commonly used for visual objects, but can also be used for sounds, smells, etc.

It is generally used as the Opposition Skill for Stealth, but either can be the Opposition Skill depending on circumstances.

Because this Ability involves both thinking and precise movement, it serves as the basis for Skills such as First Aid and Driving and Piloting and Weapon Use: Demolitions. It is a fall-back Ability for many other skills that might be needed in the course of play.

Speed

Speed determines the maximum speed a running Op can achieve, unhindered. The number reflects the number of meters an Op can traverse in one combat turn (four seconds). The Speed number can also be used as a %ile roll to allow the Op to run without suffering consequences of rough terrain, shifting floors, etc.

Speed also determines Initiative in combat.

Stealth

This is the ability to move and stand without being seen or otherwise detected. There always comes a time when all the hardware in the world doesn't help the Op when he doesn't want to be discovered. This is the basis for the Skills of avoiding detection.

Target Heavy Weapon

This skill is the ability to use Heavy Weapons such as rocket launchers, rail guns, etc. It requires good Strength as well as Dexterity to manipulate the weapon. If a weapon has a STR requirement on the Weapons List, it is a Heavy Weapon. This STR requirement is for using the weapon as a hand held weapon. Anyone can use them if put on a bipod or tripod, but the Target Heavy Weapon Ability is still the one used.

Target Light Weapon

This is the ability to use ranged weapons such as pistols, rifles, submachine guns (SMGs), etc. These weapons can be manipulated by anyone and quickness is a virtue with them.

Throwing

This is the ability to hit a target with a thrown object. Half this number is also the distance in meters the object can be thrown accurately. Any greater distance decreases the accuracy of the throw by -10% per three meters. This is the basis for any throwing attack, such as Throwing Grenade.

Skills

Overview

Skills are numeric values that represent an Op's proficiency in all the physical and nanotech abilities in *Black9 Ops*. This proficiency is derived from the Op's Abilities or from Nanotech infusions.

Starting Skill in any Skill is equal to the Ability it is derived from, plus 1%. Further increases are generally in increments of 1% per Experience Point (See Rewards).

Ability-Related Skills

All Ops have all derived abilities, but this does not mean that they have all the Skills dependent on the Ability. Most Skills can be faked by using the underlying Ability, but some need training before they can be used. Those are indicated in the Skill descriptions below.

All derived abilities and regular skills are **passive**, which means the skill is always available to the player.

Several Ability-Related Skills are based on the same Ability. Once the Skill is obtained, it can increase in a number of ways. A raise in one skill, such as Use Rail Gun, does not mean that other skills based on the same Ability, such as Use Heavy Machinegun, are increased. Each Skill must be raised independently.

Costs for initial training in those Skills that need initial training can be found in the Items List under Available Items.

Skills Not Listed

Many other Skills are possibly of use in the game but are not listed here. In general, when such a skill is needed, the GM or player can fall back to one of two Abilities.

Perceive is used for any Skill that takes knowledge, empathy, or common sense. In short, it is the Ability to recognize a situation and realize what needs to be done to correct or use it.

Athletics is used for any physical Skill not already covered.

Nanotech Skills

By contrast, nanotech skills must first be purchased as a **nanotech implant** at a **body shop**. Also, because nano skills are manufactured, some are not available for sale unless the GM decides it is appropriate. Some companies specialize in creating certain nanotech. These companies offer different and/or better versions of some generic skills only if the Op is in their employ. For instance, the NPCs of

the company of course use the enhanced versions of the skills.

Nanotech skills can be either passive, or **active**, which means the skill is only in effect when the player specifically activates it.

List of All Skills

Type of Skill	Name of Skill	Initial Value	Must be Learned to Be Increased
Ability Derived Skills	Acrobatics	Athletics +1	Yes*
	Climb	Athletics +1	No
	Concentrate	Perceive +1	Yes*
	Drive or Pilot*	Perceive +1	Yes
	Hack	Perceive + 1	Yes*
	Hide	Stealth+1	No
	First Aid	Perceive +1	Yes
	Martial Arts	Melee +1	Yes*
	Sneak	Stealth +1	No
	Swim	Athletics +1	Yes
	Tracking	Perceive +1	Yes*
	Weapon Use	Appropriate Ability +1	Yes

?   Cannot be used at all unless learned.

NanoSkills	SkillSet	Name of Skill	Initial Value	CP Cost
	Aeromancy	Wind Fist	Perceive+1	Drain, 20CP/turn
		WindBurst	10% less	Invoke, 25CP
		Tornado	20% less	Invoke, 40CP
	Pyromancy	FireFist	Perceive+1	Drain, 20CP/turn
		Fireball	10% less	Invoke, 25CP
		LiquidFire	20% less	Invoke, 40CP
	Geomancy	Rock Fist	Perceive+1	Drain, 20CP/turn
		Rock Shards	10% less	Invoke, 25 CP
		Earthquake	20% less	Invoke, 40CP
	Hydromancy	Ice Fist	Perceive+1	Drain 20CP/Turn
		Ice Shards	10% less	Invoke, 25 CP
		Hydrocloak	20% less	Minimum, 40CP
		Tsunami	30% less	Invoke, 40CP
	MindAndBody	Healing	Perceive+1	Invoke, 1CP per HP
		Chi Drain	10% less	Drain, 15CP/trn
		Chi Parasite	20% less	Drain, 4CP/trn
	StreetSmart	HERA	Perceive+1	Minimum, 20CP
		CamJam	Perceive+1	Invoke, 20CP
		Hacking	Perceive +1	Drain 20CP plus penalty
		ECM	Perceive+1	Invoke, 25CP
		Urban Tracking	Perceive +1	Invoke, 20CP
		Optic Cloak	Perceive+1	Drain, 20CP/trn
		Flash Shield	Perceive+1	Invoke, 50CP
		BlinkSpeed	Perceive+1	Invoke, 25CP

Ability Related Skills Descriptions

The following Skills are learned through SkillStiks (see Items). A SkillStik uses hypnotic techniques applied through the PDA screen to instruct the user in the basics of the skill. An hour or so of practice or study afterwards is necessary to "set" the knowledge.

These Skills can, of course, be trained in standard academic or personal trainer formats. This takes a lot longer and costs about 100 times the cost of a SkillStik. Most people in 2076 learn their skills from SkillStiks.

Acrobatics

Formula: Athletics Ability +1
This must be bought to be used.

It is the skill of doing swings, somersaults, ukemi, and other useful things an Op can do and look good. In special circumstances a GM may allow someone making an Acrobatics roll to avoid the penalties of falling, or stretch their movement by making use of peculiarities of the locale.

Climb

Formula Athletics Ability +1

This is the ability to climb walls, scramble up ladders, and generally change elevation by hugging a vertical surface. Slick, smooth, and concave surfaces may get Opposition Rolls.

Concentrate

Formula: Perceive +1
This must be bought to be used.

A successful roll of this Skill increases the amount of CP regained through Meditate that turn by 1 for every increment of success with the roll. This skill may be attempted every turn, but cannot be performed when any other Skill is being used. Abilities such as Dodge can still be used while Concentrating.

Drive or Pilot

Formula: Perceive +1
This must be bought to be used.

Anyone can drive a ground car using basic Perceive Ability. For any kind of expertise, and for driving any kind of vehicle under emergency conditions, this Skill must be taken for each vehicle the user wants to drive or pilot, though not for separate types of the same vehicle. All Shuttles have the same general Pilot Skill, all Rocket Bikes have the same general Drive Skill, etc.

Drive or Pilot of a similar vehicle (rocket bikes and rocket sleds, for instance) allows for using half the Drive or Pilot Skill if that is superior to the Op's basic Perceive Ability.

Rocket Bike

First Aid

Formula Perceive +1
This must be bought to be used

This is the Skill of attempting to heal others in an emergency situation. A successful roll stops a wounded patient from losing further Health Points. Every increment of success in the roll heals 1 point of damage. Rolls may be made over and over again, but a failed roll in the turn negates all previous progress. This Skill is a prerequisite for the Healing NanoSkill. A successful roll of this skill is needed for successful use of the Healing Patch.

Hack

Formula: Perceive+1

This must be bought to be used.
This skill is the knowledge of electronic and hacking principles. With a lot of hardware backup it can be used independently to Hack systems. It is also a prerequisite for the Hacking NanoSkill.

The Op with both the Hacking Skill and the Hacking NanoSkill uses whichever is appropriate for the situation. In most field situations, the NanoSkill will be appropriate.

Hide

Formula: Stealth +1

This is the art of finding concealment in new and interesting places, concealing oneself or objects either on one's body or in clever places, and using camouflage creatively.

Martial Arts

Formula Melee Combat +1
This must be bought to be used

This is the ability to use advanced hand to hand techniques to increase melee combat abilities. A successful attack using this Art can accomplish a number of different things, depending on the intent of the user. The intent must be announced before the attack.

o   The user can multiply his normal Hand Damage by the number of increments of success with Martial Arts (similar to Rate of Fire and Streaming attacks). This number can be added only once to each **target** attacked in a turn. Regardless of the roll, no target hit can be hit with less than the normal Hand Damage of the attacker, unless the attacker is pulling his blow.

o   The user can disarm an opponent instead of injuring him if his total Hand Damage from Martial Arts is higher than the Hand Damage of the opponent.

o   The user can throw an opponent to the ground.

o   The user can hit a nerve on an opponent to shock him and knock him unconscious if he doesn't make a CON roll. The nerve strike has to do enough damage to get through any armor, although no Health Point damage is done.

o   The user can grapple and hold an opponent if his Martial Arts Hand Damage total is higher than the opponent's.

The Opposition Roll to this attack is Martial Arts (or Melee if there is no Martial Arts skill). Hand Damage multiples can apply to defenses against attacks. Martial Arts can be used as Opposition against any touch range attack.

Sneak

Formula: Stealth +1

This is the art of moving unnoticed and silent.

Swim

Formula Athletic Ability +1

This is the skill of working in water. Most Ops can keep afloat and make slow progress. This roll is for speeding up the process, holding one's breath for excessive periods of time, diving smoothly and deeply, etc.

Tracking

Formula Perceive +1
This must be bought to be used

This is the skill of using forensic techniques to track a quarry in an urban setting. With the right equipment (or the Urban Tracking NanoSkill) the user can follow his target through measuring his assorted effluvia that the body discards every second of the day.

Weapon Use

Formula: Appropriate Ability +1
This must be bought per weapon type used.

An Op can use any weapon with the base ability of either Melee Combat, Targeting Heavy Weapon , Targeting Light Weapon, Throw, or Perceive (for Demolitiions). Initial training must be bought to be able to progress in the Skill.

Nanotech Skills Use

Following are all the nanotech skills in *Black 9* and their effects.

Note that an Op cannot simply load up with nanotech. There are restrictions.

Limit to Number of Nanotech Skillsets

There are six known skillsets of nanotech. These can be further divided up into the StreetSmart SkillSet and The Other SkillSets.

StreetSmart

The StreetSmart skillset is a collection of semi-related nanoskills that have been around longest. They are compatible with all other nanites. Each can be purchased separately without consideration of what others have been assimilated. The few exceptions are explained in the Skill Descriptions. In effect, the StreetSmart Skillset is just a convenient way of saying the Skill does not fall into the other categories.

The Other SkillSets

Each of the Other skillsets uses a different form of nanites, and any attempt to assimilate all of the different nanites at once will kill the user as the various skillnanites war to determine who gets to alter what part of the user's body when.

Users must assimilate one set of nanites before they can assume a new set. Assimilation takes place when the Core Skill of the SkillSet is at 75% and over. If for instance, one has taken on the MindAndBody SkillSet and the healing Skill is at 75%, the Op can then take on another SkillSet, such as the Pyromancy Set, with FireFist at the usual starting percentage. When that has built up to 75%, the Op could then take on something like the Aeromancy SkillSet.

Accumulating Skills within the Skillset

With the exception of StreetSmart, when an Op gains a Skillset, he gets the Core Skill at the starting percentage for that skill, as shown in the Skill Descriptions. He also has all the other Skills shown, at reduced capability. As the Core Skill advances, so do the others. Thus, the user only has to increase the Core Skill and the others follow along.

The gap between use knowledge is 10%. If a Pyromancer knows FireFist at 65%, then he knows FireBall at 55% and LiquidFire at 45%.

Skills within the StreetSmart Skillset must be learned independently of one another. Having one skill in the SkillSet does not mean the user has any of the others.

Effects of NanoSkill Attempts

Most NanoSkill attacks are single target blasts of nanites creating an environment such as cold or heat or a sandblast to hurt the target.

The Skill serves as (1) the chance of creating the effect, (2) the chance of hitting a target with the effect except for touch attacks (this is the same roll) and (3) the range of the effect in meters.

The base damage of any NanoSkill attack is 10 points of Damage. However, every increment of success increases the damage by a further 10 points of damage. This models the user's ability to put the damage right where it is needed. The actual Monks can do 15 points per increment of success. So far no one else has managed this level of damage, even using nanites taken from a living Monk.

For Example: Sho Son, the Hydromancy Assassin, attacks with Ice Shards, his player rolling a 37. Since his Skill is 84, this is 5 increments of success (see Game System). *The damage done is 50 points.*

A NanoSkill attack is Dodged as if a Streaming Attack (see Game System). However, a NanoSkill attack cannot be applied to more than one target unless it is an area effect attack.

Multiple Uses of NanoSkills in a Turn

An attacking Nanomancer can attack more than once a turn. If he does so, the first attack is at -20%, the second at -50%. A third would be at -80%, so it would only be attempted by a very proficient nanomancer. AmbiDex or natural ambidexterity reduce the first two attempts to -20% each, and a third would be at -50%.

This applies also to double uses of other NanoSkills, such as CamJam and Urban Tracking in one turn.

Improvising with Nanomancy

Users of Nanomancy will want to improvise ways of using the nanomancy skills that are not in the skill description. For instance, they might want to use Wind Burst to blow away a gas cloud, or Ice Shards to make a road slippery. All are legitimate uses of the Skills. The GM can either estimate the increments of success needed to succeed (as might be done with the gas cloud) or make an opposed roll of the car's driver Skill against the Skill of the Nanomancer with Ice Shards, to see if the attempt succeeded.

NanoSkill Descriptions

Since all of the NanoSkills Skillsets are essentially purchasable items, their costs are listed in the Items section.

The following is an alphabetical listing of the NanoSkills. Elemental Nanomancies are only obtained as part of the appropriate Skillset.

BlinkSpeed

State: Active
Also Known As: Haste or AthLeet or Jumper
Chi Cost: Invoke, 25 CP
Formula: Perceive+1
SkillSet: StreetSmart
Prerequisite: Optic Cloak

It began as a children's toy with nanites applied to specially designed boots that could be used to literally bounce around the room. The kids were pleased, but the HMOs weren't, and Jumper moved to the streets as a short-range teleportation device.

When activated, BlinkSpeed accelerates the user's molecules and nanites in muscle tissue and nerves cause muscles to operate at 100% efficiency temporarily. It is also a very short term Optic Cloak (see below). Effectively short-range teleportation, although its user cannot pass through solid objects. The user cannot go anywhere he could not move to normally, but he arrives there without any but the keenest sensors seeing him transition. The user can move a total distance of his normal Speed plus a percentage of his Speed equal to the Skill with BlinkSpeed.

Example: Taura the Cat-Girl has Blink Speed at 91%. She has a normal Speed of 54. Her BlinkSpeed distance is 54 + (54*.91 = 50 [round up]) = 104 meters.

Another Op can be picked up and carried. It takes a turn to pick the person up safely, then the Skill can be used in the next turn. Trying to drag someone or grab them on the run causes an Impact and stops the Blink Speed. (See Impact rules.) Grabbing someone's clothing leaves the Speeder with a handful of cloth and the grabee back where he started, though probably knocked over.

CamJam

State: Active
Also Known As: JamIt or LagOut or EMP
Chi cost: Invoke, 20 CP
Formula: Perceive+1
SkillSet: StreetSmart

Based off integration firmware used to connect one security camera to another, JamIt! Appeared in another form off-market — or at least on a shadier side of the market — with veiled uses as a system jammer; a 'feature' that began as a zero-exception bug in the original product. JamIt! Integrates with systems of various types and slips them infinite loops, causing temporary failure.

This effect actually disrupts any electronic device, including guard robots and sentry guns. Determine how much CP is disrupted by the Increments of success and compare it to the Electronic Device table in the Hacking Description. ICE has no effect, but the device is not controlled, either. Just "stunned."

The normal duration of the Stun is 3 turns. Any damage done to the device's CP in excess of that needed increases the Stun duration by 3 more turns.

Example: Ylsa sets off her CamJam. Her player rolls 28 out of 92 for 7 increments. That's enough to do 20 points to the 20 Chi points of the surveillance device and make the effect last 18 turns (5 increments for the extra 15 turns).

As a part of the jamming process this does not set off any alarms attached to the cameras, though of course someone who attempted to see what the camera was recording would realize in an instant that the camera had been taken off line.

Chi Drain

State: Active
Chi cost: Drain, 15 CP/turn
Formula: 10% less than Healing
SkillSet: MindAndBody

A recent addition to the NanoSkill lineup, it uses the same nanites as Healing and has been subsumed by that nanotechnology. ChiDrain essentially coughs out a bunch of nanos that surround the enemy and begin releasing chemicals that inhibit endorphins and cause the body to release adrenaline, breaking concentration and draining chi. Chi Drain causes an opponent to experience hallucinations, vertigo, and other various dementia, breaking his concentration and reducing his ability to use nanotech. Chi Drain unleashes streams of energy that manifest themselves as psychedelic images and hallucinations in the target's optic nerve, unsettling it and thus consuming its Chi. CP are destroyed under the usual NanoSkill damage rules.

This is a Stunning Attack and the target is affected as he would be by any other Stunning Attack, such as from a taser.

Chi Parasite

State: Active
Also Known As: Viper's Waning
Chi cost: Drain, 4 CP/turn
Formula: 20% less than Healing
SkillSet: MindAndBody

A recent addition to the NanoSkill lineup, it uses the same nanites as Healing and has been subsumed by that nanotechnology. Chi Parasite releases nanos that actual confiscate endorphins from the enemy's body and carry them back to the user, increasing the user's chi while causing disruption in the enemy.

Due to the necessary waste in this nanite grab-and-run process, the user gains 1 CP for every 2 CP lost by the target. Any CP gained in excess of the user's normal amount are -retained until used.

This is a Stunning Attack and the target is affected as he would be by any other Stunning Attack, such as from a taser.

Earthquake

State: Active
Also Known As: Gravinator or Thunder Dragon Dances West
Chi Cost: Invoke, 40 CP
Formula: 20% less than RockFist
SkillSet: Geomancy

The biggest player in a line of entirely illicit nanites weaponry, the Gravinator pounds at the earth beneath a target's feet and redirects solid molecules into smashing boulders overhead for a double-packed punch.

The Earthquake expands in a hemisphere around the user to a radius of 1m per Increment of Success of the roll. Everyone but the user within that hemisphere takes the damage. The volume is actually a sphere, and the ground/floor beneath the user will also be damaged. Do not use it on fragile sky-bridges. This expanding sphere has an Impact Force of 60.

ECM (Emergency Counter-Measures)

State: Active
Also Known As: BangShield
Chi Cost: Invoke, 25 CP
Formula: Perceive+1
SkillSet: StreetSmart

Contrary to the usual meaning of ECM, this has nothing to do with spoofing electronic sensors. See CamJam for that. This is a last-second defense against incoming attacks. When the player activates this skill, a field of electromagnetic energy surrounds his Op, and any incoming explosive projectiles, such as rockets and grenades, have a 50% chance of having all their electronics, including simple proximity switches and timing circuits, scrambled when they make contact with the field. A basic roll with this skill creates the field for 1 turn (4 seconds). Every 10% the skill is made by increases the duration by 1 turn. This also increases the success chance by 5%. Simpler projectiles, such as bullets and arrows, are unaffected.

Fireball

State: Active
Also Known As: Matador Fire
Chi Cost: Invoke, 25 CP
Formula: 10% less than FireFist
Skillset: Pyromancy

Originally designed for pyrotechnic displays in Grav stadiums (and named after the Guadalajaran Grav team), it fell out of media use when stadium-goers found it to be discouragingly lethal. Now the street has found a second use for these abandoned fireworks.

When the Fireball skill is invoked, nanites begin emitting extreme amounts of heat and congeal into a tight projectile in the user's hand, while other nanites shield the hand. The user can then throw the fireball. The hit also covers the target with burning nanites that follow the rules for Fire Damage and start with a %ile equal to the user's Skill roll to throw the fireball. Unless fueled by flammable substances in contact with the target (see Fire rules) the nanites lose 10 %iles of intensity each turn until they burn out. Fire attacks that hit a target multiple times add, but each decreases at the same time.

Example:

Al Nar the Pyromancer hits Jake with a FireBall, rolling 32 out of his 88% in the use of the attack. On the next turn Jake is facing a Fire attack of value 60. The next turn is 50, etc.

When the FireBall hits its target, it explodes, covering a radius of 1m for every increment of success with burning nanites which hit everyone in that radius who does not successfully dive for cover, with the same effect.

FireMonk with FireFist ready

FireFist

State: Active
Also Known As: Kindled Lion Palm or Flaming Lotus Hand
Chi Cost: Drain, 20 CP/turn
Formula: Perceive+1
Skillset: Pyromancy

Often called "Tee'd Off" for its TDOF acronym on the street and originally titled after obscure music lyrics from over a century ago, Fire Fist originated from pirated technology developed in the Far East.

When FireFist is engaged, some nanites shield the user's hand (and any melee weapon being held) while others cluster around it and create atomic fission reactions, giving off waves of plasma. Unlike other nanomancy attacks, the user must also succeed in a Melee Combat or Martial Arts attack. The Punch does its normal punch damage . This is considered one attack and is matched against armor only once. Any weapon held is also sheathed in flame and adds its normal effect to the damage.

The hit also covers the target with burning nanites that follow the rules for Fire Damage (see Environment) starting on the user's initiative in the next turn with a %ile equal to the user's actual Skill roll to throw the FireFist. Unless fueled by flammable substances in contact with the target (see Fire rules) the nanites lose 10 %iles of intensity

each turn until they burn out. Fire attacks that hit a target multiple times add, but each decreases at the same time.

Flash Shield

State: Active
Also Known As: Tarsus Intimator or BloXor
Chi Cost: Invoke, 50 CP
Formula: Perceive+1
SkillSet: StreetSmart
Prerequisite: ECM

Endorsed by Gabriel Tarsus, the Intimator was designed to protect VIPs from overzealous fans and assassination attempts. It provides a last-minute defensive shield that protects against varying degrees of assault.

The Flash Shield is an instantaneous denser field of energy around the player that puts up a defensive field equal to the increments of success of the roll (3 successes equals 30 points, etc.). This absorbs incoming explosives like grenades and rockets and also vaporizes small projectiles, such as bullets and crossbow bolts, and even damages others in melee range of the Op. Every point of damage it stops (or does to others) takes 1 point of protection out of the field. To stop incoming attacks, the mancer must first succeed with a Perceive roll to activate the skill at the right time, then succeed with the NanoSkill roll.

Hacking (Nanoconduction Network Interface and Access)

State: Active
Also Known As: Xinvade or HaXor or Hacker's Little Helper
Chi cost: Drain 20 CP/turn plus extra loss for failure.
Formula: Hacking Skill +1
SkillSet: StreetSmart
Prerequisite: HERA

When security got tougher, so did hackers, eventually developing a nanite invasion system created entirely on the street for infiltrating electronics and opening them up for public use. Slang-termed the "Hacker's Little Helper," Xinvade is in its seventh revision. Hacking can interface with any computerized object and override its systems, letting the hacker take control. Hacking is a Swiss army knife that opens doors, retrieves data from protected terminals, shuts down patrolling robots, and more.

An Op's hacking skill must succeed versus the item's hacking opposition. Failure in hacking the item immediately produces an alarm.

Properly initiating the hack costs the user CP per turn. The player's nanotech control systems are sending his nanites against the target's nanites. Both sides rapidly try to infect and/or destroy the other. There are also layers of Intrusion Countermeasure Electronics, or ICE, protecting the core systems that the nanites will have to circumvent to establish a proper interface. Punching through ICE is an intensive task and requires constant effort on the part of the hacker. As such, it consumes CP, and the thicker the ICE, the more CP it takes to get around it.

In game terms, compare the Hacking Roll of the Hacker against the ICE (the Hacking Roll of the person who set up the device) of the Device.

The contest is resolved like using a streaming attack against opposition (See Game System). Every increment of success does 10 points of "CP damage" to the system. Every 10% the ICE succeeds by subtracts 10 points of Damage. If the ICE is more successful, the Hacker loses CP equal to the amount she missed by.

The CP of the System being Hacked is determined by the GM. The following are some sample values.

System	CP Value	ICE
Simple Surveillance	20	50
Warning/Security Alert	50	75
Very Secret Data Store	50	90
Major Security Controls	100	120
Security Robot	30-100	50-100

Fumbles (See Game System) also have an effect.

	Hacker Regular	**Hacker Failure**	**Hacker Fumble**
ICE Regular	Normal results	Alarm goes off	Hacker loses 20 CP
ICE Failure	Hacker Normal Success + 10	Normal results	Alarm goes off
ICE Fumble	Hacker Full Success	Hacker Normal Success + 10	Normal results

With a Hacker Full Success, the internal battle is resolved, and your nanites have established a path of communication with the hack target. The Hacker spends 20 CP.

The hack is disengaged if the player moves or is attacked.

If the initial attempt is unsuccessful, the Hacker can continue to try the Hack unless the result has rendered him incapable of doing so.

Once the successful data exchange between the hacker and the host is complete, if the hacker needed data from the object, he'll have it; if he needed the object to do something, it'll do it.

Healing

State: Active
Also Known As: DocNano or DeFrag
Chi Cost: Invoke, 1 CP per HP healed
Formula Perceive+1
Skillset: MindAndBody

"The doctor is in!" Perhaps the most successfully stolen Eastern nanotechnology, DocNano is composed of nanites that intelligently reconstruct damaged flesh, siphoning resources away from one part of the body and using them to accelerate healing. It allows operatives to regain precious

Health after sustaining injury in the field through nanites that pass through body rebuilding torn tissue. The use of this Skill restores 1 HP to the target for every 1% the Skill roll is made by each time it is used. The user must have the First Aid Skill to use this NanoSkill. Both Skills can be used together and the results added. The NanoSkill may be used as many turns as the user wishes.

If the user is reduced to negative Health points, the nanites immediately start repairing the user. The nanites spend all the CP available to Heal the user. This is an uncontrolled emergency reaction, all the CP are spent whether needed or not.

Example:

Ylsa the Cat-Girl is caught in a crossfire and takes 50 points of damage. Since she only has 38 Health, she is at negative 12 health. Her Healing nanites immediately tap into her 60 points of remaining CP to Heal her. She is back at full, but has wasted 10 CP.

Unlike other NanoSkills, this has no range and is primarily intended for reconstruction of the user. However, it can be used to patch up someone else if the user makes a First Aid roll and the Skill Roll. The amount repaired depends on how well each roll was made. The worst roll is the amount repaired.

HERA (Heightened Electromagnetic Radiation Awareness)

State: Passive
Also Know As: "Blake Windham's HERA"
Chi cost: Minimum, 20 CP
Formula: Perceive+1
Skillset: StreetSmart

Grav player Blake Windham's pet project, HERA is a nanites-implanted local positioning system that gives a heads-up display of objects within a given radius. Microscopic nanites scout the area and report back to an implanted receiver. HERA is a passive skill that allows the user to find items that can be Hacked, or simply items with a lot of EM activity. The percentile (%ile) of the skill also describes how far away, in meters, hackable targets can be detected. HERA cannot penetrate walls or other opaque objects.

HydroCloak

State: Active
Also Known As: Rippler
Chi cost: Minimum, 40 CP
Formula: 20% less than IceFist
SkillSet: Hydromancy

The appearance of the Rippler created quite a stir after its release in 2072. With LinSynch's RubOut coming out only one year earlier, the lawsuits flew — because Rippler behaves in an exceedingly similar manner, using water molecules instead of mirrors. The fallout was significant, and Rippler's original creator's name has been lost to history, but the technology remains.

This advanced cloak renders the user invisible in the entire electromagnetic spectrum. Only sound or scent can be used to find the user. The cloak uses Chi skimming to power

itself indefinitely. Still, a large amount of CP must be maintained for it to stay active. The skill was developed by the Water Order, and its Water Monks use it extensively, although their mere existence consumes such a drastic amount of CP that they periodically lose the minimum to maintain it and become visible for a few seconds.

IceFist

State: Active
Also Known As: Barracuda H_2O Force or Blue Dragon Claw
Chi Cost: Drain, 20 CP
Formula: Perceive+1
SkillSet: Hydromancy

Barracuda H2O is the legit name for this NanoSkill — produced by nanotech masters at BanchouTech.

IceFist summons nanites to cluster around the user's arm and draw moisture from the air to cover it with super-cold ice. The nanites also encase any weapon in the user's hand. At the same time, the nanites protect the flesh underneath from losing moisture and disintegrating. Unlike other nanomancy attacks, the user must also succeed in a Melee Combat or Martial Arts attack.

An Ice Fist attack does normal hand or weapon damage and also Slows the target by reducing his Speed by 1/2. Repeated strikes can not reduce the Speed below 1/2 The reduced Speed comes back in 5pts/turn increments.

Ice Shards

State: Active
Also Known As: Moray H_2O Force or Meteor's Frozen Fire
Chi Cost: Invoke, 25 CP
Formula: 10% less than IceFist
SkillSet: Hydromancy

A projectile variation of BanchouTech's Barracuda, the Moray takes the solidified water molecules and adds a punch behind them, shattering the central-formed core into a handful of jagged knives of ice that fly at the target.

An Ice Shards attack does normal NanoSkill damage (note that Ice Fist does NOT) and also Slows the target by reducing his Speed by 1/2. Repeated strikes can not reduce the Speed below 1/2. The reduced Speed comes back in 5pts/turn increments.

LiquidFire

State: Active
Also Known As: Fire Blaze or NeoStorm or Raging Tiger Howl
Chi Cost: Invoke, 40CP
Formula 20% less than FireFist
SkillSet: Pyromancy

From the makers of AeroBLAST, NeoSTORM lives up to its rather presumptuous name. Another pyrotechnic experiment gone wrong (one of many in the early age of nanotechnology), it generates a sphere of flame that ignites anything within a specific radius.

Liquid Fire expands in a hemisphere around the user to a radius of 1m per Increment of Success of the roll. Everyone

but the user within that hemisphere is covered with burning nanites that follow the rules for Fire Damage and start with a %ile equal to the user's Skill roll to throw the Liquid Fire. Unless fueled by flammable substances in contact with the target (see Fire rules) the nanites lose one increment of intensity each turn until they burn out. The diameter can be limited by voluntarily decreasing the amount of damage done.

The volume is actually a sphere, and the ground/floor beneath the user is also damaged. Do not use it on fragile sky-bridges.

Optic Cloak

State: Active
Also Known As: RubOut
Chi Cost: Drain, 20 CP
Formula: Perceive+1
SkillSet: StreetSmart

What started off as a parlor trick wound up being invaluable on the black market. RubOut is a system of nanotech mirrors and lights that bend light around the user, creating the very convincing illusionof invisibility.

Optic Cloak renders the user invisible in the spectrum of visible light. However, it has no effect on electromagnetic fields at other frequencies, such as radar or enhanced vision modes.

RockFist

State: Active
Also Known As: StoneCobra or Crushing Mountain Fist
Chi Cost: Drain, 20 CP
Formula: Perceive+1
SkillSet: Geomancy

Designed as a civilian self defense system, when triggered, StoneCobra draws solid molecules from the user's environment and forms a solid shell around the fist and any held weapon, adding NanoSkill damage increments and Impact to melee range attacks.

Unlike other nanomancy attacks, the user must also succeed in a Melee Combat or Martial Arts attack.

Rock Fist attacks have an Impact Force of 40.

Rock Shards

State: Active
Also Known As: DeepSix or Serpent's Cannon Fang
Chi Cost: Invoke, 25 CP
Formula: 10% less than RockFist
SkillSet: Geomancy

From the makers of StoneCobra came a military version of their earlier 'rock' nanotech that utilized the Cobra shell and fractured it into lethal shards of stone before projecting it at a target. The result, DeepSix, was quickly smuggled out of the military markets to the street.

Rock Shards works by using grains of dust and earth in the air to fashion deadly blades on command that are then vacuum-propelled at a target. The blades do the usual NanoSkill increments of damage as well as Impact.

Rock Shards attacks have an Impact Force of 50.

Tornado

State: Active
Also Known As: AeroSTORM or Tornado Turns the Lotus
Chi Cost: Invoke, 40 CP
Formula: 20% less than WindFist
SkillSet: Aeromancy

The second generation of DalniTech's Aero line, AeroSTORM features increased force and a whirlwind effect that siphons breathable air away from the target as well as spinning up one whopper of an air blast.

Tornado expands in an expanding cylinder around the user to a radius of 1m per Increment of Success of the roll. The height of the cylinder is 5m per Increment and expands out to a radius of 2m per Increment. Everyone but the user within that area takes an Impact Force of 100, and must make a CON roll or be Stunned. The circle affected can be limited by voluntarily decreasing the amount of damage done.

Tsunami

State: Active
Also Known As: Ice of Nine Stars
Chi Cost: Invoke, 40 CP
Formula: 30% less than IceFist
SkillSet: Hydromancy

Another of AeroBLAST's big brothers, Tsunami directs a swarm of nanites to surround the user with AeroBLAST's air redirection augmented by moisture-sapping nanites that generate a tsunami-like disc of water that crashes with blast impact upon the target(s).

Tsunami expands in a circle around the user to a radius of 1m per Increment of Success of the roll. Everyone but the user within that area takes normal NanoSkill increments of damage. The hit also Slows the targets by reducing his Speed by 1/2. Repeated strikes can not reduce the Speed below 1/2. The reduced Speed comes back in 5pts/turn increments. The diameter can be limited by voluntarily decreasing the amount of damage done.

Urban Tracking

State: Active
Also Known As: TraXor or NanoHound or MiniHound
Chi Cost: Invoke, 20 CP
Formula: Perceive +1
SkillSet: StreetSmart
Prerequisite: Tracking Skill

Developed in the waning age of police enforcement, Urban Tracking is an attack that sets a stream of nanites to hit the chosen target. The Nanites hold onto the target and leave off Tracking Markers that the tracker can follow. The actual appearance of the Markers is determined by the Tracker. Arrows and footprints are common iconography. The Markers can only be seen by the Tracker and last a number of turns equal to the Skill %ile of the tracker.

Thus, if the tracker has Urban Tracking at 100%, the nanites last for 100 turns, or 400 seconds, or a bit more than 6 minutes.

Urban Tracking cannot track a Target through water, air, or using a vehicle or elevator.

WindBurst

State: Active
Also Known As: AeroBLAST or Eagle Tears the Wind
Chi Cost: Invoke, 25 CP
Formula: 10% less than WindFist
SkillSet: Aeromancy

In 2063 DalniTech developed the basic projectile nanotech that would pave the way for dozens of variations of destructive nanites, including Tsunami and NeoSTORM, both of which operate under similar technologies. The first generation, AeroBLAST is not as effective as the former two, but its swarm of nanites redirect air in a blast toward the target with an Impact Force equal to the increments of success effect plus 30. No damage is done by the air blast except the Impact effect. If the target's increments of success exceed the user's, no Impact is done at all.

WindFist

State: Active
Also Known As: AeroGlove or Flying Storm Fist
Chi Cost: Drain, 20 CP
Formula: Perceive+1
SkillSet: Aeromancy
Developed by DalniTech with the original idea of being a modifier for Grav games, when the AeroGlove was complete users quickly saw an advantage in combat by

reversing the polarity of its nanites. The original Glove brought objects toward the user — by propelling them away, the modern Glove adds elemental force to one's close-range attacks.

The user of the WindFist has all melee attacks speeded up by a percentage of the normal rate of fire equal to his ability with the Skill. The minimum number of attacks added is 1. Unlike other nanomancy attacks, the user must also succeed in a Melee Combat or Martial Arts attack. Each Wind Fist blow lands with an Impact Force equal to the increments of success effect.

Example

Nimbus the Aeromancer draws his katana and attacks Gruber. He attacks with Martial Arts of 90 and rolls 43, for 5 successes. Gruber blows the Dodge completely. Nimbus also rolls 22 on his WindFist of 90, for a success of seven Increments, which means the Impact Force of the blow will be 70. Since the katana has a ROF of 3, the 90% addition of the WindFist gives Nimbus a total possible success of 6. However, he only hit for 5. Nimbus adds the five katana attacks to get 75, then adds his Martial Arts multiple of his Hand Damage of 6 to get 30 (5 increments times 6) more for a total of 105 damage. Gruber's dermal implants and combat armor take up 35 of that, but it's a good thing he's an Ogre...

Rewards and Experience

Gaining New Skills and Improving What You Have

Gaining New Skills

New Ability-Related Skills can be obtained through the use of SkillStiks (see items). Some Skills derived from Abilities can also be gained by use. An Op with Target Heavy Weapons can use a Heavy Machine Gun at the basic Ability value even if he only has the Rail Gun Skill. If his Skill with the Heavy Weapon is more than twice the Ability, he can use half that skill for another Heavy Weapon.

Note that beginning money can be used to buy SkillStiks, thus increasing an Op's Skills starting out.

It is also possible to find instructors and trainers to learn new skills, but without the nanites it is a long process not conducive to rapid progression in the fast paced age of the nanites.

Performing Missions gets the player Ops two types of Reward

Monetary Rewards can be used to pay for upgrades or equipment. With money earned on missions, the PC can go to a Black Market Body Shop or other purveyor and buy what he needs.

The plus side of this is that all you need is money.

The minus side is there is a chance of getting bad nanites. These are often harvested nanites from someone who has already used them (and is probably dead). They may not work for someone else, or be burned out. The GM determines the chance of this occurring.

Experience Points awarded by the Game Master usually takes the form of "credits" to be used in enhancing the Op. Completing jobs for patrons gets the Op "credit" in the form of Experience Points which he can cash in at corporate/organization body shops to get specialized nanites with no fear of bad nanites.

Of course, there could be other problems such as remote controls or locating beacons built into the nanites.

Note: Missions that go wrong can still result in credits if the sponsor realizes that his troops must be enhanced to accomplish their duties.

If the PCs betray their masters or otherwise end up not working with the people who hired them, they can still obtain Experience Points. They just can't be used as Credits with that sponsor.

Increasing Skills through Experience

Using Experience Points, the Op has a chance of just getting better because he is getting better with experience. At the end of a mission, or during a sufficient time period (such as for a long shuttle ride to get to the next destination), the GM will assign experience points to the Ops that reflect the experiences they have had.

The GM may specify how these points must be spent, based on the experiences or educational opportunities provided in the scenario, or the GM may just allow the players to spend them as they will on improving the Op.

1. 1 Experience Point can be used to raise any Skill by 1 %ile.

2. 5 Experience Points can be used to raise any Attribute by 1 point. Check with the GM before doing this, there may be reasons why the Op cannot do this.

3. Abilities cannot be raised by points. They increase if Attributes increase. In that case, the skills based on the Abilities also increase.

Earning Experience Points

Every individual player, for every mission, has an **Experience point pool** they receive when the mission ends or pauses. The final value of each pool depends on accomplishing or failing specific goals.

Ops can add points to their XP pool by doing things that help accomplish the mission, and lose points by doing things that hinder finishing the mission.

Repetitive actions that would normally get Awards should not be rewarded separately, but in total.

For Example:

If Gruber kills 13 Genesis Marines he should get more Experience points than Jake, who kills one. However, he should not get 13 points to Jake's 1. Three is a better number.

Adding to an Op's Experience point pool:

o Killing or catastrophically wounding an enemy

o Accomplishing a mission objective

o Finding items useful to the mission objective

o Performing actions, such as using a CamJam, essential to completing a mission.

o Crossing a secure area without being spotted/noticed

o Helping an ally

o Successfully Hacking anything on the first try

o Making difficult Skill checks (anything below 60%)

Subtracting from an Op's Experience point pool:

The minimum value of the Experience point pool is zero, so it is possible to earn no skill points in a mission or skirmish by wasting nanotech or otherwise improperly using skills. The following are the common causes for subtraction, though a GM may determine that other reasons may cause a subtraction.

o   Killing or wounding an ally

o   Using offensive nanotech against unnecessary targets, such as the corridor wall.

o   Causing an operation to fail.

Each reward/demerit above also has a max value at which no more XP can be added, to prevent player abuse.
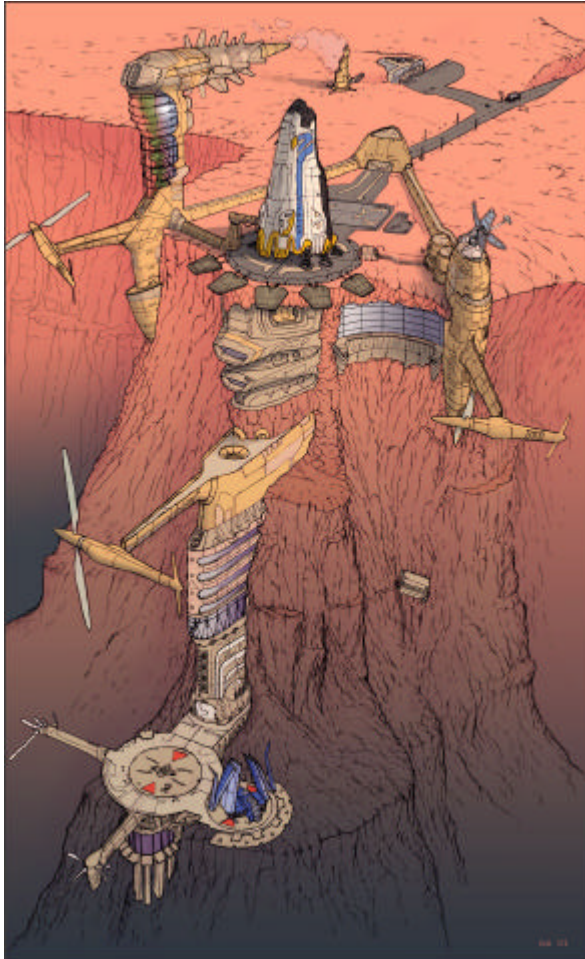
Zubrin Company Martian Wind Power Generation Facility

The Game System

Skills in this paper and pencil RPG look very similar to those shown in the computer game, but there are differences. For instance, targeting skill in the computer game is the chance that the player placing the cursor on the target will actually hit the target. In the paper and pencil game, the skill is the percentage chance the Op can hit a target, and the target gets a chance to get out of the way of a hit, the Dodge Skill. We have attempted to make the paper and pencil RPG look like the computer game, but the actual mechanics are actually very different, even though they give similar results.

We have also added several Skills that the computer Op does not have access to from a menu. Some things that are accepted as a matter of moving the cursor in a computer game have to be gamed out with a paper and pencil game.

Use of D100

Every Skill an Op possesses has a percentile (%ile) value. Accomplishing the Skill is a matter of rolling the value or under on two 10-sided dice, called d100. Read one die as the 10s and one as the 1s, specifying beforehand which is which.

Example:

Sahara's player wants her to hit a security rob with a Det Pack. Her skill at Throw is 87%. She takes a blue 10-sided die and a yellow 10-sided die and says "Blue is high." She rolls a 9 on the Blue die and a 3 on the Yellow die. Since she specified Blue was high, the number rolled is 93, and she failed to make the roll.

Skill Rolls vs. Opposition Rolls

In most cases, the use of one skill is opposed by another Skill. An Attack or Targeting Skill is opposed by a Dodge. A Hacking Skill is opposed by the Hacking Skill of the person who set up the system being Hacked.

o   For most Skills, the important thing is how well the Skill is made. An Op with a 90% Skill performs the skill better if his player rolls 20% than if the player rolls 85%. This is shown by determining the **Increments of Success**. Every 10% a roll is made by is an Increment of Success.

Success by	Increment
0-09% (such as 81-90 with a 90% skill)	1
10-19%% (such as 71-80 with a 90% skill)	2
20-29% (such as 61-70 with a 90% Skill)	3
Etc	etc

The simple way to determine Increments of Success is to count down from the Skill %ile to the rolled %ile.

Example:

If Skill with the weapon is 84, and the player rolls 33, the player counts down 84, 74, 64, 54, 44, 34 to get 6 increments of success.

Compare the active skill against the opposition by increments of success.

Gruber, has 120% with the Heavy Machine Gun, his player rolls 18 and hits his target 11 times. The target, with a Dodge of 50, rolls 04. Having made the Dodge by 45, he negates 5 of the 11 hits, leaving himself only hit by 6 HMG bullets. Lucky him.

o   The Fumble Roll is a roll of 00 on the D100. For the Skill roll, this means that not only did the user miss, something drastic happened such as dropping a weapon or setting off an alarm. For the Opposition roll's Fumble, it means that a missed attacking Skill roll worked after all and a successful Skill roll had an extra benefit such as knocking the target out, shorting out all the alarms through the whole complex, or whatever seems appropriate.

Skills and Abilities over 100%

There is nothing stopping an Op from having a Skill over 100%. 100% is a theoretical best in a skill that can be exceeded. Only Experience or the effects of augmentation on an Attribute can bring an Op over 100%. The Fumble is still a natural roll of 00.

The Attribute Roll

At times throughout these rules and in play, the player is called upon to make an Attribute roll, such as a CON roll, for the character. This involves rolling the Attribute value or less on d100. The most common instance is the CON roll to avoid being Stunned, but STR, AGL, and DEX rolls can also be necessary..

Initiative and the Combat turn

In combat, who moves first is very important. When opposing forces meet, the first person to act is the one with the highest Speed Ability. That Op can reserve the move to let someone else go first.

The delayed Op can act any time during the turn, either specifically acting before or after another Op, or

interrupting an Op's action to take one. The delayed Op acts after the slowest actor has acted, or forfeits the turn.

If opposing Ops have the same Speed, the one with the highest DEX goes first. If those match too, they are simultaneous.

The combat turn then progresses on down to the slowest moving member of the fight.

Combat Systems

Movement and Combat

An Op can fight or use skills normally without penalty if he doesn't move in a turn (unless, of course, the skill involves movement, such as driving or piloting or jumping).If the Op wants to both move and fight:

o   An Op cannot make a full move and an attack at normal %ile.

o   The Op can make a full move and use the weapon's entire Rate of Fire at 1/2 normal %ile.

o   The Op can move a portion of his Speed and use a proportionately reduced Rate of Fire. For simplicity's sake, approach this reduction in quarters. If an Op with a Speed of 20 moves 1-5 meters, then the rate of fire from his Assault Rife (see Items) is reduced from 20 to 15. If the Op moves 11-15 meters, then the rate of fire is reduced to 5. This assumes that the Op runs the distance, then stops to shoot or otherwise attack.

o   An Op in a moving vehicle must use the 1/2 normal %ile rule unless the vehicle comes to a stop during the turn, or unless the user is using a vehicle-mounted weapon with movement compensators (which most fighting vehicles in 2076 have).

o   An Op who moves less than 1/2 his Speed in a turn can use one Nanoskill at regular %ile.

Unless using the 1/2 %ile option (no matter the actual distance moved) an Op must move, then attack. There is no movement after an attack.

Rate of Fire

Virtually all of the ranged weapons in this game show a Rate of Fire per turn in excess of 1 (see Weapons and Items). This reflects the efficiency of modern weaponry. A trained combatant can squeeze off several shots in a four second combat turn, which is the standard in this game, and of course many weapons are meant to autofire at one touch of the trigger.

A combatant may squeeze off the weapon's entire rate of fire in one combat turn at his normal weapon usage %ile.

The combatant may use as many shots within the rate of fire as he likes, but cannot hit with more shots than he fires.

If the combatant wants to attack more than one target, the player can specify how many shots in that rate are being applied to which target. The weapon loses one shot for every extra target.

For example, if Jake wants to fire at three guards with his 9mm pistol, which has 13 shots, he can specify he is shooting three shots at each of them and lose a further two shots because he has three targets. No need to fire the other two shots, conserving ammunition is a good thing.

"Rapid Fire" For Hand To Hand Weapons

Some of the melee weapons are so light and fast that they can make two or three attacks in a turn. This can be applied to two or three separate targets. The targets must be specified when the attacker makes the attack.

Hand Damage bonus, including the multiple from Martial Arts, is applied once to all hits with a melee weapon against a single target. Each target in a turn gets the bonus applied against it.

Example:

Nimbus the Aeromancer, still fighting Gruber, realizes that he is now confronting Sahara and Jake, as well. He decides to attack each of them with a katana blow. Unfortunately, he misses the WindFist roll and must rely on Martial Arts and katana. He will attack each target individually and, if he doesn't miss or get Dodged, apply to each of them the damage from the Katana and the individual results of the Martial Arts attack on each target.

Single Fire vs Opposition Roll

If a weapon only has one attack, or is only fired once, it still hits if the increments of success with the weapon exceed the increments of success with the opposition roll.

Two-Weapon Use

An Op can use a weapon in each hand (no, the Cat-Girl's tail is not prehensile enough to use a weapon). Each weapon has its normal rate of fire. However, the Op suffers an automatic -20% chance with the weapon in his "good" hand and a -50% chance with the weapon in his "off" hand. This is cumulative with penalties for movement, etc. See the AmbiDex Augmentation in the Items List. Players who want their Op to be naturally ambidextrous must clear this with the GM, probably by giving up some points in an Ability or paying for it with a Pre-Experience Problem.

Multiple Hits vs Dodge

For every Increment the combatant makes his roll by, a further shot hits the target. If an Op has a 9mm attack of 73% and rolls 58, then he hits, and gains an extra hit because he rolled 10% better than he needed.

The target of these multiple hits can get rid of extra hits by making a particularly good Dodge roll, using the same increment of success system as rapid fire. If the target of the above attack had a 44% Dodge, for instance, and rolled 38, then one hit is negated but the other hits. The target has to roll 34 or less to evade both hits.

Note that there is nothing stopping the shooter from firing a burst of three shots at a target. Then shooting another 3 shots in the same turn, and then another burst of 3 shots, This has a good chance of hitting the target with every shot, assuming the target does not Dodge. Just remember that

each burst has to penetrate armor again, while a continuous burst just has to penetrate armor once.

Example: Gruber, with 15 points of Dermal Implant and Combat Armor has 35 points of Armor. If the Genesis Intimidator security robot fires four bursts of three shots at Gruber and hits every shot with every burst, it has put 54 points of damage into Gruber four times. Gruber takes 76 (4x19) points of damage. He's hurt, but can still hose the Intimidator with his heavy Machine gun. This also assumes he misses every Dodge roll.

If the Intimidator fires the full burst at Gruber, and hits with six rounds, it does a total of 108 points of damage, which, minus Gruber's armor, is a total of 73 points of damage. It's pretty much a wash, but hitting with a couple more rounds in that long burst would have put 36 more points into Gruber, and put him out, and Gruber only had to miss one Dodge roll.

This only applies to ranged attacks. A katana user, for instance, cannot make single attacks against the same target in one turn.

Stream Attacks

Flame Throwers, Rad Flux Guns, NanoSkill attacks and some improvised attacks like fire hoses and space ship exhausts have a streaming effect. This is similar to Rate of Fire attacks in that the more increments of success the user makes his Skill Roll by, the more damage is done. The actual damage differs depending on the weapon or Skill.

Like the Rate of Fire attack, the Dodging target must roll several degrees of success on the Dodge to evade an entire streaming attack.

If the user of this kind of effect wants to attack more than one target, the user has to attack the first target, determine how much of the effect hit that target, then move to the next target, until 100% of the effect has been used up. One level of effect (or ten points in the case of the flamethrower) is lost for every change of target. A NanoSkill attack cannot be used to attack more than one target, except for the Area Effects.

For Example:

Gruber attacks three Genesis guards with his RadFlux gun. The player rolls 35 out of his 76% chance at the first one, sending 50 points of seething plasma energy at the poor lad. Shifting to the next one, he loses 10 points of energy in the transition, then rolls an 88, clean miss. He loses another 10 points (a miss with this kind of attack loses one increment of damage) and rolls 16 in his attack on the third. Normally this would mean 7 levels of damage, but he has already used up 7 levels, plus another making the transition to the third guard, so that worthy only takes 20 points of Damage.

Effects of Armor

There are four types of armor available in the Black9 Ops world. They all have the same effect on combat. Armor absorbs damage from an attack. The total armor is subtracted from the total results of each attack.

For example:

Gruber is at a stage in his career where he is not quite as a armored up as he is in the above example; he has Dermal Armor 1 and Combat Armor. This is a total of 25 points of Armor. He is hit by an SMG. The user of the SMG gets a very lucky roll and hits 7 times. Gruber make a Dodge roll, but only just, so he subtracts one of those hits.

The SMG does 5 points of damage per shot. The shooter hit six times, for a total of 30 points of damage. Gruber's player subtracts his 25 points of armor and subtracts 5 points from Gruber's Health. Gruber grunts slightly as he swings his rail gun around to bear on the dismayed SMG user.

Area Effects

Grenades, bombs, satchel charges, and some nanomancy have an area of effect. For the most part, reacting to this kind of attack is covered under Combat Environments, later. Gaining Cover simply means getting outside the radius of the blast.

Most grenades and explosives have an Area of Effect that is specified in the weapon description. Nanomancy Areas depend on the success of the nanomancy. Assume that anyone caught on the fringe of an explosion, or partially protected by flimsy walls, etc. takes half the normal damage.

Dodging Martial NanoSkill Attacks

In some occasions, such as a Monk using a touch Attack like RockFist with Martial Arts, the target is confronted with two sets of streaming attacks damage. In such cases, the Dodging Increments of Success apply to only the carrying attack, in this case the Martial Arts.

Example:

ShoSun is attacking Gruber with a Martial Arts Attack using RockFist. ShoSon is 90% with both the NanoSkill and the Martial Arts.

Gruber makes a Dodge roll of 17 out of his 54, or 4 increments. ShoSun rolls a RockFist Activation of 46 (5 increments) and a Martial Arts of 21 (7 increments). Gruber subtracts 4 increments from the Martial Arts, so he is hit by 4 increments of RockFist, for 40 points, and 3 increments of Martial Arts, for 15 points, for a total hit of 55 points, which gets 20 points past his armor. If Gruber had successfully Dodged all of Sho Sun's Martial Attack, the RockFist would have had no effect, no matter how well it was done.

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Vehicle Combat

Besides the conflict of Op vs Op, the adventurous Ops are also going to be confronting opposition in the form of Op-operated and autonomous vehicles. The basics of such combat are just the same, but the addition of vehicles requires some special considerations.

Special Considerations

These considerations mostly apply to vehicles in motion. A vehicle that is not in motion is essentially cover, which is a different situation.

o Vehicles have movement and momentum. If the pilot is killed or the engine destroyed, the vehicle still has the momentum of its previous motion. Killing the driver doesn't stop the patrol vehicle from crashing into the kiosk. Destroying the motive power may slow a vehicle down, but it still keeps going until it runs into something that stops it, which can be anything from a brick wall to an inclined surface. Even if tires are shot away or aircushion fans are destroyed, the vehicle is still going to travel for a few meters. GMs and players have to keep this in mind and account for it.

o Vehicles have turn radii. They need some space to turn around. Some need much less space than others thanks to things like ducted fan jets, but they need space.

o Vehicles in motion are always moving. The game system breaks things up into four-second turns and it is easy to think of a vehicle moving for its turn and then stopping, waiting for its next turn. It doesn't. A vehicle fight is always fluid and traveling, and there are always reductions in Skill %ile for trying to jump onto, or off of, a moving vehicle.

Dog-Fighting

Vehicle vs. vehicle combat is abstracted by comparing the Pilot/Drive <whatever vehicle> skills of the pilots/drivers. In any turn, there will be two exchanges, one at each of the pilot's Speed #. Both Ops roll for success. Determine how many 10% increments of the Skill the roll was made by.

o The pilot who gains the most increments gets a shot at the other vehicle.

o If one Pilot succeeds and the other does not at all, the succeeding Pilot gets a shot at the location (see Damage to Vehicle Table) of his choice.

o If both succeed with the same number of increments, neither gets a shot.

o If one fumbles, the other gets a shot regardless.

Chasing Vehicles

Attempting to catch a fleeing vehicle in another vehicle is similar to dog fighting. First, the GM determines how many turns are necessary for the Fleeing vehicle to get somewhere where it is safe from pursuit. Second, the GM determines how many Turns the vehicles are apart from each other. Both parties roll the Pilot (or Drive) Skill.

Compare the Drivers' increments of success. Each Increment by the Pursuer shortens the distance; each increment by the Target increases the Distance. Failure and Fumbles can have other effects on the pursuit.

	Pursuer Normal	Pursuer Fail	Pursuer Fumble
Target Normal	Usual Effect	Pursuer falls an additional turn behind	Pursuer Loses Chase
Target Fails	Pursuer gains 1 additional turn	No change in distance	Pursuer loses 1 turn
Target Fumble	Pursuer gains 2 additional turns	Pursuer gains 1 additional turn	Pursuit Over, everyone crashes

Exactly how a pursuer loses the chase is up to the descriptive skills of the GM. If both fumble, the resulting "crashes" are not necessarily harmful to the vehicles or their passengers, but no further movement is possible.

Effects of Damage on Vehicles

Vehicles have Armor and Health (or Hit) Points. Any damage that penetrates the armor value destroys Hit Points and may damage a system. The following table is a list of systems and a roll of d100 to determine what system was damaged.

Damage to Vehicle Table		
Roll of d100	**Vehicle System**	**Effects of Damage**
01-10	Pilot/Driver	Goes to target, not to vehicle
11-20	Control Surfaces	-25% to Skill each hit
21-40	Propulsion	-25% Speed each hit
41-50	Cargo/Passengers	Goes to target, not to vehicle
51-60	Structure	Straight Health Damage
61-70	Weapons	-25% to Skill each hit or just health damage if none
71-80	Life Support	Or just health damage if none
81-00	Landing Systems	Or just Health damage if none
91-00	Sensors	One type of sensor destroyed or just Health damage if none

Death of a Vehicle

If a Vehicle loses all of its Health Points, it is inoperable. If it loses twice its Health Points, it is destroyed. GMs should feel free to destroy a vehicle before this point for dramatic effect. Propulsion hits can be considered fuel hits.

Environmental Dangers

Besides weapons and miscellaneous explosions, many other things threaten the Health Point totals of your Ops. There are many ways to take damage in the world of 2076. Here are a few of them.

Fire

Fire does damage depending on its intensity. To model the random effect of fire, the GM should determine the maximum intensity of the flame. This should be somewhere between 5 (small flame) and 75 (fuel-loaded vehicle burning) unless someone has been tossed into the equivalent of a blast furnace. Then roll d100 to see how much damage is done. If the rolled amount is higher than the maximum damage, no damage at all is done that turn. Flames are fickle. If the target stays in the flame for another turn, add 10 to the intensity and roll again. Repeat for each turn.

If hit by Fire attacks from Nanomancy, the initial intensity is whatever hit the target. Unlike the above rule, each turn after the initial effect turn lowers the intensity of each attack by 10 until there is no more flame.

Falling

On Earth, a falling person or object takes 1 point of damage for every meter he falls, up to 200 meters. It takes a full turn to fall the first 100 meters as the falling object picks up velocity from the acceleration of gravity. Every turn after, the falling object falls a further 200 meters. Note that the Jump Ability can negate part of the meters fallen, and an inspired use of Acrobatics to do things like bounce off intervening terrain might also be allowed to alleviate the damage. The 200 maximum damage is still the maximum.

Example:

Ylsa the Cat-Girl falls 230 meters. By use of her Jumping and Acrobatic Skills, she takes 140 off of that number. She still takes 90 Health points of Damage when she hits the ground. If she had fallen 350 meters, she would take 200 points of damage, not 210.

Combat Armor, Polymer and Dermal Implants reduce the damage. Kevlar vests don't.

Example:

Ylsa hits the ground for 90 points of damage. Her 10 points in Dermal Implants and Polymer Armor reduce this to 65 points. She is still conscious. Barely.

On other planets, these numbers are affected by the local gravity. On the Moon, the gravity is roughly 1/6 that of the Earth. However, since there is no atmosphere to slow the fall, the velocity is constantly increased by 35 each turn until the victim hits. However, maximum damage inside a pressurized dome is 35.

On Mars, the gravity is roughly 1/3 that of the Earth, but the atmosphere is about 1/100th so the maximum damage from a fall is 1000, and it takes 18 turns to reach that velocity. Maximum damage inside the pressurized Mars Canyon City is 70.

Radiation

Some weapons in the game use radiation or have radiation as a potential byproduct, like the RadFlux gun and the depleted uranium shells of the RailGun.

Radiation is a slow killer, and 2076 nanite Healing can cure it, mostly by replacing the radiated cells with newly constructed ones. The GM determines how much damage the radiation will do.

A good rule of thumb is 20 points of damage per turn exposed.

The exposed Op makes a CON roll when the exposure is over (or a minute later if the Op is still exposed in that time)

o   A successful CON roll means the Op starts feeling the effects at about the same time the next day. At that time he loses 20 Health Points and makes another CON roll. The effects of the roll are the same as for the initial roll.

o   A failed CON roll means the Op starts feeling the effects an hour after exposure. He loses 20 Health Points at that time and rolls the CON roll again.

o   A fumbled CON roll means the Op starts feeling the effects immediately. Lose 20 Health Points and make the CON roll again.

The Op loses a Health Point total equal to the absolute exposure effect determined at the time of exposure. If the Op is exposed to radiation for five turns, for instance, the total damage the Op receives is 100 Health Points.

Variations on these rules can be used for poison and disease.

Vacuum

A person exposed to vacuum does not immediately explode into bloody goo, despite what has been shown on 170 years of video adventure.

Vacuum first affects the eyes as the blood starts to boil, so the eyes must be covered or at least closed. The ears will start to bleed almost immediately as well.

An Op can last in vacuum without permanent effect for one turn (4 seconds). This is useful for making emergency transfers to a wingman's spacefighter or getting through a compartment in a spaceship that has been exposed to space.

For every turn after the first, the Op must make a CON roll.

o   A successful roll means the loss of 20 Health Points but no loss of the ability to work normally (unless of course the Health Point loss means the Op is unconscious). Roll CON again on the next turn.

o   A failed roll means the loss of 20 Health Points and the inability to do anything on the Op's next turn. Roll CON again on the next turn.

o   A fumbled roll means something vital has ruptured. The Op goes to 0 health Points and is helpless. Further

exposure after the fumble reduces the Health Point total by 20 Health Points per turn.

Impact

The results of impact depend on two things. The (1) speed and (2) mass of the impacting objects. The simple version of the damage done is Speed * Body Modifier.

A Cat Girl Body Modifier is .5

Human Male Body Modifier is .8

Human Female Body Modifier is .7

Ogre Body Modifier is 1

Various vehicles have Body Modifiers of anything from 1 (motorcycles) to 50 (a space shuttle or Behemoth Work robot). See Vehicle descriptions.

If two objects are both moving at each other, add the Speeds together, then apply each object's Body Modifer times the total speed to the other target.

In most cases, Combat Armor, polymer Body Armor and Dermal Implants protect from this damage, but Kevlar vests do not.

If an object is hitting an object that is not meeting it head-on, the attacking object takes only half the damage unless the struck object is of solid construction and does not move.

To see if the struck object moves, determine the impact damage it would do (stationary objects get an arbitrary Speed of 10) and compare that to the damage done by the impacting attacker. If the attacking damage is higher, the struck object moves, however minutely, and the attacking object takes just half of the damage it did to the struck object.

If an object is reduced to 0 Health Points as the result of the Impact, it has been effectively "moved" for the purpose of determining how much damage the impacting object takes.

The Impact Force of weapons and the results of the impact are discussed under Damage and Healing, later in these rules.

Combat Environments

Taking Cover

When a lot of metal is flying through the air, anyone in its path wants to find something that will put some hard substance between one's self and the oncoming metal.

An Op who has not yet acted in a turn *and is aware of the oncoming danger* can always dive for cover, which takes up his action for the turn. An Op who has chosen to delay his action can use that action to dive for cover. Whether he actually gets to cover depends on two things: (1) how fast the incoming danger is and (2) how near the cover is.

(1) *How fast is the danger?* Bullets and projected energy are faster than human reflexes. The Op may realize he is about to be fired at and act to seek cover. To dive for cover from this kind of attack takes an Athletics roll. If the roll is missed, the Op didn't get going fast enough. He has still lost the turn. Thrown items like grenades do not call for an Athletics roll. The Op can dive for cover.

(2) *How near is the cover?* Cover that is within 1/10 of the Op's normal Speed can be attained easily. If it is further than that, an Athletics roll (or another Athletics roll, depending on the circumstances) is called for. Acrobatics can be used if the Op has that skill. If the roll is not made, the Op did not make cover before the damage hit.

Note that this same system can be used for simply ducking away from a guard before he can see the Op.

Effects of Cover

Cover can do two things. (1) Conceal the Op and (2) protect the Op.

(1) An Op behind a curtain or thin plastic wall or similar concealing but not protecting substance cannot be seen. If an attacker knows where the target went, the target has a 50% increase in his Dodge roll against the attack. The attack is resolved normally. If the attacker has no idea where the target is, the target gets a 90% add to his Dodge roll. This also applies to targets who are invisible (see Opti Cloak) or hidden by smoke or darkness.

(2) An Op behind a protective surface, like a support wall or brick fence or a car body, gets the armor value of the cover. The GM may multiply the armor value by the thickness of the cover at his discretion. Of course, the target may be concealed, as well.

Partial Cover

An Op who is partially covered, with part of his body visible to the attacker or weapon effect, can add 10-40 to his Dodge %ile against the attacker, depending on the GM's determination of cover.

Attacking from Cover

There are times when the Op will be attacking from concealment, or invisibility, or perhaps a cloud of smoke. This reduces the Dodge of the person being attacked.

o   If attacked with Melee Combat, the target's Dodge is -20 %iles.

o   If attacked with ranged Combat, the target's Dodge is -50 %iles.

Damage and Healing

In the fast-paced life of an Op, there is a lot of opportunity to accrue damage. Bullets, fires, car crashes, long falls down elevator shafts, all can possibly deprive the Op of Health Points.

Damage is subtracted from the Health Points of the Op. If all the Health Points are subtracted, the Op is unconscious and dieing. The Op loses 5 more Health Points every turn until the number passes his basic CON score. The Op is then dead.

Healing can be done by Health Patch (from a MedKit), innate Healing nanites, or active First Aid Skill use, which stops the bleeding. The Op continues to lose Health Points at the above rate until the Health Point total is brought to above 0.

The Op remains unconscious until his Health Points exceed 20. In this case unconscious does not necessarily mean the Op is asleep. However, he is incapable of doing anything but moan and make incoherent statements until he has 21 in positive Health Points.

Flash Damage

Flashbang grenades and other items can blind the target rather than do physical damage. A Flashed Op has only 1/2 the normal %ile in all Skills as she tries to see the world past all the spinning lights in her retinas. After the Op is flashed, the Op can try to recover from the effects by making a CON roll . If the Op is wearing Shades or other eye protection, she can attempt the CON roll and add 20 to her CON for the purpose. Attempts to recover take place at the initiative of the victim.

To avoid being Flashed by a Flashbang or other device the Op is aware of, the Op must make a Perceive roll. If the roll is made, the Op has reacted at the right time and protected his eyes. He can do nothing else that turn, having essentially tuned out the world to avoid being blinded.

Flash damage rules can also be applied to attacks that use sonics or odors to discommode their targets. Such attacks are frequently coupled with a Stun Damage attack. Both sets of rules apply to avoiding or shaking off their effects. The victim's Skill %iles cannot be reduced below half normal, no matter how many Stuns and Flashes he receives. However, he must recover from each individual Stun and Flash. One roll for each Stun and Flash may be attempted each turn at the Op's initiative.

Example:

Jake is hit by two FlashBangs and a tear gas grenade. Blowing every roll, he is Flashed three times and Stunned once. He must make four CON recovery rolls at his next initiative to shake off the effects of all three grenades.

Stun Damage

Some attacks attempt to Stun the opponent rather than do physical damage, or add Stunning to physical damage. If hit with a Stun attack, the target must make a CON roll. If successful, the Stun does not happen.

If the victim is unsuccessful, he is Stunned. All Skills are at 1/2 %ile until he recovers. At the Op's next Initiative the Op can try to make another CON roll to recover out of Stun.

Example

A hard-hitting GeoMancer hits Gruber with a Martial Arts Stunning attack. Gruber does not manage to make the CON roll. The Monk had initiative, but Gruber fails to make the CON roll on his initiative, so he spends the rest of this turn Stunned. At the Gruber's next Initiative, the player rolls his CON and gets a 22, well below Gruber's CON number. Gruber is now unStunned and can operate normally this combat turn (unless the Monk stuns him again…)

Impact Force Effects

Many weapons hit their targets with such force that the target can be knocked back and even off his feet.

If hit with such a weapon, the target should make a STR roll, attempting to get the STR Attribute or lower on d100. Subtract the Impact Force of the weapon from the target's STR before making the roll.

o If the STR roll is successful, the target winces but keeps his feet and position.

o If the STR roll is unsuccessful, the target is knocked off his feet. The target can attempt an Acrobatics roll to keep his footing.

o If the Impact force of the weapon is higher than the STR of the target and the STR roll is unsuccessful, the target is knocked away 1m for every 10 points of difference (an Increment) between the two. If the target has the Acrobatics skill, the target may attempt the roll (minus the total points of difference between Impact and STR) and keep standing if successful.

o If the target is knocked into a solid object, including another Op, by the Impact, both target and object take the difference between the target's STR and the Impact Force in damage.

Impact vs. Objects

Ops may want to use appropriate Nanomancy or weapon Impact effects to move an object. Treat the objects Hit Points as its STR for the above purposes.

If the object to be moved is made up of smaller elements, such as a pile of rubble, the individual elements can be attacked with the Impact effect for a better chance of moving them.

Weapons and Items

Often, an Op is only as good as this technology, and the Ops of Black 9 have a lot of technology to call on. The items, descriptions and their costs are listed below.

The Costs

There are three costs listed in the table below:

Cost	This is the cost of the item off the shelf. It is also the cost if you have gone to the proper supplier and have permission to buy the item from that supplier. Frequently you won't.
Black Market Cost	This is the cost on the Black Market. Just about anything is available on the Black Market. Some items are only available on the Black Market because their distribution is in the hands of criminal elements, even though most authorities really don't care if the citizen buys it. Commonplace items are also given a Black Market price in case the GM wishes to change the basis of the campaign and make different things legal and illegal.
Credit Points	This is the cost in Credits from one of the major suppliers in case an Op has been "rewarded" in credits. This generally only applies to specialized hardware and software like NanoSkill SkillSets, but there are other items that might fall into this category. For instance, someone doing a favor for Glimmer AG might be able to cash them in for advanced weaponry. These Credit points are often Experience Points, but Previous Experience cannot be used as Credit Points when creating a new character without GM permission. GM's should not give that permission unless they want their players to start very powerful.

Weapon Descriptions

Under each weapon there are descriptions of its game effects. This is what these entries mean:

ROF	Rate of Fire is how many rounds the weapon fires in one combat turn. Most modern weapons fire more than one round in a four second combat turn. See Rate of Fire Weapons under Game System for how this works in the game. This is also used for melee attacks when multiple attacks are possible.
Range	Half of this number is the distance in meters the weapon can be shot accurately. Any greater distance decreases the accuracy of the shot by -20% for the distance between half and 3/4 the total given, and by 50% for the distance between 3/4 and the total distance given. If the user is given two turns to set himself, during which he cannot dodge, the weapon can be used the full distance given with full accuracy. Bullets may go much further, but they are impossible to aim accurately.
Mag	This is how many rounds are carried in the magazine of the weapon. When the magazine is empty, the Op must take a turn to reload and reacquire targets. A magazine does not necessarily hold bullets. It could be a tank full of flammables, an unregistered thermonuclear pile, or a charged electric battery. Use of the magazine remains the same, however.
Max Ammo	This is how much ammo an Op can carry in one Ammo belt meant for the ammunition for the weapon. Again, the "Ammo belt" could be an extra tank of gasoline for the flamethrower. No more than 7 Ammo Belts can be carried.
Damage	This is how many Health Points the weapon takes away from the target with each shot that hits (see Rate of Fire weapons). All shots are added together and then matched against the Health Points of the target, subtracting armor once from the total.
Accuracy	This is a %ile that is subtracted from the Skill of the user when he is using the weapon. If he is using the weapon with raw Ability, the %ile is subtracted from that. If he has a Skill with the Weapon, his paid for skill is amended by the built-in inaccuracy of the weapon. Note that some weapons, such as Sniper Rifle, have no Accuracy entry. This means they have no inaccuracy problem.
Various Notes	Usually an explanation of how many pellets the shotgun has, or something about using one of the more experimental weapons.
Impact	The kinetic force of some of the weapons is intense. When hit by them, the target should roll a STR roll. If the roll is failed, the target is knocked back as described in the Impact Force rules. A target hit from opposite sides might not be moved at all. This knockback should also knock the target down, but an Acrobatics roll may allow him to keep his feet. Subtract 10 from the Athletics or Acrobatics Ability for every extra shot that hit.

Available Technology

Items available at any appropriate retail outlet and their costs

In the labyrinth of conflicting laws that is the late 21st century, any item on this list may be illegal in some jurisdiction. But mostly they are available in major national chains sponsored by one of the large corporations. Black Market costs are given for those situations where the item is, in fact, not in general circulation.

Item	Description	Cost	Black Market Cost	Credit Points
Weapons				
9mmPistol ROF = 13 Range = 200 Mag = 15 Max Ammo = 120 Damage = 6 Accuracy = -10% Impact = 10	Skill: Weapon Use—Pistol A popular, standard firearm	$150 Ammo $15 a box of 30.	$400 Ammo $40	1
Dagger Attacks /turn= 4 Damage = 8 Impact = 1	Skill: Weapon Use—Melee A simple knife best suited for unexpected attacks. More damaging than the blackjack, but still more for the assassin on a budget. Hand damage is added to the Damage of the weapon for each attack.	$40	$200	1
Double Barreled Shotgun ROF = 2 Range = 100 Mag = 2 Max Ammo = 20 Damage = 9 Accuracy = - 5% Shotgun Pellets=10 Impact = 20	Skill: Weapon Use—Shoulder Arms The classic sporting shotgun, easily adapted to combat practices. Superior stopping power at short range but slow to reload. A shotgun is treated as a Rate of fire weapon for each shot. To hit Roll determines how many pellets hit. Multiply damage by number of pellets. No more than two targets in a turn; the usual one shot penalty for switching targets with a Rapid Fire attack does not apply. If both barrels are fired at once, the accuracy goes up to +15% (a 20% increase) and each shot is treated as a separate shot at the target for purposes of determining armor penetration.	$200 Ammo $20 box of 25.	$500 Ammo $50-	2
Fist ROF = 4 Range = touch Damage = Hand Damage Impact = Hand Damage	This is here for completeness. Since Hand Damage can only be applied once against a single target, the ROF is an indicator of how many targets can be attacked in a turn. A Martial Artist has no more attacks than someone simply using raw STR. Attempts to use Fist against one opponent while shooting at another fall under the usual restrictions on multiple weapon use, -20%iles for the good hand, -50%iles for the off hand..	N/A	N/A	N/A
Shotgun ROF = 2 Range = 100 Mag = 5 Max Ammo = 25 Damage = 9 Accuracy = -05% Shotgun Pellets=10 Impact = 20	Skill: Weapon Use—Shoulder Arms Modern components inside a classic design. Superior stopping power at close range, but slow to reload. A shotgun is treated as a Rate of fire weapon for each shot. To hit Roll determines how many pellets hit. Multiply damage by number of pellets. No more than two targets in a turn; the usual one shot penalty for switching targets with a rapid fire attack does not apply.	$250 Ammo $25 a box of 25.	$700 Ammo $70	3

Tazer ROF = 1 Range = 20 Mag = 20 Max Ammo = 20 Damage = Shock - CON roll or unconscious Accuracy = -20% Impact = 1	Skill: Weapon Use—Taser This self-recharging stun gun is an attractive but costlier alternative to the dagger or blackjack. It is easily concealable and not immediately recognizable as a weapon. It fires two electrodes on wires. When both hit a target, an electric charge zaps between the two electrodes. The Magazine entry is how many times the Tazer recharges itself before a new battery has to be put in. The Tazer is useless against full combat armor, but works normally versus Polymer, a Kevlar vest or Dermal Implants.	$300 Ammo $30 battery recharge	$900	1
Skill Training	Note that many of these skills have Not Available (N/A) as either available or Black Market or both. Either these are so ubiquitous that the Black Market just doesn't bother, or the only way to get the legitimate training is to be working for the people who run them, so only the Black Market is available to non-employees. Some Skills, however are commonly available in some places and restricted in others. Other Skills need no initial training at all.			
Acrobatics	Trains the user in all the basics of picking your landings and how to recover.	$500	N/A	2
Climb:	There is no initial training in Climb. It is a skill any humanoid can perform.	N/A	N/A	
Concentrate	Meditation techniques and recognition of how to meld with the chi/nanites.	$300	N/A	1
Drive automobile	Anyone can drive a car with rudimentary training. This provides training in how to handle a car in emergency or racing situations.	$100	N/A	1
Drive hovercraft	This training can be used for standard commercial hovercraft, and for the Assault Vehicle.	$300	$1000	1
Drive Patrol Vehicle	Essentially how to drive a golf cart, with some extras in dealing with the extra weight and firepower.	$100	$250	1
Drive Rocket Sled	Kind of a cross between hovercraft and actual aircraft, this is very useful for potential "truck" drivers.	$300	$900	1
Drive Sport Dodger	The Sport Dodger is another hovercraft. This SkillStik deals with the sports applications.	$250	N/A	1
Drive Unterseeboot	Driving one of these is like driving a bicycle. This mostly deals with rules of giving way and navigating underwater.	$100	$500	1
Drive Waterskimmer	This is basic boating training and deals with the shift from surface to hydrofoil and dealing with weather.	$100	N/A	1
Hack	Normally listed as Computer Programming.	$300	$1000	1
Hide	Basic ability to Hide is common sense. There is no initial training/	N/A	N/A	1
First Aid	Emergency trauma treatment	$500	N/A	2
Martial Arts	The basics of concentrating and multiplying the force of a blow	$1000	$1000	3
Pilot Aircraft	Basics of piloting fixed-wing aircraft including all the necessary instrument instruction. Initial instruction covers all types, but individual SkillStiks/training are needed for each type. Per type, either jet or prop or multi-engine of either.	$300	N/A	1
Pilot Combat Aircraft	Flying a fixed wing combat aircraft including basic use of combat systems and integrating with a systems/weapons officer. Per type of aircraft: jet, prop, multi-engine, one-seater, two-seater, ducted fan, etc. Initial training covers all of these, but individual SkillStiks are needed for increase in each type.	N/A	$1500	3
Pilot Helicopter	Operation of rotary-winged aircraft. Completely different from flying fixed wing aircraft. A very useful skill.	$500	N/A	2

Pilot Combat helicopter	Includes normal Helicopter skills plus using normal helicopter weaponry and/or interacting with weapons/systems operator. Initial training covers all aspects, but individual SkillStiks are necessary for each type of progression.	N/A	$1800	4
Pilot Rocket Bike	A cross between a Rocket Sled and a motorcycle. It's a common recreation item.	$400	$1000	1
Pilot Shuttle	How to deal with piloting a craft that is meant for both air and space flight.	$800	$2000	2
Pilot Space Fighter	Like the shuttle pilot training, but there is provision for working with weapon systems and integrating with a weapons officer.	$1000	$5000	3
Pilot Spaceship	The basics of piloting a space to space vessel.	$800	$2500	2
Pilot Wingpak	How to use this popular sports device.	$400	$1000	1
Sneak	Basic walking silently and avoiding notice is common and does not need to be trained.	N/A	N/A	1
Swim	Anyone can stay afloat. This is breathing techniques, special strokes, diving, etc.	$100	N/A	1
Urban Tracking	Essential forensics and what to look for and a primer on how to use the Nanoskill	$300	$800	1
Weapon Use: Autofire guns	For use with Assault Rifles and SMGs.	$300	$1500	1
Weapon Use: Black Cat	For initial skill in this exotic nanite-based hand to hand weapon.	$600	$2000	2
Weapon use: Demolitions	For initial skill in planting explosives and other items that are then detonated by timed or triggered detonation or remote control	$400	$3000	1
Weapon Use: Flamethrower	For initial Skill with the Flamethrower	$200	$1000	1
Weapon Use: Heavy Weapons	For initial skill with Heavy Machine Gun, RadFlux, RailGun, Swarm Gun, Tyrannis Mor. Different SkillStiks are necessary for each Heavy Weapon.	$500	$2000	2
Weapon Use: Melee Weapons	Basic use of weapons like blades and clubs and axes and spears in hand-to-hand combat.	$400	$1500	1
Weapon Use: Pistols	For use of any pistol, including the 9mm and Magnum and silenced versions. Can also be used for one-handed use of Sawed-Off shotguns and SMGs	$300	$1500	1
Weapon Use: Shoulder Guns	For initial skill with weapons like the Sniper Rifle and shotguns (including the sawed off if used two-handed). Can also be used with Assault Rifles using single shots. Also used for Rocket Launchers.	$200	$1000	1
Weapon Use: Taser	For initial skill in the use of this Stunning anti-personnel capture weapon	$200	$500	1
Weapon Use: Thrown Weapon	For Initial Skill in the use of thrown weapons such as grenades.	$100	$500	1
Other Items				
AmmoBelt	A simple belt that carries drums, clips, cylinders, or whatever form the ammunition of a weapon takes. Comes in different sizes for different kinds of ammunition. Looks very macho. Can be an actual belt, a backpack, arm hangers, leg hangers, etc. Maximum that can be worn by any Op is 7.	$50	$200	1
AutoClimb Gear	A kit that includes 50m of climbing line, auto-rappelling equipment, self-driving pitons, and climbing wrist hooks that can be used with the Climb Skill to get up and down most walls and cliffs.	$600	$1500	2

CredStik	CredStiks are digitally-encoded currency. They are generally non-specific, essentially holding areas for cash until someone puts it into their PDA. Some are encoded with specific bearers, but most are anonymous, usable by anyone. An empty CredStik can be increased by the right command from a PDA.	$10 for empty CredStik	$10 for empty CredStik	1 for empty CredStik
InfoStik	InfoStiks are the most common data items. They provide information. InfoStiks are recorded in the Field Data Log of the PDA. InfoStik data can be the total knowledge of a limited subject or a broad but shallow perspective on a general subject. One InfoStik can contain more data than the total recorded human knowledge base in the late 20th century, but the rate at which data is produced dwarfs even that amount.	Depends on Info contained	Depends on Info contained	1 per limited subject
KeyStik	KeyStiks are digital keys. Some doors are too secure to be hacked, and will only open to the correct KeyStik.. If an Op has the correct KeyStik for a door, it will open automatically.	Depends on door to be opened	Depends on door to be opened	Depends on door to be opened
MedKit	Provides first aid in the field, allowing operatives to recover a small amount of health when used with the First Aid skill. A MedKit generally contains 10 Health Patches, which Heal 10 points of damage each. Up to four patches can be used in a turn, but a First Aid roll is necessary with each use.	$100	$500	1
PDA	Personal Data Assistant, an indispensable part of the everyday life in the 21st century. The PDA is, among other things, where datastiks are inserted to access their data or exchange vital information like current debits and credits to one's MPM account. The PDA is generally worn on the wrist and contains a scrambled radio. It also acts as a computer with wireless internet capacity.	$200	$500	1
SkillStik	SkillStiks are special InfoStiks that provide information and training techniques for advancing one or more skills or adding Skill Points to the Op's values in these skills if he has them when the Stik is obtained: Prices given under Cost is for Skill increase. Initial Skill Training cost is in the Skill descriptions and elsewhere on these tables. One SkillStik bought normally can be used once. Black Market SkillStiks can be reused (by other users) up to 4 times before becoming corrupted and useless. Use a stacking 20% chance per use (20 then 40, etc.) for failure for each subsequent use. There are no SkillStiks available for increasing Skills above 90%, or (Appropriate Ability +1) for those who have an appropriate ability over 90% to start with.	$500 for +5 to Skill	$5000 for +5 to Skill	2

Non-Op Items

The following is a list of items that are available to the general run of civilians in the world of 2076. For the most part they are not items that would be used in an Operation, and they are shown here to lend some depth to the world and give a relative idea of costs of living for Ops.

Note: Prices are at variance with those of early 21st century Earth. Some are higher, most are lower. This is a direct result of two things: (1) The nanites technology making many things much cheaper and (2) the change to the MPM standard and destruction of many tax systems as a result. It is seductive to think of MPM dollars being similar to United States, or even Canadian dollars, but the only true resemblance is the name and symbology.

Item	Description	Cost	Black Market Cost	Credit Points
Artigills	A nanites filtering device that converts water to breathable air in a bubble helmet for the wearer. Used extensively in underwater work. For those trained with it, there is a mouth and nostril pack that is tricky to use but much more efficient. Runs on batteries that can keep a user breathing underwater for three hours. Mer-Men using modifications of these devices can work for 8 hours under water.	$300 - $800	$500-$2000	1 or 2
Caravan	The utility descendent of the MiniVan, this vehicle's main function is to haul groups of more than two people wherever they need to go. Hybrid and fuel cell engines provide the motive power.	$12,000	N/A	N/A
Citizen	General term for a vehicle meant for day-to-day transportation for at most four people. Hybrid motors or electric, not built for speed on the ever-more-congested streets of Earth. Generally no more than 70 kph.	$12,000	N/A	N/A
ComUnit	A simple communication device, often no more than button size, used by people who have no need of a PDA. It is easily tapped.	$5-$25 depending on features	N/A	N/A
Corders	Common name for camcorder glasses. These marvels essentially digitally record anything the user is looking at, with an easy download to an InfoStik or direct to a PDA. Often coupled with Shades (see below). Technology has not quite gotten to the point where they are completely invisible, but it is difficult to notice the lenses unless looking for them carefully.	$400	$2000	1
Cryo/Bio Mouse Container	A bio-mouse is a lab animal used to transport nanites so they can survive in a living environment. The mice are highly genetically modified to provide a very humanlike environment for the nanites. The Container is used to hold a mouse in cold sleep so that (1) it is easy to transport and (2) the nanites don't have the chance to kill the mouse, and themselves, by excessive activity.	$800	$3000	2
DatBox	Televisions, home computers, and videogame platforms are in the dustbin. The DatBox (Data Box) performs all of these functions, plus those of a PDA, for most of the civilians of the world. Most of the home models are fairly bulky, mostly because of the monitor screen. More expensive models have roll-up screens and can be stowed easily and carried in laptop mode. The CPU takes up very little room at all. Most Datboxes are no more useful than a PDA and less convenient.	$400	N/A	N/A
Dodger	Flying cars have finally come to the world, about 100 years later than they were originally projected to. Built around small hoverjets, these cars are very ill-regulated because no one can determine if they are planes or automobiles. Not much faster than ground vehicles, they are starting to make the skies above most cities a very dangerous place.	$25,000 to $200,000 depending on size and speed	$50,000 to $500,000	7-10
Fire Extinguisher "Damage" = 30 points of Fire	A very compact device that uses a variation on the Hydromancy nanites to extinguish fires. It takes up the space of one Ammo Belt on an Op. Larger ones with about the same effectiveness are frequently available in areas where fires are possible.	$50	$250	1
First Aid Kit	Not to be confused with the MedKit, this contains simple bandages and ointments.	$25	$100	N/A

Genemod Surgery	Ethical practitioners of this procedure only perform it on healthy young men and women of legal age who have expressed their willingness to undergo the process.	$10,000	$25,000	6
Mood Suit	A suit of clothes with nanites interwoven into the fabric. Using sophisticated reweaving and patterning algorithms, the nanites react to the wearer's wishes to change the colors and even the cut of the suit. A woman's business suit can become an evening gown in a matter of seconds. What one is actually buying is a selection of cloth treated to work with the nanites. When one wants a change of style, one buys more nanites. The controls for the nanites are generally on a piece of jewelry.	$5,000	N/A	N/A
Shades	Very cool looking glasses that protect against the glare of the sun (and FlashBang Grenades). Can be obtained in prescription form, though most people use nanites surgery to fix their vision problems.	$5	N/A	N/A
Sonic Movement Detector	A very common movement sensor that uses a version of Sonar to cover an area and detect movement. Much in favor lately since it detects most forms of invisibility. Uses a sweep function, so it is more efficient if it covers only a small arc, rather than a complete radius.	$400	$1500	1
Sound Shields	Ear shields that dampen sounds. Can be set to interfere with extraneous noise so only important sounds are heard. Common in industrial areas and can be used as defense against sonic attacks like FlashBang Grenades.	$600	N/A	2
Sports Clothes	Dynamic, form-fitting, nanite-laden clothing meant to be worn in sports activities. The nanites keep track of metabolic rates, open and close the weave for proper ventilation, and some suits even have nanites with performance enhancing drugs ready to be infused into the body. The ubiquity of such drugs has made enforcement of anti-drug rules in sporting events a thing of the past. Athletes act as spokespeople for performance-enhancing drugs.	$150 - $2000, depending on the support built into the suit	N/A	N/A
Toolkit	A set of tools for a relatively technical occupation such as electronic repair.	$25,000	$50,000	7

Black Market Items

The items on this list are generally available anywhere there's a black market, which is to say anywhere, and are generally reliable pieces of equipment. Most all of the governments have banned these items for any kind of civilian use but they can be obtained fairly easily through "corporate" outlets. Any Op working for any of the major entities can expect to get these items issued if they are needed for a mission, and be able to purchase them for "shelf" cost if the entity feels friendly toward them. Black Market outlets are somewhat circumspect, as law enforcement entities are less than happy about any of this equipment being available to the common run of citizens.

Item	Description	Cost	Black Market Cost	Credit Points
Weapons				
Assault Rifle ROF = 20 Range = 500 Mag = 30 Max Ammo = 180 Damage = 10 Accuracy = -20 Impact = 30	Skill: Weapon Use—Shoulder Arms or Autofire Weapon A high-powered, fully-automatic rifle. Normally very accurate, but repeated recoils can throw off targeting. Usually a 7.5mm (about .32 caliber) or less cartridge, the high velocity of the slugs adds to the damage done.	$750 Ammo $75 for box of 60.	$2000 Ammo $200 for box of 60.	3

Black Cat Attacks = 2 Range = 3 Damage = 30HP, 30CP Accuracy = -10 Impact = 1	Skill: Weapon Use—Black Cat At rest, this looks like a black handle, attached to nothing. Activated, a stream of flickering black energy curls and flails from the handle. This is a stream of thousands of nanites, visible only because there are so many of them. While the accuracy of the weapon is reduced, the defense roll against is also 10% worse. The nanites slice into the target's body, disrupting cells, and also destroying nanites (chi) they encounter. Then the invaders die, but there are always more in the whip. Dermal Armor, and Kevlar vests are no use against this, though polymer and Combat Armor keep the nanites out. No use against mechanical targets, though some undead are affected.	$5000	$40,000	5
Blackjack ROF = 4 Damage = 10 Impact = 10	Skill: Weapon Use—Melee Weapon A simple bludgeon. Useless against robotics, and not tremendously effective against humanoids, but it is quiet and cheap.	$10	$10	1
BlitSword ROF = 1 Damage = 30 Impact = 10	Skill: Weapon Use—Melee Weapon An enhanced blade powered by energy cells. Electricity conducts along it to pack an extra punch in combat. Very effective. Can be used for up to 3 attacks a turn like a katana, but the electrical charge only works once a turn. Otherwise the sword does 10 points.	$550	$1200	2
BlitDagger ROF = 2 Damage = 20 Impact = 10	Skill: Weapon Use—Melee Weapon An enhanced dagger powered by energy cells. Electricity conducts along the blade for extra damage to victims. The electricity attack only works 2 times for 20 points each . Otherwise the dagger can be used up to 4 times, but with only 5 points of damage the other two times.	$400	$600	1
Crossbow ROF = 4 Range = 200 Mag = 5 Max Ammo = 25 Damage = 10 Impact = 1	Skill: Weapon Use—Shoulder Arms A refined yet archaic weapon that still has its uses in quiet assassinations. This self-winding crossbow has a magazine for several shots without reloading.	$750 Ammo $75 set of 32 quarrels	$2000 Ammo $150 set of 32 quarrels	3
Det Pack Max Ammo = 5 Damage = 60 Impact = 5	Skill: Weapon Use—Demolitions These small explosives can be mounted on walls, floors, or ceilings, and then detonated remotely. Sold in groups of five. This is a shaped charge with no radius of effect. However, anyone touching any part of it when it detonates receives the damage.	$2000 a set of 5	$5000 a set of 5	4
EMP Pack ROF = 1 Max Ammo = 5 Damage = 80 (electronics only) Impact = 1	Skill: Weapon Use—Demolitions This specialized grenade is meant to send a heavy electromagnetic pulse through cybernetic items to disrupt their electronics. Works directly on the CP of the item (see hacking Nanoskill rules) Sold in pairs.	$2000 a pair	$5000 a pair	4
Flamethrower ROF = 1 Range = 30 Mag = 4 Max Ammo = 8 Damage = 10 Impact = 1	Skill: Weapon Use—Flamethrower Appealing to the pyromaniac, the flamethrower causes intense destruction in a short range for a short period of time. Stream weapon rules apply. Moreover, the flamethrower uses a naptha substance that sticks to the target and burns. Roll D100 every turn after an Op is hit by a flamethrower. If the roll is 76-00, the fire is out. Otherwise the Op takes that much damage, external armor (but not Dermal Plating) counting to subtract the damage. The Op can avoid this by taking a turn to shed his clothing and smother the remaining fire. Application of a fire extinguisher will also work.	$500 Ammo is $50 for tank of naptha.	$1200 and $200	2

FlashbangGrenade ROF = 1 Max Ammo = 5 Damage = 1 Impact = 1	Skill: Weapon Use—Thrown Weapons A non-lethal explosive that creates a loud bang and bright flash intended to temporarily deafen and blind targets. Radius of effect is 5 meters. Sold in units of 10.	$300 for set of 10	$500	1
FragGrenade ROF = 1 Max Ammo = 5 Damage = 45 Impact = 25	Skill: Weapon Use—Thrown Weapons A highly explosive anti-personnel grenade. Radius of effect is 5 meters. Sold in units of 10.	$300 for set of 10	$1000 for set of 5	1
GasGrenade ROF = 1 Max Ammo 6 Damage = See description Impact = 0	Skill: Weapon Use—Thrown Weapons This grenade puts out a cloud of gas in a 5 meter radius. Those inside the cloud must make a CON roll or fall unconscious. The cloud lasts for 1 minutes (15 turns) and affects anyone who passes through it. Forewarned victims can hold their breath and pass through, space suits and gas masks stop the effect.. Also reduces Perceive rolls by 30%.	$500 for set of 6	$1000 for set of 2	2
Heavy Machinegun ROF = 50 Range = 1500 Mag = 100 Max Ammo = 400 Damage = 20 Accuracy = -10 Impact = 20	Skill: Weapon Use—Heavy Machinegun The most powerful machine gun on the market. Requires a STR of 35 to wield as a held weapon. Manufacturer is not responsible for dislocated or dismembered limbs resulting from improper use.	$1200 Ammo $120 for case of 100.	$5000 Ammo $500 for case of 100	3
Incendiary Grenade ROF = 1 Max Ammo = 5 Damage = 40 Impact = 0	Skill: Weapon Use—Thrown Weapon A grenade that creates intense heat in a 2m radius for 5 turns, igniting anything flammable in the radius. Only Combat armor protects against the effect. Normal Fire rules apply to anything ignited.	$600/pair	$1000 each	2
Infrared Laser Scope Accuracy = +10	Device used to zero in on a target by painting it with an infrared dot, showing where the bullets are going. Most ordnance has infrared nanites sniffers that find the painted dots and zero in on them. Unlike 20th century laser pointers, there is no visible dot except to infrared users. Comes as part of the Sniper Rifle, must be bought separately for other weapons.	$1000	$5000	3
Katana Attcks/turn = 3 Damage = 15 Impact = 1	Skill: Weapon Use—Melee Weapons A modern interpretation of the classic Japanese blade. The name has spread so any high quality blade with similar qualities shares the name, no matter its actual shape or where it was forged.	$800	$1500	2
Laser Pistol (Atropos 500s) ROF = 20 Range = 2000 Mag = 100 Max Ammo = 300 Damage = 10 Accuracy = +5 Impact = 1	Skill: Weapon Use—Pistol Named for the Fate that cuts the thread of life, the Atropos is one of the first combat-usable lasers on the market. It has a sleek pistol configuration and easily loaded magazine charges. The Atropos generates light but almost no sound when it fires. A peculiarity of the energy pack for this weapon makes it as useful for pistols as shoulder weapons. No shoulder lasers are made.	$5000 Ammo is $500 for energy pack of 100 charges	$25,000 Ammo is $5000 per pack.	5

Magnum Pistol ROF = 10 Range = 200 Mag = 8 Max Ammo = 48 Damage = 18 Accuracy = -10% Impact = 30	Skill: Weapon Use—Pistol A powerful sidearm. Generally 10-12.5mm with a heavier-than-usual explosive force. Normally can be fired faster than it actually has ammunition for, though a 30-shot banana clip can be purchased on the Black Market for a further $10000.	$300 Ammo $30 for box of 30.	$1500 Ammo $150 for a box	1
Mine Max Ammo = 5 Damage = 50 Impact = 25	Skill: Weapon Use—Demolitions A standard anti-personnel mine. It arms automatically after being dropped, and detonates on contact. Has a 3 meter radius of effect. Sold in units of 5.	$1000 per set of 5	$2000 per set of 5	3
Mini Rocket Launcher ROF = 4 Range = 300 Mag = 4 Max Ammo = 8 Damage = 50 Impact = 30	Skill: Weapon Use—Shoulder Arms The classic portable missile launcher but smaller and with a magazine. Inflicts tremendous damage on enemies, vehicles, and the user, if not fired from a safe distance. Can also fire an explosive anti-personnel round that has a blast radius of 10 meters and does 30 points of damage or an incendiary with the same characteristics as the incendiary grenade.	$1200 Ammo $120 set of 4	$5000 Ammo $500 set of 4	3
MirvGrenade ROF = 1 Max Ammo = 5 Damage = 15 Impact = 25	Skill: Weapon Use—Thrown Weapon Inspired by turn-of-the- century MIRV missiles, these grenades split on impact into micro-explosives. Incredibly deadly. Sold in pairs. Remember that the MIRV grenade is Damage*4. The micro grenades scatter in a 3m radius and the radius of effect for each micro grenade is 4m.	$500 a pair	$1000,00 a pair	2
Prox Mine Max Ammo = 5 Damage = 50 Impact = 20	Skill: Weapon Use—Demolitions An enhanced version of the standard mine, but with a much larger explosive radius and a sensor with equivalent range that detonates the mine when targets cross within. Radius of effect (and sensor radius) is 12 meters. Sold in pairs.	$2000 per pair	$5000 per pair	4
Rad Flux ROF = 1 Range = 1000 Mag = 1 Max Ammo = 12 Damage = 13 Impact = 0	Skill: Weapon Use—Rad Flux This plasma-powered weapon is the most destructive of its kind. It unleashes an intensely focused stream of energy over a relatively long range compared to other streaming weapons like the flamethrower. Conversely, it consumes ammunition at an astonishing rate. Minimum STR must be 30 to use as a held weapon.	$25,000 Ammo $2,000 per plasma unit	$100,000 Ammo $10,000	7
Rail Gun ROF = 4 Range = 15000 Mag = 1 Max Ammo = 15 Damage = 80 Accuracy = +10 Impact = 60	Skill: Weapon Use—Rail Gun The Rail Gun fires depleted uranium slugs laced with magnetized iron, accelerating them to 10 times the speed of sound. This is not a quiet weapon. Rail guns make for indisputable superiority in a firefight. The user must have a STR of at least 40 to use as a held weapon. It is easy to reload, accounting for its rate of fire. It is not a Rapid Fire weapon. Each shot is a separate attack .	$20,000 Ammo $3,000 for belt of 15	$100,000 Ammo $15,000	7
Satchel Charge Max Ammo = 5 Damage = 60 Impact = 20	Skill: Weapon Use—Demolitions This innocuous-looking duffel bag holds a powerful, remote-controlled explosive charge. Drop it, then move to safety and detonate. Radius of effect is 10 meters.	$500 each	$1200 each	2

Sawed Off Shotgun ROF = 2 Range = 50 Mag = 5 Max Ammo = 25 Damage = 9 Shotgun Pellets=10 Impact = 25	Skill: Weapon Use—Shoulder Arms or Pistols Modern components inside a classic design. Superior stopping power at close range, but slow to reload. A shotgun is treated as a Rate of fire weapon for each shot. To hit Roll determines how many pellets hit. Multiply damage by number of pellets. No more than two targets in a turn; the usual one shot penalty for switching targets with a rapid fire attack does not apply. The sawed off shotgun is useful for situations when an Op needs to conceal his weapon. It can also be fired one handed by a very strong (at least 25) Op. It is otherwise no better than and usually inferior to a normal sized shotgun. It is banned in many areas because of its concealability.	$400 Ammo $40 for box of 20.	$600 Ammo $60 for box of 20.	2
Silencer Range = - 1/2 normal Damage = -3 Accuracy -5%	This can be applied to most pistols or rifles, but not autofirers. It silences the sound of the weapon, but reduces range and damage of the weapon and lessens accuracy. Definitely an assassin's device.	$150	$500	1
SMG ROF = 20 Range = 300 Mag = 30 Max Ammo = 180 Damage = 5 Accuracy -15% Impact = 10	Skill: Weapon Use—Autofire weapons The autofire power of an assault rifle in the palm of your hand. This is usually a 5.5mm cartridge (.22 caliber).	$500 Ammo $50 for box of 60.	$1300 and $100	2
Sniper Rifle ROF = 4 Range = 1000 Mag = 4 Max Ammo = 15 Damage = 60 Impact = 20	Skill: Weapon Use—Shoulder Arms Take out targets from extremely long range. Uses a heavy slug, usually at least 10mm, and a rocket-propelled shell. Uses an infrared laser sighting mechanism and an infrared sniper scope, so the usual telltale laser circle on the target is not visible to anyone but the sniper.	$750. Ammo $75 box of 30.	$2000 and $200	3
Swarm Gun ROF = 6 Range = 200 Mag = 6 Max Ammo = 12 Damage = 30 Accuracy -20 Impact = 20	Skill: Weapon Use—Swarm Gun This powerful rocket launcher fires several drunk missiles that zigzag towards its target. Its haphazard spread pattern makes it hard for enemies to evade, but also challenging for users to aim. All Dodge rolls against this attack are at -20% Uses the Rapid Fire rules for number of hits. Must have STR of at least 30 to use.	$6,000 Ammo $600 for set of six.	$12,000 and $1000	6
StunGlove 700 ROF = 1 Range = touch Mag = 20 Max Ammo = 100 Damage = 20, Con roll or unconscious Impact = 10	Skill: Weapon Use—Melee Weapons This combat glove has concealed electrodes that deliver a stunning electrical shock. It does not work on external armor over 10 points. Dermal Plating does not stop the effect. Recovery from the shock involves CON rolls. The glove is a marvel of miniaturization and durability. Any normal gloved activity (pulling triggers, climbing) is possible with this glove as well. The user can strike as many times as he can with a fist, but the charge only happens once a turn.	$500	$2000	2
Trip Mine Max Ammo = 5 Damage = 35 Impact = 20	Skill: Weapon Use—Demolitions A mine specifically meant to go off when a trip wire or electro beam is stepped on, tripped over or passed through. The one-use laser beam follows the line of the trip wire to put maximum effect on that line.	$1000 each	$2000 each	3

Tyrannis Mor (combined Rail Gun and Grenade Launcher) ROF = 4/1 Range - 15000/1000 Mag = 1/1 Damage = 80/varies	Skill: Weapon Use—Tyrannis Mor The Tyrannis Mor is a new Glimmer AG weapon that combines the accuracy of the Rail Gun with the explosive impact of a grenade launcher. Its over and under design is traditional for this kind of combination weapon. It can fire a version of any of the previously cited grenades. Grenade Launchers have been mostly supplanted by the Mini Rocket Launcher. Must have STR 40 to use standing up.	$30,000 Ammo as Rail Gun and grenade	$150,000 Ammo as Rail Gun and grenade	8
Armor				
Combat Armor Points Stopped = 20	A molecular-layered sandwich of high-strength organo-ceramics and diamond whisker weave to make a full-coverage bullet stopper. Adds to Dermal Plating, but not to any other armor (both cannot be worn at once). The wearer is obviously wearing armor, and the armor is generally worn in special circumstances when the wearers know they are facing heavy weapons.	$2000	$5000	4
Gas Mask	Stops the effect of most gas attacks thanks to the presence of nanites who convert toxic molecules into harmless components. Reduces Perceive rolls to the side by 50%.	$1000	$5000	3
Kevlar vest Points Stopped = 10	Generally more than just a vest, this garment is made of quick-response carbon nano-fibres that still bear the Kevlar name, though the inventors of Kevlar would not recognize it. It stops pistol bullets and some of the effect of larger weapons. It is the usual armor for soldiers and security guards.	$750	$2000	2
Mecha Suit Points Stopped = 20	An elaboration of Combat Armor that adds 20STR to the wearer (via exoskeleton) and allows the wearer to mount two Heavy Weapons, one on each shoulder. It also includes FlashBang protection, Life Support, Infrared Vision, ten Health Patches that activate automatically when the wearer is injured, and servos that extend the wearer's Jump by 20m.	$12,000	$50,000	6
Polymer Armor Points stopped = 15	An expensive armor that offers almost full coverage and can be worn under clothing (but not under other armor). It has a very active nanites population that reacts instantly to brace areas being hit, which can make for a victim whose clothing is constantly bulging where the shots are coming in. Because it can be concealed, it is a favorite armor for Ops. Armored Spacesuits are generally made of nanites-reinforced polymer.	$5000	$25,000	5
Augmentations				
AmbiDex	Nanites enhancement that allows the user to use either hand effectively in any situation. Includes special "tracking" augmentation to follow two targets/objects at the same time under reasonable circumstances. This negates the 50% penalty for doing something with an off hand, but the user still has a 20% penalty with each hand for trying to do two things at once.	$5000	$15,000	5
BoneLacing	Surgical Procedure to bolster the internal infrastructure of the body. There are 5 degrees of this procedure, each increases the CON by 5 points. They must be taken in order, and cannot be taken together. There must be at least a 6 month gap between procedures	$1000 * degree of Implant. BoneLacing 2 costs $2000, etc.	$5000 per degree of implant	3,4,4,5,5
BrawnMuscle	Surgical procedure to increase the muscle mass and efficiency of the body. There are 5 degrees of this procedure, each increases the STR by 5 points. They must be taken in order, and cannot be taken together. There must be at least a 6 month gap between procedures.	$1000 * degree of Implant. BrawnMuscle 2 costs 2000,00, etc.	$5000 per degree of implant	3,4,4,5,5

CatsEye	Surgical Procedure to replace the patient's eyes with Catseyes like those of Cat-Girls. This is a very tricky procedure and calls for a CON roll for success.	$1000	$5000	3
Claw Damage = 5	Surgically implanted nanites that form the hand into a razor sharp clawed extremity when needed. Frequently an add-on to Cat-Girls, though it is not part of the basic package. Damage adds on to Hand Damage, even for Martial Arts purposes.	$1000	$5000	3
DermalImplant	Surgical Procedure to implant 5 points of armor into the body. There are 5 degrees of this procedure, each increases the armor by 5 points. They must be taken in order, and cannot be taken together. There must be at least a 6 month gap between procedures	$1000 * degree of Implant. Dermal Implant 2 costs 2000,00, etc.	$5000 per degree of implant	3,4,4,5,5
Dermal Patch, Agility	A temporary booster that releases nanites to increase Agility by 10 points for 5 turns. AGL is lowered by 10 points for 10 turns afterwards. The patches cannot be taken continuously.	$800	$3000	2
Dermal Patch. Constitution	A temporary booster that releases nanites to increase Constitution by 10 points for 5 turns. CON is lowered by 10 points for 10 turns afterwards. The patches cannot be taken continuously.	$800	$3000	2
Dermal Patch, Sedative	A temporary influx of deadening nanites that either reduces the target's Health by 30 for twenty minutes (if the target makes a CON roll) or reduces it to 0 for the same time. It cannot reduce Health below 0.	$400 for set of 3	$1000 for set of 3	1
Dermal Patch, Strength	A temporary booster that releases nanites to increase Strength by 10 points for 5 turns. STR is lowered by 10 points for 10 turns afterwards. The patches cannot be taken continuously.	$800	$3000	2
WiredBody	Surgical procedure to decrease reaction time and increase muscle efficiency. There are 5 degrees of this procedure; each increases the AGL by 5 points. They must be taken in order, and cannot be taken together. There must be at least a 6 month gap between procedures	$1000 * degree of Implant. WiredBody 2 costs 2000,00, etc.	$5000 per degree of implant	3,4,4,5,5
NanoSkills				
BlinkSpeed	Street Smarts™ nanoskill used to move quickly and undetectably	$1200	$4000	3
Booster bugs	These are an infusion of nanites to temporarily help with a nanoskill. The body uses them up and eliminates them naturally within two hours. They only work per skill, and give no boost to the other skills in the SkillSet. A Boost adds 20%iles to the chance of success while active. Only one elemental SkillSet's boosters can be used at a time.	N/A	$5000	1
CamJam	Street Smarts™ nanoskill used to disrupt electronic devices	$750	$1800	2
ECM	Street Smarts™ nanoskill used to disrupt attacks by heavy weapons	$1000	$3000	3
Flash Shield	Street Smarts™ nanoskill used to destroy incoming missile attacks in a burst of energy	$1500	$5000	3
Hacking	Street Smarts™ nanoskill used to interface with and control programmable devices	$800	$2000	2
HERA	Street Smarts™ nanoskill used for detecting electromagnetic devices.	$400 for initial training	$800	1
MindAndBody™ Healing Chi Drain Chi Parasite	Nanites that help the user control his bodily functions and those of others.	$1200 for initial training	$5000	3
Optic Cloak	Street Smarts™ nanoskill used to avoid visual detection	$1000	$3000	3
Urban Tracking	Street Smarts™ nanoskill used to hunt down escaped targets	$600	$1500	2

Other Items				
Binoculars	Digitally enhanced binoculars capable of bringing something a kilometer away so close the viewer can read his name patch.	$800	$2000	2
Bio-Codebreaker ROF = 1 Range = touch Mag = 20 Max Ammo = 20 Damage = 0	A hand held device that infuses its own nanites into a cooperative (or comatose) target to try to analyze the nanites present in the target. The device has a 50% chance per turn of success, which is matched against the target's skill with the nanites being analyzed.	$3000	$8000	4
CamJam Bug	This non-implant variation on the CamJam nanotech can be activated in the field to temporarily disable any one electronic device within a 15 meter radius for 5 turns. Only works on devices with Chi less than 31.	$350 for set of 2.	$700 for one	1
ElectroLockPick	A KeyStik that is set to "pick" any lock a KeyStik would be used in. User has a non-cumulative chance of 25% a turn that it will work as it cycles through the possibilities.	$1000	$3000	3
Flashlight	Multipurpose tool capable of releasing light in a number of different ranges, including high ultraviolet that only night vision can pick up.	$300	$1200	1
GrapplingHook ROF = 4 Range = 300 Mag = 1 Max Ammo = 25 Damage = 10 Impact = 10	This device launches a remote control, rocket-powered, grappling hook that can grab objects from afar and attach to certain materials, allowing the wielder to pull himself up. However, it requires both hands to operate, preventing the use of weapons while in operation.	$500 Ammo $50 for 5 grapples.	$1200 Ammo $50 for 2 grapples	2
InfraRed Goggles	Generally mounted on a combat armor helmet, or as an adjunct for a weapon, these goggles (or scopes) allow the user to see in the infrared spectrum, locating heat sources even in the complete lack of visible light.	$2500	$8000	4
Mars Suit	Standard survival gear for walking around on Mars. It is similar to a spacesuit, but is adapted to gravity and use of what atmosphere Mars has.	$10,000	$35,000	6 from Zubrin, 8 from anyone else
Night Vision Goggles	A cost-effective alternative to expensive nanotech-powered vision enhancements, the venerable NV Scope allows the user to see things otherwise hidden in darkness. However, the faint light they themselves emit may hamper the user's ability to hide in dark areas as well. The Night Vision implants possessed by Cat-Girls do not emit their own light and depend on there being some ambient light available to be effective.	$1500	$5000	3
SharpEars	A set of earclips that tie directly into the eardrum and allow the user to catch ultrasonic impulses, such as those used by sonar security surveillance systems. With the mouthpiece attachment, the SharpEar will allow two wearers to communicate ultrasonically, outside the hearing of anything but guard dogs.	$2000, $2500 with mouthpiece	$10,000	4
Space Suit	Standard survival gear for working in space on Extra Vehicular Activities (EVAs). Commonly have the equivalent of wingpaks (in fact, wingpaks were developed from these units) for maneuvering. Extremely clumsy for maneuvering, though a great improvement on those used in the early days of space flight. Can be bought off the rack instead of having to be custom fitted as the early ones were.	$15,000	$50,000	7 from Genesis, Zubrin or NWO, 8 from anyone else

| Tattler | This device, frequently worn as an attachment on a PDA, uses sophisticated sensors to determine the state of health of another person. Used extensively medically, it is also used simply for Ops to get an idea of the current status of their opposition.
In game terms, the user can get an idea of the remaining Health and CP and ammo of a target. | $1000 for PDA attachment, $2000 as individual piece of equipment | $4000, - $6000 | 3 or 4 |
| Weapons Detector | A sensitive detector that actually detects the chemical residue of most ammunition. Certain weapons cannot be detected by it, but they are mostly so large that the detector is not needed, anyway. Used by security forces. | $500 | $1300 | 2 |

Elemental Nanomancy

These NanoSkills first appeared in the early 2060s, being used by the enigmatic Monks. At first the Skills were thought to be magic, but investigation of captured and killed Monks soon proved that the new skills were a further extension of nanotechnology. Western companies attempted to use the new nanites in various entertainment venues, but they proved too lethal. However, it did not take long for the nanowizards of Genesis and Glimmer to reverse-engineer the nanites and make them available to their agents. Then the technology was stolen and broadcasted, and almost any bodyshop can work with them. The nanites found in Black Market shops in locations where they are not generally available are frequently nanites torn from the bodies of captured or killed monks. There is a very active black market in such nanites, and frequently they are not what they are advertised as. However, sometimes the automatic fail-safes do not activate, and someone will find themselves with the improved model that only order-bound Monks are known to have.

Item	Description	Cost	Black Market Cost	Credit Points
Hydromancy™ IceFist Ice Shards HydroCloak Tsunami	Initially restricted to the mysterious Water Monks, the technology has spread to other Body Shops, though it is thought that the actual Monks have a superior version.	$2500	$10,000	4
Pyromancy™ FireFist Fireball LiquidFire	Initially restricted to the mysterious Fire Monks, the technology has spread to other Body Shops, though it is thought that the actual Monks have a superior version.	$2500	$10,000	4
Aeromancy™ WindFist WindBurst Tornado	Initially restricted to the mysterious Air Monks, the technology has spread to other Body Shops, though it is thought that the actual Monks have a superior version.	$2500	$10,000	4
Geomancy™ RockFist Rock Shards Earthquake	Initially restricted to the mysterious Earth Monks, the technology has spread to other Body Shops, though it is thought that the actual Monks have a superior version.	$2500	$10,000	4

Master Weapon List

For convenience, here is a table of all the weapons from all the lists and their costs.

Weapon	Cost	Black Market	Credits	Weapon	Cost	Black Market	Credits
9mmPistol	$150 Ammo $15	$400 Ammo $40	1	Laser Pistol	$5000 Ammo $500	$25,000 Ammo $5000.	5
Assault Rifle	$750 Ammo $75 for box of 60.	$2000 Ammo $200 for box of 60.	2	Magnum Pistol	$300 Ammo $30	$1500 Ammo $150	1
Black Cat	$5000	$40,000	5	Mine	$1000 per set of 5	$2000 per set of 5	3
BlitDagger	$400	$600	1	Mini Rocket Launcher	$1200 Ammo $120 set of 4	$5000 Ammo $500	3
BlitSword	$550	$1200	2	MirvGrenade	$500 a pair	$1000,00 a pair	2
Crossbow	$750 Ammo $75	$2000 Ammo $150	2	Prox Mine	$2000 per pair	$5000 per pair	4
Dagger	$40	$200	1	Rad Flux	$25,000	$100,000	7
Det Pack	$2000 a set of 5	$5000 a set of 5	4	Rail Gun	$20,000	$100,000	7
Double Barreled Shotgun	$200 Ammo $20	$500 Ammo $50-	1	Satchel Charge	$500 each	$1200 each	2
EMP Pack	$2000 a pair	$5000 a pair	4	Sawed Off Shotgun	$400 Ammo $40.	$600 Ammo $60	1
Flamethrower	$500 Ammo $50.	$1200 and $200	2	Shotgun	$250 Ammo $25	$700 Ammo $70	1
FlashbangGrenade	$300 for set of 10	$1000 for set of 5	1	SMG	$500 Ammo $50	$1300 and $100	2
FragGrenade	$300 for set of 10	$1000 for set of 5	1	Sniper Rifle	$750. Ammo $75	$2000 and $200	2
GasGrenade	$500 for set of 5	$1000 for set of 2	2	Swarm Gun	$6,000 Ammo $600	$12,000 and $1000	5
GrapplingHook	$500 Ammo $50 for 5 grapples.	$1200 Ammo $50 for 2 grapples	2	StunGlove 700	$500	$2000	2
Heavy Machinegun	$1200 Ammo $120	$5000 Ammo $500	3	Tazer	$300 Ammo $30	$900 Ammo $90	1
Incendiary Grenade	$600/pair	$1000/each	2	Trip Mine	$1000 each	$2000 each	3
Katana	$800	$1500	2	Tyrannis Mor (combined Rail Gun and Grenade Launcher)	$30,000	$150,000	8

Vehicles

In the high-tech, rich, world of 2076, there are many vehicles the Ops may find themselves operating. The following is at best a partial list.

Explanation of Terms

Vehicle and cost	This is a generic (in most cases) name for the vehicle and its usual cost on the open market. Black Market prices are likely to be three times that given. Weekly Rental Costs for things like Wingpaks are 5% of the given price. This includes insurance, don't tell them you're an Op.
Description	A short description of the vehicle's usual function. Of course, it could be used for any number of other actions in the middle of a mission. The most common form of propulsion for the vehicle is also given, though variations and experimental versions are common.
Speed in meters per turn	The distance the vehicle can travel in one 4 second turn at full speed. Generally it can accelerate 1/5 the speed each turn until it reaches full speed. Space going vehicles, which undergo constant acceleration until their fuel runs out, are likely to end up going much faster in real terms. However, the speed given is what is needed to resolve Impact problems.
Body Modifier	This is used almost exclusively for resolving Impact situations. Multiply the amount of passengers (including crew) by the Body Modifier by 10 to get a rough idea of the "Health Points" of the vehicle to determine how badly it is hurt by an impact. For instance, the Assault Vehicle would have Health Pints of 10 (Body Modifier) * 28 (passengers) * 10 = 2800 Health Points.
Armor	The amount of protection the vehicle provides to its vital systems and its passengers. Some vehicles have special notes for how much the armor protects passengers. Armor is taken off any damage done by Impact before the final result is determined.
Passengers/Cargo	The number of people the vehicle can carry. The entire number, including hangers on, should be used when determining the Health Points of the vehicle.

Vehicle and cost	Description	Speed in meters per turn	Body Modifier	Armor	Passengers/Cargo
Assault Vehicle $200,000,000	A jet-propelled hovercraft with armor, at least two turrets, and a load of troops. The sides open up in all directions to deploy troops.	165 (150 KPH)	10	25 points in shell. Inside is perhaps 5 points	Crew of three, 25 troops. A light vehicle can take the place of 5 troops. Can carry 8 kilotons of supplies in lieu of troops, or a pro-rated load.
Generic mini-shuttle $400,000,000	A Space Plane meant to ferry people and items into orbit and back down again. Uses hydrogen-burning SCRAMJet (Supersonic Combustion Ramjet) technology.	3333 (3000kph)	14	15	Crew of three, up to 20 passengers or equivalent cargo..
Genesis Cargo Ship $65,000,000,000	This is a spacecraft used by Genesis for the Earth-Orbit to Moon route, and for forays further out into space. Uses VASIMR (Variable Specific Impulse Magnetoplasma Rocket) propulsion system and maintains a constant acceleration or deceleration.	5555 (5000kph)	30	20 Armor	Crew of five, as many as 200 passengers or commensurate cargo.

Genesis mini-shuttle $400,000,000	A space shuttle used by Genesis for trips from Orbit around Earth to the Moon. Uses VASIMR thrusters.	5555 (5000kph)	14	10	Crew of one (automated), up to 20 passengers or equivalent cargo
Genesis Rocket Sled $4,000,000 (Rental $20,000)	A plasma rocket vehicle meant mostly for work on the Moon. Operates much like a ducted fan jet, but with rockets. This is the workhorse of Genesis and other entities on the Moon	267 (250kph)	10	10 Armor. The Sled is fully enclosed and can be filled with oxygen	Crew of two, as many as 40 passengers or similar amount of cargo
Genesis Stealth Helicopter $60,000,000	This is used for Genesis secret ops and patrolling areas where they expect to surprise trespassers rather than scare them away. Armed with Heavy Machinegun and four rocket launchers.	333 (300 KPH)	10	12 Armor	Crew of two, handholds for a squad of five with Wingpaks to ride outside.
Patrol Vehicle $40,000 (Rental $2000)	A wheeled electric-powered golf cart with armor and a large weapon (usually Heavy Machinegun)	111 (100 KPH)	3	15 on sides. No armor on top, bottom is 5 points	Crew of two, one passenger.
Rocket Bike $20,000 (Rental $1000)	A one person flying vehicle used for patrolling and joyriding. Uses chemical rockets for atmosphere versions, plasma rockets for space-capable versions. Atmosphere and space-capable versions are similar, but are not interchangeable	555 (500 KPH) Up to 2000 KPH In space	1.5	15 pts, This does not cover the rider. 50% chance of an Opposition Roll against incoming shots.	One, with perhaps another hanging on.
Space Fighter $600,000,000	The workhorse military spacecraft, generally carried in mother ships or stationed on space stations or asteroid bases. Generally armed with rail guns and missiles. Uses VASIMR (Variable Specific Impulse Magnetoplasma Rocket) propulsion with chemical rocket boosters.	1332 (1200kph)	12	20 pts.	Two, pilot and systems operator
Sport Dodger $150,000 (Rental $7500)	A two person sporting Dodger that is often adapted to Op missions. Uses ducted fan technology.	222 (200 kph)	3	5 points.	One driver and one passenger. Could carry another two hanging on.
Turret $30,000	This is a stationary gun platform for a heavy machine gun or rocket launcher, or conceivably a RadFlux gun. It may be part of a fixed installation, or installed on a spaceship or other vehicle	10 (default for stationary) or speed of vehicle	2	20 points	One, or it may be automated.

UnterseeBoot $20,000 (Rental $1000)	This is a underwater craft that uses leg power to propel it, allowing it to avoid engine detecting devices. It comes in two, four, and eight person models. The interior looks for all the world like a multi-rider bicycle (2 bicycles side-by-side in the case of the 8-person craft). The actual propelling devices are hydrodynamically stealthed paddlewheels.	1/2 speed of fastest pedaler for short distances	3-12	4 points	Two, Four or Eight pedalers. The Eight Position boat can be moved with four pedalers if needed.
Waterskimmer $180,000 (Rental $9000)	A jet-powered boat commonly used by both smugglers and water patrollers. It hydrofoils to attain top speeds.	55 (50 kph)	10	6 points	2-4 crew depending on whether it is armed and has extensive sensory equipment.
Wingpack $10,000 (Rental $500)	A strap on device that allows the user to fly. It consists of two wings and a central jetpack. Using it takes the Athletics Ability and Acrobatics Skill. Has supplanted most ultra light aircraft.	225 (200 kph) Note that this device uses fuel at a prodigious rate. It cannot be flown for an hour, or even 10 minutes.	.5 If used in an impact attack, it adds to the impactor's Modifier up to a total of 1.	5 pts, does not cover user	One, with perhaps another held.
Zubrin Assault Shuttle $3,000,000,000	A space shuttle meant to land in a hostile fire environment in both vacuum and atmospheric conditions. Similar to the Assault Vehicle, but larger. Uses chemical rockets.	6666 (6000kph)	17	30	Crew of five, counting weapons officer. 50 troops, 10 ktons of supplies or mix of the two.
Zubrin Rocket Sled $5,000,000	A pulse rocket propelled carryall vehicle meant for off-Earth exploration and shipping. Very common on Mars and the space-capable ones can be found in asteroid settlements.	222 (200 kph)	8	12 Armor does not necessarily protect passengers, depending on the configuration	Crew of two, as many as 30 passengers or commensurate amount of cargo
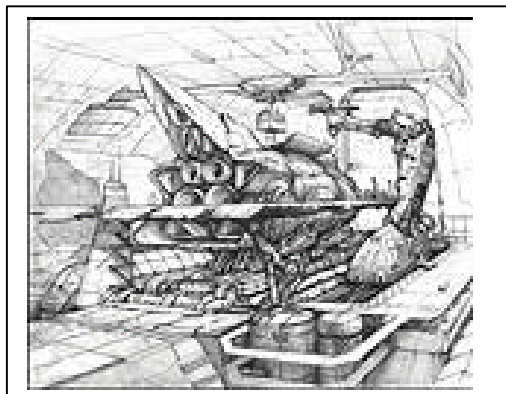
Genesis Mini-Shuttle Loading in its Moon hanger

The World of the Black 9 and How to Run It

Game Master Information

This section is meant for Game Masters. Players who do not intend to Game Master a game of Black 9 Ops should not read the following material, as it will decrease the effect of surprises your GM has in store for you. You have now read everything you need to read to play the game; go get your Ops ready. But give the GM a chance to read all this material.

What is the Spirit of Black 9?

The Black 9 world is similar to the genre of Cyberpunk, as typified in such novels as *Necromancer*, RPGs like *Shadowrun* and *Cyberpunk* and great *anime* series like *Cowboy Bebop*.

Great impersonal corporations are behind the scenes manipulating the Ops, technology is creating new sciences and new species, a machinegun still trumps a laser, and space travel is in its toddler stage, having finally outgrown its infancy.

The overlying theme of Black 9 Ops games should be one of unveiling mysteries. Strange folk do things for strange reasons, and the Ops get mixed up in it all. What the Ops think they know and what is actually the truth can be two entirely different things.

### What can you do with Black 9 Ops?

Just about anything you want to do. In actuality, we have provided a world and some mechanics for determining what happens in that world. The rest is up to the GM. Corporate raiders, corporate security, bounty hunting in space, dealing with the effects of weird science, creating weird science, dealing with the world after a Holocaust, all of these are possible.

And the tone need not reflect the down and gritty feel of most cyberpunk. There is plenty of room for light-hearted adventure, romance that isn't doomed, awestruck exploration of the reaches of the Solar System, and most any other science fiction concept, including exploration of alternate worlds or different time periods.

It's Really Cyberpulp

One of the playtesters suggested this alternate description of the genre, and he was right on the money. Mad scientists, weird science, zeppelins, trips to Mars, fantasy people, it's all a very pulpish world.

Besides, assuming that punk music will be the beat of the future is not very original. Let's think of it as Afro-Celtic…
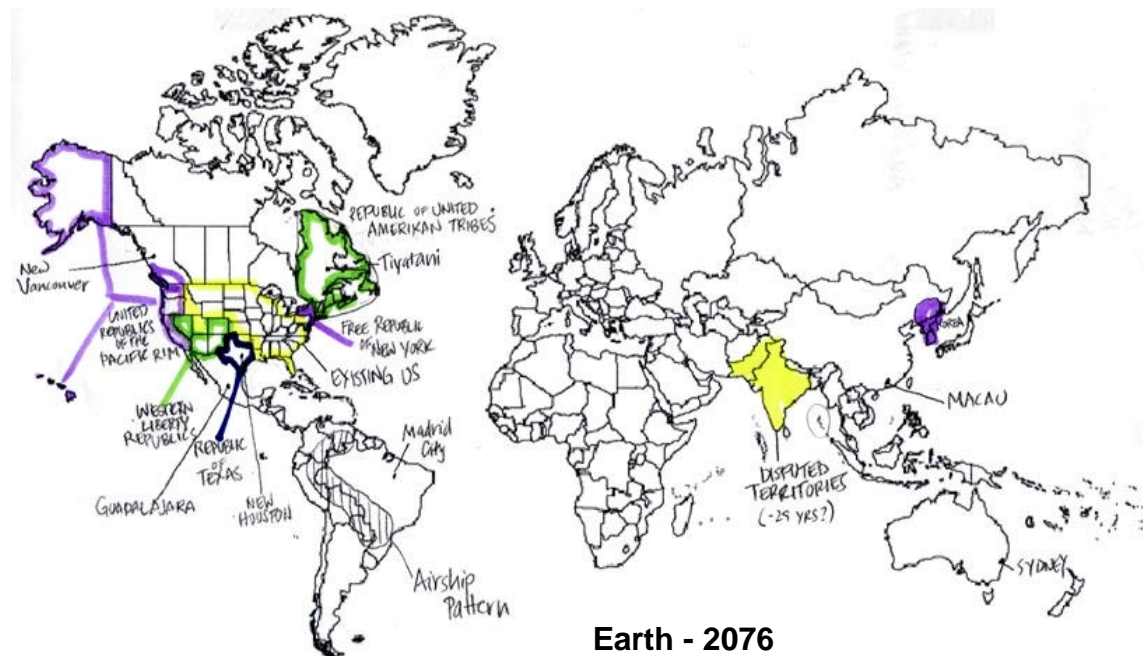
Earth - 2076

The Real Black Nine

In the introduction to these rules we provided a man-in-the-street look at who the rulers of the world are and how they are perceived. The following is the true story. In some ways it is very similar to the popular perception. In others, it could not be more different.

The world's rulers are Illuminati, many of whom have been building their master plans for centuries. What the world sees is their modern aspects, but what the world sees is rarely the real picture.

These are the real Illuminati who rule the world.

Genesis

Founder: Charles Babbage, 1812.
Centers of power on Earth: Asia (primarily Seoul), Europe, the Americas.
Off-world holdings: Luna II research facility.
Originally Charles Babbage's Analytical Society, Genesis believes that the purpose of humanity is to create omniscient beings, and they see all of human history as the means to this end. Of course, such lofty aspirations require a financial foundation, and in this arena Genesis is no slouch; in an era where technology rules the day, Genesis demands top dollar.

The modern Genesis, incarnated in a massive mega-corporation with subdivisions in nearly every branch of modern science, plans to create a sentient networked artificial intelligence – one capable of nearly infinite growth. Given the most premiere physical resources, this AI would grow intelligent enough to become self-supporting, making human destiny complete. Humanity as a race would give birth to the ultimate creation, the next step in evolution: sentient beings beyond the limits of biological law. Through the generation of true AI, Genesis hopes to transcend nature.

Of course, no one outside the top echelons of Genesis have any idea about this. Most of the employees, including several high-ranking management figures, think Genesis is just about bigger and better robots.

Zubrin

Founder: Percival Lowell, 1894.
Centers of power on Earth: Europe, with small pockets in Asia and the Americas.
Off-world holdings: Mars Canyon City and surrounding facilities, including World Ship One (in orbit).
Zubrin ultimately seeks to safeguard humanity against extinction at the hands of a major catastrophe – a noble goal that will permit no weakness, and one that they believe all humanity should unite to attain. Started in 1894 by legendary Mars researcher Percival Lowell, his Astronomical Society grew over the years into its current form, Zubrin, a mega-corporation large enough to give Genesis thought for pause. The organization lost much power and nearly disbanded in the last half of the twentieth century as space exploration and research faced waning interest by world governments, rampant incompetence from

leading agencies, and spectacular failures such as the Challenger and Columbia tragedies. In its darkest hour, a body of American military generals seized the reins of power and instilled much of the "might makes right" philosophy that now guides the group, swearing that their goal would not be thwarted. In its passion for ensuring the sanctity of its cause, Zubrin provided the funding and seed protection for My Private Money DGP, which in turn crippled the world's governments and economies.

Despite a congenial origin, radically differing philosophies led to a split between the Zubrin and MPM-DGP in the 2070s. While they still do business together (MPM-DGP maintains its largest public office in Zubrin's Mars Canyon City), there is very little love lost between the two now-Illuminati.

The Zubrin of 2076 has the most comprehensive militaristic power structure of all the Illuminati, ironically one even greater than their old government enemies, who banded together to form the New World Order. Zubrin marines, trained on Mars, are the most skilled and dangerous soldiers of the day, guarding the precious World Ship One until it can fulfill its destiny of carrying future generations to the stars. For the moment, this militaristic excellence is oriented towards defense, with occasional forays against the New World Order. Zubrin is rarely involved with violent takeovers and corporate raids. But they stand ready if they are ever called upon to make the path to the stars safe.

The Tea-Drinking Society

Founders: Shang Lun and Dou Guang, 1302 B.C.
Centers of power on Earth: Asia, with small pockets throughout the rest of the world.
Off-world holdings: none.
One day, I went to have tea with Xing and Guang.
I noticed Xing extended his finger when sipping his tea.
I politely corrected him, but he refused to change.
The next day, Xing and Guang came to have tea with me.
I poisoned Xing's tea.
Then Guang and I formed a clan,
To bring together those who drink their tea properly.
From the journal of Shang Lun
1302 B.C.

By far the oldest active Illuminatus, the Tea-Drinking Society is headquartered in Shanghai, where it has long influenced the course of events – political and otherwise – in Asia and more recently all around the Pacific Rim. Despite the depth of its influence, the Society is also the most secret of the Illuminati; its existence is completely unknown to the public, with operations carried out through a multitude of groups and corporations secretly under its control. In essence, the entire group of Pacific Rim Corporations is under the direct control of the Tea Drinkers, though most of their employees have no idea of this.

The Society is dedicated to advanced organic and biological methods of pursuing personal longevity. It

considers its experience of over 3,000 years to be a special gift – one not to be squandered on the masses. The combined wealth amassed by the Society over millennia of investment and entrepreneurship is staggering, surpassed only by the centuries of war profits held by Glimmer A.G.

With the gift of longevity, the Tea-Drinking Society gracefully accepts a great responsibility: governing Earth. Crucial to providing ongoing guidance powered by ancient wisdom is their paramount goal: immortality. The pursuit of this achievement leads the Society to control the state-of-the-art in a diversity of fields, such as bioengineering, gene therapy, and, in particular, nanotechnology. The last is an arena of unique achievement with specific strengths that divide the society into five Orders. A hierarchy of Elders rules each Order, with one in particular, the Order of Heaven, overseeing the rest. One of the Heaven Elders is decreed the Supreme Elder, a responsibility that rotates among the Heaven Elders over periods of decades – an unsurprising term of service considering that all such Elders are over one hundred years old, with the oldest approaching 140. Heaven nanotech is among the most powerful in existence, and followers of its Order achieve mastery of their neighboring Elemental domains as well.

There are also rumors of an especially secretive sixth order, but nothing concrete.

Glimmer A.G.

Founder: Arndt Krupp, 1587.
Centers of power on Earth: Europe, with small pockets throughout the rest of the world.
Off-world holdings: no bases, but extensive satellite networks.
Centralized in the lower Rhine river valley, Glimmer A.G. began as a secret society founded by the industrialist Krupp family thirty years before the Thirty Years' War, where Friedrich Krupp, Arndt's son, entered the weapons industry. Formed to devise ways to sell weapons to all sides of a conflict while avoiding reprisal, this fine Krupp tradition – now incorporated as Glimmer A.G. – continues in 2076. Glimmer maintains power by supplying the tools of war to anyone with the requisite cash. Its vast family legacy and wealth has in the current age made it a behind-the-scenes puppet-master of European policy. While other Illuminati seek to control humanity and its future, Glimmer is quite content with the lucrative spoils of its supporting role.

Glimmer has its chief headquarters in Essen, ancestral home of the founding family, located in the Krupp-Germany Republic. The corporation also maintains a very large industrial complex in the suburbs of Paris. Glimmer owns and operates almost 70% of all weapons manufacturing on Earth.

Although Zubrin and Genesis have far larger space operations, Glimmer operates the most extensive surveillance satellite clusters in the solar system, with networks around the moon, Mars, Jupiter, and asteroid belt. The near-Earth constellations are well known, as Glimmer resells much of its Earth data to, predictably, anyone who will pay for them. The other satellites are a guarded secret,

and their data is only sold to Glimmer's most exclusive clientele.

La Sociéti de la Luminière

Founder: Eugène Ducretet, 1867.
Centers of power on Earth: Western Europe and the Americas. Headquarters in Paris, France, and Los Angeles, Pacific Rim States.
Off-world holdings: none.
Knowledge is power – but what *kind* of knowledge? Eugène Ducretet decided in 1867 that "truth" has very little, if any, part in this equation. His Sociéti de la Luminière recognized that the media holds enormous power – the power to influence the masses far more subtly than any royalty or aristocracy. With a growing shift toward rule by the masses – a rule that even kings ignore only at their peril – what mattered most was *perception*. And as media technology grew, spawning radio, film, television, and the Internet, the Sociéti was there to learn how best to use it all to alter the will of the people. The Sociéti also honed the craft of advertising, amassing staggering amounts of money as the master gatekeeper to the consumer mind and wallet. The whole of capitalism came to pay them a tithe to get through.

At one point in the early 21st century, the Internet threatened to grow beyond the control of the Sociéti, but eventually even this juggernaut eventually succumbed to their saturation efforts, with an assist from the governments trying to stop the spread of the MPM software. The Sociéti emerged stronger than ever, with the implementation of new business models to harness this new media, such as the lifestyle mortgage. Lifestyle mortgages provided consumers with an unending stream of goods and services – cars, music, games, online experiences, everything under the sun – all geared to worship the consumer's favorite celebrities.

In 2076 the Sociéti covertly owns and operates 90% of all the media corporations in existence, from book publishers to game developers. The four Media Giants known to the world are all puppets of the Societi. As a result, it has unlimited access to nearly all non-military bandwidth and forms of mass communication. With this near-absolute control they also shield themselves from public awareness, save for a few fanatics and conspiracy theorists who quickly fall through the cracks.

My Private Money DGP

Founders: The senior board members of MPM and DGP, 2004.
Centers of power on Earth: Secret data havens in Los Angeles and Seoul.
Off-world holdings: Major data haven facilities on Mars and several asteroids.
Renegade technology firms My Private Money and Darn Good Privacy were relentlessly harassed by the governments of the early 21st century for their radical interpretations of free market economy. Their battle cry: "Sovereignty to the Individual." From this foundation, they reasoned that money belonged to the moneymaker and no one else – and that said moneymaker would pay

handsomely for superior technologies that worked to keep earned funds out of the hands of the old governments.

Powerful benefactors, later revealed to be the Zubrin group, brought the companies together in 2004. MPM-DGP united into a strong force that quickly became popular among the wealthy and young technical elite. With Zubrin's help, in 2053 they moved the majority of their data havens off-planet, creating a rock-solid financial network far beyond the reach of the Earth-bound governments. Investment fled from the heavily taxed, supremely corrupt financial systems of old Earth, and as a result the "free" governments were left with only a proletariat tax base – a gap in funding that resulted in the collapse of the world's nations as authoritative governing bodies.

The MPM-DGP home office is located on near-earth asteroid 2018SE, which has a diameter of about 8km and houses the primary data havens of the MPM network. A second major base is headquartered on Aten-class asteroid ST27, which houses the most sophisticated computer system of all the havens. Thirteen more facilities are located on undisclosed asteroids in the belt and in offices across Mars Canyon City, Los Angeles, and Seoul.

The ultimate aim of MPM-DGP is unclear. When asked about future plans or motives, their leadership base will only answer that one should not look to them, or anyone, for guidance; MPM-DGP merely provides the tools for personal freedom.

Black Dragons

Founders: T'ang Longzong, 760.
Centers of power on Earth: Macau, pockets throughout the world.
Off-world holdings: none.
T'ang Qing was born the eighteenth son of Emperor Xuanzong of China. He lived a life of luxury and eventually married one of China's most famed beauties, a Daoist princess called Yang Yuhuan. This, however, was ill-fated, as his father, the emperor, fell in love with Yuhuan and took her for his concubine. Though bitterly enraged, Qing pretended indifference, but quietly began making plans for the downfall of his father and former wife. He learned of the friendship (and later adopted kinship) between Yuhuan and Turkic general An Lu-Shan, and used his political connections to begin fomenting rebellion among Lu-Shan's armies. Once those wheels were in motion, he arranged to deliver crucial information to the Arabs, who were able to defeat distinguished general Kao Hsien-chih at the Battle of Talas River. This crushing loss debilitated the empire to the point that the Lu-Shan rebellion cast the entire T'ang dynasty on a downward spiral from which it would never recover. But Xuanzong's cuckold son was not finished. He returned to the court and began planting the seeds of further discord, pointing out that it was Yang Yuhuan who had befriended Lu-Shan in the first place and led him into political power. The courtiers demanded the deaths of both Yuhuan and Lu-Shan – and after Xuanzong watched his beloved concubine hang herself in the hills of a Mawei village, he abdicated the throne. T'ang Qing withdrew from the public eye, but the T'ang dynasty's deathblow had already been dealt. Changing his name to T'ang Longzong, Dragon Emperor,

Xuanzong's son turned to the underworld, and in 760 bound together the first of the Black Dragons, who forever swore that no force, Imperial or otherwise, would sway their ascendance.

The Black Dragons have quite a historical legacy as a faction of Asian organized crime. In the 19th and 20th centuries they formed alliances with the Triads of China, and by 2076, all the organized crime groups of Asia, including the Triads and the Yakuza, have merged under the Black Dragon banner to make a bid for right-wing power on Earth. The bulk of the operating income for the Black Dragons comes from the staples of crime, gambling, stock manipulation, and military corruption – all stalwarts in the market of human vice management.

Clandestine power struggles in ancient Asia have made the Black Dragons and the Tea-Drinking Society old enemies, although the Society currently views the Dragons as a mere nuisance. Very old Japanese and Chinese interests lead the Dragons from command centers distributed across a collection of penthouse estates in Macau, far from the fortresses of their Society enemies. The senior enforcer for this openly dark Illuminatus is Tran, a coarse but beautiful female assassin.

The Dragons' single goal is the accumulation of wealth and power, which they consider their due and just return for services provided. So far, the Dragons only wish to extend their influence on Earth, letting others pay for the costly colonization of space. Some things never change, and 'human vice management' can expand to the stars soon enough.

EarthNOW!

Founders: Members from seven druidic tribes, 200 B.C.
Centers of power on Earth: Republic of United American Tribes and cells scattered throughout the world.
Off-world holdings: None known.
EarthNOW! has a surprisingly deep family tree. The group was originally a council of Celtic druids in Europe, dating back before the arrival of Christianity. During the Dark Ages and the Renaissance, the druids kept a low profile while caring for the forest and preserving what wildlife lie within their reach. However, the rapid growth of industrialized manufacturing and the lure of its profits in later centuries eradicated many of their resources. They survived, however, and thereafter took significant steps to raise public awareness of nature's fragility, secretly masterminding the founding of a number of wilderness and animal protection groups.

In the latter decades of the 20th century, hard data unveiled the truly shocking and accelerating damage the human race was inflicting upon the Earth. Eleventh-hour remedies came in many forms – international treaties were signed to protect species on the edge of extinction as well as indigenous species facing unnatural competition from foreign species, habitats were made into permanent wildernesses, animal research went under stricter guidelines, and more. But the ugly truth was that billions of humans were economically, socially, and physically addicted to countless non-renewing, unsustainable practices of resource exploitation.

As a result of this and other actions against the planet, battle lines were drawn between the passive resistance of the past and the demand for radical change. Those with the most radical beliefs split from the rest and took the name EarthNOW! They believed it was impossible to expect the corporations and consumers to change their ways – there was just too much money and momentum involved in the modern lifestyle. EarthNOW! declared itself judge, jury, and executioner of corporate leaders, workers, and consumers in a precise, practiced program of eco-terrorism aimed to make certain commercial exploitation practices economically unfeasible.

EarthNOW! indirectly supports Zubrin and Genesis, as their space development goals agree with the EarthNOW! desire to remove humans from the planet. In 2076 EarthNOW! works to complete an extensive set of plans to dismantle Earth-based industry, with the intent of increasing the appeal of moving off-planet. EarthNOW!has bases all over the world, but its major support is in the environmentally friendly Allied Indian Nation.

EarthNOW! also works with more benign environmental groups to promote education, recycling and low-impact living – but direct intervention remains their favored course of action.

It would take an enormous increase in aerospace development to accommodate billions of humans in space – so the dirty work of blowing up sawmills and assassinating the board members of agribusiness corporations falls into the willing hands of the EarthNOW! organization.

New World Order

Founders: Hugh de Payens, 1118.
Centers of power on Earth: cells scattered throughout the world, harbored by government leaders.
Off-world holdings: various small military bases throughout the asteroid belt.
Built upon the remnants of the legendary Knights Templar and embodying many of their goals, the New World Order represents the remnants of the old Earth governments, with the power of a totalitarian state as its dated master plan.

After the financial collapse of the 2050s, the old power elite, including elements of European and American crime families, forged an uneasy alliance with the handful of remaining Templar descendants (and their coffers), who emerged from the shadows and seized the opportunity to return to full power.

A still-large tax base and larger amounts of military hardware spread throughout the solar system make NWO one of the most dangerous Illuminati – but more importantly, NWO now has little left to lose. Behind the facades presented to the public, the old governments continue to erode. But in their crumbling bastions they do not easily give up the reins of power. To most of these old governments, the Order is a like-minded organization willing to lend a hand. Some of the governments, moreover, are riddled with New World Order adherents.

New World Order earns new funding by providing military services to the other Illuminati, in the hopes of someday raising a large enough army of mercenaries to retake the solar system by force. But the other Illuminati are quite aware of this plan, and often send the NWO on highly dangerous missions. They are far easier to track and suppress as an ally than an enemy.

New World Order effectively holds bases throughout Earth in the form of various government offices and headquarters. Any high-level official who is not in league with the other eight Illuminati serves the NWO, though even they may not know it by such a name. Known to the public as a radical off-world terrorist outfit, few truly know the number of strings that run from NWO to existing Earth governments, and that's the way they like it.

The New World Order's primary weapon is their presence in space. Using the Russian space fleet as its basis, they have seeded bases throughout the asteroid belt, and are reputed to have stations on several near Earth asteroids including their uncharted asteroid headquarters they have named Caesar.

How To Bring Player Ops Into The Game

So your players have their Ops ready to go. Now how to you get them together to start following their Op careers?

The Sponsoring Organization

The simplest method is to have them all be members of one of the Black 9 organizations. Or have them be members of a semi-independent organization with ties to one or more of the Black 9.

Unless the GM wants to start the PCs as minions of a corporate megalith to expose them to the underlying corruption (or just have an excuse for a bunch of punitive raids), it is best to have the Sponsoring Organization be one of the outsider groups, like the New World Order or EarthNOW!. Another possibility is to have them be Black Dragons.

This starting point works well because these organizations are surreptitious and volatile. They all have internal politics, autocratic leaders, and secret protocols. The chance of rising through the ranks, or getting assassinated because of contrary opinions, is highest in this group.

Going It Bare

It is of course possible for the Ops to start off as random mercenaries, perhaps just out of serving with some country's armed services, who have banded together to sell their services to the highest bidder. This should not last long. They should be recruited into one of the large organizations, or a subsidiary of one of the large organizations, very quickly.

Getting Started

The first assignments for the Ops team should be relatively straight forward. Raid data vaults here, protect high level agents there, defend an organization base from someone else's raid. These kind of missions let the players get used to the system and their Ops, and start to build opinions about the world and the people they are dealing with.

By the third time they've run into proficient guards, exotic alarm systems, and fighting environments that are at least picturesque, it's time to start running in some changes.

The Ol' Switcheroo

Now it's time for things to change. If they are operatives for EarthNOW!, they get sent on a mission that is nothing more than mindless assassination for no good purpose. Or one where they essentially have to burn down the forest they are supposed to be saving. Perhaps they will run into an NPC who gets them to question what they are doing, and how they are doing it.

This brings them to starting to question the intentions, or the competence, of their superiors. From here it should not be far to the Ops thinking that they can make up their own minds about which missions are necessary, and what they will do. They can break off and become freelance mercenaries, taking only the jobs that fit their ethical standards.

Then they find that they have been manipulated into this position by another power center. Perhaps it is even one that they are in agreement with, but do they like being manipulated?

The Final Result

Eventually, assuming they haven't been cut down by a hail of lead, the Ops become the best there is at what they do. They are a power in themselves. They have the chance to change things for the better, or perhaps just to better themselves. What path do they take, and what do they do that can change the history of the entire world?

Care and Handling of Player Ops and Storylines

Keeping the Story Going

The best way to keep a campaign interesting for the players is to have an ongoing story arc that can encompass four or five sessions of play. How many sessions depends on the needs of the playing group and how long each session lasts. Five might be appropriate for a group that always gets together with few absences for three or four hours an evening every couple of weeks. For a group that gets together to game all day once a month, with lots of possible conflicts of interest, no story arc should exceed two sessions.

Each session within a story arc should have a definite story within the session, even if it is just "here's where you get caught by the guards and have to shoot your way out." A session should end with either (1) a plot point wrapped up and a clear direction to go next or (2) a cliffhanger that everyone can anticipate resolving the next session. Frequently, this won't happen. The players will be slow to pick up a clue (or the GM didn't put the clues in the right place), some bad dice rolling will send the Ops fleeing the scene instead of getting through it, a player will make a random comment that makes the GM realize that there are facets of the plot he hasn't properly dealt with. There are a million ways that the session's intended ending doesn't happen.

In these cases, try to leave everyone with a mystery to consider or an eminent doom to contemplate.

Creating the Master Villain

One thing that keeps a campaign going is a Master Villain that the Ops can continually work to foil. This Op (or rogue AI or alien intruder or whatever) may or may not be a major menace in and of himself. What the Master Villain has is minions. These may be very powerful Ops level characters, or hoards of fanatic followers, or deadly robot assassins, or , of course, all of the above. These minions may be devoted followers of the Master Villain, or dupes who have no idea who they are really working for.

But the Master Villain has to have subtlety. Initially, the Ops should have no idea that the person exists. The Master Villain may be after the Ops for some reason (perhaps they accidentally foiled one of his Master Plots and he's vindictive), or they may just be in the way. But when they realize that the Master Villain exists (even if they don't know who it is) it should be because of an action so heinous that even the normally mercenary attitudes of Ops can be influenced to want to destroy the monster who has been manhandling them, their friends, their favorite political party, the rain forests, or whatever gets the Ops upset.

Killing the Master Villain

Do not fall in love with your Master Villain. Keeping him always out of the reach of the Ops is frustrating and eventually drives players away. The Master Villain must be foiled, if not captured or killed. His perfidy must be exposed at least to those who are important to the Ops, if not to the whole world. Remember that the Societi controls the world media, and may not want the news about the evil of Director Madison exposed to the world.

There's always room for another Master Villain. Similarly, there is always the possibility of having Master Villains within an organization. The Master Villain can be stopped. The Organization continues to foster more of them.

Assigning Experience

A previous section dealt with how to figure Experience rewards for Ops, but did not specify what the rewards should be. This is deliberate, because each campaign might

have a different approach to how much PCs should gain and how fast they should advance in their skills.

In general, about 10 Experience points a mission should be sufficient, broken down in the following fashion:

o   Accomplishing the objective. This should be worth between 1 and 3 Experience Points, depending on the complexity of the objective and the time it took to accomplish it. This is awarded to each member of the team.

o   Disposing of enemies. This should be worth between 1 and 3 Experience points depending on the number of enemies disposed of. This is awarded to individual players.

o   Avoiding Confrontations. This is kind of an alternative to #2 and has a similar payoff. Most missions won't have more than three areas where avoiding contact is possible, give each member of the group the points for avoidance.

o   Play Award. This is points for good role playing, coming up with clever solutions to problems, amusing the GM, or whatever reason. Again the range is between 1-3. This is awarded to individual players for their Ops.

o   Being there. This is a 1 point award for being at the game. It is awarded to every Op whose player is present. If someone is not at the game and his Op is being run by the rest of the group, then the Op can gain the above awards, but cannot gain this point.

The Opposition

There's not much to do in a role playing game if there isn't some kind of opposition to the PCs. For this kind of game, there tend to be four kinds of opposition:

o   Guards

o   Robots (which are generally guards in function, but have their own special problems)

o   Monks

o   Special Monsters

Guards

Guards are other Men and Genemods who are in opposition to the goals of the PCs. Coming up with Attributes, Abilities, and Skills for a dozen guards in a high-tech complex is a daunting task. Fortunately, it is unnecessary.

The Opposition Number

Pick a number between 51 and 91. This is the Opposition Number of the guards that need to be dealt with. Use that number for all Skill rolls, including core use of NanoSkills.

Multiply the number by .4 to get the average Attribute of the Op. For instance, if the Opposition Number is 75, then the Attribute Number is 75*.4 = 30. If the opposition Op is a Genemod, then an Ogre's STR is +15, its CON is +5, and the AGL and DEX are -10 each. A Cat-Girl's STR is -10 and its AGL and CON are +5.

Abilities are generally 2* the average, except for those that are small numbers like Meditate. Figure those normally, based on the Average Attribute.

For Example, let's look at a squad of Zubrin Marines, considered the finest fighting forces in the world.

The Opposition Number for this elite force is 90. All of their Skills, particularly combat skills, will be at 90%. Their Attributes will be 90.4, or 36. Most of their Abilities will be 72, including Initiative. Meditate will be 7, Jump will be 18. Health will be 72, except for Cats and Ogres.*
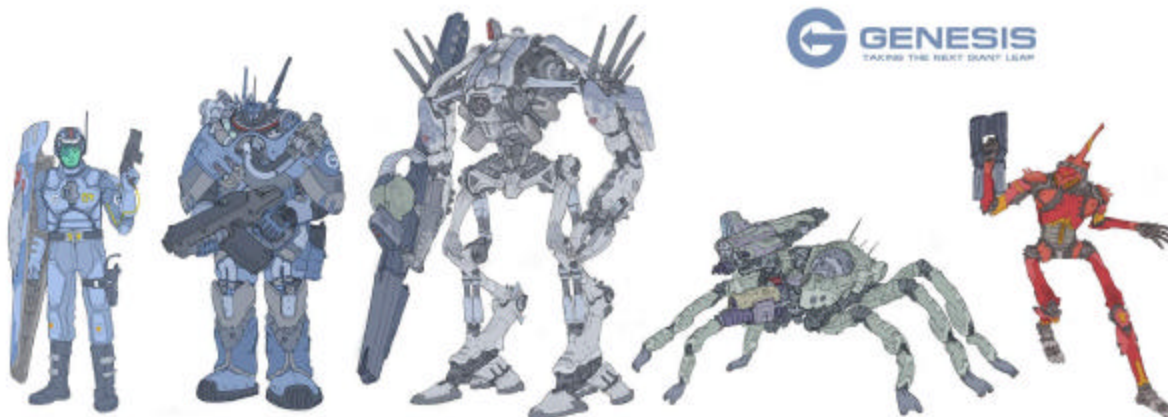
They will have Mancy at 90 (core spells), 80 (second spells) and 70 (third spells).

Give them Combat Armor and some weapons and they are ready to go.

A bunch of Downtown Gangers could start at 60, have Attributes of 24, and Abilities of 48, and go from there.

Robots

Robots could be handled the same way as Guards, but there are certain robots common in the world, so we might as well deal with each as an individual, as much as we can.

Robot	Speed in m/ turn	Weapon	Description	Armor	HP	Opposition Number
"Behemoth" cargo mechs	30	STR 90 ("Hand" Damage = 18)	This cargo mech is built and used mostly by Zubrin from a Genesis design. It is over 20m tall and a common sight in spaceports throughout the Solar System.	10	90	60
Genesis Maintenance Bots	50	STR 35 ("Hand" Damage = 7)	This robot is sold everywhere and can be found anywhere robots are used.	5	25	50
"Intimidator" Assault Mechs	50	Intimidator Gun ROF = 15 Range = 6144 Damage = 18 Impact = 10	The Intimidator is over 7 meters tall and is used for high-profile security situations. This auto cannon is used exclusively by the Genesis Intimidator Guard robot. This is an auto-stabilized weapon which the robot can use at full effect while moving.	20	90	80
Light Security Droid	30	LightDroid Gun ROF = 10 Range = 1652 Mag = 15 Max Ammo = 120 Damage = 8 Impact = 10	This Robot is commonly sold outside of Genesis and can be found being used by almost any corporation or government entity. The rapid firing gun is used by Zubrin in their security droids. This is an auto-stabilized weapon which the robot can use at full effect while moving.	10	50	75
"Prole" Labor Mechs	40	STR 40 ("Hand" Damage 8)	This labor robot is used primarily by Zubrin on Mars, though the design is in use elsewhere as well.	8	60	60

"Recluse" spider bots	45	Recluse Gun ROF = 25 Range = 6144 Damage = 4 Impact = 4	The Genesis Recluse Spiderrobot is used in tight places. It carries twin light machine guns. It is deadly to casual trespassers, though it rarely gets through the armor of hardened Ops. The guns are fired together at the same opponent(s). This is an auto-stabilized weapon which the robot can use at full effect while moving.	8	45	70
"Tarantula" spider bots	50	Tarantula Gun ROF = 25 Range = 6144 Damage = 5 Impact = 5	The Genesis Trantula Spiderrobt is a larger robot with a larger weapon, but just one. This is a small machinegun meant to discourage intruders. It can put many high velocity slugs into an unarmored target, though an armored target has little to fear from it. This is an auto-stabilized weapon which the robot can use at full effect while moving.	12	60	80
"Tiburon" Assault Mechs	60	Tiburon Gun ROF = 30 Range = 8000 Damage = 12 Impact = 20	Almost as big as the Intimidator, this is the Genesis export model sold outside the company.	20	80	80
Zubrin Combat Rover and Black Dragon Security Bots	45	Sentry Machinegun ROF = 40 Range = 6144 Damage = 10 Impact = 10	This robot is actually made by Genesis and is in common distribution everywhere. Standard machinegun for automated sentry positions/turrets. This is an auto-stabilized weapon which the robot can use at full effect while moving.	12	60	75

Monks

As far as can be told, the Monks are members of Eastern religious orders. They initially appeared as assassins and hitmen and bodyguards for certain Pacific Rim companies and established a reputation as wonderworkers. These special operatives are trained in Martial Arts and are the original users of the "elemental" nanomancies. There are four elemental orders, Air, Earth, Fire, and Water, and for various reasons, usually having to do with the welfare of the Tea Drinking Society, they appear and attempt to fulfill their assigned missions, whatever they may be.

A Monk is like a Guard, but are never less than an Opposition Number of 75, and their elemental nanomancy is at that level. They also know Martial Arts at at least that level.

The Monks almost never use weapons, but generally wear polymer armor. If a Monk is frustrated by an Op, and survives, he will likely become an implacable enemy.

Most monks are men, but not all. It is suspected that some Monks that have been seen are cat-girls, but no Monk Ogre has been recorded.

But who know what the Tea Drinkers have in their hidden monasteries and secret gardens?

Most Monks have no real knowledge of the Tea Drinkers Society. They know about their order, they know about the missions they have been assigned, they are loyal to their order and, to a lesser extent, other Monks. Most citizens of

2076 who have run into them are sure they are part of some criminal organization. In a way, this is correct.

Special Monsters

Special Monsters are scientific creations gone out of control, ancient mysteries come to life, Zombies raised from the dead by Tea Drinker bio science, and a host of other potentially ugly problems.

They can be treated just like Guards, with a few differences.

o   There should always be something special in the way they attack. Perhaps they have perpetual FireFist, or a radius of Chi Drain around them (or both), or be able to project an attack that is normally a touch only attack.

o   There should always be a Defense specialty about them. Perhaps they only take half damage from bullets, or are completely unstoppable except by fire, or water.

o   They should be unique to the particular mission. If the players are saying "Death Zombies again," the Special Monster has been used too often. If nothing else, it is time for it to become a Guard.

Of course, the most deadly enemy can just be another Op. If developing a master villain to dog the Op's footsteps for a dozen games, then build the villain as you would a player Op, but give him a lot of Experience. See the GMing advice on how to deal with a master villain in the campaign.

Sample Special Monster: The Zombie

A product of nanotech labs desperate to prolong life (generally secretly sponsored by the Society of Tea Drinkers), these are reanimated corpses or near-corpses. In many ways they are a testament to the power of Healing nanites. In other ways they are a horror risen from the universal subconscious of humanity.

Zombies have an Opposition Number between 60 and 90, depending on how much of their original consciousness and skills are left.

Special Attack: Zombies have a +20 STR and -10 DEX and AGL. Their clawlike hands and resistance to pain allow them to multiply the Hand Damage of their attacks as if using Martial Arts.

Special Defense: Zombies have a CP of 5*DEX. This is used solely to Heal, which is done automatically.

Special Defense: Zombies take only half damage from bullets and lasers. They cannot be Stunned, though their CP can be attacked.

Special Weakness: Zombies take double effect from fire and ice attacks.

Sample Adventures

Phantom of the Media

Ah, Paris. The capital of France is a showcase city. The streets are clean, the buildings scrubbed, the people almost entirely work for the Entertainment industry or support services for Entertainment. All of the sitcoms and crime dramas that used to be set in New York are set in Paris. Certain areas of the city are grimy, but it is a studied, film noir sort of griminess, and much of it is a façade. Major historical attractions are surrounded by city buildings that look as if they stepped out of that particular period of history, in a very theme-parkish and sanitized way, of course.

Do I hear Organ Music?

The Player Ops are enlisted to find the person who has been harassing La Societi officials, hacking into broadcasts, and generally trying to bring the truth to the masses. He has taken on the guise of the Phantom of the Opera, complete with half mask, and plays upon the literary/legendary credit the name gives him. He claims that he is the original Phantom, but his devotion now is to Truth.

The PCs, all freelancers, are being hired because the Phantom is becoming a hero and the local tentacle of the Societi does not want its name (a French name translating to Watch over the World) attached to his demise.

Delving Deep

The Phantom is hiding under the streets of Paris. He has apparently determined how to tap into the broadcast array at the top of the Eifel Tower and uses it for his own pirate broadcasts to both the people of Paris and the world at large.

The Catacombs of Paris are ancient Roman and medieval quarries and mines now deep below the streets of Paris. This unique bone collection of 5 to 6 million people covers a surface of 11.000 square meters, a tiny portion of the 300 km of old mine corridors. Galleries are an average of 2.30 meters high, and the temperature is a constant 11.C, Starting in 1785, when the cemeteries of Paris were full, the bodies from those cemeteries were disinterred and taken to the ancient quarries. Now there is about a kilometer of tunnels lined with bones and skulls in the area called the Ossuary. This is a tourist attraction, but most of the quarry tunnels have been unexplored for over a century. The catacombs extend under most of Paris, occasionally intersecting with the famed sewers of Paris.

The passages are narrow, barely enough room for two people, or one Ogre.

The client can supply PDA maps of the tunnels and galleries, but they are quite old. No one has checked them for accuracy for decades.

Defense in the Depths

The Phantom is guarded by fanatics with a variety of equipment. Their weapons are not silenced, but echoes make it hard to determine where shots are coming from. And some have laser pistols. The defenders are mostly human females, as it happens.

They are Opposition Value 80.

STR 25, AGL 35, DEX 30, CON 30.

Speed/Init 54, Health 60, CP 60.

They wear Kevlar armor and one out of three has OptiCloak. Some may have ECM, Flash Shield, and BlinkSpeed, depending on the abilities of the Ops attacking them. GM discretion applies. They make extensive use of FlashBang Grenades and Gas Grenades. The main bunker is defended with Heavy Machine Guns and a pintle-Mounted RadFlux gun.

Rodents of Unusual Stature

Beneath the streets of Paris, the rats have feasted and grown large. For about 10 years in the 2050s, perverse members of the Parisian Elite captured these giant rats and enhanced them with nanoviruses to use in decadent gladiatorial games. The fad is over, and many of the rats were released to the underground, where they seek prey and scheme their ratty schemes.

The Earth Now partisans have learned to co-exist with the Rats and the more fanatic Earthers consider them "poor oppressed brethren" who have been corrupted by The System. They justify use of the Rats as just emulating the Way of the Wild, where there are Hunters and the Hunted.

Special Monster: Rodents of Unusual Stature

The Rats have a value of 60-90 (depending on the ability of the Ops), with 30-40 for STR and AGL, and 20-30 for DEX and CON. Their Health is 3*Con. Their Speed/Initiative is 1.25*AGL.

Special Attack: The Rats have a Bite attack of 30. It ignores dermal armor and Kevlar. Moreover, their saliva is diseased. Each bite that does damage exposes the victim to 30 points of Disease that should be treated as if it was Radiation Exposure. Healing Nanites can deal with it normally.

Special Defense: The Rats are always well connected to the walls and floors they stand and crawl upon. They add 30 to all STR rolls against Impact.

Special Defense: The Rats have natural armor worth 10 points.

Special Weakness: Rats fear open flame and will run from it. However, the area of the catacombs can be very flammable—most of the tunnels and galleries are supported

by old stonework but some of it is supported by old timbers, so flame has to be used with care.

The Earthers have planted colonies of the Rats, of about a dozen members each, on several of the routes to their hideout, so the squeals of the rats will alert them and their presence may scare away the less dedicated searchers. This has already worked several times.

Assault on the Mind

Placed amongst several of the skulls that line the walls are projection devices capable of showing a holographic figure of the Phantom. It is obviously a hologram, though in the murky semi-darkness of the catacombs a mistake could be made.

The Phantom constantly bombards the PCs with propaganda as they advance on him. See "Who's the Badguy?" below for some of his pronouncements. The GM should intersperse other statements that would have no meaning to the Ops because their personal experience won't confirm it. The ones listed later are all things that the Ops or their friends and relatives might have experienced.

When the Phantom is not projecting and pronouncing, concealed speakers keep a constant play of the music from Phantom of the Opera going.

Final Stop

After at least one run-in with the RUS and one with a party of the supporters, the Ops should come into a chamber where the catacombs apparently interconnect with the sewers of Paris. The entryway they come in from is covered by a heavy machinegun nest built into one wall.

Against the opposite wall is a stream of gray water running in an open channel. Across the channel, built into the wall, is a former inspection station (sign has been removed) with a concealed lock. Inside the station are the Phantom and his last two supporters, who use hand weapons in the close quarters. The Phantom will attempt to negotiate.

Who Is the Badguy Here?

Of course, there is the chance that the PCs will realize that the Phantom is one of the good guys and go over to his side. He is actually an associate of EarthNOW!, though he dislikes much of their activities. He can put them in touch with EN to continue their careers.

The Phantom is a very charismatic person with a flair for the dramatic but not much in the way of combat skills. His Opposition Value is only about 60. If caught, he will go quietly unless he knows he has help coming immediately.

He is well-connected with his defenders and knows their status. If there are a lot of his supporters still around, he tries to lead the Ops into an ambush.

In any case, he attempts to persuade his attackers that they are on the wrong side.

Among his arguments are the following points, which the Ops are likely to have observed on their own but just not made the connections:

o   People are dying of pollution-related diseases all over Europe and no one is reporting it.

o   Even pampered decorative goldfish are dying out because of the damage to the environment.

o   Genesis continually closes down plants before workers can earn pensions, then restarts them as a different named company so the workers have to start over again.

o   Food prices have skyrocketed because of gangster control over transportation, and the big conglomerates are just taking a cut and letting it happen.

o   There are five out-and-out wars taking place in the Mid-East and Africa and no one knows about it outside the borders of the countries involved, and of course mercenaries like the Ops.

Never Trust a Producer

The Ops, if they don't turn on the Societi, are not trusted and the Societei ambushes them afterwards. Only one of the Phantom's followers, or the Phantom himself if he got away, can get them out of the ambush and to EarthNOW!.

The Company Goons are human men with an Opposition Value of 85. All Attributes are 35.

Speed/Initiative is 44, Health 88, CP 70.

The Producers will attempt to take out the Ops subtly if they can, but if they can make it look like just another corporate skirmish, they haul out all the big guns.

The ambushers wear Combat Armor and use grenades and assault rifles. If the situation demands they be theoretically unarmed, the have polymer armor and magnum pistols. They are backed up by mini rocket launchers and heavy machineguns, mounted, not Ogre held. These forces are backed up by Stealth Helicopters with rail guns and heavy Missiles. They have sonic search devices to seek out Cloaked Ops.

Up in a Balloon

Living High

One of the most interesting phenomena in recent years has been the resurgence in interest in lighter-than-air craft. This has combined with the belated interest in preserving what is left of the rain forests of the world to create the Forest Skies.

The Zeppelin factories in Germany (owned by Glimmer AG) have been working overtime to create the Lufthaus aerostats. These are gigantic airships that resemble in use the double-wide trailers of the last part of the 20th century. Capable of movement, but just barely, they maintain their position in the air with dozens of propellers and float over a section of designated airspace. Since no one wants these huge sun-blockers sitting over farmland or cities, they end

up over wilderness areas. Most wilderness areas are not big enough to hold them. Their shadows destroy the wilderness. But the rain forest in the Amazon river basin is big enough that each aerostat can have a small "footprint" with plenty of room for the sun to peek around it and continue to nourish the forest. Or so the theory goes.

EarthNOW! takes delight in publishing and distributing statistics through pirate websites and hijacked transmissions showing that the rain forests are dying under the aerostats and entire habitats are being wiped out.

The Aerostats are fully pressurized because they fly at 2 kilometers, giving their extensive ECM suites enough time to stop incoming shoulder-mounted SAMs and other intruders. SkyLord security forces (a subsidiary of Glimmer AG) provides overall security for the area, and other company execs with homes in the colony have their own patrolling forces as well.

An Elevated Mission

The Player Ops are given the task by either EarthNOW! or the NWO to infiltrate themselves into the dirigible home of a Glimmer executive whose research staff has cracked the code of the Tea Drinkers nanomancy.

Being something of a nano-engineer himself, he wants to evaluate it before deciding whether Glimmer wants to exploit it or just sell it back to the Tea Drinkers for even more money for Glimmer.

The intrusion must be done quickly because the exec will probably make a decision within days. Speed and force should be emphasized, though exploitation of the agents within the household is also good, as long as their cover is not blown.

The Exec's name is Emil Ritter. He lives on the aerostat, brand named Sky Lord, with his wife Julia and his daughter, Emma. They have crew for the aerostat, servants for themselves and security guards. They entertain frequently.

Safety Briefing

Several important points that anyone thinking of engaging in combat in one of the aerostats should know:

o Thanks to Genesis control over the Texan helium fields, the aerostats use helium exclusively for lifting gas. The fact that Glammer AG has recently discovered helium in connection with their North Sea oil fields has also make helium more available for exploitation. In general, this means that there will be no hydrogen fires on the aerostats.

o However, since helium is not as light a gas as hydrogen, everything possible has to be done to cut down on weight on the aerostats. Fortunately, high tensile strength, light weight, plastic composites are readily available. But nothing is armored. Nothing has much armor value. Bullets go right through the plastic, leaving little holes for nanites recovery bots to patch.

o To increase buoyancy and to make the living accommodations as comfortable as possible, the buoyancy cells are distributed throughout the aerostat.

Thick walls in the aerostat house helium, giving a new meaning to the term support wall. Self-sealing nanites are constantly on duty in these walls, but there is only so much they can do in a short period of time. A bullet hole can be patched easily. Dozens of bullet holes might send the ship down into the jungle. Strict fire discipline must be enforced. No extreme rapid fire weapons are permitted.

Guards inside the aerostats tend to be armed with tasers. It is thought that there is an elite group of Ops using Monk nanomancy, which is not as destructive to the plastic.

The Plan

The team will be smuggled aboard the aerostat in a supply shuttle loaded otherwise with fruit and vegetables for the kitchen. Earthbound agents are ensuring that the ops and their equipment can enter crates and be shipped up. Another agent sympathetic to the mission will open up the crates and give the Ops a last second briefing on where their target may be.

The shuttle will suffer a breakdown of a vital system and must be fixed in the shuttle bay. The Ops must accomplish their mission and return to the shuttle within an hour, or the shuttle will have to leave, all systems fixed, to protect the organization's cover for future operations.

Since the Ops may be pursued, they can carry breaching charges to blast holes in non-helium-cell surfaces. For instance, they might have blast their way from the solarium on the top floor directly down to the shuttle bay to get back on the shuttle.

Rules of Engagement

These are the important parts of the pre-mission briefing.

o No armor-piercing weaponry. This includes magnum pistols, heavy machine guns, assault rifles, rail guns, and similar heavy ordnance.

o Strict fire discipline. Never use more than three shot bursts. If more than that goes through a wall, the nanites might not be able to deal with it in time.

o Do not shoot first. Give the opposition a chance to surrender.

o Do not endanger the aerostat. It's a long way down.

o Do not break any helium filled walls. However, the ceilings and floors are rarely helium cells.

Supplied Equipment

The Employers can supply extra ammunition for any weapon, 9mm pistols, shotguns, Kevlar if the Op has no armor at all, restraints for incapacitating prisoners, sedative patches for same, and gas grenades that fill a 5m radius for 15 turns with gas that has the same effect as a taser hit. They also supply breathing masks for moving through gas clouds.

General Layout of Sky Lord Aerostat

The aerostat is a 440m x 210m loaf-shape with two levels. The shuttle bay is in the middle of the lower floor. The rear two thirds of the lower floor is taken up with crew and servant quarters, plus cargo storage and maintenance facilities. There is an elevated walkway all the way around that allows the walker to look down at the mountains, rain forest, and clouds below. The walkway rests on one set of helium cells and is under the upper set. Stairs at strategic points lead down to the various quarters and dining facilities. The front third of the lower floor is a very large dining room and a couple of private side rooms, plus the kitchen for the whole vehicle. These dining rooms also have facilities for viewing the jungle below.

The top floor has large glassine enclosures that house gardens, a solarium/gymnasium, an observatory, and various smaller domes that house family dwellings, the control room, a conference room, and so forth.

The accompanying map is more detailed.

<THIS NEEDS TO BE DRAWN BY SOMEONE WHO CAN DRAW MAPS. A very rough draft is attached below.>

Initial Setup for Players

Read this to the players:

Twelve hours before you are supposed to launch for the aerostat, Henri, your contact, bustles into your ready room. "We have to go now. The target is calling a big conference of a half dozen other big shots. He might hand over the information to any of them. "

"The good news is that they want a big shipment of food and party stuff NOW. So you are leaving, NOW.

"The bad news, of course, is that there will be as many as a half dozen competitors up there, depending on what order the shuttle gets to dock. You have to move quick, and there might be guards in the cargo room where they unload you. The agents on board should warn you, but we don't know how they'll do it, since we can't talk to them directly right now. Security clamp down."

You are packed into crates labeled "Produce" Each crate has a spoofer whose sole function is to put out enough pheromes and effluvia that any detector just gets vegetables, not Ops.

The trip is a rocky one. The pilot is obviously trying to get to the aerostat as soon as possible to cut down on the number of extraneous people present when you arrive. He says over the intercom, which you can barely hear through the crate walls, "We're still going to fake a problem, so once we are in the shuttle bay, no one else will be able to get in.. Just hope that the traffic control boys let us in when we get there, instead of waiting for all the bigshots to get in first."

Twenty bone-chipping, skin-dragging high acceleration minutes later, he says, "Bingo, they're letting us in immediately. Just be warned that we tracked three shuttles entering before we got here."

The pilot puts you through a couple of stomach-dropping lurches before the engines cut out and the ship comes to rest. You can feel the shudder as the "hook" hauls the shuttle into the body of the aerostat. The cargo door slams open and the sound of electric lift trucks fills the compartment as you feel your crates being lifted onto the trucks and then trundled out of the shuttle.

The crates come to rest, standing on their ends. You watch as a sniffer head pokes into one of the air holes. Apparently the spoofer is doing its job. There's no comment as the sniffer is dragged out again.
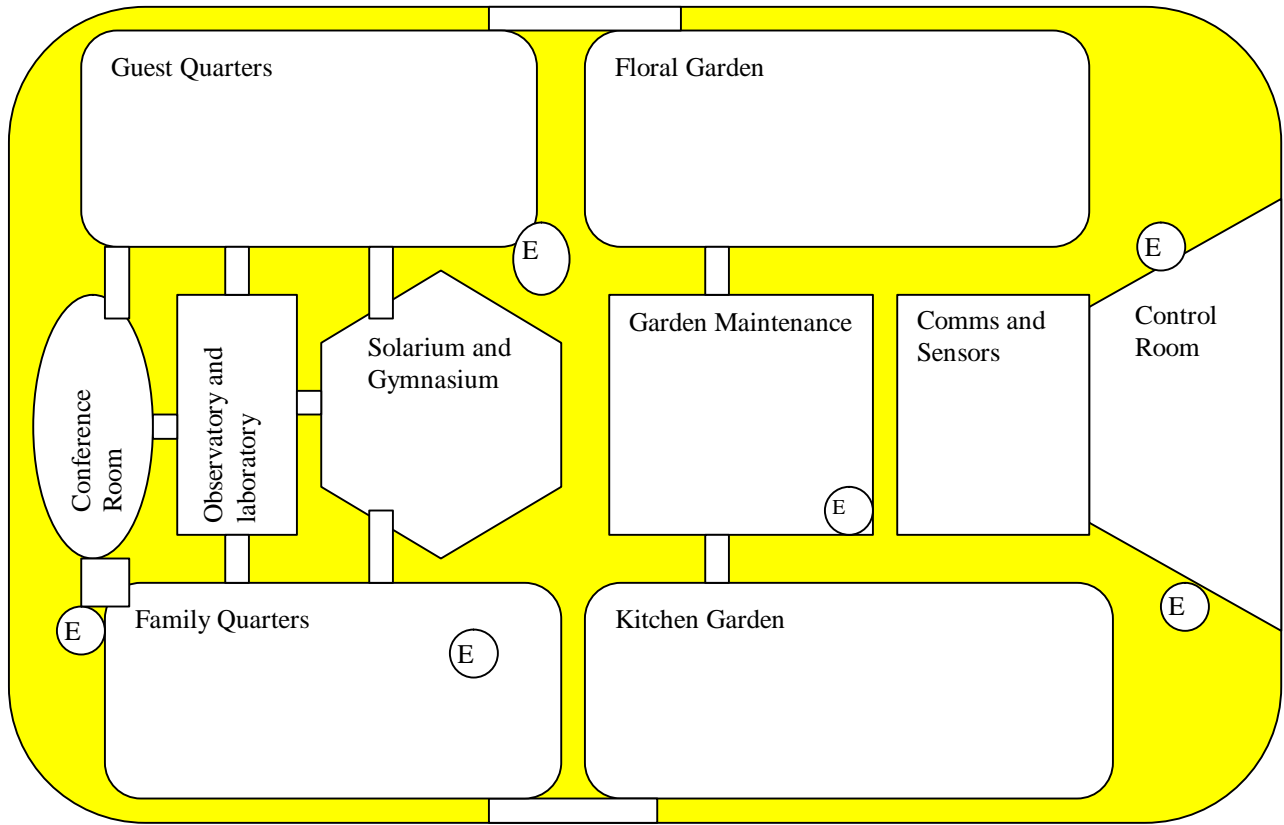
"I told you we didn't need four armed men hanging around just to open up some lettuce." You hear a feminine voice say.

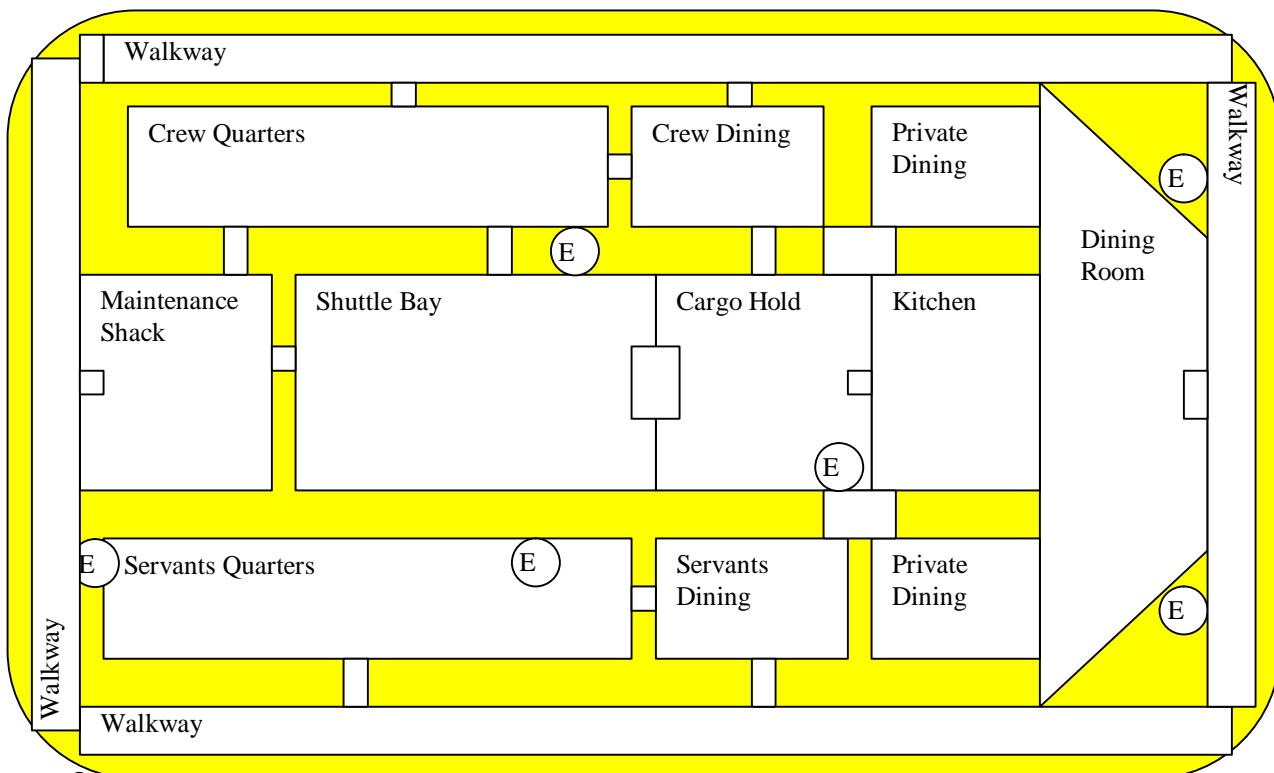*"Mr. Chen does not like uncertainty," you hear the response. "We are doing our duty as we must."*

"Ya, and Mr. Heinrichs is very anxious to see that the produce is fresh." He makes a sound of eating something soft and fruit-filled, "This strudel is very good, I can say that."

What do you do as you hear crowbars being applied to the crate front?

Top Deck

Guest Quarters

Floral Garden

E

Conference Room

Observatory and laboratory

Solarium and Gymnasium

Garden Maintenance

Comms and Sensors

E

Control Room

E

E

Family Quarters

E

E

Kitchen Garden

E

Bottom Deck

Walkway

Walkway

Crew Quarters

Crew Dining

Private Dining

E

Dining Room

Maintenance Shack

Shuttle Bay

E

Cargo Hold

Kitchen

Walkway

E

Servants Quarters

E

Servants Dining

Private Dining

E

Walkway

Walkway

The Initial Situation

Besides the two kitchen workers, Jeff and Heather, there are four armed men in the cargo area. Two are Black Dragon gunmen, two are the armed guards of one of the Glimmer executives. The two Glimmer goons have their hands full of pastry. Their tasers are holstered and their shotguns are leaning against the wall near them. The two Dragon men have their hands free but there are no weapons in them. They really don't think there is going to be a problem.

The Black Dragons are armed with sawed off pump shotguns and blit daggers. They are Opposition value 75,

Speed 38, CP 60, Health 75

The Heinrich bodyguards are Opposition value 70. Their pump shotguns are not sawed off.

Speed 35, CP 56, Health 70.

Both sets of gunmen are wearing the equivalent of Kevlar vests.

The Cargo handling room is a large one, 60x70m. Much of it is filled with newly unloaded cargo, empty crates ready to be taken back down with the shuttle, and a lot of luggage. Apparently the various executives' luggage was stored here after being unloaded from the previous shuttles. Each mound of luggage is in its own marked off area and there are three empty marked off areas.

The walls of the room are obviously helium cells except for the one between the cargo room and the shuttle bay.

There are four doors leading from the Cargo area. The crates are facing the forward door that leads to the kitchen. The door is flanked by helium cells. The door to the left (also between helium cells) goes to the crew dining room (currently empty). The door to the right (between cells) goes to the servants' dining room (also empty). The door behind the Ops leads back to the Shuttle bay. That door is still open and quick check shows the shuttle is still there, and some techs are already approaching the engines. There are also four guards in combat armor, two human males and two Ogres, who are currently at ease, looking at the shuttle curiously.

The Men and Ogres are Opposition Level 70. They are armed with assault rifles with plastic ammo. Armor has twice its normal effect against this ammunition and the walls are not greatly harmed by it. The Ogres have rail guns handy for use against hard targets like the shuttle.

Men are speed 35, CP 56, Health 70

Ogres are Speed 18, CP 27, Health 99

There is an elevator platform in the corner between the doors to the kitchen and servants' quarters. Heather (the agent) suggests you take it up. She ways that the owner, Herr Ritter, is putting together a presentation in the conference room or in his private quarters, both of which are in the rear of the aerostat top floor. The family quarters are on the starboard side.

Security Situation

There are cameras in every public area of the aerostat, all of which are monitored in the Sensors area in the top level.

For CamJam purposes, all the cameras have CP of 20. The surveillance system for Hacking purposes has 50 CP and ICE of 75. The security watch is on alert with all the visitors, but they have a lot of areas to keep tabs on, so there is a constant 30% chance that they will see any significant event if the system has not been hacked, or a 20% chance during every encounter that someone will realize that the system has been Hacked.

The Next Step

Assuming the Ops do not get bogged down in a firefight with the gunmen and then the combat armored guys in the shuttle bay, their best bet is to take the elevator up to the next level, where the objective is likely to be. The elevator takes them to the garden maintenance shop. There are only two exits, both go to a greenhouse.

If they go to the nearest door, they get into a kitchen garden area. There are a couple of garden workers, who cower because they can't get past the Ops. There is only one other exit.

If they go to the farther door, they run into the lady of the household showing their three visitors the lovely flower garden. Mr. Chen, Mr. Heinrichs, and Mr. Dubois each have their wives and four bodyguards with them. These men are similar to those who were in the cargo hold. Mr. Dubois's men are armed with laser pistols and are Opposition level 75. See Black Dragons for further stats.

Like the other garden, there is only one other exit.

If they are in the first alternative garden, the exit leads to a short tunnel that leads into the very well appointed lounge area of the family's living quarters. There they find four young women, who happen to be the daughter of the house (Emma Ritter), her best friend from college, and the teenage daughters of Mr. Chen and Mr. Dubois. There are also two women guards and two cat girl guards. The women are Miss Dubois's guards, are 75 opposition level and also carry lasers.

Speed 53, CP 60, Health 60

The cat-girls are Miss Ritter's bodyguards and are Opposition 80 with aeromancy. The cat-girls are wearing polymer armor. One of them is a Healer, as is one of the Dubois guards.

Speed 65, CP 96, Health 56

From the second alternative garden, the Ops can go through a tunnel that leads to the lounge area of the remaining four aeromancer family guards, two more cat-girls and two men.

Male Ritter Guards, Speed 43, CP 68, health 85

Assuming the Ops shot their way past the group in the garden, the aeromancers are waiting for them. They are wearing polymer armor.

Finding the Data

Assuming the Ops take out the bodyguards and get their hands on Miss Emma Ritter, who is about 19 and mostly decorative, they have a hostage and a guide to her father's office. The Ritter Security forces will not jeopardize Emma. The security forces for the visitors have no such

compunction, though they will not jeopardize their own boss's daughters.

They also find that Hannah Deitrich, the college friend, is actually an EarthNOW sympathizer and is the one who alerted EN to the presence of the datachip.

So even without Emma Ritter, the Ops can make their way to the office of Emil Ritter, the man with the data.

On their way, they run into the aeromancer guards described earlier, who have been monitoring and racing through their quarters and then the observatory and lab to get to the Ops. The bodyguards described earlier as being in the port garden are behind them but closing fast.

Confronting Ritter

When they corner Ritter, he will try to bluff them into taking a different set of data. It is on the right chip, because he already downloaded it and put some non-vital information in its place. A Hacking roll will show the substitution and a Hack of his system will find the data, which the hacker can grab for himself. The system ICE value is 90 and it has 75 Chi.

If the Ops threaten to kill him for the subterfuge, Ritter will bargain by saying that he will go with the Ops if they leave his daughter and her friend on the aerostat. If he thinks he has a chance, he will also try to use his hostage status as a way of keeping the information inside his system. If the Ops do not have the girls, he will still use this as a way to keep further destruction from happening. The Ops can make their own judgment call, their mission is to get the data, not necessarily keep Ritter from having it.

If they don't go for it, they'll have to fight their way past the oncoming bodyguards of the other bidders, get to the Solarium, blast a hole in the floor, drop to the shuttle, get in, and get away, perhaps fighting the combat armored guards in the process.

If they agree, Ritter is as good as his word, letting them get away and letting the shuttle go.

In either case, the shuttle is pursued, even if Ritter is still aboard. His second-in-command is ambitious and has managed to persuade at least two patrol pilots to get the Ops over Ritter's dead body. The GM can decide whether the pilot is just good enough to lose the pursuers or he wants to play out a vehicle pursuit and potential dog-fight.

The successful Ops get $10,000 each, appropriate EP for what they did during the course of the action, and 10 EP to be applied to getting one of the mancy skillsets in the data. Remember, that this is more efficient use of the nanites, and the damage done has a level of 15 points, not 10.

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Where You Go From Here

Okay, you've worked your way through the sewers of Paris and visited the Sky Lords of Brazil. Now what?

Visit Scenic…

One path your campaign can follow is more and more search and destroy and data grab missions. The Black9 Solar System is a large place, full of interesting environments.

o   You can send Ops teams to Mars to help or hinder Zubrin's attempt to reach the stars.

o   You can try to ferret out NWO bases or MPM data havens in the asteroid belts.

o   You can investigate the closely guarded Genesis facility at Luna II.

o   You can dive deep into the sea to investigate the activities of companies mining and colonizing the continental shelves.

o   You can investigate the still-underwater ruins of London and Brest and Lisbon.

o   The exotic East awaits, with the mysterious nanomancy-using Monks and deadly Dragons.

Playing Politics

But getting in, shooting the guards, and getting out tends to be repetitious after awhile. And there are a lot more arenas for the Ops to participate in.

The Black 9 world is ruled by 9 organizations, and none of them are particularly friendly to the others. Moreover, most of the organizations are not particularly friendly to their members. Large corporations like Zubrin like to promote the "family" feeling amongst its employees, but Ops know that what they do can be disavowed at any time.

o   Superiors are likely to be disdainful or unconcerned with the problems of the Ops.

o   Co-workers might want to exploit a connection to the Op, perhaps using persuasion or blackmail to get the Op to perform special jobs for them.

o   Other employees might be spies for the opposition, and do their best to either sabotage the Ops or recruit them for another organization.

The best solution for this problem is to work the problem.

o   Superiors can have weak spots to investigate and exploit.

o   Relationships with non-Ops can be exploited in turn.

o   Spies' sabotage can be stopped, or the Ops can allow themselves to be recruited, perhaps into a better situation than they are leaving behind.

Trivial Events

It is amazing sometimes just how the smallest thing can be blown up into a major event. Here are a few possibilities:

o   *Bad Bugs*. One of the PCs, or another Op working for the same organization gets some black market nanites that will allow him to access a new SkillSet. But they aren't what's advertised. The nanites start changing him, drastically. And he doesn't know his friends and

companions any more. And he seems to want to kill everyone…

o *A day in the country.* It is time for a vacation. The Ops have been working entirely too hard and need a break. What better place to relax than in the Rocky Mountains wilderness areas? But why is that prospector shooting at them? What strange secrets are the inhabitants of the local small town hiding? Is that a competing group of Ops camping in that next campsite? Why did you leave your combat armor at home?

o *Payback.* The Ops went to ground in a civilian's home and evaded the guards looking for them. But now the civilians have their own agenda, and are claiming the Ops owe them help.

o *The Price of Fame.* The Ops incidentally rescue a major media star as part of a mission. The next thing they know, they are the featured names in a song from the same star. And the idiot says things in the song that no one outside the organization should ever know!

o *Racial Tensions.* While shopping for day to day supplies, the PCs suddenly realize the Ogres and Cats in their group are being ignored, or harassed. Despite the star quality some genemods have, there are civilians who hate and fear them, and this attitude is starting to come out. What, if anything, are the PC genemods, and their human partners, going to do about it?

Vast Conspiracies

All of the Black 9 organizations work in secret, even if they have a public face like Genesis and EarthNOW. It is possible to get the Ops caught up in a secret conspiracy that will rock the world as they know it. Some possibilities…

o Glimmer AG is not a simple commercial empire. They have been working on a plan to subvert all of the nanites to follow their agenda. Towards this end, they have put agents into all of the other organizations, and they are initiating a series of data steals from one to the other, with the intent of skimming the data to further their plan. When the Ops find out what is going on, perhaps because of a careless agent, or an attempt to recruit them, Glimmer puts all of its monetary muscle behind hunting them down and eliminating them. The Ops have to persuade at least one of the other Black 9 of the danger and strike first.

o The Black Dragons have avoided involvement in space, or have they? It is known that the New World Order has Mafia and Columbian connections. What if the Black Dragons have infiltrated those mobs and taken them over. Now they have connections with the New World Order bases in the asteroid belt. Perhaps it's time for a little simple blackmail. Nothing need be publicized. Just inform the other Black 9 members that asteroids are aimed at Earth. A little easing off of enforcement here, some technology provided there, some cash payments everywhere, and there will be no problem…

Other Menaces

And, of course, it is easy to forget that there might be a universe outside the Black 9 box.

o What if a Zubrin space probe lands on Europa, and wakes the gigantic robotic planet killer that has been sitting there since it destroyed the civilization on the planet that became the asteroid belt?

o What if nanites-bearing lab mice have been escaping to the sewers of all the big cities, and breeding.

o What if all the high tech fixes aren't working, and the ecology of Earth is breaking down? Killer smog, high levels of CO_2, an ozone layer stripped from the atmosphere. This may seem outside the competence of a bunch of Ops, but when one entity might have the solution to the problem, but is sitting on it out of ignorance or perhaps a determination to profit from it in some manner, then someone has to take a hand.

o Or what if the people working their way up the authority ladder in the organization the Ops belong to turn out to be something else, entirely? Aliens, elves, mutated badgers, any of the above attempting to use the Black 9 to gain supremacy on Earth.

Game Conversions

The game system used in Black 9 Ops (B9Ops) is unique to the game, though it has some elements in common with the Basic Role Playing system used by Chaosium Inc in such games as *Call of Cthulhu* and *Stormbringer*.

If your preference in game systems leans toward some of the most popular systems currently in circulation, here are some quick and dirty conversion rules.

These are written with the assumption that the players are already familiar with the other game systems. The following guidelines provide a general system for translating B9Ops to the systems. GMs with experience in the other systems will have to make the detailed conversions based on these guidelines.

D20 System

First thing to say is that this translation is NOT a D20 system game.

D20 Abilities

To determine equivalent D20 Abilities to the B9Ops Attributes, simply divide the Attribute by 5 (rounding in the character's favor) and subtract 2. This becomes the Bonus of the character; simply work backwards to determine the Ability.

For Example: If Jake has a STR of 35, an AGL of 30, a DEX of 25, and a CON of 30, this translates to:

B9Ops	/5	D20 Bonus	D20 Ability
STR 35	5	+5	20-21 STR
AGL 30	4	+4	18-19 DEX
DEX 25	3	+3	16-17 INT
CON 30	4	+4	18-19 CON

For the WIS bonus, take the B9Ops Perceive Ability and divide by 10, then subtract 2 to get the Bonus.

Charisma must be estimated based on the personality of the character.

This gives very high Abilities, but in the world of nano-surgery and bionic implants, this is not particularly strange.

D20 Races

The B9Ops races are obvious, and their various abilities are also obvious and mostly tied up in their Attributes.

Cat-Girls have a natural Nightvision ability and are +2 with all Jumping.

D20 Classes

There is only one Class in B9Ops, that of Operative. The Operative starts with the HERA NanoSkill and may choose one other. The Operative then picks up another StreetSmart NanoSkill every two levels, on 3, 5, 7, etc.

Hit points are figured just as they are in B9Ops. There is no progression in Hit Points.

D20 Skills and Feats

Beginning D20 B9Ops characters have 20 points to put towards the B9Ops Skills. Each point gives 1 point of Skill. No Skill may be more than 3 points above the level of the Operative. If translating a B9Ops character to D20, remember that D20 adds Abilities/Attributes and Skills. Therefore, if a B9Ops character has a 25 Dex and a Hack Skill of 85, subtract the 25 from the 85 (getting 60) before translating the Skill number (12). Note that, by the rules in the second sentence of this paragraph, the character must be 9th level. Translated characters are very likely to be high level to start with.

Feats are equivalent to the non StreetSmart nanoskills. Unlike B9Ops, the subsequent Feats, like FireBall to FireFist, are separate Feats and must be taken separately and only after the prerequisite Feat has been taken. All NanoSkills retain their basic mechanics. They cost Chi, there is a basic chance of using them that gets better. However, The incremental increase is a +1 that can be taken as a Skill increase when a character rises a level. All Skills are divided by 5 to determine their value under the D20 system.

D20 Combat

Combat rules remain the same as B9Ops as far as distance moved, weapon damage and effects of armor. Appropriate combat options from the D20 system can be used.

D20 Experience and Progression

Using the D20 rules, Experience can be handled in one of two ways. The first would be to use the B9Ops Experience System and equate a number of those Experience Points, such as 30, with a progression in level. Start each character off with a number tied to their Attributes, such as 150, and give them a raise in level every 30 points thereafter.

Alternately, the GM can use the normal D20 progression chart and re-evaluate the hazards of being an Op to determine what the Experience Reward should be in each mission.

White Wolf System

The very popular White Wolf System uses D10s to resolve situations, rather than percentages. It is best in this case to use the simpler variant on this method found in the White Wolf Trinity Series of games, where in all cases a roll of 7 or higher on a D10 is a success and all that matters is the number of successes.

The Translation is really very simple. For every 10 %iles or fraction thereof in an Attribute, Ability, or Skill, substitute a d10.; Thus, Jake, in the above example, would have a STR of 4, an AGL of 3, a DEX of 3 and a CON of 3.

Skills likewise substitute a d10 for every 10 %iles or fraction thereof. Because the White Wolf system adds the dice of the skill to the Attribute, rather than figuring the Skill from the Attribute, the Skill dice should be reduced by the Dice of the controlling Attribute.

Hand Damage is taken directly from the STR and is not a separate Ability. Dice derived from the %ile in Martial Arts add to the dice of the STR.

Using Shadowrun

Shadowrun is a popular game that has a similar background to Black 9 Ops and a similar resolution system to the White Wolf system.

There are some differences from the White Wolf system, particularly in how combat results are resolved, but the major game system difference is that the players roll a d6 for every 10 %iles instead of a d10.

3D6 Systems

Systems such as GURPS and the Hero System, which use a bell curve derived from the roll of 3d6, are a bit harder to translate. For the most part, the translators will just have to accept the differences a flat scale result system, such as rolling d100, and a bell curve system such as rolling 3d6 provides.

Both GURPS and Hero System characteristics can be translated from Black 9 Ops by a two-step process. First use the D20 system conversion to determine the bonuses, then use the D20 Abilities as Hero Characteristics. Characteristics like Ego and Presence will just have to be derived normally for Hero System. Black 9 Ops characters are essentially low-level supers, and should probably be derived from about 250 points. That may be a good starting number for GURPS as well, though this author has not played GURPS recently enough to be positive.

In general, translating Abilities and Skills is a bit more math-intensive under these systems. Just keep the following guidelines in mind.

o   A 90% chance translates to about a roll of 14 or less on 3d6. 95% is about a roll of 15 or less.

o   A 50% chance is a roll of 10 or less on 3d6, though these systems tend to fudge this by using 11 or less as the midway mark.

o   Assuming that 65% would be a 12 or less and 80% would be a 13 or less is a reasonable, but not exact, translation.