

TECHNOLOGY: CURRENT AND IN DEVELOPMENT

The most fundamental factor in keeping your Agents alive and well is an informed use of the available technology. If you fall behind, they'll wind up on the slab and you'll be just another guy in a fireball dirigible, blazing toward the cityscape. Below you'll find my summary on current and upcoming technology.

Mods and Agent Statistics

Power Output and **Resilience** refer only to the internal Mod system itself. It is a closed system and has no impact on the Health or Power of the Agent.

Cost. No, you do not get trade-in value for previously owned cybernetic parts. You pay what the going price is, no matter how much business you've given them previously.

Body Mods

Body mods affect your Agents in several ways. Most basically, you've got to have a body mod to add any other mods to an Agent. Not all body mods can support all other mods:

Body Mod	Arm, Leg and Brain Mod Supported
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none	no other mods allowed
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Body 1	Level 1 or 2
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Body 2 or 3	Any
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Body mods increase an Agent's maximum Health — every level of body mod adds 1¼ points to an Agent's Health. (See **Health**, p. 23.)

In addition, body mods improve an Agent's Health recovery rate. The basic recovery rate is about ½ point per second. Body mods improve that rate:

Body Mod	Health Recovery
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none	½ point per second
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Body 1	1 point per second
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Body 2	1½ points per second
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Body 3	2 points per second
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Note that use of drugs can reduce this, slowing it to as little as ⅙th the rate.



BODY 1	
Power Output	8
Resilience	0
Cost	5000

Body mods impede the Stamina drain caused by psychotropic drugs. With Body 2 or 3, drugs cause *no* Stamina drain. Body 1 cuts this drain in half, from about $\frac{1}{4}$ point per second to about $\frac{1}{8}$ point per second. (The drain varies, depending on how completely your Agent is drugged.)

Body mods also improve Stamina recovery:

Body Mod	Stamina Recovery
none	$\frac{1}{4}$ point per second
Body 1	$\frac{1}{3}$ point per second
Body 2	$\frac{1}{2}$ point per second
Body 3	$\frac{2}{3}$ point per second

Finally, body mods increase your total Energy:

Body Mod	Maximum Energy
none	10 points
Body 1	15 points
Body 2	20 points
Body 3	25 points

BODY 1

The standard package for today's assassins ought to include a Level 1 body, since you can't make any modifications without one. As things stand, you have to buy it as an option. The body provides a mechanical skeletal replacement, from collarbone to pelvis, and is intended primarily to protect the original internal organs. Maybe I'm the only one surprised, but I would have assumed that the guts would be the first things pulled, to make room for the state-of-the-art hardware. Apparently, though, the maintenance on a cyborg increases exponentially the more organs are removed. Muscle replacement is a straightforward process, but take out the pancreas or the spleen, and you've effectively halved the productive life expectancy of the unit. Keeping that in mind, all that a Level 1 body has over a normal body is a higher resilience to gunshot wounds (due to the triple-plate titanium alloy) and a much better healing ability than normal humans have.

All other mods are attached to the Body section, so a minimum of Level 1 body mod is necessary for any other upgrades.

BODY 2

Level 2 bodies aren't available yet, but the design specs have been drawn up. The research is based primarily on methods of space conservation, damage resistance and power conservation. From what I've seen in the vats during my stint as a lab tech, my guess is that they're going to be going in for transplanting bio-engineered organs, upgrading the protective mesh that surrounds the abdominal cavity and perhaps improving the function of the circulatory system. They'll encase these in a light but durable honeycomb superstructure of foam-metal alloy. Remember the old saying: if your chest cavity gets opened by gunfire, the enemy has the advantage.

Due to stress absorption issues, a Level 2 body will be necessary before any Level 3-mods can be used. That's what they say anyway; it might just be a marketing gimmick.

BODY 3

You'd be surprised how competitive some of these research labs can get. About a month and a half ago, news about a discovery leaked out. According to the rumor, a scientist based in Austin had developed a method for auto-sympathetic feedback in cybernetic assassins, which was based on housing the internal organs of an assassin in a high-tech barrel — in a remote storage facility — and subsequently "harvesting" the electrical impulses and chemical excretions. These are stored until the assassin clocks back in from a mission; whereupon they are "downloaded" into his system. Apparently this solves the problem of shortened life expectancy, while leaving most of the body cavity for memory-plastic tendons and other advances. By the way, the scientist has gone missing. My guess? He'll be on the market any time now.



BODY 2

Power Output	4
Resilience	100
Cost	20,000



BODY 3

Power Output	4
Resilience	100
Cost	50,000

Brain Mods

Brain mods affect your Agents in a couple of ways. First, however, let's note which body mods are required for each brain mod:

Brain Mod	Body Mod Required
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Brain 1 or 2	Any
Brain 3	Level 2 or 3

Brain mods increase an Agent's maximum Health — every level of brain mod adds 1 ¼ points to an Agent's Health. (See **Health**, p. 23.)

Brain mods increase your total Shield:

Brain Mod	Maximum Shield
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none	10 points
Brain 1	15 points
Brain 2	20 points
Brain 3	25 points

Finally, brain mods improve the effective range (in yards) of Persuadertrons:

Brain Mod	Per. Range	Per. II Range
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none	30	40
Brain 1	45	60
Brain 2	60	80
Brain 3	75	100

BRAIN 1

I hate to refer to these mind-controlled thugs as "smart" or "smarter," so when talking about brain capability I'll use the word "efficient." Cyborg brains are, without a doubt, more efficient than the regular human variety. These guys aren't distracted by anything: not by pain, not by events, not even by thoughts. The brains are encased in about three-quarters



BRAIN 1

Power Output	5
Resilience	100
Cost	4500

of an inch of fibra-steel, which means they are effectively invulnerable. Not even the eye-sockets are a sure kill with these guys.

The line from the brochure reads: "This unit contains diamond processors in a 3D matrix integrated with the cyborg's conventional cognitive biomass." Hot stuff, these brains.

BRAIN 2

What the think-tanks are up to these days is how to make a brain that reacts more quickly, not only to orders given from the command post, but to the changing situation as well. The more "efficient" the cyborg brain, the more quickly he'll respond to an emergency situation, the more accurate his assessment will be, and the higher his Persuadertron's range and signal strength. Perception is refined, resistance to enemy Persuasion is increased, and the healing factor is improved. This sort of technology, however, is a slow one to develop. It's unknown how long it will be before the Level 2 brain is available.



BRAIN 2	
Power Output	4
Resilience	100
Cost	18,000

BRAIN 3

The current plan for the next generation of cyber-brains is that they will be able to perform in environments that would kill normal humans. Data previously unattainable by Agents will now be within range of these fellows and their Super Brains. Health will be improved, targeting will be better than ever, yada, yada, yada, etc. It's currently unknown when this upgrade might become possible.



BRAIN 3	
Power Output	4
Resilience	100
Cost	45,000

Arm Mods

Arm mods affect your Agents in a couple of ways. First, however, let's note which body mods are required for each arm mod:

Arm Mod	Body Mod Required
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Arms 1 or 2	Any
Arms 3	Level 2 or 3

Arm mods increase an Agent's maximum Health — every level of arm mod adds 1 ¼ points to an Agent's Health. (See **Health**, p. 23.)

Arm mods help you throw grenades and other objects farther:

Arm Mod	Maximum Range
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none	Base (depends on the object thrown)
Arms 1	1 ⅓ x base
Arms 2	1 ⅔ x base
Arms 3	2 x base (twice as far)

Finally, when under the influence of psychotropic drugs, arm mods improve your firing accuracy in certain cases. Whenever a drugged Agent is sweeping an area with a Minigun (or similar weapon), the higher the arm mod, the smaller the sweep angle.

ARMS 1

This is what the state-of-the-art arms dealers currently have in stock. Molded plastic around tungsten tendons and steel sinews (poetic, huh? I didn't write this stuff), these have a lot less emphasis on withstanding pressure demands than their leg counterparts, and more on fine motor skills. Ripping doors open on hover cars is useful, but not if it takes three minutes to fumble the key into the ignition. I've seen the plans to these puppies. Versions from just a few years ago were based on an electric and — I am not making this up — an *internal combustion* system. Now we've moved two steps into the future, and if you bought stock in micro-hydraulics a few years back, you made a wise choice.



ARMS 1	
Power Output	7
Resilience	20
Cost	2500

ARMS 2

Yes, sir, they've put the arms back on the old chalkboard, if you know what I mean. As the methods of controlling assassins get more complex, the mechanical capabilities must also improve. That's a given. In fact, the reason everyone didn't upgrade to Level 2 arms months ago was that the beta version of the prototype was discovered to be — just slightly — buggy. It turned out that certain electro-magnetic fields shorted them out to 20% under their accepted ranges; they didn't know this sooner because they didn't field-test these out around police vehicles. That's right. If a cop car snuck up behind an assassin wearing the prototype, the thug would drop his weapons whether he wanted to or not. A working Level 2 version should be coming out any time now. They'll be made of foam-metal alloy, and improve firing accuracy and throwing range.



ARMS 2	
Power Output	8
Resilience	60
Cost	10,000

ARMS 3

Plans are in the works for prosthetic arms so advanced they'll be able to pull a rabbit out of Houdini's ear. These fellows will be faster than the eye can see, dexterous enough to do anything a laser surgeon could do (although probably not to the same effect) and use less power to accomplish it. No, these incredible devices are not yet available in any stores, but any number of accomplished scientists and high-tech hard-hitting computers are hard at work on the designs. The only flaw I predict is that these over-paid cyber-gurus won't remember to put in fingernails.



ARMS 3	
Power Output	6
Resilience	60
Cost	25,000

Leg Mods

Leg mods affect your Agents in a couple of ways. First, however, let's note which body mods are required for each leg mod:

Leg Mod	Body Mod Required
Legs 1 or 2	Any
Legs 3	Level 2 or 3

Leg mods increase an Agent's maximum Health — every level of leg mod adds 1¼ points to an Agent's Health. (See **Health**, p. 23.)

Leg mods let you walk more quickly:

Leg Mod	Walking Speed
none	10
Legs 1	12
Legs 2	14
Legs 3	16

Finally, leg mods help you run farther without tiring. This is harder to quantify, since your body mod is also a factor, but without mods, you can only run for about half a minute before tiring. With Legs 3, you can run indefinitely without tiring. (See **Stamina**, p. 26, for more details.)



LEGS 1	
Power Output	5
Resilience	5
Cost	3000

LEGS 1

Level 1 Legs are your base unit, no frills or fancy functions. They are essentially a molded and flexible plastisteel prosthetic covered by a vat-grown organic outer coating. They don't look particularly real, but then these guys aren't designed to model swimwear. The legs are quite a bit more durable than regular flesh and blood and are a bit faster.

LEGS 2

With a little time and a competent scientist, any research laboratory worth its funding will come up with an upgrade on the common cyborg leg. The usual technique is to incorporate a foam-alloy mesh within the molded plastic, giving the leg a greater durability and increased performance spectrum. It weighs a bit more, of course, but the extra power consumption is mostly compensated by the improved speed, stamina and health. Your average human, for instance, would have a nearly impossible time outpacing a fellow with Level 2 Legs.



LEGS 2

Power Output	8
Resilience	20
Cost	12,000

LEGS 3

No one has come up with a working prototype of Level 3 Legs, but I've hacked my way into a couple of Syndicate databases, and I know it's only a matter of time. All the evidence is pointing toward an infrastructure of Super-Synapse memory plastic that will absorb shocks that would shatter the previous versions. After all, you can only pack so much power into the pistons of a cyborg leg before it tears itself apart. These guys are going to move so fast that their area of operation (i.e., the combat zone) will be dramatically increased. The projects are currently still in the theoretical stage, since the ultimate goal is to have a improvement in performance while using less energy than the previous version. That could be a while in coming.



LEGS 3

Power Output	7
Resilience	20
Cost	30,000

**HARD SKIN (1)**

Power Output	4
Resilience	100
Cost	20,000

Hard Skin absorbs half the damage from Uzis, Miniguns, Long Range Rifles and structural debris (buildings, cars, and so forth).

**FLAME SKIN (2)**

Power Output	4
Resilience	100
Cost	35,000

Flame Skin absorbs three-quarters of all fire damage, including fires from Flamers and explosions.

Skins

Skins are only available during the Syndicate and Church missions, and only one Skin of each type can be found in each sequence of missions. They can not be researched, and you can't buy them — you can only find them. No Agent can wear more than one Skin at a time.

HARD SKIN (1)

Do you remember the phrase from your Biology vidclass? "The skin is the first line of defense your body has against external diseases." Yeah, well that's very well and good, but for these cyborg assassins, the skin is the first defense against projectile weapons. They're developing a pachydermis (and I'm sure they don't even think the name is funny) that is flexible and durable, not to mention being pretty near impervious to bullets. Only repeated pounding in the same spot can cause it to shred.

It can be found in Matochkin Shar (Syndicate Mission 3), in the northwest corner at the Zealot base. You must destroy the building on the west side to reach it.

It can also be found in Rome (Church Mission 7), by the three chimneys and IFFs in the northern Syndicate base.

FLAME SKIN (2)

Due to popular demand, scientists are currently working around the clock to furnish the elite killer professionals with flame-resistant dermal coverings. Previous designs were all outerwear — and were utter failures, every last one. Designed for firestorm conditions, the flame-resistant assassin won't have to waste time donning protective gear, nor will he have to deal with restricted peripheral vision. It's not available currently, but a demo version is expected within the year.

It can be found in Beijing (Syndicate Mission 7) when you blow up a bunker at the center of the map.

It can also be found in Cairo (Church Mission 9) when you blow up the four-door building visited by the Executive before the big inspection.

ENERGY SKIN (3)

They've got a pretty clever idea in the offing when it comes to energy skin. It's a concept for an energy-dispersal matrix, or "hydrocarbon polymer augmented by fibre-optic microfilaments," that will essentially "catch" the power burst of an energy weapon and disperse it harmlessly (more or less) over the body. I've heard rumors that some of the excess energy will even be shunted off for use by the cyborg system itself; I don't know if that part's legit or not, however. It sounds infinitely useful, and I almost regret that I can't sign up for one of these things when they come out.

It can be found in Buenos Aires (Syndicate Mission 10), after you blow up the long building in the walled-off base.

It can also be found in Bangkok (Church Mission 18), after you blow up the storeroom used for weapons tests.



ENERGY SKIN (3)

Power Output	8
Resilience	60
Cost	60,000

Energy Skin absorbs half the damage from Plasma Lances, Pulse Lasers, Electron Maces and Graviton Guns.

STEALTH SKIN (4)

They're busting their buns on this one, but I don't know if we'll see results anytime soon. The idea is that they'll somehow be able to make a cyber-assassin unrecognizable to enemy surveillance techniques. The methodology is unclear so far, due to the fact this is still vaporware in the early stages of concept, but I think they are basing it on shield technology. If they can mimic the output of a shield — for instance, a shield of the type available to everyday civilians — and then use a holographic field to "color in" a civvie behind the shield, then they've got a way to sneak any of their Agents anywhere they want. The world's going to change when this product becomes available, you bet.

It can be found in Honolulu (Syndicate Mission 15) on the body of the dead Agent by the tanks in the Church compound.

It can also be found in Cape Town (Church Mission 21) in the alley between the two Church porches.



STEALTH SKIN (4)

Power Output	4
Resilience	100
Cost	95,000

Stealth Skin has a mysterious effect not fully explained, but related to the Emperor's New Clothes.

Mods Chart

Now, I don't know if you want this, Boss, but you hired me as a spy and I intend to give you enough information to make your eyes bleed. Below is a chart that summarizes the cost of each mod, and the effects each mod has on your Agents' abilities. Useful, I would hope. Where three values are given (as in "Adds 1 1/4 / 2 1/2 / 3 3/4 points."), the first number is for a Level 1 mod, the second is for Level 2, and the third for Level 3. For more information, see my descriptions of individual mods (previous pages) and the descriptions of your Agents' abilities (**Demographic Report**, p. 23).

Cost / TL	Health	Shield	Stamina	Energy	Speed	Other
BODY 5K / TL 1 20K / TL 3 50K / TL 6	Adds 1 1/4 / 2 1/2 / 3 3/4 points. Adds 1/2 / 1 / 1 1/2 points recovery (per second).		Improves Stamina — run and use drugs longer. Improves recovery.	Adds 5 / 10 / 15 points.		Required for other mods. Body 2 or 3 required for other Level 3 mods.
BRAIN 4.5K / TL 1 18K / TL 3 45K / TL 6	Adds 1 1/4 / 2 1/2 / 3 3/4 points.	Adds 5 / 10 / 15 points.				Extends Persuadertron range to double / triple / quadruple.
ARMS 2.5K / TL 1 10K / TL 3 25K / TL 6	Adds 1 1/4 / 2 1/2 / 3 3/4 points.					Extends throwing range by 1/2 / 1 1/2 / double. Improves accuracy while using drugs.
LEGS 3K / TL 1 12K / TL 3 30K / TL 6	Adds 1 1/4 / 2 1/2 / 3 3/4 points.		Improves Stamina — run and use drugs longer.		Adds 2 / 4 / 6 points.	

Equipment

There's an explanation of the statistical terms at the end of my report (page 56). There's also a comprehensive chart in case you want more facts and less explanation.

MINIGUN



Now, Miniguns are a businessman's weapon; the next step up from an Uzi. One advantage is that it's more precise than, say, Razor Wire. It's more powerful than a machine gun, plus it has a wider range. No one doubts that it is definitely more destructive than a Persuadertron. Its cost is well within the affordable range, and in numbers can do considerable damage.

Miniguns are useful for destroying cars and lightly armored people. Anyone who arms his Agents with less than a Minigun won't have very many Agents for long.

RAZOR WIRE



Razor wire is an old-fashioned standby. Derived in concept from the old western barbed wire, this has a few small changes. Firstly, it's much, much easier to carry around. Not only does it roll into a fist-sized parcel, but it comes in a canister that also serves as a dispenser. Secondly, it's much more effective. Barbed wire can be surmounted by an ordinary civilian, and it won't even make a break in the stride of an assassin. Razor wire is such a thin grade of titanium-steel alloy that it is nearly invisible and quite lethal to anyone other than a highly modified Agent.

It is best used for defense purposes; it's usually difficult to lure people into traps. Razor Wire will not harm your own Agents, but it will slow them down as they pick their way through. It is a valuable part of any ambush you plan.



Class: KINETIC

Tech Level	1
Cost	12,000
Energy Used	.2
Damage	1
Delay	-
Range	80 / -

ADVICE: These are marvelous, often under-rated weapons. In an equal fight against Pulse Lasers, Miniguns can hold their own due to their short refire delay. Never let your Agents go downside without them.



Class: KINETIC

Tech Level	1
Cost	10,000
Energy Used	.5/second
Damage	up to 10
Delay	-
Range	+ / -

ADVICE: You can always see wire that you've put down yourself. Wire that someone else laid down only shows up as a tiny glint. Each individual strand inflicts .5 points of damage 20 times before disintegrating — each time someone moves against it, that person takes .5 damage.



Class: KINETIC

Tech Level	1
Cost	4000
Energy Used	.08
Damage	.5
Delay	-
Range	50 / -

ADVICE: Professionals tend to require higher powered weapons. The best thing you can do is sell Uzis for the extra cash.

UZI



Uzis are such homey weapons; they're fun, they're noisy and they shoot hot lead. Machine guns are as old fashioned as home-baked bread and front porch swings. Lots of civvies carry them for personal defense, and likewise most people carry shields that can withstand a couple of rounds out of one. Really they're not much more effective then yelling (or shoving, to be more accurate), unless you're aiming at someone who's wandering around in nothing but cloth clothes and sandals. *Real* killers don't tend to use them unless their own gun jams and there happens to be an Uzi lying on the ground nearby.



Class: CHEMICAL (4 per Agent)

Tech Level	2
Cost	8000
Energy Used	6
Damage	-
Delay	3 seconds
Range	60 / 25

ADVICE: Unconscious targets lose their Shields and don't move, so they become easy pickings. Be very sure not to walk too close, since you are just as susceptible to the gas as anyone else.

KNOCKOUT GAS



I've heard that Knockout Gas is going to be making a comeback. I would have thought the world has gotten much to violent for such a non-lethal solution; call me a cynic. Knockout Gas is essentially a canister of pressurized carbon monoxide. When inhaled, carbon monoxide forms a better bond with the body's hemoglobin, preventing the available oxygen from enriching the blood. You essentially fall unconscious from strangulation and wake up 15 or 20 seconds later later — with a headache that'll make you want to cut your head off.

MEDIKIT



If you haven't used one of these things, you've led altogether too pampered a life. Me, I never go out of doors without one. On numerous occasions I've even returned with one unused. It patches up abrasions, scratches, scorchs, punctures and gashes. Sometimes I've thought that its anesthetic and dermal repair sheets were my only friends in the world. They are also equipped with a sprinkling of surgical nanobots, the idea of which makes my veins itch.

Each kit is only good for one use, due to sterilization issues. That's a real shame, too. They're really too big to carry more than one.

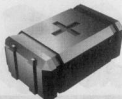
PERSUADERTRON / INDOCTRINATOR



I don't really think I need to explain the Persuadertron to you. It's been standard issue for quite a while; the Syndicate could never have risen to power without it. It's a nice little point-and-shoot device used in the field to suborn anyone who might resist being kidnapped. One little zap and the nastiest bloke in the world will follow you like a puppy. As a matter of fact, it will even convince your enemies to fight beside you in battle. Personally that would make me nervous, but in a pinch you take what you can get.

The only thing that might be news to you is that the Church of the New Epoch has reverse engineered the device, so no one is safe. They call theirs an "Indoctrinator" because they have to feel special.

- Civilians take roughly 5% of a full energy charge.
- Policemen take around 20% of a charge.
- Military Personnel take about one-third of a charge.
- Full Syndicate Agents take approximately half of a charge, depending on their Brain Mod strength.
- Zealots cannot be Persuaded by a regular Persuadertron.



Class: BIOMEDICAL

Tech Level	2
Cost	3000
Energy Used	.6
Damage	-
Delay	-
Range	- / -

ADVICE: One per Agent. Always.



Class: COMPUTER

Tech Level	2
Cost	15,000
Energy Used	.3 x P
Damage	-
Delay	-
Range	30

ADVICE: Get at least one of your guys a Persuadertron/Indoctrinator as soon as possible. Also be aware that the more powerful the enemy the more energy it takes to bring him over.



Class: COMPUTER

Tech Level	3
Cost	20,000
Energy Used	.
Damage	.
Delay	.
Range	10

ADVICE: This is researched by the Church of the New Epoch and, although the trick is to get close enough to use it, is the only thing that performs this function.

DISRUPTER



In a nutshell, this is an anti-Persuadertron; it prevents anyone from borrowing your brain. It is also effective against the Church's Indoctrinator. It is definitely a handy little device to have in your pocket whenever you have to run errands.

Of course, its main use is in releasing Persuaded people from the clutches of your enemies. The only problem is that you have to get close to your target before it does any good — a definite drawback. When you do get within range, though, it does a bang-up job. The Disrupter uses ion wave interference to scramble the Persuadertron/Indoctrinator's CHIP control beam, returning any "Persuaded" people to their original CHIP state. The device is designed to be aimed, not at the Persuadees, but at thug who is herding them to their final destination. In other words, it works much better when aimed at the source.



Class: ELECTRIC

Tech Level	3
Cost	42,000
Energy Used	.02
Damage	2
Delay	5
Range	90 / .

ADVICE: Really, if you have the choice, it's cheaper to get a Pulse Laser, and the effect is essentially the same.

Electron Maces can be supercharged.

ELECTRON MACE



This is the first weapon that the Church built from their own research laboratory. It's a good, basic weapon with a lot of thought behind it. I'm personally fond of the idea of putting a lightning bolt into a whip; it must be the romantic in me. It packs about twice the punch that a Minigun carries, yet is remarkably frugal in its energy consumption. Apparently they've figured out some way of using "subatomic levers" to keep the power output down. It can be overcharged for extra kick. I snuck a peek at the testing specs — apparently using one of these whips on an unshielded person has the same effect as pole-axing a duck.

PSYCHO GAS



Okay, you paid for a professional spy, and I'm going to tell you something that no one else knows. The guys in the lab are developing a chemical gas that drives people insane. Well all right, you probably knew that. In fact, stuff like that's been around for decades, and has been used off and on with varying degrees of success. What you might not have known is that the new stuff that's bubbling in the vats is actually a derivative of the Creation planet fungus and ... catnip. That's right, it is now possible to get kitty-spleefed to death.

Not that the Psycho Gas is deadly in itself, I'll point out. It's just that when someone recognizes that he's outnumbered and sprays the crowd with the noxious gas, the next thing he's going to do is spray 'em with bullets. There will be no resistance, either, because everyone will either be shooting their allies or the pink flying rabbits they'll be dodging.



Class: CHEMICAL (4 per Agent)

Tech Level	3
Cost	10,000
Energy Used	6
Damage	-
Delay	3 seconds
Range	60 / 25

ADVICE: Frankly, this is one I wouldn't take on a mission. If you do, only use it against a group of enemies, since the main advantage is the "shooting their allies" effect. Its effect lasts about 15 to 20 seconds. Don't try to use it as a particularly strategic weapon, since the results, by definition, will be unpredictable.

PULSE LASER



The only thing particularly surprising about the Pulse Laser is why it hasn't come before now — years ago, in fact. We've had the basic technology — TriSodium 89 gas — for quite a while, but apparently this weapon has been on the back burner of a handful of development labs for nearly two decades. As far as I can figure, they haven't been able to prove feasibility. That sounds suspicious to me; I've seen the blueprints, and it's going to be a particularly nasty thing to have pointed in your direction. Its most useful feature is that it will have an overcharge capability to up to ten times per minute. That'll come in more than handy when you're face-to-face with a roomful of bad guys, let me tell you.



Class: ENERGY

Tech Level	3
Cost	37,000
Energy Used	.02
Damage	2
Delay	.5 seconds
Range	90 / -

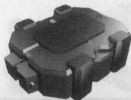
ADVICE: This is perhaps not as useful as the Minigun with its constant stream of damage. If you're watching your finances, then arm your Agents with Miniguns and sell any Pulse Lasers you find on dead enemies.



Class: CHEMICAL

Tech Level	4
Cost	16,000
Energy Used	.7/second
Damage	10/second
Delay	-
Range	40 / 5

ADVICE: Lots of fun, but expensive in money and energy. It won't be worth the cost unless you're in the middle of a large, hostile crowd. An added drawback is that Agents carrying a Flamer are slowed to half speed because of its instability.



Class: KINETIC (4 per Agent)

Tech Level	4
Cost	48,000
Energy Used	2
Damage	50
Delay	3
Range	- / 40

ADVICE: This carries an enormous wallop; it's similar (in blast and radius) to a Nuclear Grenade with about a 12-second fuse. You can also set it off by shooting it.

FLAMER



Pyrotechnics: you gotta love 'em. This is the same tried and true favorite that's quelled unruly crowds since pre-corporate times. It's *petroleum* based, and if that doesn't date it, I don't know what will. The concept is beautiful in its simplicity. Take a sticky, semi-fluid substance, ignite it and throw it at somebody who's annoying you. They run around, confusing the situation and distracting the natives. It has the notable side benefit of broadcasting fear to nearby people — fostered by the victims' screams and the primitive brain's inherent horror of burning. Its best known uses are on crowds and street mimes.

HIGH EXPLOSIVE



Ah, getting back to the basics: a timed explosive that goes boom. You may ask why a simple bomb requires ongoing research in this day and age, when we've been happily blowing things up since before forks were invented. The answer is simply that these bombs won't go off prematurely. About five years ago somebody came up with a device that let the enemy set off any timed bomb while the Agent was still carrying it. You know the saying about being hoist with your own petard? Well, people were getting hoisted left and right. It didn't pay to send anyone out with a bomb under his trench coat, because within three minutes you'd be scraping the guy off your own front door. Research is currently working on a timer-code randomizer, so no one can use a remote to set it off prematurely. The detonation ought to be enough to toast any vehicle, or put a good size dent in a building. It will also cull off any slow Agents in the area — so if you see someone drop a suitcase and run like mad, you'd better run, too.

It inflicts 50 points of shockwave damage at its epicenter, plus significant fire damage to anyone caught in the fireball.

ION MINE



This is a sweet little gadget which, when it comes out, will make life easier for everyone ... except, of course, the ones who are targeted. The basic theory is that a magnetic pulse, if strong enough, will fry any electronic devices within range. Housed in a little package rigged with a proximity trigger, it can stop any vehicle more advanced than a horse-drawn buggy dead in its tracks. This is currently spec'ed to send out five energy tendrils that strike for a point of damage. Each tendril has a 50/50 chance of leaping on to another victim, and so on for up to five victims per tendril (but it will never leap more than 40 yards at a time). No one gets hit more than once, but people who are "Persuaded" will probably regain control of themselves. In fact, if theory holds true, even Shielded victims will regain control.

For added value, it's only supposed to strike at your enemies!

CERBERUS IFF



The Cerberus Drone, from all I can tell, is the meanest rent-a-cop currently being designed; it sounds like an electronic cross between a bouncer and a wolverine. If you place it carefully, it will use its Pulse Laser to perforate anyone who's trying to sneak up on you. Unlike its human forerunner, this guard won't fall asleep, run off to find a lavatory or be distracted by the weather. Only destruction (Health 30) or the exhaustion of its power supply will cause it to fail.

The discussion currently under debate is whether the design will include instructions to fire at everyone, or only hostile forces. My prediction is that it will only attempt to destroy perceived threats. Either way, however, it'll be a useful thing to have watching your back.



Class: ELECTRICAL (4 per Agent)

Tech Level	4
Cost	62,000
Energy Used	.04
Damage	1
Delay	5
Range	40

ADVICE: This is probably not worth the room it takes in your arsenal. Carry it if you think there's a special reason you'll need it; otherwise it is usually better to leave it behind.



Class: ALIEN TECHNOLOGY

Tech Level	5
Cost	65,000
Energy Used	6
Damage	5
Delay	25 seconds
Range	170

ADVICE: This is only beneficial if you are very familiar with the layout of the area, and can plot accordingly. Used well, you can double your firepower. There isn't any way to tell whose side one of these machines is on, so you've got to be careful approaching them. They probably won't kill you, but they should still be treated with respect.



Class: COMPUTER

Tech Level	5
Cost	100,000
Energy Used	.5/second
Damage	-
Delay	-
Range	-

ADVICE: Be on the lookout for Punks — or whomever — who might be in the mood to shoot civilians. Just because you look like someone else doesn't mean you're safe everywhere.



Class: KINETIC

Tech Level	5
Cost	75,000
Energy Used	3
Damage	8 + 10
Delay	30
Range	120 / 30

ADVICE: Although it is a heavy, expensive weapon that uses a lot of energy, you're going to love this one. One rocket should be able to turn four or five clustered Agents into a nice red mist; four blasts ought to take out a Police car. Recharge takes a while, but since you get four shots before you have to reload, recharge shouldn't be a problem.

CLONE SHIELD



This one, boss, is an educated guess. This is something that I haven't seen any hard facts on it; in fact I haven't even heard any rumors about it. I just know it's coming.

Sooner or later somebody is going to come up with a way to disguise themselves from any computer scanning devices. My guess is that instead of taking the precarious route of invisibility — with its many opportunities to be foiled — they would instead concentrate on *tricking* overhead scanners. My guess is that it would use a combination of holographic imaging, direct relay feed and probably some amount of traitor code in the UTOPIA core programming. The goal would be to have Agents on infiltration assignments look like regular civilians or executives.

LAUNCHER



I can hardly wait until this one comes out. I want one of these to put under my pillow, just in case a tank comes in through a window. This is what you want to have when you go after a big, mean assassin who's drugged to the eyeballs with "Red Mist" and has all the latest mod advances. This is not your grandmother's rocket launcher, no sir. This one is planned to have a grenade that can actually home in on — and to some extent adjust course to best hit — its target. It's even got target-seek gyro-stabilization, whatever that is. With a toy like this, you can take all the other toys in the neighborhood.

The impact is supposed to inflict 8 points, while the resulting shockwave contributes another 10 points (at the epicenter).

There are two ways to deal with enemies who have Launchers. The best method is to pick them off from a distance with a Long Range Rifle. The second way is to run around building corners in the hopes that the enemy Agents fire prematurely and hit the building — wounding themselves and their companions.

LONG RANGE RIFLE



Figuring out about the latest, greatest long range rifle wasn't exactly the most dangerous sleuthing job I've ever had. The main propulsion device is under design by a commercial company, so I just accessed their marketing department's info site. Below is the writeup.

"The new LR Rifle uses monopolar sled technology to accelerate high caliber depleted uranium ammunition to Mach 5.2. The sled's capacitors completely discharge in a single shot and must be fully recharged before firing again, but accuracy and operational range are unequalled by other deliver systems. In keeping with the design spec, the rate-of-fire sacrifice buys on-the-fly re-calibration, making this the optimal sniper's weapon."

Sounds snazzy, doesn't it? They also make it sound like it's already in production, but that won't be for a while yet. It seems they're having trouble making the rifle match the sales pitch.

The downside is that it has a very long reload time, and it takes about 20% of your available energy — so don't get caught in a standup shoot-out. Instead, try to sniper the first few enemies, and then switch to something else for the rest of the fight. Still, it's worth carrying.

AUTOMEDIKIT



This is the upgrade soon to be on the market. It's got all the benefits that the current one has, plus a couple of very useful upgrades. In the first place, the device is worn next to the skin and is constantly monitoring the wearer's condition. If the wearer is hurt, and his condition deteriorates below a certain level, the medikit automatically kicks in, and sends out the surgical nanobots. Not only is the procedure self-activating, but the nanobots are of a much higher quality, performing their duties faster and more efficiently.

This device does not guarantee immortality, however. The aid will take a minute or two to kick in, so if you're being carved up by a laser and can't get away, you'll probably be too dead too soon for the medikit to do any good.



Class: CHEMICAL

Tech Level	5
Cost	30,000
Energy Used	2
Damage	13
Delay	7
Range	160 / -

ADVICE: This is a sweet weapon. One shot will take out an unarmored target. Two shots will toast an average Agent, and three should snuff a cyborg with all the latest advances. Four Agents with L.R. Rifles should be able to use hit-and-run tactics to wipe out an army.



Class: BIOMEDICAL

Tech Level	6
Cost	13,000
Energy Used	.6
Damage	-
Delay	-
Range	+ / -

ADVICE: One per Agent, in addition to the regular medikit ... always. Especially always if you tend to get distracted and not notice when one of your Agents is dying. Two medikits give your Agent three lives.



Class: NUCLEAR

Tech Level	6
Cost	100,000
Energy Used	6
Damage	100 + fire
Delay	3
Range	60 / 40

ADVICE: A very handy weapon for almost any situation. When firing this, however, be careful to avoid nearby objects like lamp-posts, wire fences or other everyday items. You definitely do not want to be caught in the blast.



Class: COMPUTER

Tech Level	6
Cost	45,000
Energy Used	.3 x P
Damage	-
Delay	-
Range	40

ADVICE: Have it when you need it. That's really all the advice that can be given.

NUCLEAR GRENADE



It's only a matter of time before they figure out how to contain the blast of a nuclear explosion, and then there will be pocket-sized nuclear bombs on the market. Currently they are experimenting with stressed Techium to keep the chain reaction within a couple of city blocks. Furthermore, they hope that a custom isotope will bring the radiation levels to within acceptable levels within moments. All the destruction; none of the cleanup detail. It will detonate on contact with any solid object, and will destroy a couple of buildings or a medium sized crowd.

This is another of those handy shockwave weapons that strips its victims' Shields before inflicting damage. If you take a shock-wave, and then stick around for the fireball ... toast.

PERSUADERTRON II



It's not just the Syndicate vs. the helpless civilians anymore, and the Syndicate doesn't like it. Their top scientist, Drennan, is doing some serious research into Church technology, and is concentrating his efforts on developing a Persuadertron capable of taking control of the minds of the Zealot Agents. That's going to be handy for his side when he gets the device perfected. Think of it, just when one of his Agents is going to have to go against a team of Zealots, he can zap them with his new gizmo and suddenly have twice the firepower he had when he started. This is guaranteed to get the attention of the Church, and not just a little!

STASIS FIELD



Now, I'll be honest with you, boss. This is one of those things where I'm a little hazy on the subject. No one knows for sure what is going on, but I've been able to eke out some information from computer relays, poorly deleted hard drives and the old fashioned gossip chain. It seems the Church has been using alien technology to alter time in a very localized area. I heard a rumor that some people are going to use it to put themselves in suspended animation until the whole mess blows over, but I think that's unlikely ... if only for energy consumption issues. Rather, I think the Church is planning to use this as a weapon. If someone gets caught in the range of this thing, they'll be stuck in an eddy of time — essentially held immobile, unthinking and out of the way — for around 15 or 20 seconds. That could be useful, but I can't think of a time I wouldn't rather have a bullet.

DISPLACERTRON



This is essentially Professor Drennan's idea for a time gun. From what I've heard, the effect is the exact opposite of the Stasis Field's. Shooting this device at someone, according to what I've learned, is the same thing as picking him up and flinging him through time — although only about 30 seconds or so, really. The guy I talked to was rambling about ultra-dense matter surrounded by a stroboscopic stasis shell and how this all links with access to a higher dimensional time. At the time I thought he was a bit rickety in the head-works, but since then I've heard of the alien technological breakthroughs.

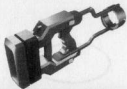
No, I don't know if the victim is annoyed when he gets there. All I've got to go on is the mutterings of a shell-shocked scientist, and a couple of specs I found in his pockets. I'll let you know more when I see one of these in action ... from, I hope, a distance.



Class: ALIEN TECHNOLOGY

Tech Level	6
Cost	110,000
Energy Used	2
Damage	-
Delay	2
Range	80 / 40

ADVICE: This effect can include you if you aren't careful. It's very effective when used in conjunction with a Nuclear Grenade.



Class: ALIEN TECHNOLOGY

Tech Level	7
Cost	130,000
Energy Used	6
Damage	-
Delay	7
Range	80 / 10

ADVICE: There are only two effective ways to use this as a weapon. The first method is to displace an enemy and then place a mine where he was (and will be returning). The second is to call in a Satellite Rain strike, and then, right before the attack, displace yourself to the future. It'll take timing and a lot of luck, so only use it when you're about to be blown into component parts.



Class: NUCLEAR

Tech Level	7
Cost	105,000
Energy Used	
Damage	50 x 10
Delay	
Range	- / 40

ADVICE: Since you can only call down a strike on the area that you are in, you have about 15-20 seconds to get as far away as possible.



Class: KINETIC

Tech Level	7
Cost	95,000
Energy Used	5/second
Damage	10
Delay	
Range	- / 40

ADVICE: Be careful to be far enough back. Just because somebody else causes the explosion doesn't mean it can't harm you. And even after it's been triggered, watch out — there's a one-in-eight chance it will still be there when the dust (and blood, and shrapnel) clear.

SATELLITE RAIN



You gotta admit that the ability to call down a contained nuclear strike any time you want is a useful ace-in-the-hole. The Syndicate is working toward this goal even now, and they are rigging their orbital platforms with tungsten-uranium alloy rods in point-and-shoot devices attached to the downward side. The theory is that whenever you need a little help from heaven, you just dial up an air strike, and they fire off one of the rods at the location you've indicated. As it enters the atmosphere, the re-entry heat melts it into a plasma "rain." It's timed so that once the first "raindrop" hits, another nine follow about every two seconds, just as regular as clockwork. And if the basic damage isn't enough, this is planned to be another shockwave weapon, stripping off any nearby Shields.

TRIGGER WIRE



This is a variation on Razor Wire. The basic material is the same — titanium-steel alloy fashioned into a strand only a few molecules thick. Even the better mods have trouble recognizing this stuff before it's too late. The twist to the Trigger Wire is that brushing against it sets off a series of small but violent explosions along the entire length of the wire.

This is a bit more useful in the realm of access prevention because not only does it do more damage to whomever is trying to sneak in, but it provides more warning that something has gone wrong. Where someone being cut up by Razor Wire might be fanatic enough to keep his mouth shut while his friends go through unhindered and undetected, Trigger Wire lets you know for certain someone's getting shredded.

Like Razor Wire, you can see the stuff you put down clearly; what someone else put down only shows as a tiny glint. Unlike Razor Wire, this is a deadly trap.

CHROMOTAP



The code name for this project is the "Soul Gun Endeavor." It's a bizarre concept on the surface, but I suppose it makes sense when you think about the physics of it. Well, I wouldn't go so far as to say it makes sense, but then this is based on alien technology, and that's got to mean something. The gist of it is people have a vital electrochemical energy that can be used for various things. That makes sense so far, especially when you consider that the CHIP-heads don't walk around with a rechargeable battery packs strapped to their waists. CHIPs use internal bio-energy, although they don't use much. What the Chromotap does is siphons off the remnant bio-energy out of dead bodies, on a cellular level. The energy then gets stored in the device's controller, to be used by the Agent if he needs it. The perfect pick-me-up after a shoot-out, it sounds like. However, while you are using it, your shields are weakened — to allow the energy transfer — so you are especially vulnerable.

PLASMA LANCE



People expected weapons like this back from the moment they discovered atomic power. When this goes on the market, it'll be the legendary "disintegrator ray" that was portrayed in the low-budget vidflicks from way back when. The spec sheet says that it will use magneto-amplification along with a beam-structured force field to convert atmospheric molecules into plasma. Essentially, it'll be vaporizing anything it hits by superheating it — and we're talking star-hot here. What's more, you can bet there's going to be collateral damage, but I won't even guess the extent; I'm just a lowly spy. Just in case you aren't impressed yet, they intend for this to be a super-chargeable weapon, just in case it runs across a tempered material that might put up some resistance.



Class: ALIEN TECHNOLOGY

Tech Level	8
Cost	120,000
Energy Used	2
Damage	-
Delay	-
Range	40 f.

ADVICE: It's handy, but you'll get more good if you carry two types of Medikits.



Class: ELECTRIC

Tech Level	8
Cost	200,000
Energy Used	.04
Damage	5.5
Delay	-
Range	100 f.

ADVICE: This is very useful for blowing things away. It essentially replaces your Minigun — although a Minigun is always handy to have.



Class: ENERGY

Tech Level	9
Cost	NA
Energy Used	.04
Damage	20 + 10 / fendril
Delay	10
Range	110

ADVICE: Don't expect this to be available anytime soon, but when it is, it is too powerful to actually be sold. It will be custom made for Very Special Customers, and the only way to get one will be to find and take it. Note that if you get one, it'll only target your enemies.

GRAVITON GUN



This is one of those occasions where someone comes up with a crazy idea and it gets taken up by management as a "flagship" project. If enough money gets thrown around, it might actually happen. The general idea is that if you disrupt the gravitons in an object, the molecules will fly apart. Odds are that there won't be so much as a dust puddle left behind.

I'll give them credit for taking a fresh angle on martial merchandise. They plan to use graviton prisms and Noxon to create a anti-gravitic chain reaction. All this is going on while you hold the trigger down. When you release the trigger, the destructive power will be guided down a "pipeline" of magnetic polarization in the direction of the target. When it hits, there will suddenly be no more target. That's the idea, anyway. My guess is that anything standing near the target will also get vaporized, but maybe I'm being paranoid.

Equipment Chart

Tech level determines which equipment is available in a multi-player game, based on the max tech level set for that game.

Cost lists how much the item costs, once you have researched it and can buy it. Normal research funding is 10% of the cost. You are credited with half its cost if you sell it.

Energy is how much energy the item consumes. For some, this is the Energy cost per second of use; for Persuadertrons, Energy cost is determined by the Persuadertron points of the person being Persuaded/Indoctrinated.

Damage lists how much damage each weapon inflicts.

Delay is the refill delay between shots/uses.

Range gives the effective ranges of the item, in yards. The first value is how far the item can be effectively shot, thrown, or otherwise projected. (Obviously, a Long Range Rifle has a much farther range than 160 yards, but that is its effective range in a crowded city, at night.) The second value is the radius of effect of the item.

Spec. lists special features: those that can be supercharged (**SC**) or have a rapid fire capability (**RF**), those that detect Enemies and those that generate a shockwave (**SW**) or a fire (**F**).

Item	Tech	Cost	Energy	Damage	Delay	Range	Spec.	Shd.	F-S	R-S	F-C	R-C
Minigun	1	12K	.2	1	-	80 / -	RF	Y	Got	Got	0	0
Razor Wire	1	10K	.5/sec	up to 10	-	- / -		N	1	2	Got	Got
Uzi	1	4K	.08	.5	-	50 / -	RF	Y	Got	Got	Got	Got
Knockout Gas (Synd.) ****	2	8K	6	-	3	60 / 25		N	Got	Got		
Medikit *	2	3K	.6	-	-	- / -		-	Got	Got	Got	Got
Persuadertron / Indocrinolator	2	15K	.3 x P	-	-	30 / -		N	Got	Got	Got	Got
Disrupter	3	20K	-	-	-	- / 10		N	5	6	3	6
Electron Mace	3	42K	.02	2	.5	90 / -	SC	Y	7	8	4	4
Psycho Gas ****	3	10K	6	-	3	60 / 25		N	0	1	Got	Got
Pulse Laser	3	37K	.02	2	.5	90 / -	SC	Y		4	5	
Flamer	4	16K	.7/sec	10/sec	-	40 / 5	RF, F	N	2	4		2
High Explosive ****	4	48K	2	50	3	- / 40	SW, F	N	1	2		0
Ion Mine ****	4	62K	.04	1	.5	- / 40	E	Y	4	5		3
Cerberus IFF *	5	65K	6	5	.25	- / 70	E	Y	6	7		5
Clone Shield	5	100K	.5/sec	-	-	- / -		-	10			8
Launcher†	5	75K	3	8	2	120 / 30	SC†, SW	Y / N	8	10		7
Long Range Rifle	5	30K	2	13	6	160 / -		Y	2			1
Automedikit *	6	13K	.6	-	-	- / -		-		12		9
Nuclear Grenade ****	6	100K	6	100	3	60 / 40		N	1	11		11
Persuadertron II (Syndicate)	6	45K	.3 x P	-	-	40 / -		N	18°			
Stasis Field	6	110K	2	-	2	80 / 40		N	17	18		16
Displacertron	7	130K	6	-	6	80 / 10		N	21			20
Satellite Rain *	7	105K	-	50 x 10	10	- / 40	SW, F	N	1	14		14
Trigger Wire	7	95K	.5/sec	10	-	- / 40	SW	N	1	17	17	17
Chromolap (Church)	8	120K	2	-	-	40 / -						21
Plasma Lance	8	200K	.04	5.5	-	100 / -	SC	Y	17	19		19
Greviton Gun	9	n.a.	.04	plenty	1	110 / -	SC, E	Y	22		25	

Shd. tells which weapons can be blocked with a Shield — Yes or No. **N** ! means that it not only isn't stopped by a Shield, but that it totally drains the Shield (see **Explosions and Shockwaves**, p. 25).

F-S and **F-C** list the Syndicate and/or Church missions in which the item can first be found.

R-S and **R-C** list the Syndicate and/or Church missions after which the item can first be researched.

In all of the above, **Got** means that the item is available before the first mission.

* = this is a one-use item

**** = one-use items, but each Agent can carry four at a time

° = received automatically

† = supercharge for improved accuracy, but no additional damage

RESEARCH

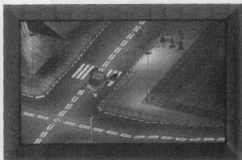
Scientists, Money and Development Time. A research project will take ten days, provided it has four scientists and 100% funding. If you have fewer scientists or invest less money, it will take longer. If you have more scientists or invest more money, it takes less time. Note that you don't have to decide how to divide your scientists — even if you have two projects under research, all your scientists contribute fully to both projects.

What is 100% funding? Simply enough, it's the purchase price of the item. A Long Range Rifle costs 30,000 Cr, so the normal research cost is 30,000. It usually is assumed that you will play 10% of the cost every day for ten days, but you can negotiate that.

The relationship between the number of scientists (or amount of funding) that you lack and the amount of time the project takes is linear. That is, if you only have two scientists, then the project will take twice as long. Similarly, if you only invest half the suggested funds, it will also take twice as long. (Yes, I know that you start out with four scientists, but a really sloppy executive can lose a few. Didn't know that, did you? If you are in a mission that has scientists in it, don't let them get shot. They might be your guys.)

Development time decreases similarly if you have less than 100% funding. 50% percent funding will make the project run twice as long as it would fully bankrolled.

Now, contrary to the prevailing belief structure, throwing more money (or people) at a project is not always a useful thing. Sure, if you ask a scientist what time of day it is, he'll tell you that he needs more funding before he can give you an answer, but let's talk reality. There is a point of diminishing returns. The following table shows how long it will take to research any project, based on how many scientists and how much money you invest in it:



Credits Scientists	25%	50%	75%	100%	150%	200%	300%	400%	Too Much
1	160	80	53	40	32	27	23	21	20
2	80	40	27	20	16	13	11	11	10
3	53	27	18	13	11	9	8	7	7
4	40	20	13	10	8	7	6	5	5
5	36	18	12	9	7	6	5	5	4
6	32	16	11	8	6	5	5	4	4
7	29	15	10	7	6	5	4	4	4
8	27	13	9	7	5	4	4	4	3
Too Many	20	10	7	5	4	3	3	3	3

The final row (Too Many) and final column (Too Much) list how much more time you can save if you throw an infinite number of scientists and/or money at the project. As you can see, doubling your initial number of scientists (from 4 to 8) or doubling your research funds gives a somewhat significant return in rapid research — doubling either one cuts three days off the research time (from 10 days to 7 days), while doubling both cuts another three days (down to 4 days). The only way to reduce it even one more day is to throw 50 or 60 scientists into your lab (and there aren't that many scientists you can Persuade), or to throw 50 or 60 times the money at it (and you have far better things to do with your money).

Also note that you can invest any amount you want (in increments of 1000 credits) — just because the table has no columns between 75% and 100% doesn't mean you can't invest 87%, or 93.67234%. The table gives you guidelines for how long it will take, but Invest as much as you want.

The gist is, consider doubling your funding and scientists, but don't do more.

Simultaneous Research

You can only research one mod at a time, and one other item at a time. However, you can research two projects at once — one mod and one non-mod.

Items Submitted

You probably already know that when you find a weapon during the course of a mission, you have the choice of whether to use it in subsequent missions, or to submit it to your Research and Development labs. (Of course, if it was the mission objective, you can't use it or submit it for research — you must turn it over to the Powers That Be, and you'll never see it again.) Note that finding an item and submitting it sometimes allows you to begin research on that item earlier than otherwise would have been possible. (See the **Equipment Chart**, p. 57, for when items become available.)

You are also likely to be aware that every time you fire a weapon you've found, but haven't researched, you run a 25% chance of depleting your weapon energy pool. That's what happens if you use an item you don't understand.

Note, though, that anything you submit to R&D disappears. They take it apart so thoroughly that there's nothing left to use when they finish with it.

What you might not know is that statistics show that for every weapon you submit to your R&D guys, you decrease the development time by a fraction. **Each item submitted decreases the research time for that item by 8/9ths.** In other words, if you submit a Flamethrower, you cut the normal research time for a flamer from 10 days to 9. If you submit 6 Flamethrowers, it'll take your lab guys only half the time to reverse-engineer the thing than if they were working from scratch.



Items Submitted

CREDITS AND SCIENTISTS	0	1	2	3	4	5	6	12
50% AND 4 SCIENTISTS, OR 100% AND 2 SCIENTISTS	20	18	16	14	13	11	10	5
100% AND 4 SCIENTISTS	10	9	8	7	6	6	5	2
200% AND 4 SCIENTISTS, OR 100% AND 8 SCIENTISTS	7	6	5	5	4	4	3	2
TOO MUCH MONEY AND TOO MANY SCIENTISTS	3	3	3	2	2	2	1	1

Again, the Law of Diminishing Returns kicks in. You can give your scientists all six Flamethrowers you find (assuming you can even find that many), but wouldn't you rather just give them 4, or even 3, and keep the last couple to use? When research is fully successful, you still have to pay to build new equipment. Flamethrowers cost 16,000 Cr — you're probably better off taking an extra day or two for research, and saving some of the flamers for missions.

Suspended Research

You can always suspend research on one project and begin researching something else. The good news is that you can later go back to the original project and continue research on it, at no additional cost. The bad news is that you can't get any unspent moneys back — once funds are committed to a specific project, they are unusable for anything else.

Auto-Research

Auto-research keeps your scientists busy, even if they finish a project while you're off managing a mission. Rather than twiddling their thumbs, they'll chose whatever weapon or mod available to be researched has the highest technology level. They'll keep the funding the same as on the previous project (something you'll probably want to adjust once you return to base), but in the meantime they make progress rather than sitting on their hands.

Dropsite/ Pilgrimage	Identkeys/ Heathens	Infra-structure/ Geography	Dialect/ Tongue	Commerce/ Material Riches	Toxicity/ Legacy
Adelaide	8.7 M	Simple Urban	Sub English	Brewing, Animal Husbandry	Chemical Waste, Animal Effluent
Al Manamah	10.98 M	Complex Urban	New Arabic	Fuel Refining, Mineral Processing	Chemical Waste
Anchorage	2.2 M	Complex Urban	Ameriskimo	Water Detoxification	Chemical Waste
Bangkok	24.37 M	Ultra-Metropolitan	Pseudo-Thai	Simulant Manufacture, Tourism	Chemical Waste, Human Effluent
Beijing	38.89 M	Ultra-Metropolitan	Proto-Mandarin	Plastics Fabrication, Hardware Manufacture	Radioactive Waste, Human Effluent
Beirut	0.75 M	Sub-Sub-Simple Urban	New Arabic	Weaponry Manufacture	Chemical Waste, Human Effluent
Buenos Aires	15.71 M	Ultra-Metropolitan	Modal	Foodstuff Manufacture	Heavy Industrial, Human Effluent
Cairo	3.16 M	Simple Urban	New Arabic	Historical Artifacts, Tourism	Chemical Waste
Cape Town	10.27 M	Complex Urban	Afrikaans (Ancient)	Mineral Processing	Heavy Industrial
Christchurch	4.9 M	Simple Urban	Idiom Bahasa	Clothing Fabrication, Foodstuff Preparation	Chemical Waste
Colombo	3.35 M	Simple Urban	New Sinhalese	Water Detoxification, Air Re-processing	Radioactive Waste
Colombo Orbit Station	0.0001 M	Experimental	EuroCorp Technical Multi-State Code	Interstellar Transport, Microgravitic Manufacture	Nil
Detroit	10.98 M	Complex Urban	New American	Vehicle Manufacture	Heavy Industrial, Radioactive Waste
Freetown	0.18 M	Sub-Simple Urban	Idiom Afrikaans	Ore Processing	Light Industrial
Geneva	7.65 M	Simple Urban	Common Central European	Water Detoxification, Air Re-Processing	Radioactive Waste
Georgetown	0.08 M	Sub-Simple Urban	Idiom Spania	Mineral Extraction	Chemical Waste
Hanoi	3.3 M	Simple Urban	Zonal Mandarin	Animal Husbandry, Vegetative Re-Processing	Animal Effluent, Chemical Waste
Hong Kong	17.55 M	Complex Urban	Indo-Chinese	Memory Plastics	Light Industrial
Honolulu	7.01 M	Simple Urban	New American	Water Detoxification, Air Re-Processing	Light Industrial
Johannesburg	15.64 M	Complex Urban	Afrikaans (Ancient)	Mineral Processing	Heavy Industrial
Lagos	1.25 M	Simple Urban	Idiom Afrikaans	Ore Extraction	Heavy Industrial
Lima	3.4 M	Complex Urban	Idiom Spania	Weaponry Manufacture	High Radioactive Waste, Heavy Industrial
London	21.13 M	Post-Industrial	Low English	Software Engineering, Financial Services	Chemical Waste, Human Effluent

Disposil/ Pilgrimage	Identkeys/ Heathens	Infra-structure/ Geography	Dialect/ Tongue	Commerce/ Material Riches	Toxicity/ Legacy
Manila	8.5 M	Complex Urban	Zonal Mandarin	Furniture Manufacture	Light Industrial
Matechkin Sher	0.017 M	Simple Urban	Proto-Moldav	Air Re-Processing	Light Industrial
Monrovia	0.65 M	Sub-Simple Urban	Idiom Afrikaans	Distilling	Light Industrial
Moscow	16.54 M	Complex Urban	Moldav	Clothing Fabrication, Distilling	Radioactive Fallout, Human Effluent
Nairobi	2.3 M	Simple Urban	Neutral Somali	Animal Husbandry, Tanning	Light Industrial
New Delhi	28.73 M	Ultra-Metropolitan	Proto-Hindustani	Intelligent Clothing	Heavy Industrial, Chemical Waste, Human Effluent
New York	25.24 M	Post Industrial	High English	Weaponry Manufacture	Ultra-Heavy Industrial, Radioactive Waste, Human Effluent
Nzauk	0.065 M	Municipality	Demi-Scando	Air	Low Radioactive
Omsk	0.48 M	Simple Urban	Russian (Ancient)	Distilling	Radioactive Fallout
Phoenix	13.26 M	Complex Urban	American Continental Interior	Power Generation	Radioactive Waste
Port Moresby	0.93 M	Sub-Simple Urban	Idiom Bahasa	Ore Extraction	Chemical Waste
Reykjavik	4.37 M	Simple Urban	Demi-Scando	Water Detoxification, Air Re-Processing	Radioactive Waste
Riyadh	2.03 M	Simple Urban	New Arabic	Fuel Refining	Heavy Industrial
Rome	10.92 M	Post-Industrial	Low Latin	Consumer Durables	Heavy Industrial
Salzburg	9.27 M	Complex Urban	New-Slavik	Vegetative Regeneration	Light Industrial
Santiago	7.81 M	Complex Urban	New-Spanish	Rubber Production	Chemical Waste
Sao Paulo	18.9 M	Ultra-Metropolitan	Portuguese (Ancient)	Mineral Extraction	Radioactive Waste, Light Industrial
Seoul	6.5 M	Complex Urban	United Korean	Chemical Processing, Vehicle Manufacture	Chemical Waste, Heavy Industrial
Sevastopol	9.26 M	Complex Urban	Moldav	Distilling	Radioactive Fallout
Singapore	21.71 M	Ultra-Metropolitan	Pseudo-Malay	Water Detoxification, Hardware Manufacture	Human Effluent, Heavy Industrial
Tokyo	16.70 M	Ultra-Metropolitan	Neo-Japanese	Hi-Tech Manufacture, Financial Services	Heavy Industrial
Tripoli	8.73 M	Complex Urban	Arabic (Ancient)	Fuel Refining	Radioactive Fallout
Ulan Bator	0.274 M	Sub-Simple Urban	Mongol-Chinese	Ore Extraction	Radioactive Fallout
Vancouver	3.5 M	Complex Urban	Lingvo Pseud	Magnetic Processing	Heavy Industrial
Vienna	6.99 M	Simple Urban	Common Central European	Mineral Re-processing	Light Industrial
Voss	0.023 M	Sub-Simple Urban	Omni Scando	Forestry	Light Industrial

What Everybody Knows

Let me tell you, it's a lot harder to hide listening devices these days. It takes finesse, high-tech gadgetry and a trace-proof home base. You can't just waltz in and drop a wireless tap in a potted plant. The Syndicates have high security — and the Church is professionally paranoid. (If you ever see a pen-and-pencil set on a Syndicate desk, you can be sure it's a bug catcher. These guys have definitely watched too many spy-thrillers. But that's beside the point.)

I managed to tie in my copyrouter to their security systems, and until I decide to deactivate it we'll be getting instantaneous reports on all information anyone sends over vid-hookup. I've also got a remote link to each camera/drone system, so we'll be seeing what they see at approximately the same time.

Let me explain what's going to happen:

Basic Information. A certain amount of information is given automatically to the operative. This includes a mission briefing of the situation from some sort of superior. The Syndicate seems to have its missions doled out by a head Agent named Maritz. These missions have been increasing in the recent past, due to the discovery of the alien technology and other corporations' interest in same. The Syndicate had successfully quelled all interference by outside forces, when their entire scenario exploded. Now that The Nine have splintered off from the Syndicate, things should start hopping again. We won't be listening in on a silent channel, that's for sure. The briefings will tell us just about everything we'll need to know.

Map. A simple map of the areas in question is also provided automatically. They don't provide much information, but they will point out where the drop-off point, targets and other areas of interest will be.

Netscan Information. Extra information is also provided — for a fee. Due to the fact that I've hacked into the net, I'll let you know anything useful. (If it's just the location of something, I'll show you that on the map.) Are you wondering why the Syndicate would withhold any information from their own Agents, thus increasing the chances of failure? It's a simple thing. The information is not actually being held by the Syndicate. Nope, it is more like a direct link to a commercial espionage trading house. There is an entire infrastructure of spies at work in the major cities, and for a fee they will tell you what they know. Yes, there is a direct link to the briefing page; it's the most efficient way to access the alternative resources. The system, called Netscan, is a hold-over from the free enterprise system that put the Syndicate where it is today. Don't underestimate the value of Netscan's extra information if you're at all interested in understanding the situation.

The Inside Information

Now, boss, this is where you get your money's worth out of my salary. You haven't told me what you want all this information for. Maybe you want to set up a competitive Syndicate, and you're looking for an edge. That's fine. Maybe you just have a lot of money and a nosy streak a mile wide. That's great, too. Whatever you do with the information I give you, more power to you. I've worked the system from the inside out, and this is what I can do for you.

By the way, the line between you and your Agents gets kind of fuzzy. You might notice that I'll be saying that "you" should do things, but that things happen to "your Agents." The reason behind that should be pretty clear.

Orders / Map Information. I'll highlight the assignment's targets and potential hazards. I can't guarantee that they'll stay in the same place, but if it looks like they're on the move I'll tell you where they start and where they are headed. I've got most of the satellite comm networks monitored. If they've been given orders, I can predict their movements.

When I say "north," I'm referring to the direction that heads to the top of the map as I give it to you.

Events Necessary for Success. Sometimes I'll be able to tell at a glance that you'll need to do something more than shoot people to succeed. In those cases, I'll let you know what sorts of things you should be on the lookout for.

Secondary Objectives. If there are some goodies that would help you in the long run — like Scientists you could add to your labs — I'll let you know.

Equipment. I've been in the business for longer than nearly anyone else. I've also kept an ear to the ground on upcoming weapons technology (see my report on **Mods and Equipment**, page XX). I have a nearly infallible sense of how much push it takes to get things rolling. (If you've got a favorite weapon, feel free to ignore my suggestions. If I hear of any ordnance advances in the field, I'll let you know before it's too late to do anything about it. Just in case you want to upgrade your arsenal. Anything you find, you can give to your research labs, of course.

Mission Tips. There are more stories in the naked city than you could possibly know. If I hear something that might be useful, I'll let you know. Organizations aren't run on a tally of successful kills, you know — it's run on knowing what the situation is.

Note that I'll be keeping an eye on non-Syndicate activities as well. I expect to be able to provide the same services to you, regardless.



