



Equipment (Version 2)

In utrumque paratus,

Seu versare dolos seu certae occumbere morti.

– Prepared for either event, to set his traps or to meet with certain death.

Virgil [*Aeneid*, II. 61]

NB: This edition has been brought into line with the *Modern Arms Guide* supplement, and any new or modified rules should supersede any given in previous editions of this supplement.

This document provides what I believe to be a more accurate representation of gear suitable for the *Spycraft* Ultraviolet setting. My players seem to enjoy using quite a few gadgets on the leeches and their followers: thermal glasses, quick-mines, and grenade cigarettes seem to go down very well. I personally am very proud of slaying a Code V with a hand mirror (and some early-dawn sunlight), but that's by the by. Anyone who feels this lot is more *Blade* than Ultraviolet is, of course, entitled to his or her own opinion. Sometimes I doubt my own judgement just as much as you do, just leave my house alone.

I took the gear from the .pdf of the setting, and modified it heavily, so thanks to Dave McAlister, Chris Crawshaw, and mouthmerc. I hope that this approach allows a more seamless integration of new items into your existing game by keeping everything in one place. The use of copyrighted material in this here document does not constitute a challenge to said rights, I'm not making a penny out of this and don't intend to.

Video Pistol

The trademark video pistol used by British leech-hunters is the H&K SOCOM (MAG 61, 90, or use a .45 ACP service pistol from the SEH). In practice, any gun can be loaded with carbon rounds (see below) and any firearm larger than a backup pistol (except revolvers) can mount a sidearm camera (also see below).

Sidearm camera

This chunky under-barrel module consists of a digital video camera, and a semitransparent viewscreen. The camera directs its image onto the screen, overlaying the real image. If a Code V is in sight, it will not appear in the screen. If it's too dark to see the target with the naked eye then the system won't work. The only way of detecting a Code V is with human perception. This allows for the rapid acquisition of harmful targets. A sidearm camera costs 5 BP and weighs 4 pounds. This weight also has effects on the weapon it is mounted on, applying a -1 modifier to initiative at the start of combat and any attempt to conceal the attached weapon, but reducing recoil by 2 as well. Due to the unavoidable electronic parts of this item, it is visible to metal detectors.

Carbon bullets

Nylon coated, allicin laced carbon rounds are a good choice for anti-leech use and available for any weapon. The nylon coating, while not especially useful for damaging leeches, protects the bullet from forces at firing which could shatter the round. Also, curiously, the nylon melts and is dispersed by the heat and centripetal force of firing, and therefore the bullet carries no scoring or fingerprints to identify the firer. It should also be noted that carbon rounds are mostly non-metallic.

Budget points: 2 for 20 rounds

Other: carbon based, as JHP rounds (page 112 SEH, 103 MAG) or shotgun slugs (116 SEH, 103 MAG)

Allicin Grenade

Similar in appearance to a standard CS Gas grenade, this item, when used, produces a 2 square (10 ft.) cloud of gas composed, almost entirely, of allicin. A Code V subjected to allicin will take 1d6 damage for each round that they remain in contact with it. Additionally, they must make a Will save (DC 15) or be forced to move away from the source. This cloud disperses in 2d6 rounds, or 1d6 in well-ventilated areas. Allicin generally has no effect on non-Code Vs, but it does smell particularly bad and an allergic reaction can cause rashes, irritation of the mucus membranes, and hay fever symptoms.

Budget points: 12 each

Weight: ½ lb

Range Increment: 10 ft

Error Range: 1-4

Another intriguing use for allicin is in quick-mines (page 145, SEH), which can be rigged as allicin weapons instead of bombs at no extra cost (this applies a +2 to Listen DCs to detect the mine's detonation).

Allicin Spray

Or, as a player of mine termed it, "Leech-B-Gone". This sleek 6-inch long anodised aluminium canister (available in charcoal grey or midnight black finishes) contains an allicin supply under pressure. When the nozzle is depressed a steam of allicin droplets is released. If effect, this is Code V mace, and uses the same rules for attacking as mace (page 111, *Spycraft Espionage Handbook*), but does allicin damage (see above). This gadget is *disposable*, and is generally considered harmless enough to be dumped in the trash without breaking cover (provided it doesn't have any fingerprints on it). It costs a gadget point. Good as a backup weapon, or as a test if you don't have a mirror handy. Warning: DO NOT USE TO FLAVOUR FOOD!

Carbon stake

This pen-like instrument is actually a compressed-air-powered stake, operating on a 'flick-knife' principle. When a button on the side is pressed, the weapon tip is exposed and the stake is ready. Good for 20 releases between recharges (at an air compressor, takes 5 minutes). Not practical (-2 to hit and damage) for throwing, due to it's lightness.

Budget points: 5

Damage: 1d6 (carbon-based)

Error Range: 1-2

Threat Range: 19-20

Weight: ½ lb

A *wooden* stake would have ER 1-3, and TR 20, as well as only doing 1d4 carbon-based damage unless painstakingly (pun intended) sharpened. It does however, come free (check your local park).

Carboniferous blade

Carboniferous blades (or C-blades) are 14-inch military kukris, fashioned from advanced carbon polymers. The result is a devastatingly sharp close-quarters weapon that deserves pride of place in any agent specialising in *mano-a-mano* Code V combat.

Treat a C-blade as a machete (page 110, *SEH*), with the composite body masterwork (page 20, *MAG*) to carbon-base it. It therefore costs 16 BP and cannot be bought for cash. It looks fabulous, but is somewhat impractical if you consider how much a firearm costs. Also available, at a cost of 13 BP for 9, are carbon-based shuriken.

Ultraviolet Light

Use of this light is harmful to Code V and causes 1d8 damage to them for each round that they remain in contact with it. Additionally, they must make a Will save (DC 15) or be forced to move away from the source. Finally, ultraviolet lights can be used to view the bite marks that are left on victims (normally, these marks are invisible). For a single Gadget Point, a UV penlight is available. It is so weak that it only does 1d4 damage and works at up to 10 feet, but it makes another great backup weapon and tester for infection. Also, it can be used to blind those wearing UV goggles. A ranged touch attack (at a -4 to reflect the difficulty of hitting the eyes) blinds an agent with UV goggles for one round while their vision clears. The batteries on this gadget last for five minutes (50 rounds) after which, a roll under

(number of turns used after 50 + 1) indicates the batteries are flat and the gadget must be returned to the Home Office for a recharge, (if available). The "Usual refinement" *Auto-tint* can be set to shield passenger from UV light, at no extra cost.

Containment Flask

Used to store the ashes of a neutralized Code V, containment flasks are normally kept in a secure location. A typical environment might require a retinal scan and/or voice commands to gain entry (neither of which a Code V can provide) and be bathed in ultraviolet light (which is harmful to Code V). It has Hardness 10 and 10 WP. It requires a full action to disengage the lock, and a further half action to empty the contents onto the ground or into another container.

Background Information: Allicin

Allicin is a pungent oil, yellow brown in colour that must be stored at -70 centigrade and will decompose within a few hours. Synthesised from diallyl disulphide, it is soluble in water and several organic solvents. Generally, it is only available in small quantities and transported in dry ice. It can also be supplied as a stable liquid dissolved in water. The compound is produced by a natural substrate/enzyme reaction and is classified under EEC directive 88/388 and US Federal Register Title 21, Section 101.22. A pale yellow to colourless liquid, 1.5 mg allicin/ml (stored in a chilled environment at 4 centigrade) is stable for at least 6 months (a re-evaluation is required after this).

Note: The usual refinement *Black headlights* does not cause full UV damage, but does force Code V to make a Will save (DC 15) or be forced to move away from the headlights (but not necessarily the vehicle). This also applies to UV torches and floodlamps, within their range of illumination.