Q Manual

Update

Most of the equipment provided in this update was used by Agent 007 in a previous mission against a rogue Russian agent. I have asked 007 to give me some commentary on the various items in question where applicable.

Gadget Gun

This gun was used very successfully by 007 in his most recent mission. The gun has three types of ammunition: a grappling hook and line, sleep darts, and a network

Rappel Gun

This ammunition contains a liquid mixture created by Q that hardens instantly when exposed to air. You simply load a small grappling hook into the gadget gun, point and fire. The gun then automatically retracts the line that was fired or extends it if you are going to rappel down a surface such as a building or a cliff. Depending on how you tug on the gun you can either ascend or use the line to rappel. The gun has clips that can hook to a belt to allow your hands to be used for other purposes. When you are done with the line, simply push a release button and it detaches. The grappling hook also has a release that can be used to retrieve it.

007 Evaluation: *This particular gadget was useful in many situations. The "rope" is somewhat springy which makes it ideal for quick escapes. I plan to keep this gadget and make it standard equipment on any mission I go on in the future.*

Game information: The range and dc given in the stat block is for using the rappel gun as a weapon. While it does very little damage as a weapon, an opposed strength test allows the user to yank the victim off of their feet at which point they can be "reeled in". If

used for its intended purpose it will fire approximately 100 meters and if it hits then the hook is considered to be imbedded in the target. Mountaineering is used to fire and attach the hook, not firearms. This represents being able to aim at a point that is safe to attach the hook to. It will lift the user approximately 10 meters a round or lower them 20 meters a round if used to rappel.

PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	C	0-2	8-10

	CON	JAM	DRAW	RL
	-2	99	+1	1

Sleep Dart Gun

This ammunition was vital to getting 007 successfully into several high security installations. While the range is very short the dart itself is highly effective. If it penetrates the clothing or armor of the victim they will be unconscious for up to 6 hours.

007 Evaluation: *Next to the rappel line this is probably my favorite attachment to Q's gadget gun. It is nearly soundless and people tend to collapse instantly when hit with it.*

Game information: If the target suffers a stun or better result from this weapon and fails an ease factor 4 strength roll they are unconscious for d6 hours.

PM	S/R	AMMO	DC	CLOSE	LONG
+1	1	5	C	0-2	8-10

	CON	JAM	DRAW	RL
	-2	99	+1	1

Network Tap

This attachment fires a small network tap. It will attach to a piece of equipment such as a computer and allow remote operation of the device attached to that computer for a very short time. Note that a separate controller such as a pda or a laptop is required.

007 Evaluation: *This device came in useful several times though of all the attachments to the gadget gun I found it to be less generally useful.*

Game information: This weapon is fired using electronics or science skill. If the firer does not have the computers Field of Experience (if you are using this optional rule) then they suffer a -3 to the ease factor due to not knowing where to attach the tap. No damage is actually done to the target; instead, a successful hit allows the user to assume control of the target computer for d6 rounds. It can also be used against computer controlled targets such as auto turrets.

PM	S/R	AMMO	DC	CLOSE	LONG
+1	1	1	*	0-2	8-10

	CON	JAM	DRAW	RL
	-2	99	+1	1

Coin Grenades

These coins come in three types: fragment, strobe, and EMP. They can be issued to look like coins native to any country and will pass a visual inspection. However, spending them is not wise and could result in disciplinary action if a civilian is accidentally hurt or killed by a coin grenade.

007 Evaluation: *These grenades are not very powerful but can turn the tide in a battle. I once gave one to an enemy when he was going to flip a coin to decide how to kill me. It didn't kill him but he was called Lefty after the coin flip.*

Game information: To use the grenades simply squeeze them for two seconds and throw. Impact will cause them to detonate or they will explode after a 5 second delay if the impact is not hard enough. The fragmentary grenade is area damage class. The emp pulse will disable any electronic equipment within a radius of 1 meter of the grenade when it goes off. A strobe grenade will blind everyone within a 10 meter radius of the explosion unless they pass an ease factor 4 perception test. The coins can be thrown a number of meters equal to the character's strength. A quality rating 1 result means the grenade landed exactly where the character intended. A QR 2-4 means it missed by 20,30,or 40% respectively in a random direction. A failure means it missed by 50% in a random direction. A roll of 98 or higher means it was a dud.

Fragmentary grenade coin

Strobe grenade coin

Emp pulse grenade coin

Q Spider

A Q Spider is a small mechanical device about the size of a small cat that can be used to remotely explore an area and for some sabotage and anti-personnel missions. It requires a separate remote control with a viewscreen such as a modified cellular phone like the versions designed to control some of our cars. It has a small explosive charge capable of killing several nearby enemies and a small dart that can inject a knockout drug similar to that used in the sleep dart gun.

007 Evaluation: *Once I got used to these devices I found them to be quite useful. They are nearly silent in their movement and able to fit into small ventilation systems. I also had fun using one to scare Miss Moneypenny much to the dismay of Q.*

Game information: These spiders are steered using the electronics or science skill at a -2 ease factor. They may sneak up onto unsuspecting enemies with an unmodified stealth roll. Science or electronics is used to attack enemies with the dart injector which will knockout an enemy for d6 hours on a stun or better result. Note that the injector does not fire, so the spider must move up to its target and inject it at point blank range. The spider carries 10 doses of the knockout drug. The small explosive in the spider will do area damage class I if used and this is triggered with an ease factor 6 science or electronics roll. The spider is slow and moves at a speed roughly equal to a slow walk for an average person.